

# Quiz

1. In your own words, explain what makes graphic design more than “making things look nice.”

**Graphic design is more than making things look nice because it communicates messages, solves problems, and helps people understand information clearly and quickly.**

2. Why is it important for a designer to understand the message before starting to design?

**So the design communicates the right idea clearly and effectively to the audience.**

3. How can the wrong color mode (RGB vs CMYK) cause problems when printing a design? Give one example.

**Colors can look different or dull when printed, for example a bright RGB blue may turn flat in CMYK.**

4. What is the main difference between Flat Design and Material Design?

**Flat Design is simple and 2D, while Material Design uses shadows and depth to show layers.**

5. How do micro-interactions (like a button glowing when clicked) improve the user experience?

**They give feedback to the user, making the interface feel clear and responsive.**

6. Give one example of how poor mapping in a design can confuse users.

**If a button on the right controls something on the left, the user won't know what it does.**

7. How does accessibility in design help make digital products fair for everyone?

**It ensures people with disabilities can use the product equally and without difficulties.**

8. What does the principle of consistency mean in user interface design, and why is it important?

**It means keeping similar elements working and looking the same so users learn the interface faster.**

## SECTION B — Application & Analysis (Scenario-Based)

1. Scenario: You are designing a food delivery app. The “Order Now” button should stand out clearly.

a. What colors and design principles would you apply to make it visible but not annoying?

**Use a bright, contrasting color (like green or orange) and clear visual hierarchy so the button stands out without being distracting.**

b. What feedback should appear when users press it?

**Show quick feedback such as a color change, small animation, or loading indicator to confirm the press worked.**

2. Scenario: A website form asks users to upload a photo, but many skip it because they don't notice the upload area.

Suggest two simple design changes to fix this problem.

- Make the upload area larger and add a clear label or icon (like a camera).
- Use a bright border or color highlight to draw attention to it.

3. Scenario: Your client wants a logo with small photos and shadows, but you plan to make it a vector. Why would your version be better for scaling and printing?

**A vector logo stays sharp at any size and prints cleanly, while small photos and shadows can become blurry or pixelated when the logo is scaled up.**

4. Scenario: A mobile app uses neumorphism (soft, 3D-like buttons). Some users complain that buttons are hard to see. What design principle is being ignored here, and how could you fix it?

**The principle of visibility/contrast is being ignored. Fix by increasing contrast, adding clearer outlines, or making the buttons more distinct from the background.**

## SECTION C — Multiple Choice Questions (Choose the correct answer)

1. Which of the following best defines conceptual thinking in design?

Answer: **B**

2. Which of these tools is best for creating a logo that scales to any size?

Answer: **C**

**3.** In UI design, affordance means:

Answer: **B**

**4.** Which of the following is a micro-interaction?

Answer: **B**

**5.** Design tokens are used to:

Answer: **A**

**6.** Which principle helps users find what's most important on a screen first?

Answer: **B**