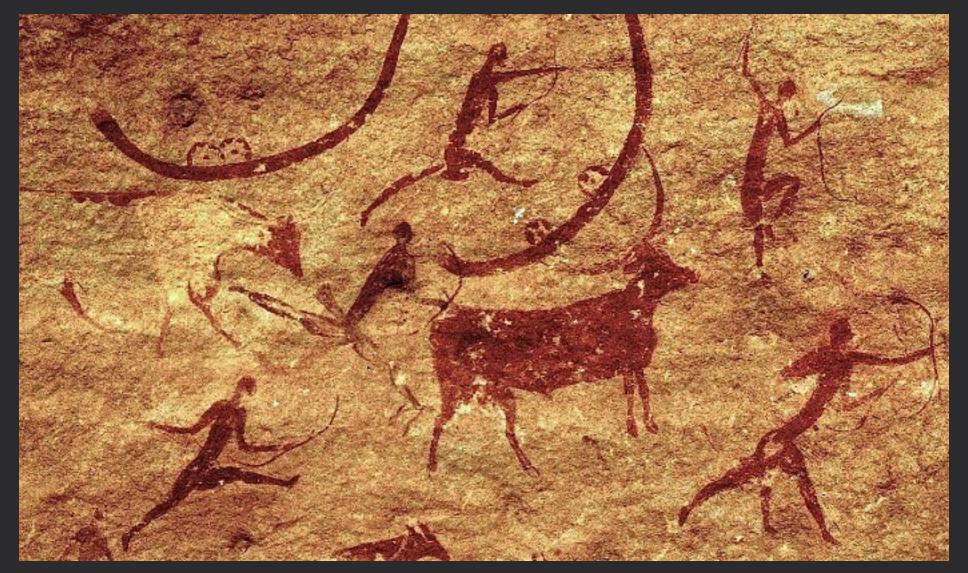# How much information can you get from this image…

Mockups

Use simple visuals to help co-design human interfaces. Mockups can help set expectations and clarify what will be delivered. As with all refinement, the goal is to gain a shared understanding.

What are common mistakes?

- **Making pixel-perfect mockups**
  They are harder to critique and wasteful to produce

- **Over-analyzing**
  Only sketch out what is currently in scope

- **Over-promising**
  Only sketch what is possible within your constraints

- **Only using for GUIs**
  Mockups are useful for all kinds of things

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