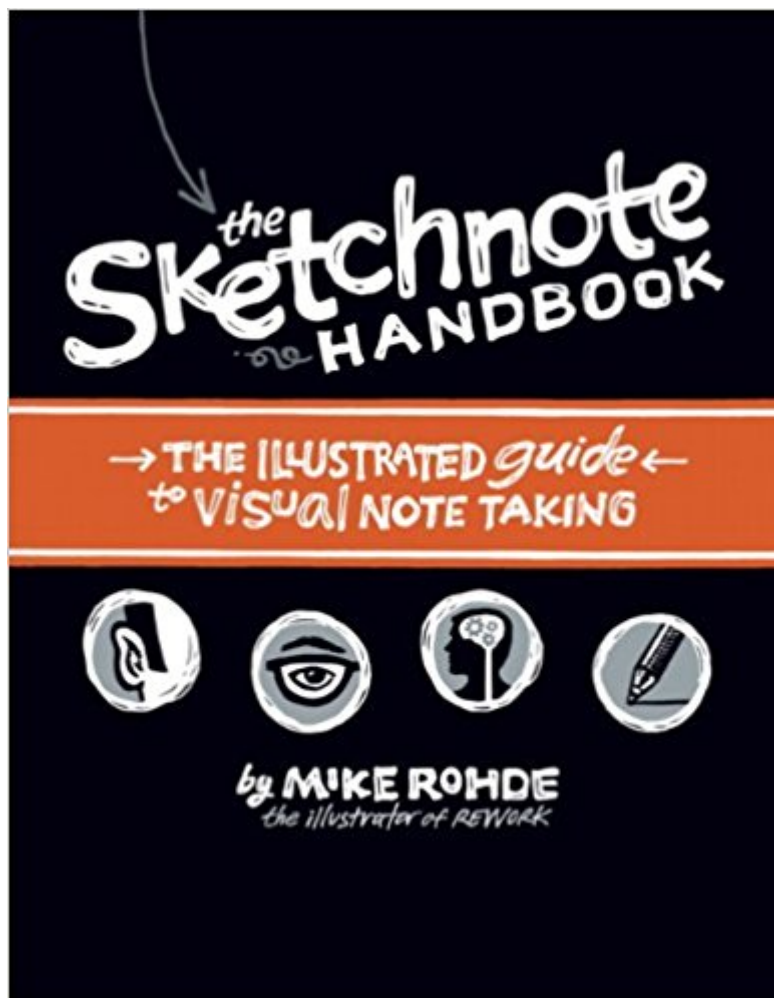




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# The Sketchnote Handbook: The Illustrated Guide To Visual Note Taking



## Synopsis

This gorgeous, fully illustrated handbook tells the story of sketchnotes--why and how you can use them to capture your thinking visually, remember key information more clearly, and share what you've captured with others. Author Mike Rohde shows you how to incorporate sketchnoting techniques into your note-taking process--regardless of your artistic abilities--to help you better process the information that you are hearing and seeing through drawing, and to actually have fun taking notes. The Sketchnote Handbook explains and illustrates practical sketchnote techniques for taking visual notes at your own pace as well as in real time during meetings and events. Rohde also addresses most people's fear of drawing by showing, step-by-step, how to quickly draw people, faces, type, and simple objects for effective and fast sketchnoting. The book looks like a peek into the author's private sketchnote journal, but it functions like a beginner's guide to sketchnoting with easy-to-follow instructions for drawing out your notes that will leave you itching to attend a meeting just so you can draw about it.

## Book Information

Paperback: 224 pages

Publisher: Peachpit Press; 1 edition (December 13, 2012)

Language: English

ISBN-10: 0321857895

ISBN-13: 978-0321857897

Product Dimensions: 7 x 0.6 x 8.9 inches

Shipping Weight: 1.2 pounds (View shipping rates and policies)

Average Customer Review: 4.4 out of 5 stars 225 customer reviews

Best Sellers Rank: #18,840 in Books (See Top 100 in Books) #7 in [Books > Computers & Technology > Graphics & Design > Desktop Publishing](#) #23 in [Books > Biographies & Memoirs > Arts & Literature > Artists, Architects & Photographers](#) #51 in [Books > Textbooks > Business & Finance > Business Communication](#)

