

Mockups

What are they for?

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



Mockups come in all shapes and sizes

