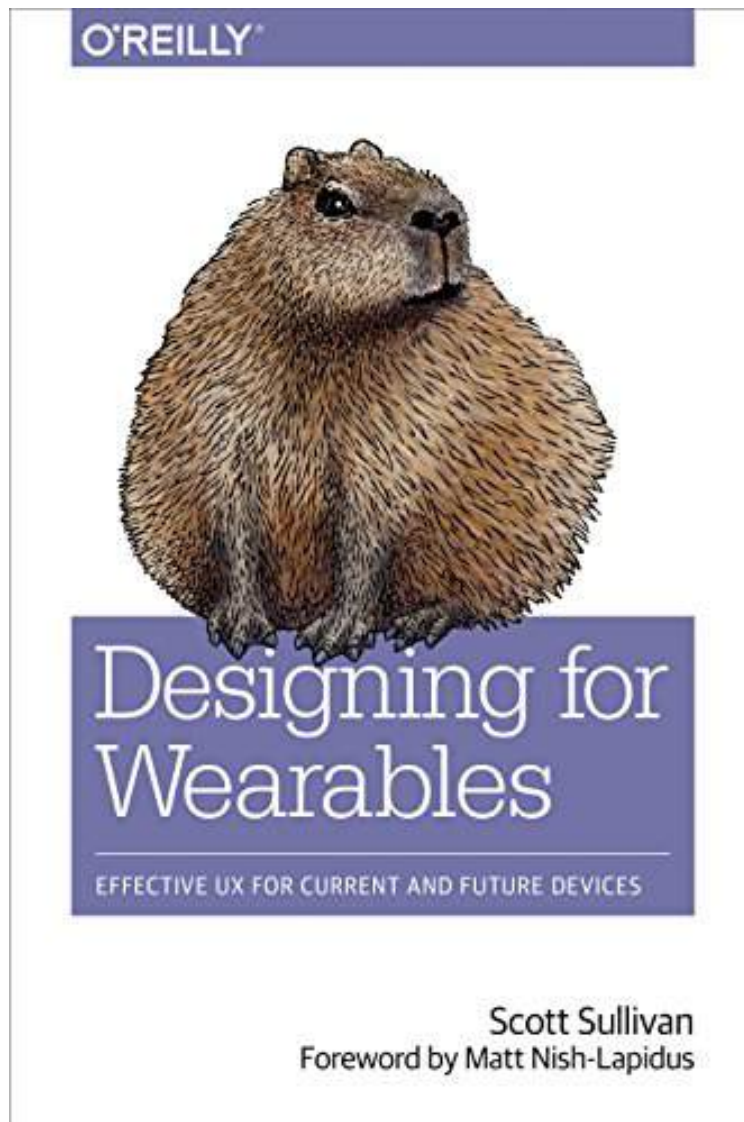


# Designing for Wearables: Effective UX for Current and Future Devices

*By Scott Sullivan*



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