

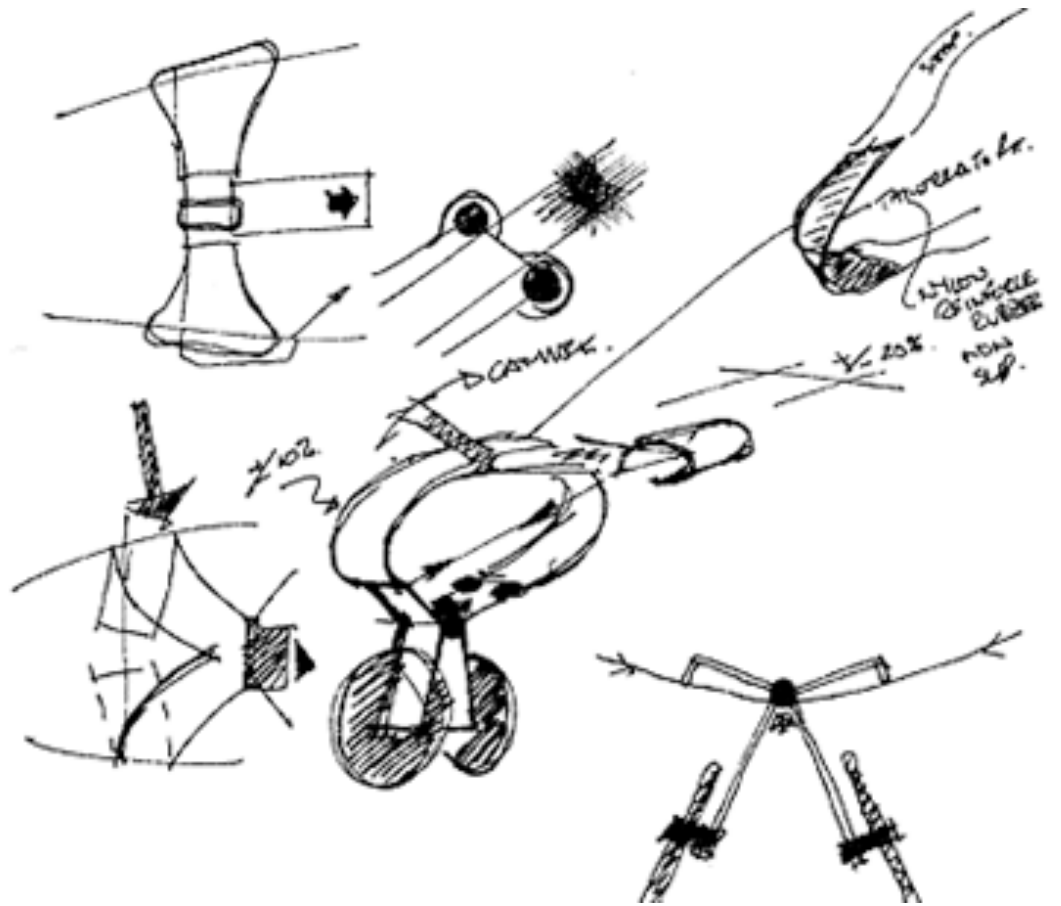
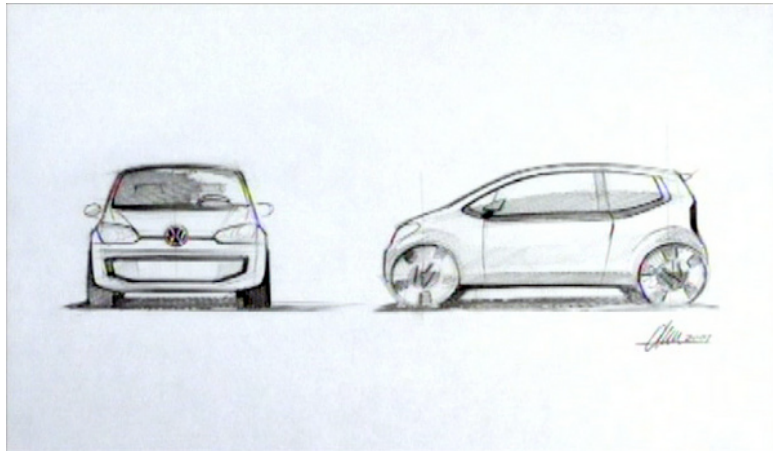
# Sketching in Software Design

