UX DESIGN

1) Virtual items on a website's interface that allow users to engage with the design.

   A) user interface elements

   B) decorations

   C) amusements

   D) touch points

2) A full size outline of the proposed final product that is used for testing before launch.

   A) design

   B) prototype

   C) mode

   D) mockup

3) A design that communicates a story or concept via sequenced images that are arranged chronologically to narrate a story's main events.

   A) sketch

   B) graphic organizer

   C) script

   D) storyboard

4) An official corporate document that explains the brand's identity and presents brand standards.

   A) staff requirement

   B) brand recognition

   C) style directory

   D) branding guide

5) Fundamentals of design like typography, color theory, illustration, and even photography.

   A) computer science

   B) engineering design

   C) technology foundations

   D) graphic design

6) A way of preventing mistakes in products and avoiding problems when delivering services to users.

   A) value production

B) insurance premium

C) quality assurance

D) quantity attainment

7) A type of memory that lets you store and save data temporarily for later use.

A) bravo

B) cache

C) artisan

D) radial

8) A set of visual principles of grouping, underpinned by the idea that elements sharing proximity or features in common tend to be understood as related to one another.

A) Instant Principles

B) Gestalt Principles

C) Steeves Principles

D) Freeman Principles

9) The simulation of human intelligence in machines that are programmed to think like humans and mimic their actions.

A) augmented reservation

B) artificial intelligence

C) graphic analysis

D) visual representation

10) The tiny tidbits of copy found on websites, applications, and products.

A) microscopy

B) telematics

C) microcopy

D) telecopy

11) A set of project management practices emphasizing daily communication, flexible planning, and short, focused phases of work.

A) scrum

B) scram

C) scrub

D) slum

12) News reporting, teaching, and parody are all examples of activities that could qualify as what?

A) blogging

B) public domain

C) fair use

D) open license

13) What is a characteristic of iterating?

A) protecting your ideas

B) failing often and failing fast

C) more talking, less creating

D) quick final solutions

14) Which web design approach makes your web content adapt to the different screen and window sizes of a variety of devices?

A) flat

B) responsive

C) minimal

D) adaptive

15) What is the definition of information architecture?

A) the set of actions that a design makes available to the user

B) the navigation menu of a website that focuses on clearly labeled page titles

C) a list of possible use cases that helps users understand their options

D) the structural design of the available content

1) A
2) B
3) D
4) D
5) D
6) C
7) B
8) B
9) B
10) C
11) A
12) C
13) D
14) B
15) D