

1. What are the main goals when conducting usability studies for high-fidelity prototypes? Select all that apply.

0.5 / 1 point

☒ Determine the design solution

☒ This should not be selected
Determining the design solution occurs before the prototyping phase, in the beginning phase of the design process. When testing a high-fidelity prototype, there are two main goals. One goal is to understand how users will interact with the final product. The other goal is to figure out ways to improve the design.

☒ Identify areas to iterate on the prototype and improve the design

☒ Correct
When testing a high-fidelity prototype, there are two main goals. One goal is identifying areas to iterate and improve the design. The other goal is to understand how users will interact with the final product.

☒ Understand how users will interact with the final product

☒ Correct
When testing a high-fidelity prototype, there are two main goals. One goal is to understand how users will interact with the final product. The other goal is to figure out ways to improve the design.

☒ Define the design problem

☒ This should not be selected
Defining the design problem occurs well before the prototyping phase, in the beginning phase of the design process. When testing a high-fidelity prototype, there are two main goals. One goal is to understand how users will interact with the final product. The other goal is to figure out ways to improve the design.

2. A designer wants to test a high-fidelity design and conduct a usability study. Which of the following is an example metric that can be used to measure the design's success?

1 / 1 point

☐ Color saturation

☐ Start time

☒ User error rate

☒ Correct
KPIs, such as user error rate, measure the progress toward the goal established for the design.