

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

1. Which scenario is an example of equitable thinking or design?

1 / 1 point

- ☐ Creating a mobile app for all versions of iOS.
- ☒ Providing closed captioning and an interpreter during an online presentation.
- ☐ Supplying a laptop for all students in a computer lab.
- ☐ Providing the same lunch for each guest attending a press conference.

☒ Correct
Providing closed captioning and an interpreter during an online presentation is an example of equitable thinking at work. Not all who attend a presentation have impeccable hearing or sight, especially if there are attending guests who are Deaf, hard-of-hearing, or have difficulties with vision.

2. Design Thinking involves the following phases: empathize, define, ideate, prototype, and test. During which phase is your primary goal to learn more about the user and their problems, wants, and needs, and the environment or context in which they'll experience your design?

1 / 1 point

- ☐ Test
- ☐ Prototype
- ☒ Empathize
- ☐ Define

☒ Correct
Correct! During the empathize phase, your primary goal is to learn more about the user and their problems, wants, and needs, and the environment or context in which they'll experience your design.

3. How is the term platform defined in UX design?

1 / 1 point

- ☒ A platform is the medium where users experience a product.
- ☐ A platform is how a person, the user, feels about interacting with, or experiencing, a product.
- ☐ A framework of a website or how it's organized, categorized, and structured.
- ☐ A good, service, or feature.

☒ Correct
Examples of mediums include: mobile phones, TV, tablets, and computer desktops.

4. Identify a few best practices to consider when designing websites for mobile users. Select all that apply.

0.75 / 1 point

☒ Place call-to-action buttons front and center

☒ Correct
Call-to-action buttons should be placed front and center, allowing the user to easily complete the desired task. Simplifying navigation, employing commonly used gestures, and reducing visual clutter are a few other best practices to consider when designing for mobile users.

☒ Simplify navigation

☒ Correct
Navigation menus should be short and simple, since there's only a limited amount of space on mobile interfaces. Placing call-to-action buttons front and center, employing commonly used gestures, and reducing visual clutter are a few other best practices to consider when designing for mobile users.

☒ Create brand new gestures

☐ This should not be selected
Gestures should be intuitive; tapping, swiping, and other commonly used gestures are useful for mobile users. Placing call-to-action buttons front and center, simplifying navigation, and reducing visual clutter are a few other best practices to consider when designing for mobile users.

☒ Reduce visual clutter

☒ Correct
Mobile devices have limited space, yet they still need to present the same information users would need on desktop computers. It's a good idea to keep the design relatively minimal and simple. Placing call-to-action buttons front and center, simplifying navigation, and employing commonly used gestures are a few other best practices to consider when designing for mobile users.

5. According to the principles of inclusive design, which of the following personal identifiers should you consider when making design choices? Select all that apply.

0.75 / 1 point

☒ Economic Status

☒ Correct
Inclusive design means making design choices that take into account personal identifiers like ability, race, economic status, language, age, and gender. With inclusive design, you solve for one type of user, and the benefit of that solution can extend to many other types of users.

☒ Gender

☒ Correct
Inclusive design means making design choices that take into account personal identifiers like ability, race, economic status, language, age, and gender. With inclusive design, you solve for one type of user, and the benefit of that solution can extend to many other types of users.

☒ Name

⊗ This should not be selected
Inclusive design means making design choices that take into account personal identifiers like ability, race, economic status, language, age, and gender. With inclusive design, you solve for one type of user, and the benefit of that solution can extend to many other types of users

☑ Race

☑ Correct
Inclusive design means making design choices that take into account personal identifiers like ability, race, economic status, language, age, and gender. With inclusive design, you solve for one type of user, and the benefit of that solution can extend to many other types of users.