



Congratulations! You passed!

TO PASS 70% or higher

Keep Learning

GRADE

100%

UX Design Overview, Part 1

LATEST SUBMISSION GRADE

100%

1. True or false: In UX, "Design" is concerned only with the aesthetic (or beauty-related) aspects of products.

1 / 1 point

☐ True

☒ False



Correct

2. Which of the following is *not* part of a typical UX design process?

1 / 1 point

☐ Understanding the problem

☐ Generating possible solutions

☒ Establishing the sale price for a product

☐ Assessing prototypes and finding new problems



Correct

3. _____ means "to make an idea real or concrete."

1 / 1 point

- ☐ Assessment
- ☐ Communication
- ☒ Reification
- ☐ Reflection

✓ Correct

4. According to Bill Moggridge, "A representation of a design, made before the final solution exists" is called a:

1 / 1 point

- ☐ Time capsule
- ☒ Prototype
- ☐ Brainstorm
- ☐ Design representation

✓ Correct

5. Which of the following is **not** an advantage of lo-fi prototyping?

1 / 1 point

- ☐ You can identify problems before investing significant resources into a design direction.
- ☒ You can work out aspects of graphic design such as fonts and color schemes, which have the largest impact on user experience.
- ☐ Stakeholders are more likely to give honest feedback if they perceive that design ideas are "sketchy" rather than highly polished.
- ☐ Lo-fi prototypes are easy to change, allowing you to iterate more rapidly than you could if you were creating more complex prototypes.

✓ Correct

6. Bill Buxton claims that _____ is not just a byproduct of design, but is central to design thinking and learning.

1 / 1 point

- ☒ Sketching
- ☐ Beauty
- ☐ Functionality
- ☐ User Testing

✓ Correct

7. True or false: It is important to be good at drawing to use sketching in UX Design.

1 / 1 point

- ☐ True
- ☒ False

✓ Correct

8. True or false: in the “generation” phase, your goal should be to sketch many different design ideas rather than to perfect a single idea.

1 / 1 point

- ☒ True
- ☐ False

✓ Correct

9. True or false: when sketching to come up with different design solutions, you should stop the first time you run out of ideas.

1 / 1 point

- ☐ True
- ☒ False

✓ Correct

10. Brainstorming, morphological analysis, and “the worst idea” are examples of what kind of technique?

1 / 1 point

- ☒ Ideation
- ☐ Lo-fi prototyping
- ☐ Convergence
- ☐ Poor

✓ Correct