

Sheikh Kamal UIUX Design 100 MCQ

1. Product development life cycle has _____ Stages

- A. 3
- B. 4
- C. 5
- D. 6

Ans : C

2. _____ conduct studies or interviews that examine how people use a product.

- A. UX researchers
- B. UX Writes
- C. UX Engineers
- D. UX Program Manager

Ans : A

3. _____ can feel like you're entering the setting of a magical imaginary land.

- A. AR
- B. VR
- C. CBR
- D. None of the above

Ans : B

4. _____ is a user-centered approach to problem-solving.

- A. Elements
- B. Design Thinking
- C. Design Solution
- D. Frameworks

Ans : B

5. _____ is about using feedback from users and stakeholders to revise and improve your designs.

- A. Lean UX
- B. Double Diamond
- C. Skeleton
- D. Surface

Ans : A

6. There are _____ phases in the design process.

- A. Four
- B. Six
- C. Five
- D. Three

Ans : C

7. **Double Diamond is a _____ UX process.**

- A. Common
- B. Modern
- C. Updated
- D. Traditional

Ans : D

8. **The first consideration when designing for various platforms is adjusting design elements and features to fit different screen sizes.**

- A. True
- B. False

Ans . A

9. **The goal of _____ is to solve a critical design challenge through designing, prototyping, and testing ideas with users.**

- A. Design Thinking
- B. Ideate
- C. design sprints
- D. None of the above

Ans: C

10. **_____ that speaks to you and your work is a great way to provide a quick visual of what you're all about.**

- A. A Font
- B. A color
- C. Being Authentic
- D. A logo

Ans : D

11. **UX design is all about putting the _____ first**

- A. Design
- B. User
- C. Layout
- D. Color

Ans : B

12. **_____ is always done before you start designing.**

- A. Foundational research
- B. Design Sprint
- C. Field Studies
- D. Competitive Audit

Ans : A

13. **_____ is an activity where many people are asked the same questions in order to understand what most people think about a product.**

- A. Interviews
- B. Field Studies
- C. Surveys
- D. Diary Studies

Ans : C

14. _____ is a research method that evaluates and compares two different aspects of a product to discover which of them is most effective.

- A. Cafe or guerrilla studies
- B. Intercepts
- C. Card sorting
- D. A/B testing

Ans : D

15. _____ research is largely used to figure out the information architecture of your project.

- A. Cafe or guerrilla studies
- B. Intercepts
- C. Card sorting
- D. A/B testing

Ans : C

16. The key to a user-focused product is _____

- A. Testing
- B. Research
- C. Intercepts
- D. None of the above

Ans : B

17. "It's expensive to pay participants and to rent space"

It's a disadvantage of _____

- A. A usability study
- B. Secondary research
- C. Interviews
- D. Surveys

Ans : C

18. "You can learn more from a larger sample size."

It's an advantage of _____

- A. A usability study
- B. Secondary research
- C. Interviews
- D. Surveys

Ans : D

19. _____ is just a natural part of being human.

- A. Biases
- B. Anticipating
- C. Framing effect
- D. None of the above

Ans : A

20. Group interviews can be affected by the _____ effect.

- A. Language
- B. Body Language

C. bandwagon

D. None of the above

Ans : C

21. **How to empathize with users?**

A. Ask lots of questions.

B. Become more observant.

C. Request input.

D. All of the above

Ans : D

22. **What is not the best practice to keep in mind when writing interview questions ?**

A. Ask open-ended questions.

B. Keep questions Long

C. Ask follow-up questions.

D. Keep questions short and simple.

Ans : B

23. **Empathy map is an example of how user**

A. Says

B. Talk

C. Ask

D. Behave

Ans : A

24. **There are _____ types of empathy Maps.**

A. 4

B. 5

C. 2

D. 3

Ans : C

25. _____ are fictional users whose goals and characteristics represent the needs of a larger group of users

A. Empathy Maps

B. Personas

C. End Users

D. None of the Above

Ans. B

26. **Personas are created by conducting user research and identifying _____.**

A. Block

B. Issues

C. Common pain points

D. None of the above

Ans : C

27. _____ is the design of products, devices, services, or environments for people with disabilities.

