

1. What are some common gestures used to navigate mobile apps? Select all that apply.

1 / 1 point

☒ Zoom



Correct

Tapping, scrolling, swiping, and zooming are common gestures used to complete an action in an app.

☐ Clap

☒ Swipe



Correct

Tapping, scrolling, swiping, and zooming are common gestures used to complete an action in an app.

☒ Scroll



Correct

Tapping, scrolling, swiping, and zooming are common gestures used to complete an action in an app.

☒ Tap



Correct

Tapping, scrolling, swiping, and zooming are common gestures used to complete an action in an app.

2. Why are gestures and motion important in UX design?

1 / 1 point



They help users identify visual elements.



They help enrich the user experience and increase usability.



They help users move between devices.



They help users make decisions about an action required in a design.



Correct

Gestures and motion are interactive elements that help the user have a seamless experience.

3. A design team wants to add a gesture and motion to a reservation page of a hotel app. They apply animation to the select button on the page for room types. Which of the following is the best example of a gesture and motion when a user reserves a room?

0 / 1 point



Tapping the select button and a separate reservation summary page holds the reservation

- ☐ Swiping the select button and the user remains on the same page
- ☐ Swiping the select button and the app closes
- ☐ Tapping the select button and the room total appears at the top of the page in a basket icon

☒ Incorrect
This example includes a gesture but the motion occurs on a separate page. The connection between the two interactions is not as apparent as it should be for the user. Tapping the select button and the room total price appears at the top of the page in a basket icon is the best example.

4. A designer working on an app for an online retailer finishes adding interaction details for an action in Figma. They need to adjust the animation for adding an item to a shopping cart. What are some options for the animation settings? Select all that apply.

0.75 / 1 point

☒ Instant

☒ Correct
An instant animation is an option where the user goes from one screen to the next without any motion or transition in between. Sliding in and Moving out are also options.

☒ Slide in

☒ Correct
Sliding in, whether up or down, is an option when adjusting animation. Moving out, and instant animation are also options.

☒ Move out

☒ Correct
Moving out is an option when adjusting animation. Designers can also choose to move up or down for a specific direction for the motion. Sliding in and instant animations are also options.

☒ Close down

☒ This should not be selected
Closing down an animation is not an option because it would prevent the user from completing the action.