

Begin to design a responsive website

Create information architecture

Ideate a responsive website

Create wireframes for a responsive website

Build and test a low-fidelity prototype for a responsive website

Create mockups and a high-fidelity prototype for a responsive website

Video: Design mockups for a responsive website
1 min

Reading: Revisit designing mockups
20 min

Practice Quiz: Test your knowledge on designing mockups
3 questions

Practice Quiz: Activity: Create mockups for a responsive website
1 question

Reading: Activity Exemplar: Create mockups for a responsive website
10 min

Video: Build a high-fidelity prototype for a responsive website
2 min

Practice Quiz: Activity: Build a high-fidelity prototype for a responsive website
1 question

Reading: Activity Exemplar: Build a high-fidelity prototype for a responsive website
10 min

Video: Optional - Test and iterate on high-fidelity designs
1 min

Practice Quiz: Activity: Optional - Plan and conduct a usability study for a hi-fi prototype
1 question

Discussion Prompt: Optional - Share learnings from your usability study about a hi-fi prototype
10 min

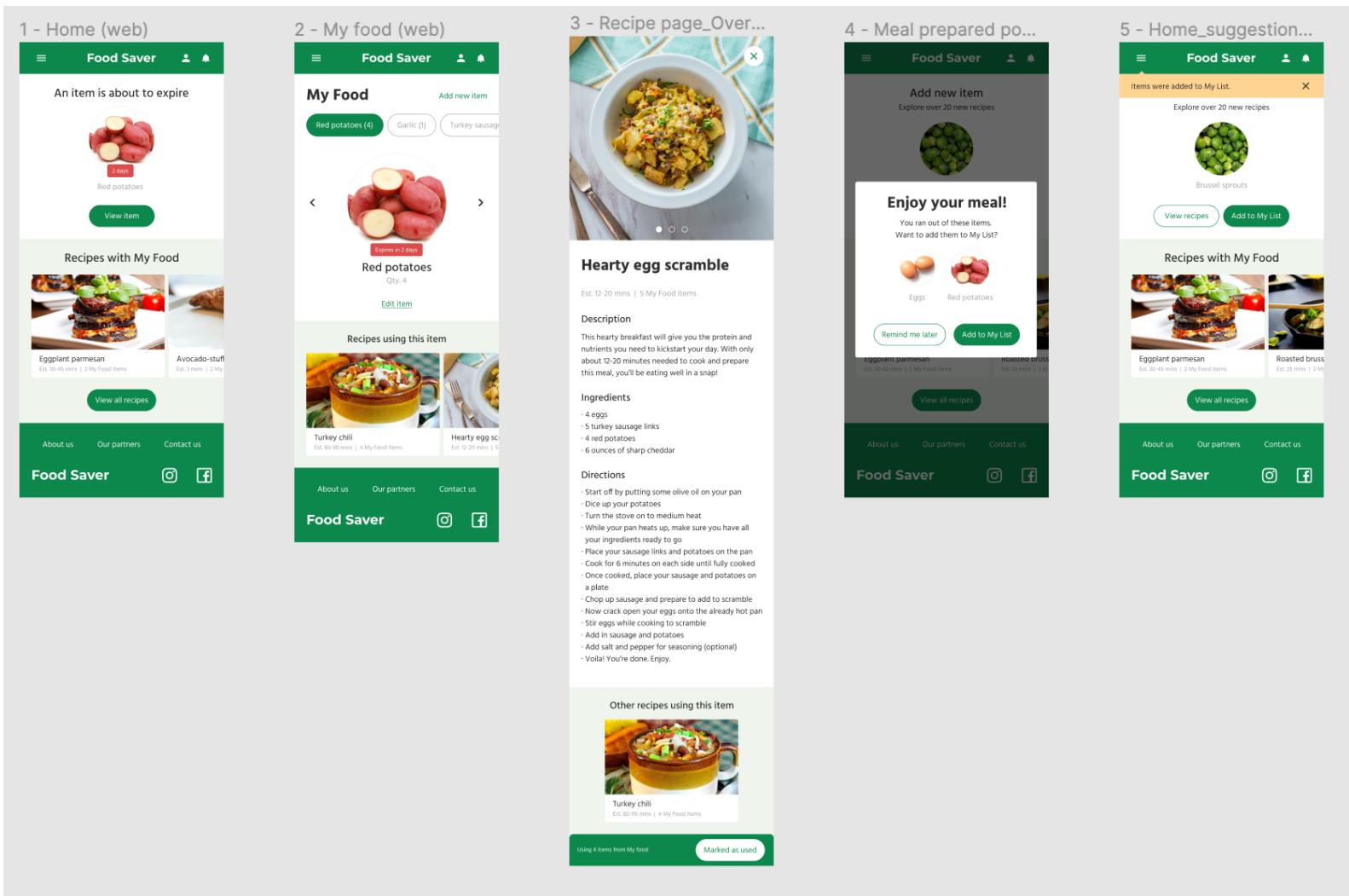
Create a UX portfolio case study

Week 4 review

Activity Exemplar: Create mockups for a responsive website

Below is a completed exemplar along with an explanation of how the exemplar fulfills the expectations for the previous activity.

