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L8P4: LO-FI USER INTERFACE DESIGN

Which is *false* about Lo-Fi UI?

- ○ Like 3x5 cards, sketches and storyboards are more likely to involve all stakeholders vs. code
- ○ The purpose of the Lo-Fi UI approach is to debug the UI before you program it
- ○ SaaS apps usually have a user interfaces associated with the user stories
- ◉ While it takes more time than building a prototype UI in CSS and Haml, the Lo-Fi approach is more likely to lead to a UI that customers like

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