✅ **Congratulations! You passed!**

			Retake the assignment in **7h 57m**	Go to next item
Grade received 100%	**Latest Submission Grade** 100%	**To pass** 80% or higher		

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. What is not included in a brand style guide?   1 / 1 point

  ○ Typefaces

  ○ Color palette

  ○ Pictures and images

  ⦿ A design system

  ✓ **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.

○ 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.

1 / 1 point

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

☑ 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.

☑ Avoiding user errors.

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

☑ Complete a small task.

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

☑ 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.

☑ Increase the feeling of direct manipulation.

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

1 / 1 point

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

● True

○ False

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

1 / 1 point

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

☑ F

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

☑ E

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

☐ B

☑ Z

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

1 / 1 point

9. There are abstract elements in a design system.

◉ True

○ False

> ✓ **Correct**
> Correct! There are abstract elements in a design system.

1 / 1 point

10. Can you share your prototype in Figma with your team members and stakeholders?

◉ Yes

○ No

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

1 / 1 point