

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

- ☐ Pictures and images
☒ A design system
☐ Typefaces
☐ 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

☒ Avoiding user errors.

☒ Correct

Correct! Avoiding user errors 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.

☒ 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.

☒ 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.

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

☒ 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".

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.