

✔ Congratulations! You passed!

Grade received 100% Latest Submission Grade 100% To pass 80% or higher

Go to next item

1. Why do you space input fields? Select all that apply.

1 / 1 point

✔ The user can see that each field is unique.



Correct! Spacing input fields allow the user to see that each field is unique.

✔ To implement logical grouping to make the form more understandable.



Correct! Spacing input fields allow the user to identify which part of the form they are addressing.

✔ The user can identify the labels that refer to the input.



Correct! Spacing input fields allow the user to identify labels that refer to input, such as "password" and "email required".

2.

1 / 1 point

A frame is a container where your design lives.

Ⓐ True

Ⓑ False



Correct! The frame is a container where your design lives.

3. A storyboard is a visual representation of how a user will interact with a product.

1 / 1 point

Ⓐ True

Ⓑ False



Correct! A storyboard is a visual representation of how a user will interact with a product. Designers can create different storyboards, such as sketches, illustrations and screenshots, slideshows and animated live demos.

4. _____ design is concerned with the aesthetics of a Digital product

1 / 1 point

Ⓐ UX

Ⓑ UI



Correct! UI design is concerned with the aesthetics of a Digital product.

5. What does a user story consist of?

1 / 1 point

Ⓐ An abstract that describes the user and their need or goal

Ⓑ A user's frustrations

Ⓒ A biography of the user



Correct! User stories assist in documenting helpful information about users, such as the various needs and motivations for using a website or app. They also help the development team estimate the timeline required to deliver the final product.

6. How do you share your prototype in Figma with your team members and stakeholders?

1 / 1 point

Ⓐ Via presentation mode

Ⓑ Via prototype mode

Ⓒ Via share



Correct! Simply click the **Share** button in Figma on the top right-hand corner of your screen.

7. _____ is an iterative process that solves usability problems. For example, on a website or app, from the user's perspective increasing sales and keeping customers coming back for more.

1 / 1 point

Ⓐ UX

Ⓑ UI



Correct! UX is an iterative process that solves usability problems on, for example, a website or app from the user's perspective, increasing sales and keeping customers coming back for more.

8. A Captcha uses images instead of lettering.

1 / 1 point

Ⓐ True

Ⓑ False



Correct! A ReCaptcha uses images instead of lettering.

9. Is a serif a stroke or foot-like element connected to the end of the main strokes of some typefaces?

1 / 1 point

Ⓐ Yes

Ⓑ No



Correct! A serif is a stroke or foot-like element connected to the end of the main strokes of some typefaces.

10. Is **empathize** a stage in the UX process?

1 / 1 point

Ⓐ Yes

Ⓑ No



Correct! This is the first of the five stages in the UX process. The key here is to understand your user's needs using research.