Congratulations! You passed!

Grade Latest Submission received 100% Grade 100%

To pass 80% or higher

Go to next item

1. The purpose of a wireframe is to create a basic structure for each screen in the design before things like branding, colors and images are considered.	1 / 1 point	
○ False		
True		
Correct Correct! The purpose of a wireframe is to create a basic structure for each screen in the design before things like branding, colors and images are considered.		
2. What is involved in usability testing? Select all that apply.	1/1 point	
✓ Participants	2,2,2	
Correct Correct! The participants in usability testing use a website, app or other product you've designed while tracking their actions and reactions.		
✓ A test script		
Correct Correct! You should prepare a test script that aligns with your testing objectives.		
✓ Tasks		
Correct Correct! Users are given tasks to perform while being observed by a facilitator to see where they run into difficulties or become confused. If many people run into the same issues, recommendations can be made to fix these usability issues. It offers opportunities to make improvements.		
✓ A Letter of Consent		
Correct Correct! If the usability test is being recorded, you need a letter of consent from the participants.		
Personas		
✓ A facilitator or researcher		
○ Correct Correct! A facilitator or researcher is a person who facilitates the usability test.		
2. Usahilitu teeting cannot be dang online		
3. Usability testing cannot be done online.	1/1 point	
True False		
 Correct Correct! Correct! Online testing is widespread because in-person research usually requires more time and money. You can have moderated and unmoderated online usability testing. 		
What was the advantage of mild materials 2.5 that 11 the second		
4. What are the advantages of rapid prototyping? Select all that apply.	1/1 point	
✓ Addresses and solves problems		
Correct Correct! It allows us to address and solve problems before they reach development further along in the process, saving us valuable time and money.		
✓ Validates a product section in a relatively short period		
(v) Correct		

 $Correct!\ You\ build\ a\ prototype\ of\ a\ product\ section\ that\ you\ want\ to\ validate\ in\ a\ relatively\ short\ period.$ You then show it to users or your team for feedback and make changes based on their responses. This process allows you to collect feedback early and frequently and build better products faster.

✓ Provides the user with visuals		
Correct Correct! Rapid prototyping provides us with visuals to ensure everyone is on the same page. It is not the same thing to describe a product as it is to see it.		
☑ Identifies problems or pain points early in the design process		
 Correct Correct! Rapid prototyping also allows us to identify issues or pain points early in the design process. 		
5. You should not name your layers in Figma.	1/1 point	
○ True		
False		
▼ Correct Correct! The best practice is to name your layers in Figma, as this assists you with organizing and identifying your layers. Designers are sometimes tempted to leave their layers panel looking like organized chaos, making it difficult to find things. Figma documents can become overly complex, so it's best to name your layers.		
5. Is there a difference between Groups and Frames in Figma?	1/1 point	
● Yes		
O No		
Correct Correct! Groups are defined by their contents. Your group's boundaries are the outer edges of whatever is inside. On the other hand, the boundaries of your frame are independent of what's inside.		
○ Correct Correct! Low-fidelity prototypes allow users to concentrate on how they will use a product.		
✓ High-fidelity		
Correct Correct! High-fidelity prototypes, which closely resemble the finished product, tend to focus on visual design.		
✓ Mid-fidelity		
Correct Correct! Mid-fidelity prototypes allow users to concentrate on interactivity. They aid in the validation of element and screen behavior. These are frequently created using wireframes.		
☐ No-fidelity		
3. Constraints help maintain consistent spacing across different container sizes and configuring resizing behavior.	1/1 point	
○ False True		
 Correct Correct! Constraints help maintain consistent spacing across different container sizes and configuring resizing behavior. 		
 A grid is the intersection of rows and columns that create units of space. Each design element (text, images or buttons) fits into modules. 	1/1 point	
False		
○ True		
 Correct Correct! A module is the intersection of rows and columns that create units of space. Each design element 		

(text, images or buttons) fits into modules.



1 / 1 point

