



WORLD MISSION HIGH SCHOOL

Software Development/ Networking and Internet Technology/
Multimedia Production

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USER INTERFACE HOMEWORK /20MARKS

- 1) Compare hand-drawn wireframes and digital wireframes. **Analyse** how each approach affects speed, accuracy, collaboration, and design flexibility.
- 2) Examine the six sketching techniques. **Identify** which three techniques would most improve the clarity of a login page wireframe and justify your choice.
- 3) Compare designing a header manually versus using a pre-built header component. Which method gives more control? Which method saves more time? Explain.
- 4) Analyse why the mobile-first approach forces designers to prioritize essential content. Give examples of content that must appear first on mobile.