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| **UX DESIGN** | |
| |  |  | | --- | --- | | 1) | Virtual items on a website’s interface that allow users to engage with the design. | |  | A) user interface elements | |  | B) decorations | |  | C) amusements | |  | D) touch points | |  |
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| |  |  | | --- | --- | | 2) | A full size outline of the proposed final product that is used for testing before launch. | |  | A) design | |  | B) prototype | |  | C) mode | |  | D) mockup | |  |
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| |  |  | | --- | --- | | 3) | A design that communicates a story or concept via sequenced images that are arranged chronologically to narrate a story’s main events. | |  | A) sketch | |  | B) graphic organizer | |  | C) script | |  | D) storyboard | |  |
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| |  |  | | --- | --- | | 4) | An official corporate document that explains the brand’s identity and presents brand standards. | |  | A) staff requirement | |  | B) brand recognition | |  | C) style directory | |  | D) branding guide | |  |
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| |  |  | | --- | --- | | 5) | Fundamentals of design like typography, color theory, illustration, and even photography. | |  | A) computer science | |  | B) engineering design | |  | C) technology foundations | |  | D) graphic design | |  |
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| |  |  | | --- | --- | | 6) | A way of preventing mistakes in products and avoiding problems when delivering services to users. | |  | A) value production | |  | B) insurance premium | |  | C) quality assurance | |  | D) quantity attainment | |  |
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| |  |  | | --- | --- | | 7) | A type of memory that lets you store and save data temporarily for later use. | |  | A) bravo | |  | B) cache | |  | C) artisan | |  | D) radial | |  |
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| |  |  | | --- | --- | | 8) | A set of visual principles of grouping, underpinned by the idea that elements sharing proximity or features in common tend to be understood as related to one another. | |  | A) Instant Principles | |  | B) Gestalt Principles | |  | C) Steeves Principles | |  | D) Freeman Principles | |  |
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| |  |  | | --- | --- | | 9) | The simulation of human intelligence in machines that are programmed to think like humans and mimic their actions. | |  | A) augmented reservation | |  | B) artificial intelligence | |  | C) graphic analysis | |  | D) visual representation | |  |
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| |  |  | | --- | --- | | 10) | The tiny tidbits of copy found on websites, applications, and products. | |  | A) microscopy | |  | B) telematics | |  | C) microcopy | |  | D) telecopy | |  |
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| |  |  | | --- | --- | | 11) | A set of project management practices emphasizing daily communication, flexible planning, and short, focused phases of work. | |  | A) scrum | |  | B) scram | |  | C) scrub | |  | D) slum | |  |
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| |  |  | | --- | --- | | 12) | News reporting, teaching, and parody are all examples of activities that could qualify as what? | |  | A) blogging | |  | B) public domain | |  | C) fair use | |  | D) open license | |  |
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| |  |  | | --- | --- | | 13) | What is a characteristic of iterating? | |  | A) protecting your ideas | |  | B) failing often and failing fast | |  | C) more talking, less creating | |  | D) quick final solutions | |  |
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| |  |  | | --- | --- | | 14) | Which web design approach makes your web content adapt to the different screen and window sizes of a variety of devices? | |  | A) flat | |  | B) responsive | |  | C) minimal | |  | D) adaptive | |  |
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| |  |  | | --- | --- | | 15) | What is the definition of information architecture? | |  | A) the set of actions that a design makes available to the user | |  | B) the navigation menu of a website that focuses on clearly labeled page titles | |  | C) a list of possible use cases that helps users understand their options | |  | D) the structural design of the available content | |  |

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| 4) | D |
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| 6) | C |
| 7) | B |
| 8) | B |
| 9) | B |
| 10) | C |
| 11) | A |
| 12) | C |
| 13) | D |
| 14) | B |
| 15) | D |