

Question 1**52 / 52 pts**

Please match the term with the definition

The process of creating a pattern then breaking it	Contrast ▼
The distribution of the elements of a design in such a way the viewer is satisfied the pieces is not about to "pull itself over"	Balance ▼
The process of making all the items in a design appear to belong to a greater whole	Unity ▼
The desired path of the eye through the design	Reading Order ▼
The process of encouraging the user to infer a relationship exists between design elements	Grouping ▼
A strong, regular, and repeated pattern	Rhythm ▼

Question 2**8 / 8 pts**

What design tool should I use in the following scenario:

All the pages on my web site look exactly the same. I want to introduce some variety without any of the pages clashing.

- ☐ Balance
- ☐ Grouping
- ☒ Rhythm
- ☐ Unity
- ☐ Reading Order
- ☐ Contrast

Question 3**8 / 8 pts**

What design tool should I use in the following scenario:

While watching members of the target audience use my e-commerce site, I realize that their mouse needs to cross the entire screen three times to make a single purchase. There must be a better way.

- ☐ Balance
- ☐ Unity
- ☐ Contrast
- ☒ Reading Order
- ☐ Grouping
- ☐ Rhythm

Question 4**8 / 8 pts**

What design tool should I use in the following scenario:

The most important button on my mobile game is the "Fire" button. However, some users don't even realize it is there!

- ☒ Contrast
- ☐ Balance
- ☐ Reading Order
- ☐ Grouping
- ☐ Unity
- ☐ Rhythm

Question 5**8 / 8 pts**

What design tool should I use in the following scenario:

On my blog, some readers cannot tell the difference between the content and the ads.

- ☐ Rhythm
- ☐ Balance
- ☒ Grouping
- ☐ Reading Order
- ☐ Contrast
- ☐ Unity

Question 6**8 / 8 pts**

What design tool should I use in the following scenario:

All the controls on my mobile app are on one side of the screen, leading the app to feel too empty on the other.

- ☐ Contrast
- ☐ Grouping
- ☐ Reading Order
- ☒ Balance
- ☐ Unity
- ☐ Rhythm

Question 7**8 / 8 pts**

What design tool should I use in the following scenario:

I have a unique look and feel for my game but then bring up a standard system dialog to save the preference file.

☐ Reading Order

☐ Rhythm

☐ Contrast

☐ Grouping

☐ Balance

☒ Unity