

Question

1

Incorrect

Mark 0.00 out of 1.00

What

does UX stand for?

a.

User Experssion

.

b.

User Interface

c.

User Exchange

d.

User Experience

Your answer is incorrect.

The correct answer is:

User Experience

2) How many website fail
at UX?

a.

97%

.

b.

25%

c.

12%

d.

56%

Your answer is correct.

The correct answer is:

97%

Question

3

What is the difference between UX and UI?

a.

UX design is

concerned with the user UI design is not

b.

UX is focused on optimization of the product

for effective and enjoyable use; UI design is concerned with the look and feel,

the presentation and interactivity of a product.

.

c.

UX design is largely

graphics based with a focus on presentation and interface icons, while UI

design is primarily research based in order to optimize the experience of the

user.

d.

There is no

difference, they are just different ways of expressing the same thing.

Your answer is correct.

The correct answer is:

UX is focused on optimization of the product

for effective and enjoyable use; UI design is concerned with the look and feel,

the presentation and interactivity of a product.

4) A UX designer is most likely to say

- a.
Research doesn't help with that
- b.
Let's test it
- c.
Better to have one person's opinion than many
- d.
Let's go straight to implementation

Your answer is correct.

The correct answer is:

Better to have one person's opinion than many

Question

5 Design means

- a.
How something is used/its function
- b.
What something look like
- c.
All the above
- d.
Colour and patterns shapes and lines

Your answer is correct.
The correct answer is:
All the above

6)

Which is most important to a UX designer?

a.

Pleasing their
client/boss

b.

Pleasing their team

c.

Pleasing the product
user

d.

Pleasing the stakeholders
of the strategy that was originally set out in the kick off

Your answer is correct.

The correct answer is: Pleasing the stakeholders of the strategy
that was originally set out in the kick off

Question

7

In UX, the critical-incident technique is:

a.

A research method in
which users are asked to recall an event with significant outcomes

.

b.

An analytics method that tracks the number of
fatal failures that took place on a site

c.

A type of expert review in which a usability expert focuses on the top task in a UI d.

A type of analysis which focuses on those user errors where users did not realize they got an incorrect answer for a task

Your answer is correct.

The correct answer is:

A research method in which users are asked to recall an event with significant outcomes

8) Which of the following describes a UX formative evaluation?

a.

Qualitative usability

testing on a prototype to find out which changes need to be made

.

b.

Quantitative usability testing on the current

version of the site in order to establish a baseline for further quantitative

benchmarking

c.

Running a focus group to understand the needs of the target population

d.

Usability testing on a live site to understand how it compares with its competitors

Your answer is correct.

The correct answer is:

Qualitative usability

testing on a prototype to find out which changes need to be made

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Question

9 Which of the following is an example of a UI mode?

a.

Toggling between the thumbnail view and the list view in a file-explorer window

b.

Pressing

CAPS LOCK

on your keyboard to type a word in capital letters

.

c.

Pressing

Ctrl-S

to

save a document in a text editor

d.

Being able to close a window by either pressing the

Esc

key or clicking on a

Close

button

Your answer is correct.

The correct answer is:

Pressing

CAPS LOCK

on your keyboard to type a word in capital letters

10 What does MVP stand for?

- a.
Minimum viable product
- b.
Maximum value platform
- c.
Multidisciplinary venture pattern
- d.
Multiple visible practice

Your answer is correct.

The correct answer is:

Minimum viable product

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Question

11 What is User persona?

- a.
A fictional or prototypical individual used to represent the demographics, goals, values and pain points of a large proportion of a products user group
- b.
A collection of behaviors, characteristics and goals which belongs to an actual group of users
- c.
The behaviors,

characteristics and goals which the UX designer hopes from a group of users

.

d.

A description of a single user's behavior and personality

Your answer is correct.

The correct answer is:

The behaviors,

characteristics and goals which the UX designer hopes from a group of users

12 who's suited to a career in UX design?

a.

People who are good at science.

b.

People who are curious about human behavior

.

c.

People who are kind to animals.

d.

People who are good at drawing.

Your answer is correct.

The correct answer is:

People who are curious about human behavior

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Question

13 A user flow is

a.

The users journey through a site when trying to complete a task

b.

The physical movements a user makes to navigate through a website

.

c.

The amount of time a user spends on a page

d.

A steady stream of customers moving through a site

Your answer is correct.

