

✔ Congratulations! You passed!

Grade  
received 100%

Latest Submission  
Grade 100%

To pass 80% or  
higher

Retake the  
assignment in 7h  
59m

Go to  
next  
item

1. Ideating is about generating ideas. You can do this by sketching, brainstorming, mind mapping and even handwriting notes.

1 / 1 point

- ☒ True
- ☐ False

✔ Correct

Correct! Ideating is about generating ideas. You can do this by sketching, brainstorming, mind mapping and even handwriting notes.

2. \_\_\_\_\_ is a simulation of the final product.

1 / 1 point

- ☐ Wireframes
- ☒ Prototype

✔ Correct

Correct! Prototype is a simulation of the final product.

3. Is usability an essential concept in UX UI design?

1 / 1 point

- ☒ Yes
- ☐ No

✔ Correct

Correct! Usability is an essential concept in UX UI design. It determines how intuitive or easy a product is to use.

4. At what stage in the UX UI process are user's frustrations communicated and highlighted?

1 / 1 point

- ☐ Prototype
- ☐ Empathize
- ☒ Test

✔ Correct

Correct! The user's frustrations are communicated and highlighted during the test stage in the UX UI process.

5. A customer journey map presents the steps someone takes to complete a task.

1 / 1 point

- ☒ True
- ☐ False

✔ Correct

Correct! A customer journey map presents the steps someone takes to complete a task. You can identify their emotions along the steps as you track the UX goals.

6. The user \_\_\_\_\_ is a fictional character profile that represents the main clientele of a company.

1 / 1 point

- ☐ Journey
- ☒ persona

✔ Correct

Correct! The user persona is a fictional character profile that represents the main clientele of a company.

7. An empathy map, is divided into 4 quadrants, describing what the persona Says, Thinks, Does, and Feels.

1 / 1 point

- ☒ True
- ☐ False

✔ Correct

Correct! An empathy map, is divided into 4 quadrants, describing what the persona Says, Thinks, Does, and Feels.

8. Identify the usability quality components in UX UI. Select all that apply.

1 / 1 point

✔ Memorability

✔ Correct

Correct! Memorability is a usability quality component in UX UI.

✔ Efficiency

✔ Correct

Correct! Efficiency is a usability quality component in UX UI.

✔ Satisfaction

✔ Correct

Correct! Satisfaction is a usability quality component in UX UI.

✔ Error

✔ Correct

Correct! Error is a usability quality component in UX UI.

✔ Learnability

✔ Correct

Correct! Learnability is a usability quality component in UX UI.

9. User interviews are an effective approach to learning more about how and what your users think and what their goals are.

1 / 1 point

- ☒ True
- ☐ False

✔ Correct

Correct! User interviews are an effective approach to learning more about how and what your users think and what their goals are.

10. In Figma, the \_\_\_\_\_ is the background for all your designs. It's where you'll create and evaluate your work.

1 / 1 point

~

- ☐ The menu
  - ☐ The right-side bar
  - ☒ Canvas
- ✔ Correct

Correct! In Figma, the Canvas is the background for all your designs. It's where you'll create and evaluate your work.