## Customer Reviews

“Entertaining and memorable (just like sketchnotes), this fast-reading, fact-packed book by the godfather of sketchnoting provides everything you and your team need to know about the creative, mnemonic, and business benefits of this brilliant new method of note taking.”  
—Jeffrey Zeldman, author of *Designing with Web Standards*  
“The perfect introduction to visual note taking and the most useful how-to guide I’ve ever read, no

contest. **“**Josh Kaufman, author of *The Personal MBA: Master the Art of Business* **“**“Mike Rohde has taken his original, fun, and smart approach to note taking and broken it down into simple, clear steps. Now anyone can use sketchnotes to capture ideas **“**even you and me. **“** Chris Guillebeau, author of *The \$100 Startup* **“**“I hear a lot of people talk about sketchnoting, visual thinking, and how best to harness your ideas. Mike Rohde is the real deal. When Mike Rohde puts pencil and ink to paper, you should damn well be paying attention. **“** Shawn O’Keefe, SXSW Interactive Festival Producer **“**“Anyone who utilizes the practical methodology Mike demonstrates in this book will not only improve their retention regarding the collating of notes, they’ll fundamentally increase their overall creative potential as well. As Saul Bass so eloquently stated, **“**“Design is thinking made visual, and sketchnotes are an ideal way to archive intellectual assets and flesh them out via simple drawing methods. This is a profoundly simple book, yet the results will be simply profound because it equips anyone to be able to do this. **“** Von Glitschka, Glitschka Studios **“**“Sketchnotes are a great way to capture the highlights of an idea in a way that’ll naturally work for your brain. Nobody will teach you how to do it better than Mike. **“** David Heinemeier Hansson, 37signals and co-author of *REWORK* **“**“I use sketchnoting as a way to calm my brain and help me focus on the task at hand while it is trying to run off without me. With *The Sketchnote Handbook*, Mike gives you the backstory and the method to creating truly beautiful notes. It’s a marvel to behold. **“** Myke Hurley, founder of the 70Decibels network **“**“Mike Rohde practices what he preaches. This beautiful, simple book has everything you need to sketchnote like a pro! *The Sketchnote Handbook* is destined to be the definitive guide to a new, practical, and innovative discipline. **“** Dave Gray, X-PLANE, author of *The Connected Company* and co-author of *Gamestorming* **“**“Something magical happens when you take notes with pictures and words together. In this friendly, encouraging book, sketchnote wizard Mike Rohde shares his secrets so that anybody can steal his tricks for capturing ideas with pen and paper. **“** Austin Kleon, author of *Steal Like an Artist* **“**“The *Sketchnote Handbook* is an informative, hands-on book designed to quickly share the principles of sketchnoting, so you can get right to creating sketchnotes for yourself. Mike’s fun, illustrative style energizes you to pick up a pen and sketchnote! **“** Nancy Duarte, CEO Duarte Inc, best-selling author of *Resonate* and *Slide:ology* **“**“This book is not really a book. It’s a tool kit for learning a new and better way of capturing and understanding information, and it’s perfectly aligned with the way our brains actually work. If you’re a student, or a teacher, or a

businessperson, this book has the potential to change the way you learn, and the way you think.

—Daniel Coyle, The New York Times best-selling author of *The Talent Code* and *The Little Book of Talent*

“Never fear note taking again. Rohde demystifies the practice and makes it accessible to everyone. Your brain will thank him later.”

—Sunni Brown, co-author of *Gamestorming*

“The *Sketchnote Handbook* is a call to fully engage and enhance the big concepts and key ideas we are exposed to at conferences, in meetings, and daily life. Doodles are no longer a dirty word! Mike Rohde’s easy examples and straightforward explanations make it accessible for anyone. This is a revolution that takes simple note taking to another plateau, turning it into actionable art.”

—Patrick Rhone, author of *Keeping It Straight and enough*

“For *The Sketchnoting Handbook*, Mike uses his famous talent of distilling and illustrating other people’s ideas, and he shares some ideas of his own on how to create your own awesome sketchnotes. Not only is Mike a clever illustrator, he’s also an approachable and clear communicator. His book is equal parts fun and instruction.”

—Shawn Blanc, [shawnblanc.net](http://shawnblanc.net)

“There are great storytellers, and there are great artists. And then there is Mike Rohde: a magnificent blend of the two. What Mike has made into a professional art form we once did as children—rely on a blend of visuals and words to communicate. We’ve since been pulled too far in the direction of words, and Mike’s book is here to help us reawaken the full range of our abilities.”

—Leslie Bradshaw, co-founder, president, and COO of JESS3

“The *Sketchnote Handbook* is neither about sketching nor is it about note taking. It’s about receiving and processing the world in a more complete and insightful way. It’s a software upgrade for your brain. For those who’ve been shamed into thinking that drawing is either beyond them or beneath them, this book offers a whole new way of mastering the daily onslaught of information and turning it into raw material for discovery. (For those of us who’ve done this all our lives, the book provides a beautifully conceived and lovingly illustrated treat, and a great gift for our left-brained friends.)”

—Stefan G. Bucher, creator of [dailymonster.com](http://dailymonster.com), author of *344 Questions: The Creative Person’s Do-It-Yourself Guide to Insight, Survival, and Artistic Fulfillment*

Mike Rohde is an experience and interface designer who has created usable and compelling applications for mobile, web, and dedicated devices. Rohde turned to experience design after 10 years as a successful print graphic designer where he first developed his sketchnote approach and technique. Because of his sketchnote work, Rohde has been hired to illustrate REWORK, the

37signals business book, collaborate on the illustration of a TEDMED notebook, and he has been hired to create live sketchnotes for a variety of conferences and events, including Chick-fil-A Leadercast, SXSW Interactive, An Event Apart, and SEED. --This text refers to an alternate Paperback edition.

