# Quiz 1: Test your knowledge of the roles you can pursue in UX design:

### 1.

Question 1

Fill in the blank: Hunter works at a startup as a user experience designer. Since Hunter is one of the only designers, she gets to oversee the majority of her UX processes. Throughout her work, Hunter discovers that she enjoys talking to users and testing designs more than actually designing things. For her next role, Hunter should consider becoming a \_\_\_\_\_.

**1 / 1 point**



UX researcher



Interaction designer



Motion designer



UX writer

**Correct**

Hunter’s experience with the full UX design scope will make Hunter an even better researcher. In this role, Hunter can focus on the parts of UX that she loves, like talking to users and testing designs.

### 2.

Question 2

Fill in the blank: Designers that work as freelancers can expect to \_\_\_\_\_.

**1 / 1 point**



work closely with a supervisor to learn more about a job or industry



market their services to businesses to find customers



receive on-the-job training from an experienced professional



find short-term jobs with limited responsibility

**Correct**

Freelancers work for themselves and market their services to businesses to find customers.

### 3.

Question 3

What is an apprenticeship?

**1 / 1 point**



A role with limited responsibilities that lasts a few months



A role that provides on-the-job training and last between one to two years



A role where a designer markets their services to businesses



A role that requires several years’  experience in the field

**Correct**

Apprenticeships offer on-the-job training to help a person develop real skills. They last between one to two years, and are always paid.

# Weekly Challenge 1: The basics of user experience design