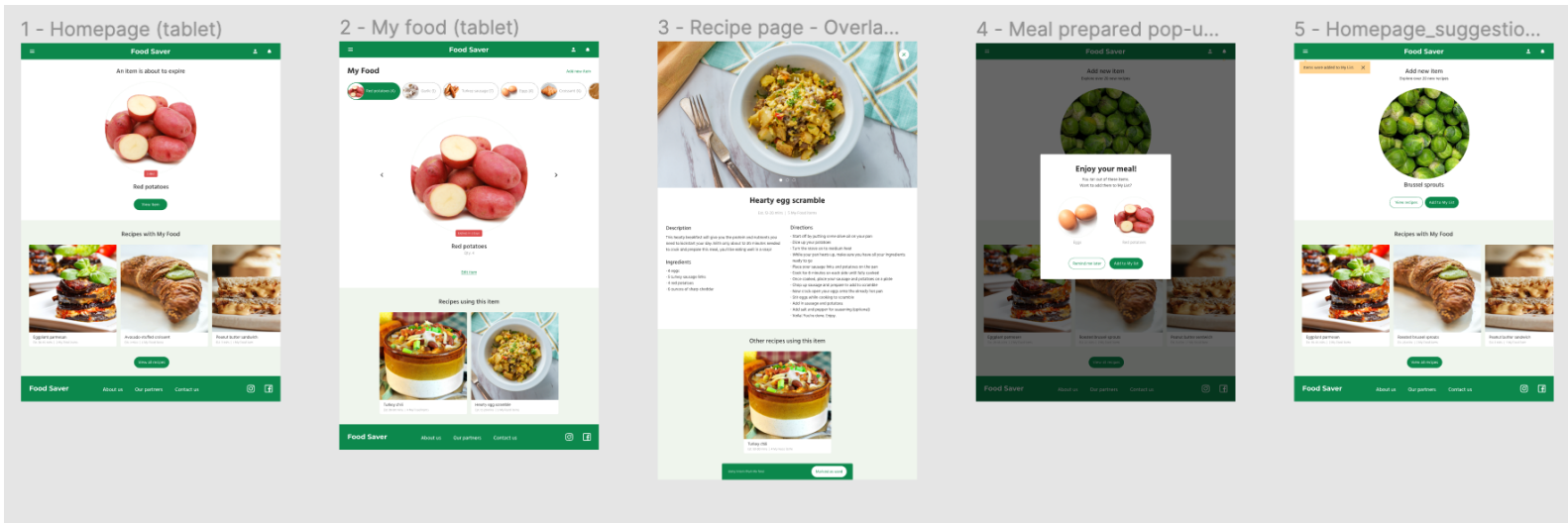
Mobile website—mockups



Open the PDF below to view the mobile website mockups in more detail.

Food Saver_mobilewebsite_mockups.pdf
PDF File

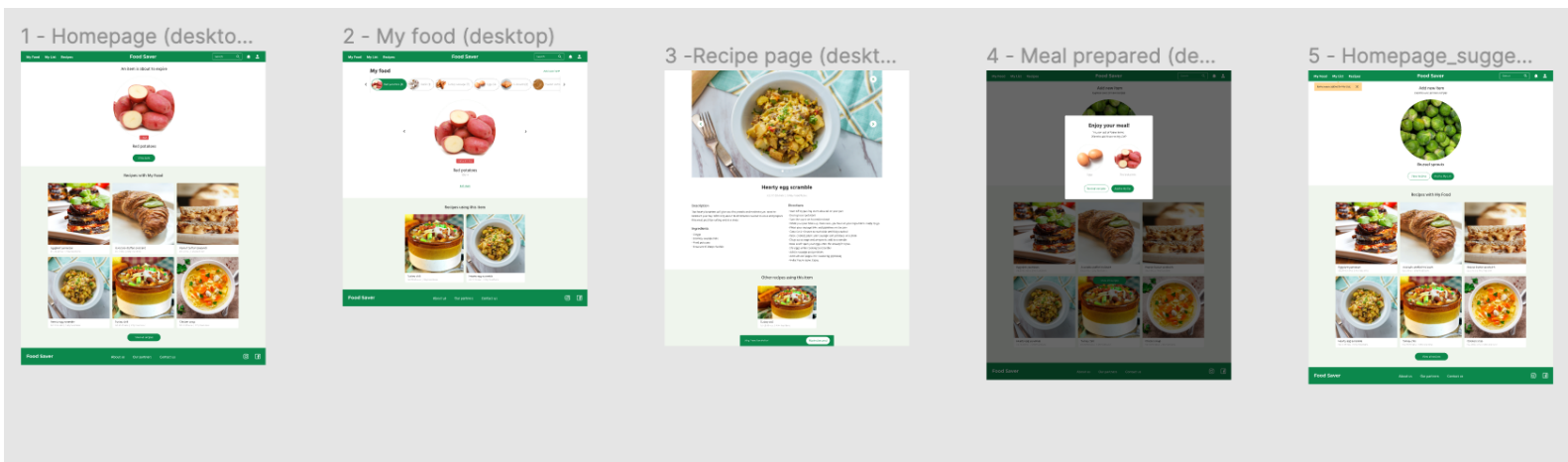
Tablet website—mockups



Open the PDF below to view the tablet website mockups in more detail.

Food Saver_tablet_mockups.pdf
PDF File

Desktop website—mockups



Assessment of exemplar

The exemplar above shows how the previously built dedicated app mockups were used as a guide to create the responsive website mockups. Changes were made on all screens to accommodate browsers across devices. The same visual design elements were used in all three mockup variants.

For the tablet and desktop mockups, layouts were made proportionally bigger. For the mobile website mockups, minimal changes were needed from the dedicated app mockups beyond navigation edits. Layouts were also changed and adapted to make better use of devices with more screen real estate. Margins and negative space were also used to keep the user's attention focused on the screen's content.

The designer used the previously established sticker sheet from the [Create mockups of a mobile app](#) assignment as a starting point to make sure design decisions were applied consistently across all variants of the mockups.

Now compare the exemplar above to your completed deliverable. Assess what you've done using each of the criteria used here to evaluate the exemplar.

What did you do well? Where can you improve? Take this feedback with you as you continue to progress through the course.

Mark as completed

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