

1. Fill in the blank: A designer is developing a retail website and wants to test how well users can add items to the cart. The designer creates a _____ to get feedback on the early design.

1 / 1 point

- ☐ design framework
- ☒ prototype
- ☐ wireframe
- ☐ high-fidelity design



Correct

In this scenario, the design should create a prototype to get feedback on the early design, since they're interactive structures that allow users to get a basic idea of a product's functionality.

2. A design team is developing a new app for a photo editor. They want to discuss design options with stakeholders before proceeding to the next phase. How should the team use wireframes at this point of the design stage?

1 / 1 point

- ☐ To test the design's functionality and navigation.
- ☐ To develop the interactive version of the final product.
- ☐ To identify and solve problems related to the function of the app.
- ☒ To explore and compare multiple ideas quickly before committing to a final design.



Correct

Wireframes offer the opportunity to explore and compare multiple design options with minimal content. This helps teams evaluate their options before developing the prototype.