

Try again once you are ready  
Grade received 66.67%  
To pass 100% or higher  
Try again

1. Fill in the blank: Participating in a retrospective directly after a design sprint \_\_\_\_\_.

1 / 1 point

- ☐ examines potential solutions to a design challenge.
- ☒ ensures all sprint participants have the opportunity to give feedback.
- ☐ allows users to give feedback directly to the sprint participants.
- ☐ completes the UX design process.

✓ Correct  
Retrospectives are collaborative critiques of a design sprint that allow input from all participants.

2. New UX designers are involved in every stage of the decision-making process.

0 / 1 point

- ☐ True
- ☒ False

✗ Incorrect  
Despite being a new or entry-level UX designer, you'll be involved in every step of the decision-making process during a design sprint.

3. When do design sprint retrospectives usually take place?

1 / 1 point

- ☐ A couple weeks before a design sprint
- ☐ During a design sprint
- ☒ Immediately after a design sprint
- ☐ A few weeks after the design sprint

✓ Correct  
Design sprint retrospectives usually take place immediately after a design sprint, so that everyone's thoughts and ideas are fresh.