

1. What are common elements in a mockup? Select all that apply.

0.75 / 1 point

☒ Iconography

☒ Correct

Iconography is a common element in a mockup that helps designers map out the user flow. Other common elements included in a mockup are typography and color.

☒ Outline

☐ This should not be selected

Outlines of a design's overall structure are in a wireframe, not a mockup. Common elements in a mockup include typography, color, and iconography.

☒ Typography

☒ Correct

Typography is a common element in a mockup that helps designers visualize the user's journey. Other common elements included in a mockup are color and iconography.

☒ Color

☒ Correct

Color is a common element in a mockup that helps designers better understand the design's layout. Other common elements included in a mockup are typography and iconography.

2. Which of the following is an advantage of a high-fidelity mockup?

0 / 1 point

- ☐ High-fidelity mockups can offer designers a basic outline of a product or screen.
- ☐ High-fidelity mockups allow designers to make multiple iterations without affecting the design's functionality.
- ☐ High-fidelity mockups help designers map out a product during the early stages of design development.
- ☒ High-fidelity mockups help designers test the product's functionality.

☐ Incorrect

High-fidelity mockups reflect the product's visual representation, but not its functionality. They allow designers to make multiple iterations without affecting the design's functionality.

3. What design characteristics make a mockup different from a wireframe?

1 / 1 point

- ☐ A mockup includes minimal details and color.
- ☐ A mockup is clickable or highly interactive.
- ☒ A mockup is a static, high-fidelity design that closely matches the final product.
- ☐ A mockup is an outline or sketch of a product.

☒ Correct

Mockups are high-fidelity designs that are used as representations of a final product. They also feature more visual and UI elements than wireframes.