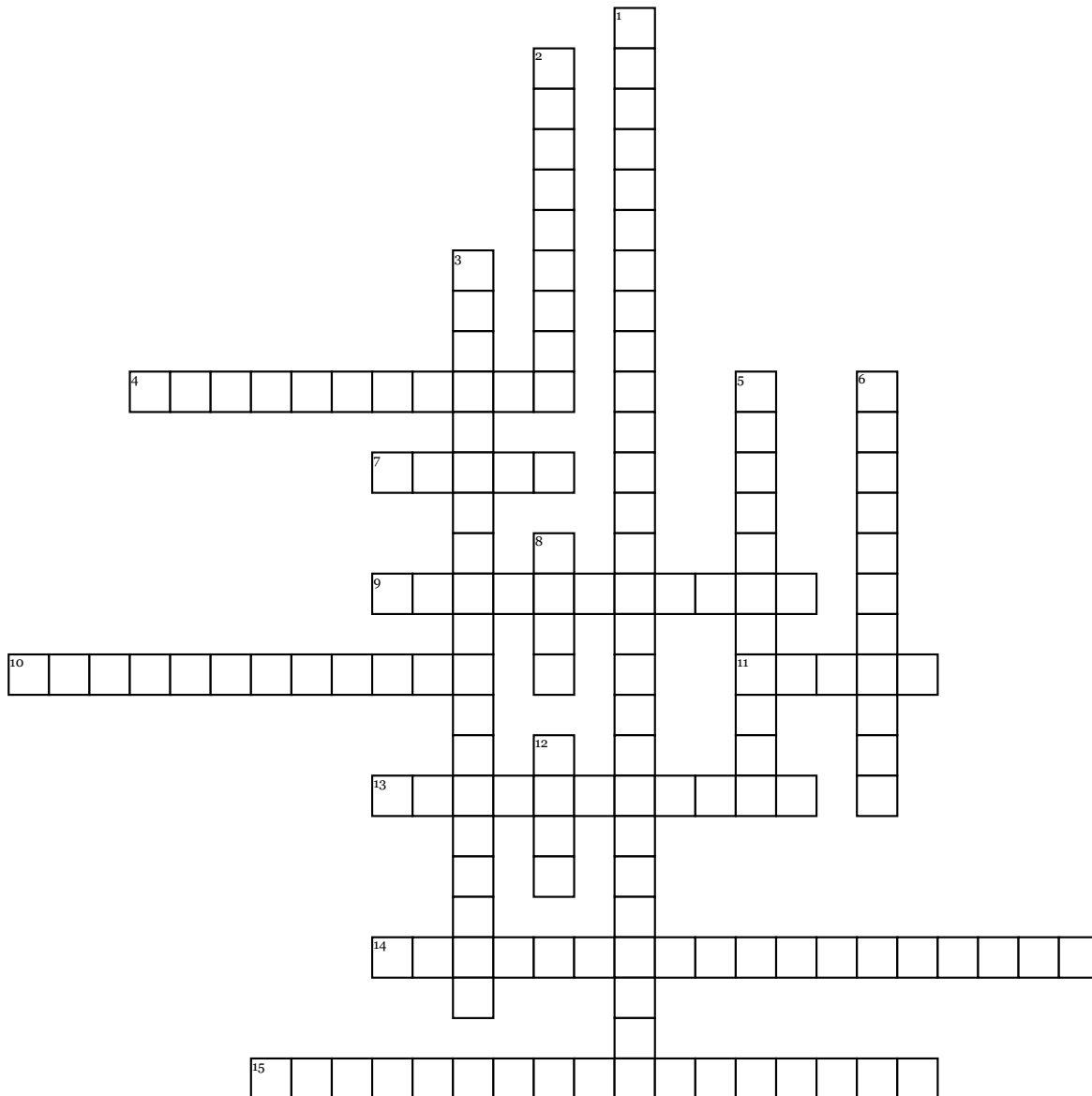


9 Weeks Exam



Across

- 4.** What happened on forums/polls?
7. What gives customers experiences on music sites?
9. Storyboards and flowcharts are completed in which step in the design process?
10. Researching the client's goals helps you to understand the (blank)
11. What gives customers experiences when on gaming sites?

- 13.** Scores, stats, and statuses are all part of what kind of site?
14. What are two ways you can determine the client's wants and /or needs?
15. What are the 3 s's in e-commerce sites?

Down

- 1.** What are e-commerce sites designed for?
2. Support comes directly from (blank) when dealing with e-commerce sites.
3. What are the 3 d's in gaming sites?

- 5.** What allows customers to obtain things on music sites?
6. What are you looking to accomplish from the understanding of the problem step of the design process.
8. Gives Gaming Sites Info
12. What is the shorter version for Hypertext Markup Language?