

Congratulations! You passed!  
Grade received 80%  
Latest Submission Grade 80%  
To pass 80% or higher  
Go to next item

1. Receiving feedback from a diverse audience is one of the goals of soliciting feedback. 1 / 1 point

- ☒ True  
☐ False

✓ Correct

2. Leo provided feedback on Cain's design, suggesting an entirely new color palette. Cain didn't agree with the suggestion and didn't appreciate the comments, especially since the palette was not the part of the design requested for a critique. How can Leo modify this approach to provide better feedback? 0 / 1 point

- ☒ Support the feedback with a reason  
☐ Use the approach consistently, since Leo provided a fair critique  
☐ Advise other ways Cain should change his design  
☐ Describe problems with the design, not offer solutions

✗ Incorrect  
Review [the video that covers giving and receiving feedback](#).

3. What is a design critique session? 1 / 1 point

- ☐ A week or more to answer critical business questions on the design project  
☒ A planned period of time where UX designers present their work to team members and listen to feedback  
☐ A competition between UX designers for the creation of the final design  
☐ An opportunity for design practice with the design team and the project stakeholders

✓ Correct

4. After a design critique session, a designer begins integrating feedback into their design. First, the designer implements the most important feedback from the session. Some of the feedback will require input from a specialist. The designer chose not to implement feedback that didn't align with the design plans. Finally, the designer began implementing the feedback into the design. Which action did the designer forget? 1 / 1 point
- ☐ Consult colleagues on design choices
  - ☐ Identify options for new designs
  - ☒ Review and synthesize feedback
  - ☐ Create a spreadsheet that identifies high-priority issues with the design
- ☒ Correct
5. When giving feedback, why is it best to describe problems rather than provide solutions? 1 / 1 point
- ☒ It gives the designer time to process the feedback and come up with their own solution.
  - ☐ It lets a designer broaden their perspective on a project.
  - ☐ It leads to fewer revisions and can save money over the course of a project.
  - ☐ It is faster and more efficient to explore problems rather than solutions.
- ☒ Correct
6. Fill in the blank: After a designer has presented their designs in a design critique, they should process the feedback and \_\_\_\_\_. 0 / 1 point
- ☐ start generating action items
  - ☐ meet with each reviewer
  - ☐ respond to each person
  - ☒ start the design again with the feedback in mind
- ☒ Incorrect  
Review [the video on best practices for design critique sessions](#).
7. In a design critique session, a reviewer with limited dexterity mentioned that the buttons were very small and hard to interact with. What would be a good course of action for the designer to address this feedback? 1 / 1 point
- ☐ Make the layout more accessible by increasing white space and button sizes and apply these changes on that screen
  - ☒ Make the layout more accessible by increasing white space and button sizes and apply these changes wherever needed
  - ☐ Use the original button design because that design came from the design system
  - ☐ Go back to the reviewer and ask them to test different buttons and layouts by trial and error later that day

☒ Correct

8. The newest designer on a team has some feedback on a colleague's designs. What is their best course of action? 1 / 1 point

- ☐ Write an anonymous note about the problems, so their colleague doesn't get offended.
- ☐ Assume that the issues will be addressed eventually by a more senior member of the team.
- ☒ Prepare their feedback with clear reasoning and find an appropriate time to share their thoughts.
- ☐ Wait until there's a company-wide meeting and make sure to bring it up then.

☒ Correct

9. Fill in the blank: The best way for a designer to overcome hesitation about giving and receiving feedback is to \_\_\_\_\_. 1 / 1 point

- ☐ follow all advice and feedback
- ☐ prioritize feedback from senior team members
- ☒ practice and reflect on feedback
- ☐ ask for and give less feedback

☒ Correct

10. A design team plans a critique session for their latest prototype. They ask one of the members to be prepared to share the design and remain actively engaged in the session to ensure that the feedback is clearly understood. What role is this an example of? 1 / 1 point

- ☐ Reviewer
- ☐ Notetaker
- ☒ Presenter
- ☐ Facilitator

☒ Correct