A. Accessibility

B. Problem Statement

C. Pain points

D. None of the above

Ans : A

28. **What are the considerations for accessibility ?**

A. Touch

B. See

C. Speak

D. All of the above

Ans : D

29. **“Apply closed captioning to all videos.” is the consideration for ?**

A. Problem Statement

B. Pain Points

C. Accessibility

D. None of the above

Ans : C

30. **There are _____ categories pain points can fall into.**

A. 2

B. 3

C. 4

D. 5

Ans : C

31. **To build a problem statement, you can utilize the _____**

A. 3C s Framework

B. 5 Ws framework.

C. Nathan Framework

D. Personas

Ans : B

32. **Start by defining who the user is beginning of the _____**

A. Accessibility Test

B. Personas

C. Problem statement

D. User Pain Points

Ans : C

33. **_____ don’t have a single standard formula to follow, but there are two common methods you can try using to write one.**

A. Hypothesis statements

B. Value proposition

C. Making User Map

D. None of the above

Ans : A

34. **Gmail offered:**

The ability to send and receive emails for free

Email sorting, archiving, and starring functions

Spam filtering for inboxes

Email conversation views

1 gigabyte of cloud storage

This is the example of ?????

A. Hypothesis statements

B. Value proposition

C. Making User Map

D. None of the above

Ans. B

35. _____ is the process of generating a broad set of ideas on a given topic without judging or evaluating them.

A. Design ideation

B. Value Proposition

C. Empathize

D. Assemble a team

Ans: A

36. _____ is the first step in the design process.

A. Design ideation

B. Value Proposition

C. Empathizing

D. Assemble a team

Ans : C

37. A _____ is an overview of your competitors' strengths and weaknesses.

A. Competitive audit

B. Audit goals

C. Compare Goals

D. None of the above

Ans : A

38. _____ is another popular design ideation exercise intended to help you think of several ideas in record time.

A. 4Cs

B. 5Rs

C. 5Hs

D. Crazy Eights

Ans : D

39. A _____ is the path taken by a typical user on an app or a website, so they can complete a task from start to finish.

A. Design Ideation

B. Hypothesis Statement

C. User flow

D. Portfolio

Ans : C

40. A _____ is a series of panels or frames that visually describes and explores a user's experience with a product.

A. User flow

B. storyboard

Ans : D

48. A _____ list using interactive components.

- A. Dropdown
- B. Listing
- C. Bullets
- D. AR

Ans : A

49. A _____ is a secondary window that communicates or provides an action inside the same process.

- A. Toast
- B. Modal
- C. Toggle
- D. Dropdown

Ans : B

50. _____ is a free and open-source CSS framework directed at responsive, mobile-first front-end web development.

- A. Grid
- B. IA
- C. Bootstrap
- D. Theme

Ans : C

51. What does UI stand for?

- A. User Interaction
- B. User Interface
- C. Unique Interaction
- D. User Integration

Ans : B

52. Which of the following best defines UX?

- A. User Experiment
- B. User Experience
- C. User Examination
- D. User Expansion.

Ans : B

53. Which of the following is NOT a principle of good UI design?

- A. Consistency
- B. Feedback
- C. Complexity
- D. Simplicity

Ans : C

54. Which term refers to the process of understanding user behaviors, needs, and motivations through observation techniques?

- A. User Interaction
- B. User Interface Design
- C. User Research
- D. User Experience Testing

Ans : C

55. **What does A/B testing involve?**

- A. Testing two different versions of a webpage or app to see which performs better
- B. Testing the app on different devices
- C. Testing two different color schemes for a website
- D. Testing the app's compatibility with different operating systems.

Ans : A

56. **Which of the following is NOT a factor in determining good UX design?**

- A. Efficiency
- B. Aesthetics
- C. Empathy
- D. Revenue

Ans : D

57. **What does the term "Wireframe" refer to in UX design?**

- A. A basic visual guide to show the layout of a webpage or app
- B. A type of font commonly used in UI design
- C. A tool for testing website speed
- D. A method of user testing.

Ans : A

58. **What is Auto Layout ?**

Ans : Auto layout is a property you can add to frames and components.

