

## ✓ Congratulations! You passed!

Grade  
received **90%**

Latest Submission  
Grade 90%

To pass 80% or  
higher

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1. Why do you space input fields? Select all that apply.

1 / 1 point

☒ The user can identify the labels that refer to the input.

✓ **Correct**

Correct! Spacing input fields allow the user to identify labels that refer to input, such as "password" and "email required".

☒ The user can see that each field is unique.

✓ **Correct**

Correct! Spacing input fields allow the user to see that each field is unique.

☒ To implement logical grouping to make the form more understandable.

✓ **Correct**

Correct! Spacing input fields allow the user to identify which part of the form they are addressing.

2. Storyboards describe the user's motivations for being there (their task or goal) and a question they need to be answered. They also suggest possible ways to achieve these goals.

0 / 1 point

☒ True

☐ False

✗ **Incorrect**

Not quite. Please review the **Empathy tools: Artefacts in the UX process** reading in Module 1, Lesson 2 **What is UX?**

3.

1 / 1 point

Is responsive design an approach to web page creation using flexible layouts?

☒ Yes

☐ No

✓ **Correct**

Correct! Responsive design is an approach to web page creation that uses flexible layouts, removing the need to design layouts to suit every device.

4. Is the statement that follows one of Ben Shneiderman's 10 Principles of Good Design?

1 / 1 point

"Strive for consistency."

☐ Yes

☒ No

✓ **Correct**

Correct! This is one of Shneiderman's 8 Golden Rules of UI Design. It is critical to maintain uniformity throughout the site, whether it's the layout, the size of the button, the color code or the tone used when writing the page.

5. Micro-animations begin with a trigger and progress to a set of instructions represented visually through animations. The visual output of the micro-interaction is the animation.

1 / 1 point

☐ True

☒ False

✓ **Correct**

Correct! Micro-interactions begin with a trigger and progress to a set of instructions represented visually through animations. The visual output of the micro-interaction is the animation.

6. What is not included in a persona's bio?

4 / 4 point

6. What is not included in a persona story?

1 / 1 point

- ☐ What the persona likes doing in their spare time?
- ☐ Marital status
- ☒ User story



**Correct**

Correct! This is not included in the persona and is a separate artefact.

- ☒ Frustrations



**Correct**

Correct! This is a separate section in the persona and is not included in the bio.

- ☐ Where the persona lives

7. Has eye-tracking been researched on how a user's eye reads a user interface?

1 / 1 point

- ☒ Yes
- ☐ No



**Correct**

Correct! There has been eye-tracking research on how a user's eye reads a user interface. The eye follows E, F and Z.

8.

1 / 1 point

What are typefaces in UI?

- ☐ A grid system
- ☒ A group of characters, letters and numbers that share the same design.



**Correct**

Correct! Typefaces are groups of characters, letters and numbers that share the same design.

9. A wireframe in UX design represents the interface concerned with placement and hierarchy of content and functionalities.

1 / 1 point

- ☒ True
- ☐ False



**Correct**

Correct! It represents the interface concerned with the placement and hierarchy of content and functionalities.

10. Should you guide users to the required information when filling in form fields?

1 / 1 point

- ☒ Yes
- ☐ No



**Correct**

Correct! It would help if you guided users to the required information when filling in the Form fields.