1. Why is it important to have design critique (crit) sessions? 1 / 1 point

○ So team members can critique the presenter's performance and offer feedback

○ So team members can define design objectives for the product

● So team members can come together to exchange ideas and make a collective choice on a design direction

○ So team members can assign tasks for upcoming project phases

⊘ Correct
Crit sessions are designated meetings where designers share their work and receive feedback from team members. This helps designers make improvements to their designs.

2. What is the presenter's role in a design critique session? Select all that apply. 0.75 / 1 point

☑ To process and take action on the reviewers' feedback

⊘ Correct
The presenter should be prepared to process and take action on feedback. They should also share their designs with the group, and should come to the session with defined objectives and relevant information.

☑ To challenge the reviewers' feedback

⊗ This should not be selected
The purpose of the session is for the presenter to receive feedback from a broader audience with different perspectives. The presenter should share their designs with the group and come to the session with defined objectives and relevant information to engage with the group. They should also be prepared to process and take action on feedback.

☑ To prepare for the presentation ahead of the session

⊘ Correct
The presenter should come to the session with defined objectives and relevant information to engage with the group. They should also share their designs with the group and be prepared to process and take action on feedback.

☑ To share their designs with the group

⊘ Correct
The presenter will share designs with the group. They should come to the session with defined objectives and relevant information to engage with the group and also be prepared to process and take action on feedback.

3. You just completed your first design critique session. You review the notes and reflect on the feedback you received. What questions should you consider before you take any further action? Select all that apply.   0.5 / 1 point

☑ How can I incorporate all the reviewers' feedback in my actions?

ⓧ This should not be selected
While the reviewers' feedback can be helpful in improving the design, it is ultimately up to the designer to determine how much of that feedback would require further action. Consider asking questions like: "How can I synthesize the feedback from the critique session?" and "What feedback do I want to take action on to improve my designs or the user experience?"

☑ Where should I focus my attention during the next phase?

ⓧ This should not be selected
The designer should take this time to focus on and address the action items created directly from the critique session, not a future phase. Consider asking questions like: "How can I synthesize the feedback from the critique session?" and "What feedback do I want to take action on to improve my designs or the user experience?"

☑ What feedback do I want to take action on to improve my designs or the user experience?

⊘ Correct
Before taking further action, the designer should consider asking questions like: "How can I synthesize the feedback from the critique session?" and "What feedback do I want to take action on to improve my designs or the user experience?" Keeping the user first helps the designer determine what feedback requires further action.

☑ How can I synthesize the feedback from the critique session?

⊘ Correct
Before taking further action, the designer should consider asking questions like: "How can I synthesize the feedback from the critique session?" and "What feedback do I want to take action on to improve my designs or the user experience?" Determining how to find common themes in feedback responses is an important step after a critique session. This question helps the designer decide what requires further action.

4. When addressing feedback from a design critique session, what kinds of requests should a designer take action on? Select all that apply.   0.75 / 1 point

☑ Feedback on any design element's inconsistencies

⊘ Correct
It is important to address inconsistencies with any component of the design so the user receives a seamless experience. Designers should also take action on requests on the design's accessibility and functionality.

☑ Feedback on design style choices based on the reviewers' preferences

ⓧ This should not be selected

While incorporating some stylistic choices recommended by the team may improve a design, it is not a required action item for the designer. It is up to the designer to prioritize action items based on how it could impact the user experience. Designers should take action on requests regarding accessibility, functionality, and inconsistencies.

☑ Feedback related to the design's accessibility

⊘ Correct
It is important to address any issues affecting a design's accessibility so that no user group experiences difficulty while using it. Designers should also take action on requests on the design's functionality and on any inconsistencies.

☑ Feedback on the design's functionality

⊘ Correct
It is important to address issues affecting a design's functionality even if it means bringing in other team members like engineers to assess or fix the issue. Designers should also take action on requests on the design's accessibility and on any inconsistencies.