

1. Fill in the blank: A critique session is a common feedback activity where designers present their work to team members. Participants can play one of three main roles: _____, presenter, or reviewer.

1 / 1 point

- ☐ designer
- ☒ facilitator
- ☐ trainer
- ☐ creator

✓ Correct
In a design critique session, participants can play one of three main roles: facilitator, presenter, or reviewer.

2. What are the benefits of hosting a design critique session? Select all that apply.

0.75 / 1 point

✓ They can help new designers identify different perspectives to consider design problems from.

✓ Correct
A design critique can help new designers identify different perspectives to consider design problems from. It's also an opportunity for designers to exchange ideas, and practice giving feedback.

✓ They are an opportunity for people to come together to exchange ideas and make a collective choice on a design direction, in person or remotely.

✓ Correct
A design critique provides an opportunity for people to come together to exchange ideas and make a collective choice on a design direction, in person or remotely. It also provides an opportunity for designers to identify different perspectives to consider design problems from, and practice giving feedback.

✓ They provide an opportunity to understand why one team member's design style is better than another's.

✗ This should not be selected
There's no such thing as a perfect design style. In fact, critique sessions may provide new designers with a good opportunity to understand where they can improve by exchanging ideas, and identifying different perspectives to consider design problem from. It's also an opportunity to practice giving feedback.

✓ They are a great opportunity for a new designer to practice giving feedback to other team members.

✓ Correct
A design critique is a great opportunity for a new designer to practice giving feedback to other team members, exchange ideas, and identify different perspectives to consider design problems from.

3. Florence is preparing for the first design critique session for a new product with a few team members. Identify the questions that could help them prepare for questions during the presentation.

0.5 / 1 point

☒ What's the best approach in taking advantage of the end user you're trying to reach?

☐ This should not be selected
Design is all about making the user journey as seamless and friendly as possible. As a designer, you want to create a product that benefits both the user and the company, but deceptive patterns (aka dark patterns) can leave users with a bad impression. Questions like "What problem am I trying to solve?" and "What aspects of your designs are you seeking feedback on?" are likely to be asked by your peers.

☒ What aspects of your designs are you seeking feedback on?

☒ Correct
Asking questions like "What problem am I trying to solve?" and "What aspects of your designs are you seeking feedback on?" is a great way to prepare for a design critique session. It's good to have an idea of what problems you're trying to solve and what you'd like to receive feedback on, so the direction and goal of the meeting is clear.

☒ What problem are you trying to solve?

☒ Correct
Asking questions like "What problem am I trying to solve?" and "What aspects of your designs are you seeking feedback on?" is a great way to prepare for a design critique session, and will likely be asked by your peers.

☒ Are you a good designer?

☐ This should not be selected
Your teammates are unlikely to question your skills as a designer. There's a reason you're on the team in the first place! If there are areas for improvement and growth, taking critiques on one design can help you gain perspectives for the next one. Questions like "What problem am I trying to solve?" and "What aspects of your designs are you seeking feedback on?" are likely to be asked by your peers.