

Try again once you are ready
Grade received 55%
To pass 80% or higher
Try again

1. User-centered design is defined as a framework that “puts the user front-and-center.”

0 / 1 point

☐ True

☒ False

☒ Incorrect

User-centered design is a framework that puts the user front-and-center. By focusing on the user, designers must consider the story, emotions, and insights gathered about them.

2. How does color modification assist users with low vision or eye strain?

1 / 1 point

☐ By using neutral colors on a screen

☐ By using bright colors on a screen

☐ By using translucent colors on a screen

☒ By using high contrast of colors on a screen

☒ Correct

Color modification increases the color contrast on a screen to make it easier to see for users with low vision or eye strain.

3. What are some key questions a designer can ask to evaluate user experience?
Select all that apply.

0.75 / 1 point

☒ Is the product easy to use?

☒ Correct

When it comes to evaluating user experience, some key questions a designer can ask are: Does the product solve the user's problem? Is the product equitable? Is the product easy to use?

☒ Does the product meet sales and marketing goals?

☒ This should not be selected

When it comes to evaluating user experience, some key questions a designer can ask are: Does the product solve the user's problem? Is the product equitable? Is the product easy to use?

☒ Does the product solve the user's problem?

☒ Correct
When it comes to evaluating user experience, some key questions a designer can ask are: Does the product solve the user's problem? Is the product equitable? Is the product easy to use?

☒ Is the product equitable?

☒ Correct
When it comes to evaluating user experience, some key questions a designer can ask are: Does the product solve the user's problem? Is the product equitable? Is the product easy to use?

4. Which design approach should a UX designer consider for users with limited experience navigating websites?

1 / 1 point

- ☒ Straightforward and simplistic design
- ☐ Modern design with one or two colors
- ☐ Complex and elaborate design
- ☐ Colorful design with a variety of shapes and colors

☒ Correct
To create a website for users with limited internet experience, a UX designer should consider a straightforward and simplistic design. That means icons, navigation buttons, and features that are relatively universal.

5. If a user has a low level of *digital literacy*, what might they have trouble interpreting? Select all that apply.

0 / 1 point

☒ Word Pronunciation

☒ This should not be selected
Users with a low level of digital literacy have trouble interpreting or understanding design patterns, calls to action, and icons, all of which are provided by contextual clues, cultural clues, and experience using the internet.

☒ Design patterns

☒ Correct
Users with a low level of digital literacy have trouble interpreting or understanding design patterns, calls to action, and icons, all of which are provided by contextual clues, cultural clues, and experience using the internet.

☒ Calls to action

☒ Correct
Users with a low level of digital literacy have trouble interpreting or understanding design patterns, calls to action, and icons, all of which are provided by contextual clues, cultural clues, and experience using the internet.

☒ Icons



Correct

Users with a low level of digital literacy have trouble interpreting or understanding design patterns, calls to action, and icons, all of which are provided by contextual clues, cultural clues, and experience using the internet.