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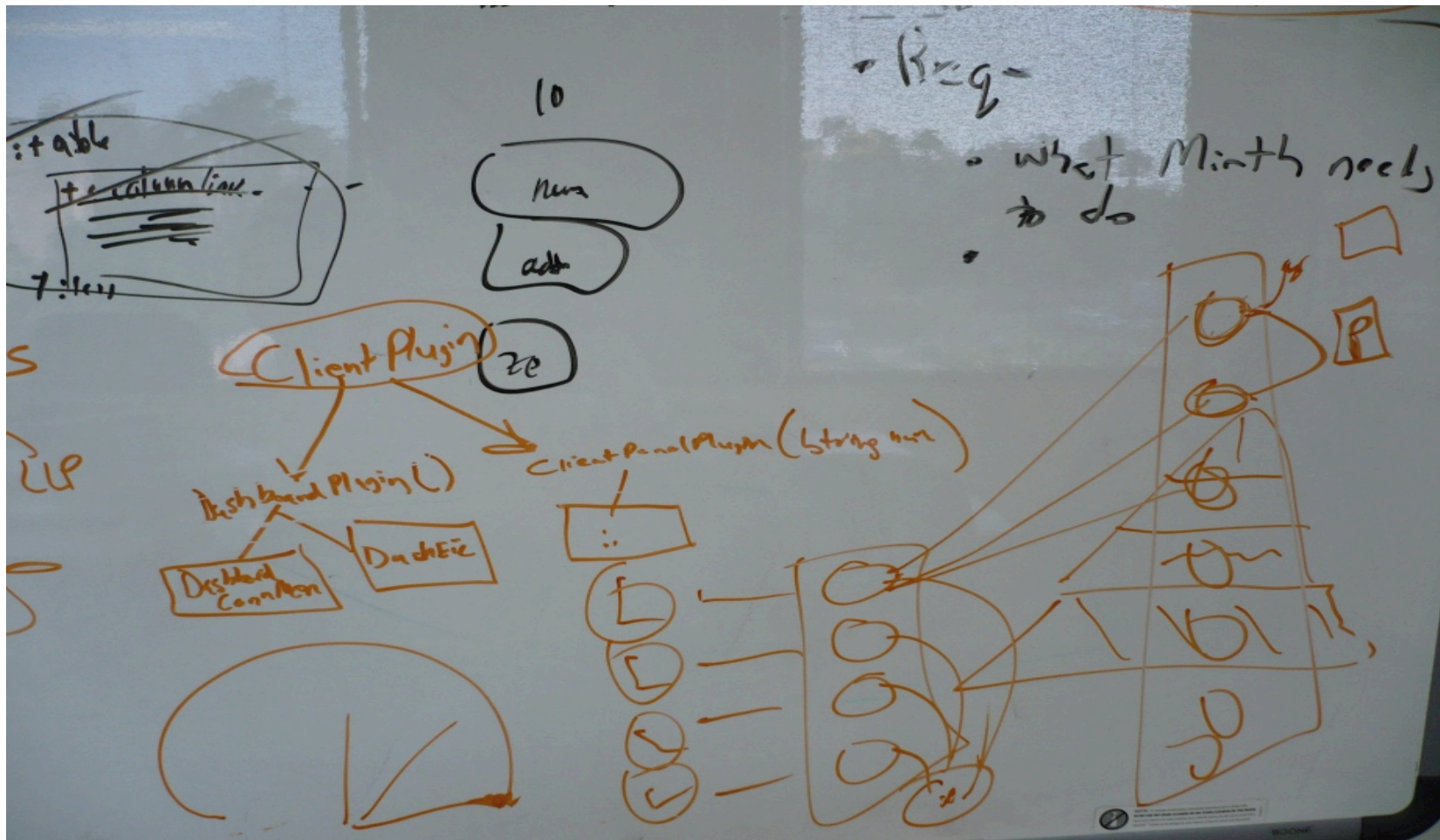
# Sketching

