Congratulations! You passed!

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

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1. A brand style guide specifies every aspect of the look and feel of the brand. 1 / 1 point

- (•) True
- ( ) False

Correct
Correct! A brand style guide specifies every aspect of the look and feel of the brand.

2. Which of the following is not included in a brand style guide? 1 / 1 point

- ( ) Typefaces
- (•) A design system
- ( ) Pictures and images
- ( ) Color palette

Correct
Correct! Though a design system does contain within it, a brand style guide, the guide itself includes typefaces, color palette and how pictures and images should be used. It also includes a UI Kit, which is a set of files that contains critical UI components like font sizes, icons and documentation.

3. Can you use “fill” to insert an image in Figma? 1 / 1 point

- (•) Yes
- ( ) No

Correct
Correct! You can click the fill property in the right sidebar and change the dropdown on top from solid to image.

4. A story board is a space where designers can freely explore their ideas without judgment at the start of a project. When a board is finished, it serves as a resource for the team throughout the project. 1 / 1 point

- ( ) True
- (•) False

Correct
Correct! A mood board is a space where designers can freely explore their ideas without judgment at the start of a project. When a board is finished, it serves as a resource for the team throughout the project.

5. Micro-animations begin with a trigger and progress to a set of instructions represented visually through animations. The visual output of the micro-interaction is animation. 1 / 1 point

- (•) True
- ( ) False

Correct
Correct! Micro-interactions begin with a trigger and progress to a set of instructions represented visually through animations. The visual output of the micro-interaction is animation.

6. What are the benefits of incorporating micro-interactions into a product? Select all that apply. 1 / 1 point

- [x] Increase the feeling of direct manipulation.

Correct
Correct! Increasing the feeling of direct manipulation is a benefit of incorporating micro-interactions into a product.

- [x] Complete a small task.

Correct
Correct! Completing a small task is a benefit of incorporating micro-interactions into a product.

- [x] Provide feedback on the outcome of an action.

Correct
Correct! Providing feedback on the outcome of an action is a benefit of incorporating micro-interactions into a product.

- [x] Avoiding user errors.

Correct
Correct! Avoiding user errors is a benefit of incorporating micro-interactions into a product.

- [x] Assist users in seeing the outcome of their actions.

Correct
Correct! Assisting users in seeing the outcome of their actions is a benefit of incorporating micro-interactions into a product.

7. Micro-animations are very useful for rewarding the user after completing an action, such as submitting a form. **1 / 1 point**

- (•) True
- ( ) False

Correct
Correct! Micro-animations are very useful for rewarding the user after completing an action, such as submitting a form.

8. According to research, common patterns for the eye to follow are _____? Select all that apply. **1 / 1 point**

- [x] Z

Correct
Correct! According to the research, one common pattern for the eye to follow is a "Z".

- [x] E

Correct
Correct! According to research, one common pattern for the eye to follow is an "E".

- [ ] B
- [x] F

Correct
Correct! According to the research, one common pattern for the eye to follow is an "F".

9. There are abstract elements in a design system. **1 / 1 point**

- (•) True
- ( ) False

Correct
Correct! There are abstract elements in a design system.

10. Can you share your prototype in Figma with your team members and stakeholders? **1 / 1 point**

- (•) Yes
- ( ) No

Correct
Correct! You can share your prototype in Figma with your team members and stakeholders.