

Adaptive Path UX WEEK 2009

SEPTEMBER 15-18

The Palace Hotel

2 New Montgomery St. San Francisco, CA 94105

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TODAY!
uxweek.com

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Day 1

Tuesday, September 15



Keynote: Preparing for Revolution:
Designing a Mobile Information Workspace
Matias Duarte, Palm



Mint.com: Why Good User Experience and Design are Essential
Aaron Forth, Mint



You Are Here: How Google Maps Keeps Innovating
Bernhard Seefeld & Elizabeth Windram, Google



Design for Social Good: Changemakers.com and
Community Driven Design
Charlie Brown, Ashoka's Changemakers
& Henning Fischer, Adaptive Path

Workshops

- Good Design Faster, Part 1: Sketching for UX Design
- Be A Strategy Team of One
- The Iron Triangles of Information Visualization
- Content Strategy and User Experience

Day 2

Wednesday, September 16



Keynote: A Conversation With Sarah Jones
Sarah Jones, playwright and performer
& Sarah B. Nelson, Tapir Studios



Genevieve Bell, Intel



Experiencing Comics
Scott McCloud, author, *Understanding Comics*



How Words Work
Erin McKean, Wordnik

Workshops

- Good Design Faster, Part 2: Design Sprints and Sketchboards
- Design is Made of People
- What Web Designers Need To Know About Mobile Design
- Designing for Large-Scale Multitouch Interfaces

Day 3

Thursday, September 17



Keynote: Autism, Drawing and Design:
Insights into Innovation and Creativity
Temple Grandin, author, Professor of Animal Sciences



The Future World of Sound
Martyn Ware, Sonic ID



Designing Experiences Through Make Believe
Alexa Andrzejewski, Adaptive Path



Taste is an Experience, Too
Steve Gundrum, Mattson

Workshops

- Good Design Faster, Part 2: Design Sprints and Sketchboards
- Good Design Faster, Part 3: Making Things
- Experience Design Process: One Prototype at a Time
- Making Thinking Tangible

Day 4

Friday, September 18



Keynote: Design Is In Your Hands
Matt Webb, Schulze and Webb



Cookie-Scale Computers and Other Physical
Approaches to Computing
David Merrill, Tacolab



Mobile Literacy: Research and Design for Emerging Markets
Adaptive Path Mobile Literacy Team



John Peterson, Public Architecture



Wildflowers: The UX of Game/Play
Robin Hunicke, That Game Company



Social Immersive Media
Scott Snibbe, Snibbe Interactive, Inc.



The State of User Experience
Jesse James Garrett, Adaptive Path

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