Module quiz: Design and test

1. The purpose of a wireframe is to create a basic structure for each screen in the design before things like branding, colors and images are considered.

1 / 1 ponto

⦿ True

◯ False

⊘ **Correto**

Correct! The purpose of a wireframe is to create a basic structure for each screen in the design before things like branding, colors and images are considered.

2. What is involved in usability testing? Select all that apply.

1 / 1 ponto

☑ A facilitator or researcher

⊘ **Correto**

Correct! A facilitator or researcher is a person who facilitates the usability test.

☑ Participants

⊘ **Correto**

Correct! The participants in usability testing use a website, app or other product you've designed while tracking their actions and reactions.

☐ Personas

☑ A Letter of Consent

⊘ **Correto**

Correct! If the usability test is being recorded, you need a letter of consent from the participants.

☑ A test script

⊘ **Correto**

Correct! You should prepare a test script that aligns with your testing objectives.

☑ Tasks

⊘ **Correto**

Correct! Users are given tasks to perform while being observed by a facilitator to see where they run into difficulties or become confused. If many people run into the same issues, recommendations can be made to fix these usability issues. It offers opportunities to make improvements.

3. Usability testing cannot be done online.

1 / 1 ponto

◯ True

⦿ False

⊘ **Correto**

Correct! Online testing is widespread because in-person research usually requires more time and money. You can have moderated and unmoderated online usability testing.

4. What are the advantages of rapid prototyping? Select all that apply.

0 / 1 ponto

☑ Identifies problems or pain points early in the design process

⊘ **Correto**

Correct! Rapid prototyping also allows us to identify issues or pain points early in the design process.

☑ Validates a product section in a relatively short period

⊘ **Correto**

Correct! You build a prototype of a product section that you want to validate in a relatively short period. You then show it to users or your team for feedback and make changes based on their responses. This process allows you to collect feedback early and frequently and build better products faster.

☑ Provides the user with visuals

⊘ **Correto**
Correct! Rapid prototyping provides us with visuals to ensure everyone is on the same page. It is not the same thing to describe a product as it is to see it.

☐ Addresses and solves problems

Você não selecionou todas as respostas corretas

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5. You should not name your layers in Figma. **1 / 1 ponto**

○ True

◉ False

⊘ **Correto**
Correct! The best practice is to name your layers in Figma, as this assists you with organizing and identifying your layers. Designers are sometimes tempted to leave their layers panel looking like organized chaos, making it difficult to find things. Figma documents can become overly complex, so it's best to name your layers.

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6. Is there a difference between Groups and Frames in Figma? **1 / 1 ponto**

○ No

◉ Yes

⊘ **Correto**
Correct! Groups are defined by their contents. Your group's boundaries are the outer edges of whatever is inside. On the other hand, the boundaries of your frame are independent of what's inside.

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7. Which of the following are fidelity levels in prototyping? **1 / 1 ponto**

☑ Low-fidelity

⊘ **Correto**
Correct! Low-fidelity prototypes allow users to concentrate on how they will use a product.

☑ High-fidelity

⊘ **Correto**
Correct! High-fidelity prototypes, which closely resemble the finished product, tend to focus on visual design.

☑ Mid-fidelity

⊘ **Correto**
Correct! Mid-fidelity prototypes allow users to concentrate on interactivity. They aid in the validation of element and screen behavior. These are frequently created using wireframes.

☐ No-fidelity

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8. Constraints help maintain consistent spacing across different container sizes and configuring resizing behavior. **1 / 1 ponto**

◉ True

○ False

⊘ **Correto**
Correct! Constraints help maintain consistent spacing across different container sizes and configuring resizing behavior.

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9. A grid is the intersection of rows and columns that create units of space. Each design element (text, images or buttons) fits into modules. **1 / 1 ponto**

◉ False

○ True

10. Which of these elements are included in typography terminology? Select all that apply.

1 / 1 ponto

☑ Weight

☑ Kerning

☑ Cap Height

☐ Arial

☐ Calibri

☑ Baseline