

1. Imagine you're designing an app to help users learn how to effectively manage their money. It features short and straightforward articles, tools, and reminders. Since the app is intended for those on-the-go, which design philosophy should you consider? 1 / 1 point

- ☐ Matrix model
- ☐ Graceful degradation
- ☒ Mobile-first design
- ☐ Sequential model

✓ Correct
The mobile-first approach aligns best with the project. The demographic you're designing the app for are people who are on-the-go, which means they'd most likely use mobile devices like phones and tablets.

2. Regardless of current trends, the most important things a designer should consider are the users and the context of their needs. 1 / 1 point

- ☒ True
- ☐ False

✓ Correct
There are multiple approaches a designer can take to creating a product, and there's no single correct way. It's more important to consider the needs of the users and the context of those needs.

3. You design a product for users based in emerging international markets and want to use the mobile-first approach. What is an advantage for using this approach? 1 / 1 point

- ☐ It allows you to embellish your designs with advanced features.
- ☐ It allows you to start with a desktop version and then adapt it to smaller screens.
- ☒ It allows you to design for users based on the devices they use or can access most easily.
- ☐ It allows you to scale back your design at a later time.

✓ Correct
Users in emerging international markets may access content primarily from a mobile device, so the mobile-first philosophy would be ideal in this case.

4. Fill in the blank: In graceful degradation, you design from the largest screens to the smallest screens. However, in progressive enhancement you design _____. 1 / 1 point

- ☐ from the top to the bottom
- ☐ from the least expensive product to the most expensive product

- ☐ from the most complex version to the most basic version
- ☒ from the smallest screen to the largest screen



Correct

Progressive enhancement means designing from the smallest screen to the largest screen. This is also called the bottom-up approach.

5. Imagine you are designing a learning tool for young readers for the local public library's computer lab. Consider the user and identify which design philosophy works best for this tool.

0 / 1 point

- ☐ Graceful degradation
- ☐ Bottom-up
- ☐ Mobile-first
- ☒ Progressive enhancement



Incorrect

A progressive enhancement approach is not ideal in this case because users will access the tool from a public library's computer lab. Graceful degradation is the best approach because it designs from the largest screen to the smallest.