Round-Trip Sketches

Supporting the Lifecycle of Software Development Sketches from Analog to Digital and Back

Medium used to create software development sketches and diagrams:

- **Paper** (18%)
- **Whiteboard** (40%)
- **Analog** (58%)
- **Computer** (39%)
- **Digital** (40%)
- **Tablet** (<1%)

Transitions between analog and digital are common, with 54% of transitions occurring from **analog** to **digital** and 77% from **digital** to **analog**.

n = 394

Many tools try to establish a paperless workflow, but we propose to integrate analog and digital sketching:

- **Sketch**
- **Archive**
- **Analog**
- **Digital**
- **Edit and annotate**
- **Link**
- **Modify**
- **Print**
- **Access annotations, linked data, and revisions of the sketch**
- **Augment**

More information:
livelysketches.sbaltes.com