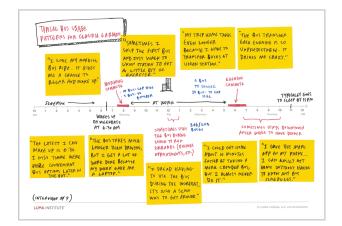
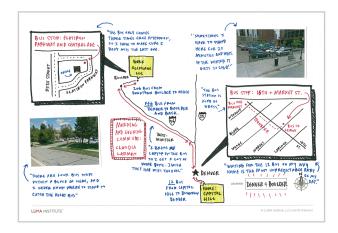
# THERE ARE MANY APPROA(HES TO EXPERIEN(E DIAGRAMMING. (ONSIDER ONE OF THESE FORMATS.



#### 24-hour clock

A nice way to diagram a person's typical routines and behaviors throughout an average day.



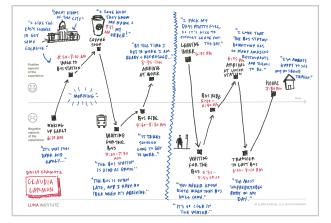
### Physical map

Great for illustrating how people move between physical locations, or within a room or building.



## People, places, and things

Effective for diagramming a more complex set of interactions by clarifying who is involved, where they are, and with what they are interacting.



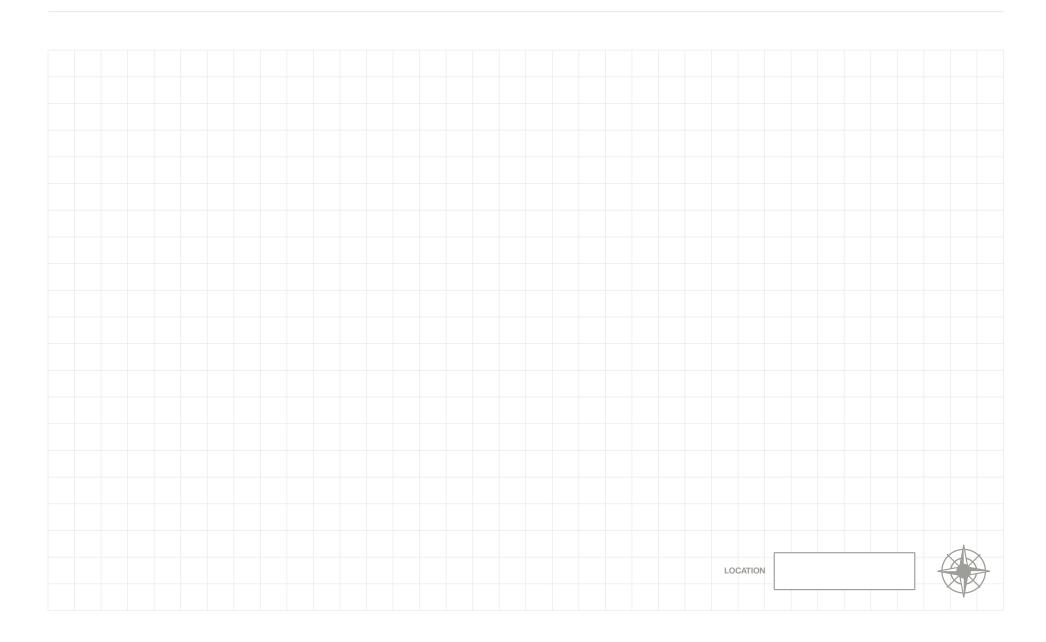
### **Emotional** attributes

Useful for plotting a person's feelings and emotional impressions as they move through an experience over time.





### Experience Diagramming





Positive aspects of the experience



Time



Negative aspects of the experience







#### People

Who is involved?

Time



#### **Places**

Where do people go?

Time



### Things

What do people interact with?