- It's a common activity among designers



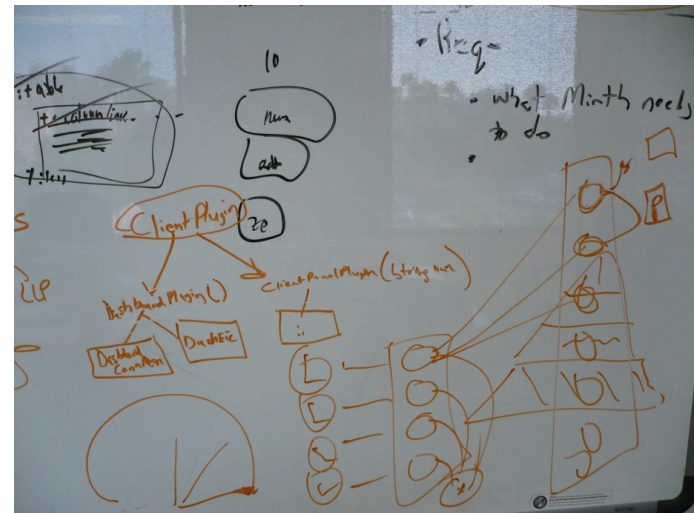
# Sketching

- Software designers do it too

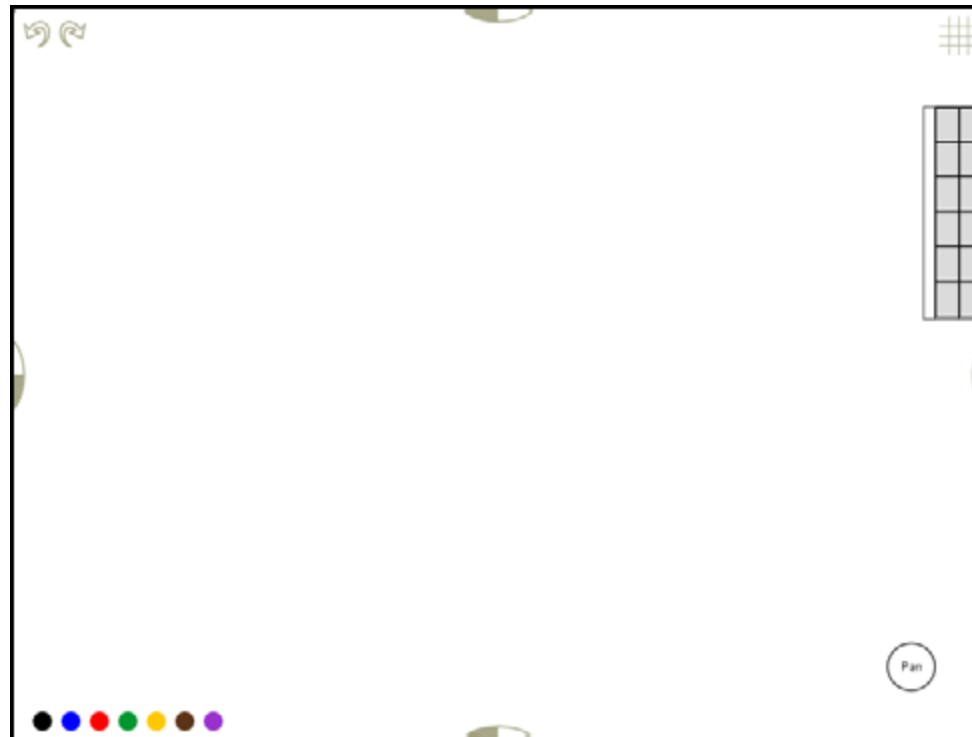


# Objective

- Our objective is to augment the whiteboard experience with computational support to better support the habits of software designers
- Software designers...
  - Create low detailed models
  - Use ambiguous figures
  - Switch contexts
  - Use a variety of notations



# Calico



# Calico

