

Congratulations! You passed!
Grade received 90%
Latest Submission Grade 90%
To pass 80% or higher
Go to next item

1. Fill in the blank: Digital literacy refers to the ability to use information and communication technologies to find, evaluate, create, and communicate information, requiring both _____. 1 / 1 point
- ☐ knowledge and wisdom
 - ☐ money and time management skills
 - ☒ cognitive and technical skills
 - ☐ equipment and education
- ☒ Correct
2. Fill in the blank: User-centered design is when you consider a user's story, emotions, and _____. 1 / 1 point
- ☐ the interactive elements you have included in your prototype
 - ☒ the insights you have gathered about users
 - ☐ the feedback you have incorporated in design updates
 - ☐ the data you have collected about similar users
- ☒ Correct
3. User-centered design begins with the steps Understand and Specify. What is the *third* step of the process? 0 / 1 point
- ☐ Design
 - ☐ Specify
 - ☒ Evaluate
 - ☐ Iterate
- ☒ Incorrect
Please review the [video introducing user-centered design](#).
4. What are the benefits of following a UX design framework? Select all that apply. 1 / 1 point
- ☐ UX frameworks focus on earning the most money.
 - ☒ UX frameworks promote iteration to design the right user experience.

☒ Correct

☒ UX frameworks support creating solutions that address the user's problem.

☒ Correct

☒ UX frameworks focus on the user.

☒ Correct

5. In which phase of Design Thinking would a designer come up with as many design solutions as possible?

1 / 1 point

- ☐ Empathize
- ☒ Ideate
- ☐ Prototype
- ☐ Test

☒ Correct

6. What types of platforms does a designer need to keep in mind when designing a product? Select all that apply.

1 / 1 point

☒ Desktop

☒ Correct

☒ Television (TV)

☒ Correct

☐ Books

☒ Mobile apps

☒ Correct

7. Which of the following are best practices when designing for mobile experiences? Select all that apply.

1 / 1 point

☒ Reduce visual clutter

☒ Correct

- ☐ Create a smaller version of the desktop experience
- ☒ Design for both directions a phone might be held

☒ Correct

- ☒ Use familiar gestures like tapping and swiping

☒ Correct

8. What does an equity-focused design approach seek to do?

1 / 1 point

- ☐ Accommodate the needs of users with disabilities
- ☐ Build products for one type of user, so the benefits can extend to many other types of users
- ☒ Build products that meet the needs of specific individuals and groups who have been excluded in the past

☒ Correct

9. A user with limited vision is interacting with a mobile device. Software on the device is making the text easier to read by changing the color of the text. What assistive technology does this scenario describe?

1 / 1 point

- ☐ Reading mode
- ☐ Alternative text
- ☒ High contrast mode
- ☐ A switch

☒ Correct

10. Which of the following are examples of assistive technology? Select all that apply.

1 / 1 point

- ☒ High contrast mode

☒ Correct

- ☒ Voice control

☒ Correct

- ☒ Switch

☒ Correct

☐ Monitor