

SECTION 01 INTRODUCTION

1. What is the meaning of GUI?

- ☐ User Interface
- ☐ Graphical User Interface
- ☐ Graphic Design
- ☐ Graphic Unit

2. Which tool should you use to create wireframe?

- ☐ Google Doc
- ☐ Whimsical
- ☐ Notepad
- ☐ Excel

3. Who invented the term "UX"?

- ☐ Steve Jobs
- ☐ Jared Spool
- ☐ Donald Norman
- ☐ Unknown

4. How many principles are in Usability Heuristics?

- ☐ 12
- ☐ 8
- ☐ 10
- ☐ 20

5. UI & UX both terms are related to each other

- ☐ TRUE
- ☐ FALSE

ANSWERS:

1. (B) 2. (B) 3. (C) 4. (C) 5. (A)

SECTION 02 RESEARCH & DEFINITION

1. When should we do UX Research?

- ☐ Before making wireframes
- ☐ After making wireframes
- ☐ Whenever it's needed or important
- ☐ After usability testing

2. Which one is correct?

- ☐ Attitudinal vs. Qualitative
- ☐ Attitudinal vs. Behavioral
- ☐ Qualitative vs. Qualitative
- ☐ Quantitative vs. Behavioral

3. What are the elements a standard UX Research documentation should include? (Select all that applies)

- ☐ Research objectives
- ☐ Research methodology
- ☐ Hypothesis
- ☐ High fidelity wireframes

4. During data analysis, you should gather and organize all the data first

☐ TRUE

☐ TRUE

5. A research hypothesis is a statement of expectation or prediction that will be tested by research.

☐ TRUE

☐ FALSE

ANSWERS:

1. (C) 2. (B) 3. (D) 4. (TRUE) 5. (TRUE)

SECTION 03 IDEATION

1. light and color can affect our mood, sleep, Heart-rate etc

☐ TRUE

☐ FALSE

2. Design thinking is a linear, non-iterative process

☐ TRUE

☐ FALSE

3. Why you need to make a user persona? (Select all that applies)

☐ Know who is your ideal user

☐ Know project requirements

☐ Know what are the needs and goals of your users

☐ Know the project timeline

4. How many primary colors does the color wheel includes?

- ☐ 4
- ☐ 3
- ☐ 5
- ☐ 6

5. Journey map includes multiple phases, actions & task etc

- ☐ TRUE
- ☐ FALSE

ANSWERS:

1. (TRUE) 2. (FALSE) 3. (A) 4. (B) 5. (TRUE)

SECTION 04 USER INTERFACE

1. Which font does the android design system uses by default?

- ☐ Arial
- ☐ Verdana
- ☐ Roboto
- ☐ San francisco

2. Proximity law includes grouping elements together

- ☐ TRUE
- ☐ FALSE

3. What is the example of a navigation component?

- ☐ Breadcrumb
- ☐ Text input field
- ☐ Tooltip
- ☐ Icon

4. What is the name of apple design system?

- ☐ Material Design
- ☐ Human Centered Design
- ☐ Human Interface Guideline
- ☐ User Experience

5. You can do prototyping in figma

- ☐ TRUE
- ☐ FALSE

ANSWERS:

1. (C) 2. (FALSE) 3. (A) 4. (C) 5. (TRUE)

SECTION 05 TEST & ANALYSIS

1. What are the things you should define while making a UAT plan (Select all that applies)

- ☐ What to test
- ☐ The result
- ☐ Testing goals
- ☐ Methodologies

2. Question 292 Usability testing should be done with the actual users

- ☐ TRUE
- ☐ FALSE

3. Why you should create a UAT report?

- ☐ Just to have fun
- ☐ To re-run the tests
- ☐ Share the result with the users
- ☐ Share the result with team members & stakeholders

4. The best practices includes, (Select all that applies)

- ☐ Setting task priorities upfront
- ☐ Think scenarios
- ☐ Do not recruit any participant
- ☐ No reports

5. You can not do a UAT testing before after pre-release or post-release analysis

- ☐ TRUE
- ☐ FALSE

ANSWERS:

2. (C) 2. (A) 3. (D) 4. (A) 5. (B)