UI / UX Principles

Lecture 11: Revision on lecture (6 – 9)

Choose the correct answer:

1. ………………… is a basic outline of a digital experience, like an app or website. They're mostly lines and shapes with some text.

(a) UI

(b) Visual design

(c) Wireframe

(d) Paper Prototype

(c) Wireframe

2. In UX, ………………………… means how closely a design matches the look-and-feel of the final product.

(a) fidelity

(b) wireframe

(c) user flow

(d) sketch

(a) fidelity

Choose the correct answer:

3. …………… is a simulation or sample version of a final product, which UX teams use for testing before launch.

(a) Sketch

(b) Paper wireframe

(c) User interface

(d) Prototype

(d) Prototype

4. ………………… is often done on a sheet of paper or a whiteboard using a pencil or a pen for rapid simulation and testing.

(a) Sketch

(b) Fidelity

(c) User interface

(d) Prototype

(a) Sketch

Choose the correct answer:

5. In paper wireframes, Images, photos, illustrations, and icons are represented by ……………………………………

(a) horizontal lines

(b) a square or rectangle

(c) a diamond

(d) a circle

(b) a square or rectangle

6. In paper wireframes, Calls-to-action is often represented by ……………………….

(a) horizontal lines

(b) X overlapping the square

(c) rectangles or circles

(d) diamonds

(c) rectangles or circles

Choose the correct answer:

7. The first and most important role of ……………………… is to check and test functionality and interaction rather than the visual appearance of the product.

(a) paper prototype   (b) lo-fi prototypes

(c) hi-fi prototypes   (d) digital wireframes

(b) lo-fi prototypes

8. From Principles & Elements of visual design …………………… mean that you can create anything you want, from simple icons to very complex illustrations.

(a) Typography   (b) Colors

(c) Point, Line & Shape   (d) Images

(c) Point, Line & Shape

9. From Principles & Elements of visual design ……………………. are used to tell stories, make an impact without words, and add visual emphasis..

(a) Typography

(b) Colors

(c) Point, Line & Shape

(d) Images

(d) Images

10. …………………. is a series of columns and alleys that allow you to organize elements in a design.

(a) Grid Layout

(b) Gutter

(c) Margin

(d) Column

(a) Grid Layout

11. ………………… are the imaginary vertical blocks and are used to align the content.

(a) Grid Layout

(b) Gutters

(c) Margins

(d) Columns

(d) Columns

12. ………………………… are the spaces between the columns. It helps to separate the content.

(a) Grid Layout

(b) Gutters

(c) Margins

(d) Columns

(b) Gutters

Choose the correct answer:

13. ………………………… are the space between content and the edges of the screen.

(a) Grid Layout (b) Gutters

(c) Margins (d) Columns

(c) Margins

14. IOS builds the text hierarchy mainly by using ………………………… .

(a) larger font size (b) shadows

(c) bold type (d) italic type

(c) bold type

Choose the correct answer:

15. A high-fidelity prototype must have ………………. like gestures and motion, which make the prototype function.

(a) check box   (b) navigation

(c) visual elements   (d) interaction

(d) interaction

16. ………………… is a measure of how well a specific user in a specific context can use a product/design to achieve a defined goal effectively, efficiently.

(a) A/B testing   (b) Usability

(c) Evaluation   (d) Usability testing

(b) Usability

17. ……………………… is the process of handing over a finished design for implementation..

(a) Design review

(b) Design handoff

(c) Usability Heuristic

(d) Usability testing

(b) Design handoff

Answer the Following questions:

1. **What is the difference between the low fidelity and high fidelity?**

- Low fidelity: that means it has a lower amount of complexity.
- High fidelity: that means it closely matches the look-and-feel of the final product.

Answer the Following questions:

2. What is the purpose of making the paper wireframes?

- Establish the basic structure of the pages and Visualize ideas.

- Easy to use.

- Quick iteration.

- Cost-effective

Answer the Following questions:

3. What are the advantages of using paper prototypes?

- Inexpensive.

- Rapid iteration.

- Flexible (easy to modify without losses)

Answer the Following questions:

4. What are the disadvantages of using paper prototypes?

- Unrealistic
- False positives
- No real reactions

5. What is the main difference between Low-Fidelity Prototype and Digital Wireframes?

- Lo-Fi Prototype focuses on interaction and functionality.

- Digital Wireframe focuses on layout and structure without final details.

6. Why is visual design important?

- Make the product look nicer and more attractive

- Increase the product's usability

- Reach the business goals

Answer the Following questions:

7. How can you find the perfect typography for your design?

- Select a type classification,

- Pick a typeface.

- Choose a font.

Answer the Following questions:

8. What is the meaning of responsive web design ? Why is it important?

- Responsive web design allows a website to change automatically depending on the size of the device.
- It is important because:
  - Anyone can use the website.
  - Improving the accessibility.
  - Better User experience.
  - More traffic, More sales.

Answer the Following questions:

9. What are the different types of the Grid Layout?

1. Single column layout

2. Multicolumn layout

3. Fixed-Sidebar Layout

4. Box layout

5. Featured image layout

6. Grid of cards layout

Answer the Following questions:

10. What are the different navigation elements for web?

1. Menu

2. Search bar

3. Breadcrumbs

4. Labels / Tags

5. Pagination

Answer the Following questions:

11. What are the different input elements for web?

1. Text fields
2. Date / Time fields
3. Radio buttons
4. Check box
5. Buttons
6. Dropdown list

Answer the Following questions:

12. What are the different Information elements for web?

1. Notification

2. Progress bar

3. Pop up / Modal

Answer the Following questions:

13. How do mobile apps provide a better user experience than websites?

1. Mobile apps offer better personalization
2. Ease of sending Notifications
3. Using of mobile device features
4. Ability to work offline
5. Freedom in designing
6. Users spend more time on Apps
7. Brand presence
8. Apps can work faster than Websites

Answer the Following questions:

14. What do designers need to do when creating a mobile app?

1. Research before the design

2. Prioritize features

3. Cut out the clutter

4. Make navigation clear

5. Design finger-friendly tap-targets

6. Make text legible

7. Provide feedback on interactions

8. Minimize the need for typing

9. Always test your design

15. What things should you <u>not do</u> when designing a mobile application?

1. Don't try to design the perfect experience from the first attempt
2. Don't design in isolation
3. Don't ask for permissions right at the start
4. Don't make users wait for content
5. Don't use jargon in the user interface
6. Don't create dead-end pages
7. Don't take users to a browser

16. Compare Material Design and Human Interface Guidelines in terms of:

(a) The operating systems that support each design system.

(b) The difference in design approach or style used in each.

Aspect	Material Design	Human Interface Guidelines
Supported Operating System	Android	IOS
Design Approach / Style	Focuses a lot on shadows and motions	Use flat design with less shadowing

17. **What are the different evaluation methods used in user experience design?**

1. User testing

2. Quantitative

3. Analytical

18. What are the standards for Usability?

1. Effectiveness

2. Efficiency

3. Satisfaction

Answer the Following questions:

19. How can you analyze the results at the end of the user testing?

1. Test the system, not the users

2. Pay close attention to instances where users:

    a) Were disappointed

    b) Took a long time

    c) Could not complete tasks

3. Also note aspects of the design that did work

Thank You