

Solutions to Week 5 Assignment

1. The prototyping phase follows after which of the following steps?
 - a. Evaluation
 - b. Building the application
 - c. Understanding users needs**
 - d. None of the above

2. Why is prototyping is essential?
 - a. To get quick feedback on the product/application**
 - b. None of the Above
 - c. Experiment with multiple alternatives**
 - d. It saves money and effort**

3. Paper and pen based sketches used for prototyping signifies which of the following?
 - a. Rapid prototyping
 - b. High-fidelity prototyping
 - c. Low-resolution prototyping
 - d. Low-fidelity prototyping**

4. Which of the following statements is/are true?
 - a. It is easier to incorporate user feedback during high-fidelity prototyping compared to low-fidelity prototyping.
 - b. It requires more effort and resources to incorporate user feedback during high-fidelity prototyping**
 - c. It is easier to incorporate user feedback during low-fidelity prototyping compared to high-fidelity prototyping**
 - d. It requires more effort and resources to incorporate user feedback during low-fidelity prototyping

5. Indicate whether the following statement is true or false:
"Low-fidelity prototyping requires more precision than high-fidelity prototyping because that is when the major structure of the application is being designed"
 - a. True
 - b. False**

6. Which of the following is true about good design?
 - a. Good design is just cool graphics
 - b. Good design is just common sense
 - c. Good design comes from an iterative process with the user in loop**
 - d. Good design can come from fixing the UI at the end

7. Which of the following is true about Waterfall strategy?
 - a. Waterfall strategy is optimal for user experience
 - b. It is infeasible because it is difficult to adapt**

- c. **Waterfall strategy implies that testing should be done all at once**
 - d. Waterfall strategy uses a fail fast approach

- 8. The following describes the Iterative Design process:
 - a. Design-Code-Launch
 - b. Design-Prototype-Launch
 - c. **Design-Prototype-Evaluate**
 - d. Design-Evaluate-Code

- 9. For user testing on your low fidelity prototypes, you will:
 - a. Antagonise the user if they are unable to figure out your design
 - b. Give them an in depth explanation of the product so that they know everything before looking at your design
 - c. **Give a brief overview of your ideas and then let them explore/figure out your design**
 - d. All of the above

- 10. Which of the following should not be a part of your low-fidelity process?
 - a. A black and white layout
 - b. **Creating a colourful logo for your app**
 - c. Paper cutouts
 - d. **Deciding on a colour scheme**

- 11. You want to test the intuitiveness of the functionality of the application. For this task, you will use:
 - a. **Low fidelity prototypes**
 - b. High fidelity prototypes
 - c. Waterfall prototypes

- 12. You want to test whether the colour scheme of the application is appropriate. For this task, you will use:
 - a. Low fidelity prototypes
 - b. **High fidelity prototypes**

- 13. Which of the following are downsides of high fidelity prototyping?
 - a. Users give a lot of feedback about functionality of the application
 - b. **Users focus too much on minute details like logo**
 - c. **Building high fidelity prototypes is time consuming**
 - d. Users don't like high fidelity prototypes

- 14. User-Centered Design is important because:
 - a. The users need to be taught to use the design
 - b. **The design should be intuitive enough for users**
 - c. **The design should cater specifically to the needs of the users**
 - d. **It is necessary to know the user environment while building a design**

15. Which of the following is/are a step in the waterfall strategy?

- a. **Requirements specification**
- b. Prototyping
- c. **Integration and Testing**
- d. **Coding**