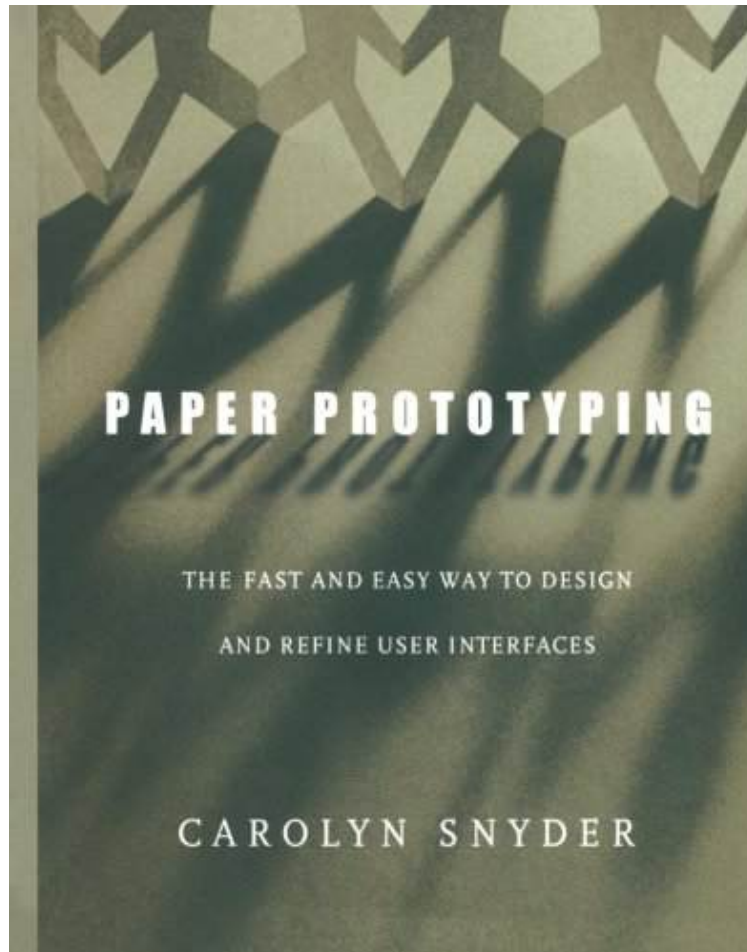



# Paper Prototyping: The Fast and Easy Way to Design and Refine User Interfaces (Interactive Technologies)

*By Carolyn Snyder*



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