









Review best practices for creating mockups

Review how to work with design systems

-  **Video:** Work with design systems  
3 min
-  **Practice Quiz:** Test your knowledge on working with design systems  
2 questions
-  **Video:** Use external design systems in Adobe XD  
2 min
-  **Reading:** Learn more about design systems  
20 min
-  **Discussion Prompt:** Share your favorite design systems  
10 min
-  **Practice Quiz:** Activity: Document your design decisions  
1 question
-  **Practice Quiz:** Optional - Activity: Create a sticker sheet in Figma  
1 question
-  **Reading:** Optional - Activity Exemplar: Create a sticker sheet in Figma  
10 min

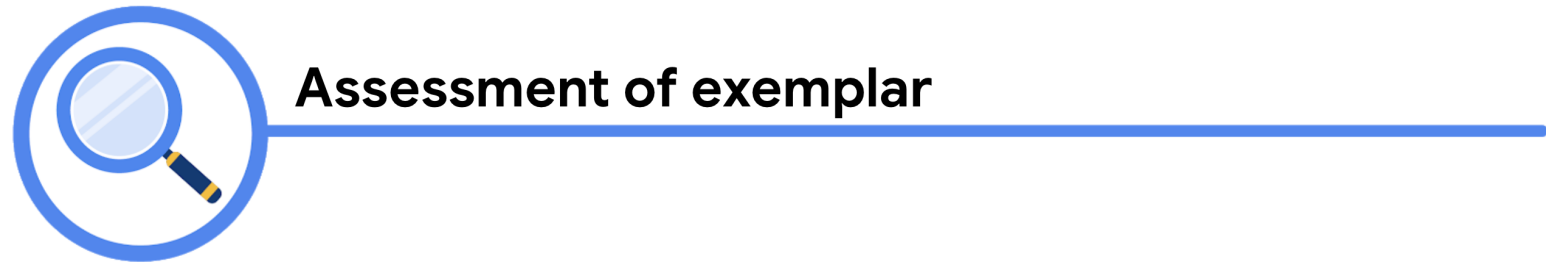
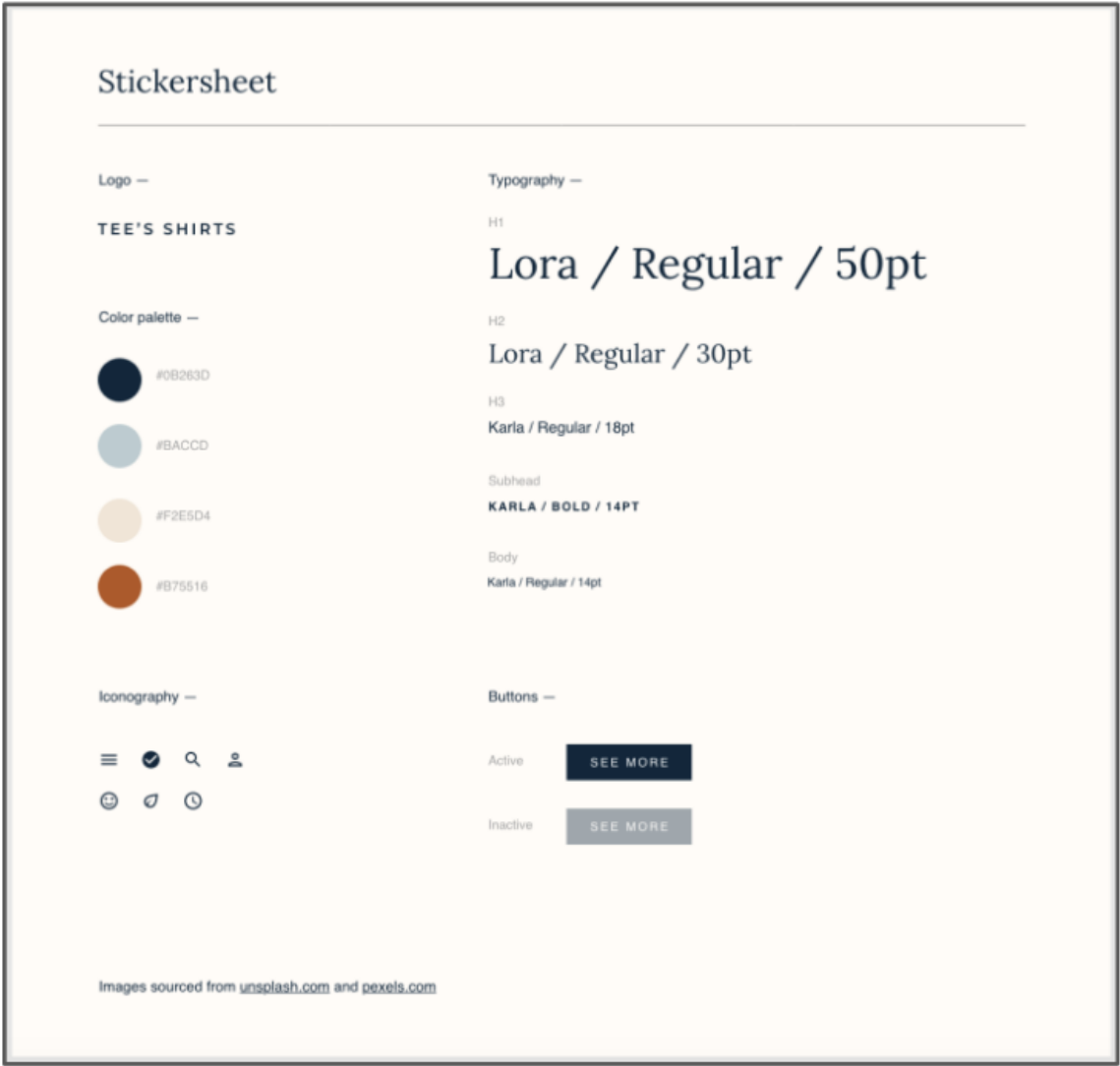
- Create mockups for a desktop website
- Create mockups for a mobile website
- Create a high-fidelity prototype
- Week 5 review
- Optional - Test a high-fidelity prototype

# Optional - Activity Exemplar: Create a sticker sheet in Figma



## Exemplar

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



## Assessment of exemplar

The exemplar identifies similar types of UI elements that are categorized and grouped together: colors, typography, buttons, etc. Where there are multiple variants of an item (like an active or inactive button), both versions are included. Finally, the exemplar labels all the individual elements that have a specific use, like the Subhead font as opposed to the Body font.

Now compare the exemplar above to your completed deliverable. Self-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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