**Additional resources**

The following resources are additional reading materials that introduce you to high-and low-fidelity prototyping, user interface elements, creating a UI component design system, the architecture of a component and what mood boards are. These will add to the knowledge that you’ve gained in this lesson.

**Prototyping**

[High-Fidelity & Low-Fidelity Prototyping.](https://www.nngroup.com/articles/ux-prototype-hi-lo-fidelity/)

**UI components**

[Creating a UI Component Design System](https://medium.muz.li/creating-a-ui-component-design-system-step-by-step-guide-5c18b5a2f529?gi=a1e51a702983)

[The architecture of a component](https://uxdesign.cc/the-architecture-of-a-component-526e88f9d93e)

**Mood boards**

[What are mood boards and How it is Important in UX Design World?](https://medium.com/successivetech/what-are-mood-boards-and-how-it-is-important-in-ux-design-world-d4afbdbc2f17)

[How to make a mood board step by step](https://www.masterclass.com/articles/how-to-make-a-moodboard-step-by-step-guide)

**User interface elements**

[User interface elements](https://www.usability.gov/how-to-and-tools/methods/user-interface-elements.html)