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| Nombre del Maestro(a): ITIC. Aurelio Flores | Calificación: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | | | |
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1. **SELECT THE CORRECT ANSWER: (15 pts)**

1. We talk about how we will facilitate the use of the website or product for the public in certain sectors of the population.

A) Findable B) Accessible C) Accessibility D) Credible

2. Websites must be easily navigable and allow users to find what they need in a simple and practical way.

A) Findable B) Accessible C) Accessibility D) Credible

3. The contents, in the same way as the design, affect the trust that users have in the product.

A) Findable B) Accessible C) Accessibility D) Credible

4. We will have an excellent UX if we manage, through an attractive design, to evoke emotion in the user, making it desirable for him to return to our website.

A) Usability B) Desirable C) Accessibility D) Usable

5. It is a quality attribute of a product that refers to its ease of use, but taking into account that an application is never intrinsically usable, but will only have the ability to be used in a particular context and by particular users.

A) Usability B) Desirable C) Accessibility D) Usable

**II. DESCRIBE THE FOLLOWING CONCEPTS WITH YOUR OWN WORDS (15 pts)**

1. Usability

We talk about usability when a user can achieve objectives or tasks in a satisfactory way, measuring how well he did it and how quickly he achieved it.

1. Accessibility

Accessibility is defined as the ease that we as developers give people of the entire population access to our product.

1. User experience

Elements that are related to the user's interaction with an environment or product, which have as a final result the perceptions of the same user who used, so to speak, our website.

1. User-centered design

Form of design which creates products that meet the needs of consumers, resulting in greater satisfaction on their part and at the same time also a better user experience.

1. Difference between Usability and Accessibility   
   Accessibility is intended to remove obstacles for users and usability is intended to improve the user experience while using the website.
2. Wireframes  
   Visual aid that serves as a basis to show the visual structure of a website.

Extra points (2 pts)

How can your teacher improve your class?  
  
Doing the most striking or elaborate activities.