The correct answer is:

The physical movements a user makes to navigate through a website

14 _____ makes sure that clicking a button triggers appropriate action on the device.

a.

Aesthetic Design

b.

Functional Design

c.

User interface Design

.

d.

User Experience Design

Your answer is incorrect.

The correct answer is:

User Experience Design

15 Which of the following is golden rule for interface design?

a.

All of the mentioned

.

b.

Reduce the user's memory load

c.

Make the interface consistent

d.

Place the user in control

Your answer is correct.

The correct answer is:

All of the mentioned

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Question

16 User experience (UX) design is an _____ process of designing a product or service that are useful, easy to use, and delightful to interact with it.

a.

Systematic
driven

b.

Empathy
driven

.

c.

Systematic
driven

d.

Customer
driven

Your answer is correct.

The correct answer is:

Empathy
driven

17 _____ serves many purposes throughout the design process

- a.
SKETCH
- b.
UI
- c.
UX
- d.
TOOLS

Your answer is correct.

The correct answer is:

UX

Question

18 _____ conducted your Research; you would a plethora of insights which can be quantitative or qualitative

- a.
Methodology
- b.
Qualitative
Research
- c.
Analyze
- d.
Process

Your answer is correct.

The correct answer is:

Analyze

19 _____ is about finding the user needs from the observations gathered and goal is to synthesize information gathered into common themes and patterns to discover interesting findings which will help in defining user focused Problem and creating design solution

a.

Affinity

Mapping

.

b.

User journey map

c.

Sketch design

Your answer is correct.

The correct answer is:

Affinity

Mapping

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Question

20 During a series of

sessions, the

team validates the product with both stakeholders and end-users

a.

High fidelity design

b.

Testing

c.

User

testing

d.

Validation

Your answer is correct.

The correct answer is:

User

testing

21 Which defines

5 visual-design principles that impact UX

a.

Gestalt

b.

Scale

and balance

c.

ALL THE ABOVE

.

d.

Visual hierarchy

Your answer is correct.

The correct answer is:

ALL THE ABOVE

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Question

22 Which of these statements is proved in importance of prototyping ?

a. BOTH B AND C

.

b.

The main motive behind a prototype is to validate the

design with your target market by collecting feedback that will guide you

during product development

c.

Feel confident that what your presenting has a strong product-market fit

d.

Save time and money by making changes early rather than in final development

Your answer is correct.

The correct answer is:

BOTH B AND C

23 _____ is one of the best tools for documenting and understanding various processes in an organization.

a.

Flowcharting

.

b.

NONE OF THE ABOVE

c.

Process Baseline and Process Comparisons

d.

Building Baseline

Your answer is correct.

The correct answer is:

Flowcharting

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Question

24 IDENTIFY THE PRODUCT

a.

Creating Paper Sketches

b.

Affinity Mapping

c.

Creating User Personas

.

Your answer is correct.

The correct answer is:

Creating User Personas

25 _____ reduce cognitive loads/mental pressure to understand the application

a.

Affordability

b.

Functionality

c.

Cognition

.

d.

Learn ability

Your answer is correct.

The correct answer is:

Cognition

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Question

26 The UX Pyramid is an excellent framework for categorizing UX effort and tracking progress

a.

Maslow's hierarchy

b.

UX

Pyramid

.

c.

UX

Stack

d.

Pyramid

concentrate

Your answer is correct.

The correct answer is:

UX

Pyramid

27 Name

the figure of methods based on decisions

a.

Elements of UX Design

.

b.

Interactive design

c.

Elements of UI

d.

UX stack

Your answer is correct.

The correct answer is:

Elements of UX Design

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Question

28 _____presenting

and editing elements so they can act with the functionality of the application

a.
Interface design

.

b.
User
Problem

c.
Skeleton

Your answer is correct.

The correct answer is:

Interface design

29 _____ testing lets the design and development teams identify problems before they are coded. The earlier issues are identified and fixed, the less expensive the fixes will be in terms of both staff time and possible impact to the schedule

a.
Recruit participants

b.
Test plan

c.
Usability

d.
Strategy

Your answer is correct.

The correct answer is:

Usability

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Question

30 _____ can

evaluate a current state and propose a future state that reduces organizational

waste; i.e., transport, inventory, motion, waiting, over production, over

processing, and defects

a.

Value-Stream Mapping

.

b.

Hypothesis Testing

c.

Process

improvement

d.

Cause and Effect Analysis

Your answer is correct.

The correct answer is:

Value-Stream Mapping