

Congratulations! You passed!  
Grade received 100%  
To pass 80% or higher  
Go to next item

1. You demonstrate an early product model's scrolling and click functionality to stakeholders before it goes to engineering. What are you demonstrating? 1 / 1 point

- ☐ A wireframe
- ☐ A design type
- ☐ A storyboard
- ☒ A prototype

✓ Correct  
Demonstrating what a design idea can do in a prototype gives designers an opportunity to receive feedback and make improvements accordingly.

2. What is the most significant difference between a wireframe and a prototype? 1 / 1 point

- ☐ Cost
- ☐ Fidelity
- ☐ Time
- ☒ Interactivity

✓ Correct  
As designers transition from a wireframe to a low-fidelity prototype, the most significant difference is the level of interactivity, or ability to “click” from one screen to another.

3. What is the goal of creating a low-fidelity prototype? 1 / 1 point

- ☐ Make it easier for engineers to value the design
- ☐ Create a complex and interactive design that's ready for development
- ☒ Make designs testable to collect and analyze feedback early on
- ☐ Create a complex and static design to show stakeholders

✓ Correct  
Low-fidelity designs are simple, interactive models that provide a basic idea of what a product would look like. Whether it's in paper or digital form, the goal is to make the designs testable so the team can collect and analyze feedback early on.