

Congratulations! You passed!
Grade received 93.75%
To pass 80% or higher
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1. How does a design sprint solve design challenges?

1 / 1 point

- ☐ They allow testing of the solution after launch.
- ☒ They help designers choose the best design solution.
- ☐ They begin with a solution in mind.
- ☐ They allow unlimited time to make the best design decision.

☒ Correct
Sprints can help designers decide on a solution, especially when there are multiple possibilities in mind.

2. Which of the design sprint phases involves creating the first version of the proposed solution?

1 / 1 point

- ☐ Decide
- ☐ Test
- ☐ Understand
- ☒ Prototype

☒ Correct
During the Prototype phase a designer creates a first draft of the product to be tested by users.

3. In phase three of a design sprint—the decide phase—what is the team's goal?

1 / 1 point

- ☐ Build the first iteration of a product
- ☐ Brainstorm solutions
- ☒ Determine which solutions to build
- ☐ Assess the user problem

☒ Correct
In the third phase--the decide phase--the team's goal is to determine which solutions to build for the user problem. This comes after assessing the user problem and brainstorming possible solutions. Phase three sets the stage for the product that will address user needs.

4. Why might a team consider conducting a design sprint? Select all that apply.

0.75 / 1 point

☒ To define product directions

☒ Correct
Design sprints help a team answer questions, define product directions, and figure out cross-team strategies.

☒ To identify which design challenge to start on

☐ This should not be selected
Before a team begins a design sprint, they've already identified the design challenge they want to address. Design sprints help a team answer questions, define product directions, and figure out cross-team strategies.

☒ To answer questions

☒ Correct
Design sprints help a team answer questions, define product directions, and figure out cross-team strategies.

☒ To develop cross-team strategies

☒ Correct
A team might use a design sprint to define product direction, develop cross-team strategies, or simply answer questions the team may have for the product's development.