



Computational Support for Sketching in Design (Foundations and Trends(r) in Human-Computer Interaction)

Gabe Johnson, Mark D. Gross, Jason Hong

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Computational support for sketching has a long and interesting history dating back to the early days of computing. Computational Support for Sketching in Design: A Review takes a brief look at the origins and history of the subject before going on to survey the literature from a wide variety of sources on modern sketch based design tools. It first describes the practical basis of sketching - why people sketch, what significance it has in design and problem solving, and the cognitive activities it supports. It goes on to survey computational support for sketching, including methods for performing sketch recognition and managing ambiguity, techniques for modeling recognizable elements, and human-computer interaction techniques for working with sketches. It concludes by proposing challenges and opportunities for future advances in this field. Computational Support for Sketching in Design: A Review is an ideal reference for researchers from the many disciplines - human-computer interaction, cognitive science, design research, computer science, artificial intelligence, and engineering design - that have contributed to the knowledge about sketching and computational techniques for supporting it, or are interested in getting up to speed on the topic.

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