

1. A team of UX designers is interested in receiving feedback. They are presenting a static, high-fidelity representation of the final state of their product. What is this representation known as? 1 / 1 point

- ☐ Wireframe
- ☐ Prototype
- ☐ Sketch
- ☒ Mockup

✓ Correct

2. Imagine you are working on a high-fidelity mockup for a project. What should the mockup include to help the design team visualize the user journey in a more dynamic way? 0 / 1 point

- ☒ Interactive components and transitions
- ☐ Front- and back-end site code
- ☐ Visual and UI elements
- ☐ Sound and video

✗ Incorrect
Please review [the video on drafting mockups](#).

3. A team of UX designers is excited to create mockups of a responsive website they have been working on. What will the mockups do that wireframes do not do? 1 / 1 point

- ☐ Refine a design's information architecture
- ☐ Incorporate complex interactions and animations
- ☐ Identify a target user's needs and pain points
- ☒ Bring designs to life using visual design elements

✓ Correct

4. You are in a meeting with a client. The client is unclear about what makes a mockup different from a wireframe. What can you tell the client? 1 / 1 point

- ☐ Wireframes are static, high-fidelity designs that closely represent the final product. Mockups are static images that provide an overview of the hierarchy of the webpage.
- ☒ Wireframes are static images that provide an overview of the layout and hierarchy of the webpage. Mockups are static, high-fidelity designs with visual and UI elements.

- ☐ Wireframes are static designs with visual and UI elements. Mockups are static images that provide an overview of the layout and hierarchy of the webpage.
- ☐ Wireframes are interactive designs that closely represent the final product.
- ☐ Mockups are static images without a lot of detail or color.

☒ Correct

5. A designer creates a mockup of a website homepage for a yoga studio. They incorporate elements including images and symbols associated with health and wellness. What visual design element are they using?

1 / 1 point

- ☐ Layouts
- ☐ Symbology
- ☐ Typography
- ☒ Iconography

☒ Correct

6. You are creating a mockup of a food delivery mobile app. While creating the mockup you add in text and decide on a few fonts. What aspect of visual design are you adding?

1 / 1 point

- ☐ Symbology
- ☒ Typography
- ☐ Layouts
- ☐ Iconography

☒ Correct

7. How can designers employ the iconography visual design element to enhance a mockup?

1 / 1 point

- ☐ Arrange text and images to organize simple user journeys, and make content easy to find
- ☐ Mix, match, and contrast colors and text to communicate a core theme
- ☒ Compile images, shapes, and symbols to create an association with a subject or idea
- ☐ Organize text and typefaces to make language legible, readable, and visually appealing

☒ Correct

8. Fill in the blank: When creating high-fidelity digital mockups, you should build them in _____.

1 / 1 point

- ☐ the practice section of a design tool
- ☒ the same design tool you used to build your wireframes and low-fidelity prototype
- ☐ a different design tool from your earlier design iterations
- ☐ a new design tool

☒ Correct

9. Fill in the blank: When creating a design system in Adobe XD, you will use a(n) _____.

1 / 1 point

- ☒ asset panel
- ☐ visual system
- ☐ button kit
- ☐ sticker sheet

☒ Correct