**User Experience Design** 

## **Knowledge Check**

## **User Experience Design**



How well do you know the information presented in this section? Take this knowledge check to find out. If you do well, move on to the next section. If you are unable to answer the questions, go back to the lesson and review the content.

Question 1		
1 point possible (ungraded)		
Which question should a developer focuses on when using analytics to uncover user behavior?		
○ "Why"		
"What "		
O "How"		
○ "When"		
Submit		
Question 2		
1 point possible (ungraded)		
Which is an accurate statment about personas:		
○ There are usually somewhere between 10-12 different personas in a typical project.		
<ul> <li>To protect privacy, a persona is based on an assumption about users, not actual users themselves.</li> </ul>		
They help prevent individuals from projecting their own needs onto an abstract "user."		
One of the downsides of using personas is that they make it difficult for product teams to empathize with actual users.		
Submit		

## **Question 3**

1 point possible (ungraded)

Why is it important to include occupation information when creating personas?

$\bigcirc$	It helps the design team to better envisage the user's needs.
$\bigcirc$	It creates diversity and inclusivity in the project.
$\bigcirc$	It reminds the design team to build different steps for different age groups.
$\bigcirc$	It helps avoid stereotyping.

Submit

## **User Experience Design**

© All Rights Reserved



**ADA Accommodation** 

 $\hbox{@ }2020\,Western\,Governors\,University\,-\,WGU.\,All\,Rights\,Reserved.$ 

Privacy Policy | Terms of Service | Honor Code