Week 3 : Foundations of UX Design

Quiz 1: Test your knowledge on design sprints

1.
Question 1
How does a design sprint solve design challenges?

1 / 1 point

O

They allow testing of the solution after launch.

O

They begin with a solution in mind.

⦿

They help designers choose the best design solution.

O

They allow unlimited time to make the best design decision.

Correct
Sprints can help designers decide on a solution, especially when there are multiple possibilities in mind.

2.
Question 2
Which of the design sprint phases involves creating the first version of the proposed solution?

1 / 1 point

O

Test

O

Understand

⦿

Prototype

O

Decide

Correct
During the Prototype phase a designer creates a first draft of the product to be tested by users.

3.
Question 3
In phase three of a design sprint—the decide phase—what is the team's goal?

1 / 1 point

O

Build the first iteration of a product

○

Brainstorm solutions

◉

Determine which solutions to build

○

Assess the user problem

Correct
In the third phase--the decide phase--the team's goal is to determine which solutions to build for the user problem. This comes after assessing the user problem and brainstorming possible solutions. Phase three sets the stage for the product that will address user needs.

4.
Question 4
Why might a team consider conducting a design sprint? Select all that apply.

1 / 1 point

☑

To develop cross-team strategies

Correct
A team might use a design sprint to define product direction, develop cross-team strategies, or simply answer questions the team may have for the product's development.

☑

To define product directions

Correct
Design sprints help a team answer questions, define product directions, and figure out cross-team strategies.

☑

To answer questions

Correct
Design sprints help a team answer questions, define product directions, and figure out cross-team strategies.

☐

To identify which design challenge to take on

Quiz 2: Test your knowledge on planning a design sprint

1.
Question 1
Why is it important to call in industry experts when planning a design sprint?

1 / 1 point

○

Experts can test the product as a user.

○

Experts can train designers in UX research.

○

Experts can offer solutions for the design challenge.

◉

Experts can help clarify the problem you're trying to solve.

Correct
Scheduling short, info-packed talks with experts can help solidify the purpose for the sprint.

2.
Question 2
A design sprint brief is a document that UX designers share with participants _____.

1 / 1 point

○

to display the look and feel of a product

○

to determine roles and responsibilities

○

to provide a critique on the design

◉

to help them prepare for the design sprint

Correct
A design sprint brief is a document that UX designers share with participants to help them prepare for the design sprint.

3.
Question 3
A design sprint brief should include the current state of the project and an estimated launch plan.

1 / 1 point

◉

True

○

False

Quiz 3: Test your knowledge on design sprint retrospectives

1.
Question 1
Fill in the blank: Participating in a retrospective directly after a design sprint _____.

1 / 1 point

○

examines potential solutions to a design challenge.

○

completes the UX design process.

◉

ensures all sprint participants have the opportunity to give feedback.

○

allows users to give feedback directly to the sprint participants.

Correct
Retrospectives are collaborative critiques of a design sprint that allow input from all participants.

2.
Question 2
New UX designers are involved in every stage of the decision-making process.

1 / 1 point

◉
True

○
False

Correct
Despite being a new or entry-level UX designer, you'll be involved in every step of the decision-making process during a design sprint.

3.
Question 3
When do design sprint retrospectives usually take place?

1 / 1 point

○

A couple weeks before a design sprint

○
During a design sprint

◉
Immediately after a design sprint

○
A few weeks after the design sprint

Correct
Design sprint retrospectives usually take place immediately after a design sprint, so that everyone's thoughts and ideas are fresh.

Weekly challenge 3: Design Sprints

1.
Question 1
Which of the following should you ask in a design sprint retrospective? Select all that apply.

1 / 1 point

☐
What can be improved?

Correct
In order to ensure future sprint success, you want to know what can be improved.

☐
Who will attend the next meeting?

☐
What went well?

Correct
In order to ensure future sprint success, you want to know what works so you can learn from it.

☐
What is the next project?

2.
Question 2
How do design sprint retrospectives help a team address areas for improvement?

1 / 1 point

○
Retrospectives provide the opportunity to retry a design sprint and start tasks from scratch.

○

Retrospectives identify the most efficient team members and assign them management roles.

○

Retrospectives ensure the team has sufficient resources and tools to do better next time.

○

Retrospectives pinpoint the team members who did not sufficiently complete their tasks.

Correct
Retrospectives are all about empowering. So if something didn't go well, retrospectives offer a chance to ensure the team has the resources and tools to do better next time.

3.
Question 3
Which of the following are steps in a design sprint?

1 / 1 point

○

Delegate and test

◉

Ideate and prototype

○

Understand and interrogate

Correct
Ideation and prototyping are key to understanding and resolving the challenges in a design. Ideation allows for the rapid brainstorming of ideas while building prototypes validate or invalidate potential solutions.

4.
Question 4
A design sprint is important because:

1 / 1 point

○

Design sprints are an effective, time-saving method that focuses on users to define the solution to a problem.

○

Design sprints allow stakeholders to tell you their needs so that you can design solutions for them.

○

Design sprints allow you to determine what worked well and what went wrong during a sprint cycle.

Correct
Design sprints are important because they create an effective, time-saving path that focuses on designing solutions for the user.

5.
Question 5
What is one step in a design sprint planning process?

○

Call in the experts

○

Review previous sprints

○

Review new technologies

○

Build the final product

Correct

You need the input of experts in order to understand what you will implement. Subject matter expertise will help you navigate both the users' needs and the business needs in order to deliver a successful product.

6.
Question 6
In the fourth phase of a design sprint, what task would an entry-level UX designer typically perform?

⦿

Create a prototype

○

Develop design ideas

○

Confirm the design challenge

○

Test the prototype

Correct

An entry-level UX designer in the Prototype phase would be actively involved in creating a solid prototype for users to try out.

7.
Question 7
Which phase is immediately before the Test phase in a design sprint?

○

Ideate

○

Decide

○

Understand

○

Prototype

8.
Question 8
Design sprints are important because:

1 / 1 point

○

They prioritize the user.

○

They launch the product when the team is ready

○

They create a survey to identify needs of the market.

○

They happen over the course of a few months

9.
Question 9
In this step of planning a design sprint, you create icebreakers relevant to the sprint to motivate your team, put them in the right mindset, and help them get comfortable with each other.

1 / 1 point

○

Gather supplies

◉

Plan introductions

○

Establish sprint rules

○

Call in the experts

10.
Question 10
What should be covered in the logistics section of a design sprint brief? Select all that apply.

1 / 1 point

☐
Decide on the most viable solution

☑
Name of sprint leader and list of attendees

Correct
Logistics should include who is attending and the name of the sprint leader.

☑
Where and when the sprint will happen

Correct
In the logistics section, attendees need to know where the sprint will happen and when it will be held.

☐
Iterate on possible solutions