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To pass 80% or higher  
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1. Which of the following should you ask in a design sprint retrospective? Select all that apply. 1 / 1 point

☒ What can be improved?

☒ Correct

☒ What went well?

☒ Correct

☐ Who will attend the next meeting?

☐ What is the next project?

2. What is a retrospective? 1 / 1 point

- ☐ An early model of a product that demonstrates functionality
- ☐ A time-bound process, with five phases typically spread over five full 8-hour days
- ☒ A collaborative critique of the team's design sprint
- ☐ A team of creatives hired to build a marketing campaign

☒ Correct

3. A designer has a design challenge they would like to solve as quickly as possible. What process might be helpful to quickly solve this problem? 1 / 1 point

- ☒ Design sprint
- ☐ Exploration and prototyping
- ☐ Design ideation
- ☐ Ideation and testing

☒ Correct

4. How do design sprints help save money? 1 / 1 point

- ☐ A design sprint removes prototyping from the process which is very expensive.

- ☐ They allow clients to make cuts to a project early in the design cycle.
- ☒ They allow a team to get user feedback before making expensive decisions.
- ☐ A design sprint is limited to a single designer which is less expensive.

☒ Correct

5. A designer is planning an upcoming design sprint. What is the first step they should take?

0 / 1 point

- ☐ Interview experts
- ☐ Review software
- ☒ Gather supplies
- ☐ User research

☒ Incorrect

Please review [the video on planning design sprints](#)<sup>↗</sup>.

6. An entry level UX designer's role is to establish the ground rules of the sprint.

1 / 1 point

- ☐ True
- ☒ False

☒ Correct

7. When in the design sprint does the design team create a prototype?

1 / 1 point

- ☒ Before the test phase, and after the decide phase
- ☐ Before the decide phase, and after the test phase
- ☐ During the ideate phase
- ☐ During the understand phase

☒ Correct

8. Do design sprints help teams prioritize a profit-driven path to market for their designs?

1 / 1 point

- ☐ Yes. Design sprints prioritize a design's fiscal viability. They help teams identify a profit-driven path to market.
- ☒ No. Design sprints prioritize the user. They help teams create a path to market, but they put the user before profit.

☐ Sometimes. Design sprints may help teams identify a profit-driven path to market. The team needs to choose between a user-first approach and a profit-first approach.

☒ Correct

9. In this step of planning a design sprint, you create icebreakers relevant to the sprint to motivate your team, put them in the right mindset, and help them get comfortable with each other.

1 / 1 point

- ☐ Call in the experts
- ☒ Plan introductions
- ☐ Gather supplies
- ☐ Establish sprint rules

☒ Correct

10. When creating a sprint brief, who is considered an approver?

1 / 1 point

- ☐ A sprint leader
- ☒ An internal stakeholder who needs to sign off
- ☐ A team lead
- ☐ An ideal potential user of the sprint prototype

☒ Correct