59. **What does "UI kit" refer to?**

- A. A set of tools for designing user interfaces
- B. A software development kit for building user interfaces
- C. A kit for testing user interactions
- D. A kit for user interviews

Ans : A

60. **Which of the following is NOT a common method for gathering user feedback?**

- A. Surveys
- B. Interviews
- C. Focus groups
- D. Social media posts.

Ans : D

61. What does "Information Architecture" (IA) refer to in UX design?

- A. The way information is organized, structured, and labeled on a website or app
- B. The process of creating animations for user interfaces
- C. The process of coding the backend of a website or app
- D. The process of creating visual designs for a website or app.

Ans : A

62. What is the purpose of a "Persona" in UX design?

- A. To represent a typical user with a name, photo, and description
- B. To create fictional characters for a website or app
- C. To conduct A/B testing
- D. To test the usability of a website or app.

Ans : A

63. Which of the following is NOT a common usability testing method?

- A. Eye tracking
- B. Click tracking
- C. Heatmaps
- D. Card sorting

Ans : C

64. What does "Responsive Design" refer to?

- A. Designing websites or apps that adapt to different screen sizes and devices
- B. Designing websites or apps with flashy animations
- C. Designing websites or apps specifically for mobile devices
- D. Designing websites or apps with interactive elements

Ans : A

65. What does "Accessibility" refer to in UX design?

- A. Designing products that are easy for users to access
- B. Designing products for people with disabilities
- C. Designing products with fast loading times
- D. Designing products with high security measures

Ans : A

66. Which of the following is NOT a common UI design element?

- A. Dropdown menu
- B. Checkbox
- C. Variable
- D. Radio button.

Ans : C

67. What does "UI/UX" stand for?

- A. Universal Interface/User Experience
- B. Unique Interaction/User Experience
- C. User Interface/User Experience
- D. Unified Integration/User Experiment

Ans : C

68. What does "Usability" refer to?

- A. The ease of use and learnability of a human-made object
- B. The visual appeal of a website or app
- C. The speed at which a website or app loads
- D. The number of features in a website or app

Ans : A

69. What is the purpose of "User Flows" in UX design?

- A. To map out the steps a user takes to complete a task
- B. To create animations for a website or app
- C. To test the speed of a website or app
- D. To design icons for a website or app

Ans : A

70. Which of the following is NOT a common UI design principle?

- A. Consistency
- B. Accessibility
- C. Flexibility
- D. Feedback

Ans : D

71. What does "UI Element" refer to?

- A. A visual or interactive part of a user interface
- B. The code that powers a website or app
- C. The background image of a website or app
- D. The color scheme of a website or app

Ans : A

72. Which of the following is NOT a stage of the UX design process?

- A. Ideation
- B. Implementation
- C. Evaluation
- D. Ignition

Ans : D

73. What is the purpose of "Prototyping" in UX design?

- A. To create a working model of a website or app for testing
- B. To create marketing materials for a website or app
- C. To write the code for a website or app

D. To design the visual layout of a website or app

Ans : A

74. Which of the following is NOT a common usability problem?

- A. Visibility
- B. Discoverability
- C. Control
- D. Complexity

Ans : B

75. What does "UI Design Pattern" refer to?

- A. A reusable solution to a common problem in UI design
- B. The process of designing icons for a website or app
- C. The code that powers a website or app
- D. The visual layout of a website or app

Ans : A

76. Which of the following size is standard for website ?

- A. 1440 px
- B. 1640 px
- C. 1919 px
- D. 1340 px

Ans : A

77. What is the purpose of "Card Sorting" in UX design?

- A. To organize information into categories based on user feedback
- B. To test the speed of a website or app
- C. To create animations for a website or app
- D. To design the visual layout of a website or app

Ans : A

78. What is the main goal of UX design?

- A. To create products that are visually appealing
- B. To create products that are easy to use and provide a good experience for the user
- C. To create products with lots of features
- D. To create products that are popular on social media

Ans : B

79. What does "UI Animation" refer to?

- A. Animated elements in a user interface
- B. The process of designing icons for a website or app
- C. The speed at which a website or app loads

D. The process of coding the backend of a website or app

Ans : A

80. What is the purpose of "Bootstrap Grid" in Website design?

- A. To identify usability problems in a user interface
- B. To conduct A/B testing
- C. To create Responsive website for all device users.
- D. To design wireframes

Ans : C

81. What are Components in Figma ?

Ans : Components are elements you can reuse across your designs. They help to create and manage consistent designs across projects.

