1. What are some common human factors that influence design? Select all that apply.   1 / 1 point

    ☑ Fear

        ⊘ Correct
        Fear is a common human factor, and one of the variables humans bring to their
        product interactions. Other common human factors include but are not limited to
        prejudice, misjudgment, and impatience.

    ☑ Misjudgment

        ⊘ Correct
        Misjudgment is a common human factor and one of the variables humans bring
        to their product interactions. Other common human factors include but are not
        limited to prejudice, fear, and impatience.

    ☑ Impatience

        ⊘ Correct
        Impatience is another example of a human factor and one of the variables
        humans bring to their product interactions. Other common human factors include
        but are not limited to prejudice, misjudgment, and fear.

    ☐ Income

    ☑ Prejudice

        ⊘ Correct
        Prejudice is an example of a human factor and one of the variables humans
        bring to their product interactions. Other common human factors include but are
        not limited to fear, misjudgment, and impatience.

2. Consider the psychological concepts explored in this lesson. Which of the following   1 / 1 point
   is an example of a mental model?

    ○ Parking a car in a garage
    ◉ Using a key to turn the ignition of a car to start it
    ○ Driving a car

        ⊘ Correct
        We can predict the car will start because of the key turning the ignition.

3. Fill in the blank: You test a new children's game with a group of users. Some are able to reach the end of the game, while others quit after a few turns. The children who are able to finish the game enjoy the experience because of the positive _____.

0 / 1 point

⦿ reinforcement

◯ feedback loop

◯ value proposition

◯ human outcome

Ⓧ Incorrect
The children who finished the game had a positive feedback loop, or outcome.