✓ **Congratulations! You passed!**

Grade received 100%   **To pass** 80% or higher

[Go to next item]

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1.   1 / 1 point

UX is an iterative process that solves usability problems. For example, increasing sales and keeping customers coming back for more by examining a website or app from the user's perspective

◉ True

○ False

✓ **Correct**
Correct! UX is an iterative process that solves usability problems. For example, increasing sales and keeping customers coming back for more by examining a website or app from the user's perspective.

2.   What are the five stages of the UX process? Select all that apply.   1 / 1 point

☑ Empathize

✓ **Correct**
Correct! This is the first of the five stages in the UX process. The key here is to understand your user's needs using research.

☑ Define

✓ **Correct**
Correct! This is the second step of the five stages in the UX process, where you identify your users' critical problems.

☑ Ideate

✓ **Correct**
Correct! This is the third step of the five stages in the UX process, where you generate ideas by sketching, brainstorming, mind-mapping, and even creating hand-written notes.

☑ Prototype

✓ **Correct**
Correct! This is the fourth step of the five stages in the UX process. Here you simulate how your product will work before release.

☑ Test

✓ **Correct**
Correct! This is where your users interact with or test your prototype. Any problems are communicated, and you can then address these issues before building the final product. This is an iterative process.

☐ Persona

☐ Storyboarding

3.   Usability in UX design determines how intuitive a product is to use.   1 / 1 point

◉ Yes

○ No

✓ **Correct**
Correct. Usability in UX design determines how intuitive a product is to use.

4.   Jakob Nielsen proposes usability components. What are these usability components? Select all that apply.   1 / 1 point

☑ Learnability

✓ **Correct**
Correct! The product should immediately be easy to understand and learn.

☑ Efficiency

✓ **Correct**
Correct! The product should act quickly and efficiently should the user choose to make changes while using your product.

☑ Memorability

✓ **Correct**
Correct! The product should be designed so that if the user gets distracted, it should be easy to remember where they were.

☑ Errors

✓ **Correct**
Correct! The design should provide solutions to mistakes and try to prevent them from happening.

☑ Satisfaction

✓ **Correct**
Correct! Users should enjoy using your product, and you should keep them engaged and excited.

5.   What is a wireframe in UX design?   1 / 1 point

◉ A representation of the interface concerned with placement and hierarchy of content and functionalities.

○ A simulation of the final product

✓ **Correct**
Correct! It's a two-dimensional representation of the interface concerned with the placement and hierarchy of content and functionalities offered.