This is a good book not just for the content but also for the design, and both aspects can inspire you if you are fond of using pen and paper (or at least stylus and tablet) to capture what's happening around you. While the concept of a "Sketch Note" seems like something that should not really have a name, the book makes a great case for why visually oriented notes work well. The book contains many examples of notes using the style, and a number of Sketch Notes by practitioners of the craft, including such details as which pens and notebooks they prefer. The book ends with a number of exercises that encourage you to explore your ability to draw using a variety of techniques which make drawing less terrifying than it might be. From the message, to the examples, to the details such as covers with rounded corners (a form that is useful even for those older than "Board Book Age"), you may find this book inspires you to be creative and more attentive when you are taking notes.

Two of the last fifty books I've purchased have been physical books, and The Sketchnote Handbook is one of them. This is the kind of book Seth Godin would refer to as a "souvenir" if there ever was one. The book itself is gorgeous; clean, well-designed with thick pages and rounded corners. I've been a longtime fan of Mike's work, and I had preordered the book. I've seen him take Sketchnotes at conferences, and marveled at how concise and clear the content of his notes were (all the while making beautiful art). The book does a real articulate job of explaining the process he uses to make Sketchnotes. As Mike states in the book, Sketchnoting is not just about making pretty notes (although Mike's notes are always pretty). It's about distilling information to its core points. Ideas, and not art. The book is essentially one giant Sketchnote itself. While you can breeze through all 200 pages quickly, the information contained within is rich and deep. Sketchnoting is a highly-personalized practice. Mike showcases a number of other Sketchnoters and their work, and looking at other styles was very helpful and encouraging. Even looking at Mike's first stab at Sketchnoting, and the evolution of his style was really interesting. Sketchnoting (and art and learning) is a practice, and one that I'd like to improve at. My book is now filled with scribbles as I attempt to become a better Sketchnoter.

45 minutes is all it took for me to finally begin sketching my concepts. Yes, that's it. I opened the book during an hour train commute. It looked like a thick book but I was done in 45 minutes. My brain had absorbed and retained concepts and I sketched the take aways for me right away. I love the author laying out the simple patterns - e.g., 5 shapes are all you need to draw. On the ride back I finished the practice sketches. I feel super comfortable sketching out my product concepts. NOW, I know I'm a visual processor and for years have yearned to have a sketch person on-hand on-demand. Now I have him. it's me. If you KNOW you process information this way and just couldn't get started, this quick read can be the change for you!

This was a quick read. I like the idea behind it and the practice pages for drawing/writing. Even with the tips, my drawings are unrecognizable; however, the book makes the excellent point that you don't need a great drawing as long as it helps you remember the big ideas. I'm considering giving this a shot in my classroom, but not quite sure since I don't do a lot of direct instruction/notes.

Mike Rhode's Sketchnote Handbook (the video edition) is a thorough guide to creating notes that are both more memorable and probably more useful than the standard way people have been taking notes for years. The book is only seven chapters: he has written a practical guide with few words and many pictures, yet he covers everything from basic materials to a visual guide of different ways to organize content on the page. He avoids the formal language of graphic design for the most part, using layman's terms for the shapes and patterns that anyone can see on a page and copy for themselves. Likewise, in his videos, he encourages the self-defining "non-artistic type" to focus on how to use writing and organizing the content as a starting place, and places more emphasis on active listening and summarizing or using simple visual ideas to make powerful notes. By providing some simple images and ways to draw faces and figures with a few lines, dots and curves, he shows how to move beyond just words to get images into the budding sketchnoter's visual vocabulary. Printed in two colors on creamy thick paper, the book itself is a joy to hold and browse through, as he has filled the pages not only with his own sketchnotes, but examples from other sketchnoters from a cross-section of disciplines, proving that sketchnotes aren't just the domain of artists. The sketchnotes of software developers, teachers, user experience designers and others are interspersed throughout the seven chapters of the book and the videos (full disclosure: one of my sketchnotes are seen as he scrolls through examples of sketchnotes on an iPad in one of the videos). I suggest you fill the workbook pages to get the full benefit of this visual thinking toolkit. Even if you don't intend on sharing your sketchnotes with others, I believe that once you get started

making sketchnotes through Mike Rhode's method, you'll find you will be compelled to show others why you're doing a better job at remembering events and conversations you've put down on paper (or iPad) in this creative way.

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Mary Poppins-Big Note Piano Selections (Big Note Vocal Selections)  
The Billy Joel Keyboard Book: Note-for-Note Keyboard Transcriptions  
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Death Note: Another Note - The Los Angeles BB Murder Cases  
Rock Keyboard/Organ Hits: Note-for-Note Keyboard Transcriptions  
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