82. Which of the following is NOT a common UX research method?

- A. Surveys
- B. Interviews
- C. Focus groups
- D. Eye tracking

Ans : D

83. Which of the following is the perfect Grid Size for a website against 1920 Px?

- A. 1130 Px
- B. 1170 Px
- C. 1440 Px
- D. 1240 Px

Ans : C

84. What does Standard Column Grid size to App Design?

- A. 260 PX
- B. 360 Px
- C. 440 Px
- D. 4 Column

Ans : B

85. Which of the following is NOT a common UI design tool?

- A. Adobe Photoshop
- B. Sketch
- C. InVision
- D. Microsoft Word

Ans : D

86. What does "Human Centered Design" mean?

Ans : Human-centered design is an approach to interactive systems development that aims to make systems usable and useful by focusing on the users, their needs and requirements, and by applying human factors/ergonomics, and usability knowledge and techniques.

87. What is the purpose of "Usability Testing" in UX design?

- A. To evaluate how easy and efficient a product is to use
- B. To create animations for a website or app
- C. To test the speed of a website or app
- D. To design icons for a website or app

Ans : A

88. Which of the following is a common UX design deliverable?

- A. Wireframes
- B. Prototypes
- C. Icons
- D. User Flows

Ans : A & B

89. What is the purpose of "Task Analysis" in UX design?

- A. To break down tasks into smaller steps to understand how users complete them
- B. To test the speed of a website or app
- C. To create animations for a website or app
- D. To design icons for a website or app

Ans : A

90. What does "UI Color Theory" refer to?

- A. The study of how colors affect user behavior and emotions in user interfaces
- B. The process of conducting usability testing
- C. The process of creating wireframes
- D. The process of coding the backend of a website or app

Ans : A

91. What is the purpose of "User Testing" in UX design?

- A. To evaluate how real users interact with a product
- B. To create animations for a website or app
- C. To test the speed of a website or app
- D. To design icons for a website or app

Ans : A

92. Which of the following is NOT a common UX design principle?

- A. Consistency
- B. Accessibility
- C. Flexibility
- D. Complexity

Ans : C

93. 43. What does "UI Copywriting" refer to?

- A. The text that appears in a user interface
- B. The process of conducting usability testing
- C. The process of creating wireframes
- D. The process of coding the backend of a website or app

Ans : B

94. What is the purpose of "Affinity Diagramming" in UX design?

- A. To organize large amounts of information into meaningful categories
- B. To create animations for a website or app
- C. To test the speed of a website or app
- D. To design icons for a website or app

Ans : A

95. What does "UI Grid" refer to?

- A. A layout system used to organize content in a user interface
- B. The process of creating wireframes
- C. The process of conducting usability testing
- D. The process of coding the backend of a website or app

Ans : A

96. Which of the following is NOT a common UI design principle?

- A. Consistency
- B. Accessibility
- C. Visibility
- D. Complexity

Ans : D

97. What is the purpose of "User Journey Mapping" in UX design?

- A. To visualize the steps a user takes to accomplish a goal
- B. To create animations for a website or app
- C. To test the speed of a website or app
- D. To design icons for a website or app

Ans : A

98. What is the purpose of "Stakeholder Interviews" in UX design?

- A. To gather input and insights from key project stakeholders
- B. To create wireframes
- C. To test the speed of a website or app
- D. To design icons for a website or app

Ans : C

99. What does "UI Element State" refer to?

- A. The condition or mode of a UI element, such as active, inactive, or disabled
- B. The process of creating wireframes
- C. The process of conducting usability testing
- D. The process of coding the backend of a website or app

Ans : A

100. Which of the following is NOT a common UX design deliverable?

- A. Wireframes
- B. Prototypes
- C. Codebase
- D. User Flows

Ans : C