



USER-EXPERIENCE-DESIGNER^{Q&As}

Salesforce Certified User Experience Designer





Pass Salesforce USER-EXPERIENCE-DESIGNER Exam with 100% Guarantee

Free Download Real Questions & Answers PDF and VCE file from:

<https://www.geekcert.com/user-experience-designer.html>

100% Passing Guarantee
100% Money Back Assurance

Following Questions and Answers are all new published by Salesforce
Official Exam Center

-  **Instant Download** After Purchase
-  **100% Money Back** Guarantee
-  **365 Days** Free Update
-  **800,000+** Satisfied Customers





QUESTION 1

A UX Designer is adding an icon without a visible, descriptive level to an interface using a salesforce Lightning Design System (SLDS) component Blueprint. Which attribute should be used to ensure the icon complies with accessibility requirements?

- A. href
- B. class
- C. title
- D. for

Correct Answer: B

QUESTION 2

Cloud Kicks (CK) wants to determine whether or not the Experience Cloud site it is launching is intuitive. CK's UX Designer is going to conduct a usability study.

What should be one of the first steps when planning this study?

- A. Define the goals of the study.
- B. Design changes to the site.
- C. Design the information architecture.
- D. Analyze the results of the study.

Correct Answer: D

QUESTION 3

A UX Designer has completed discovery, research analysis, and ideation.

How should they prepare for the next phase?

- A. Build partnerships.
- B. Create business model canvas.
- C. Continue iterating.
- D. Determine what to prototype.

Correct Answer: D

The next phase for a UX designer after completing discovery, research analysis, and ideation is to determine what to prototype. Prototyping is the process of creating a model, mock-up, or simulation of a user interface to test out ideas



and gain feedback from users. Prototyping can be done in a variety of ways, from low-fidelity paper prototypes to high-fidelity digital prototypes. It is important to consider the purpose of the prototype and the amount of detail needed to accurately test out the user experience. To prepare for the prototyping phase, a UX designer should review the research data and user insights gathered during the discovery, research analysis, and ideation stages. They should determine what needs to be tested out and create a plan for creating the prototype, considering the level of fidelity needed, the resources available, and the timeline. Additionally, they should consider what metrics they want to measure when testing the prototype, such as user engagement, usability, and satisfaction.

References:

[1] <https://www.salesforce.com/blog/2019/12/ux-design-prototyping.html>

[2] <https://uxplanet.org/the-importance-of-prototyping-in-ux-design-process-dd4b4a8f76e>

[3] <https://uxdesign.cc/prototyping-a-comprehensive-guide-e87f3d3fbb37>

QUESTION 4

Cloud Kicks has identified that its users are having difficulty figuring out where to look on a web page due to the number of design elements.

Which three considerations should be made to improve the visual hierarchy of the page?

Choose 3 answers

- A. Grouping proximity and common regions
- B. Scale using relative size to signal importance
- C. Continuity keep all typeface the same size
- D. Proportion, keep all element a similar size
- E. Color and contrast, saturation between the elements

Correct Answer: ABE

QUESTION 5

Cloud Kicks (CK) wants to adopt a human-centered design process in the redesign of its Salesforce journeys and processes.

In which order should CK's UX Designer undertake the steps of this process to achieve maximum impact?

- A. Ideation > Iteration > Prototyping > Implementation > User Feedback > Observation
- B. Observation > Ideation > Prototyping > User Feedback > Iteration > implementation
- C. Prototyping > Iteration > Observation > Ideation > Implementation > User Feedback
- D. Implementation > Observation > User Feedback > Prototyping > Ideation > Iteration

Correct Answer: B



The order in which CK's UX Designer should undertake the steps of the human-centered design process to achieve maximum impact is Observation > Ideation > Prototyping > User Feedback > Iteration > Implementation. This allows the designer to take into account the user's preferences and needs from the very beginning, as well as provide the user with feedback throughout the entire process. The order of steps for a human-centered design process is as follows:

1.

Observation: Observing user behaviour and interactions to gain insights into their needs and preferences.

2.

Ideation: Coming up with ideas for potential solutions based on the insights from the observation phase.

Prototyping: Creating a prototype of the potential solution to test out with users. User Feedback: Gathering feedback from users on the prototype and making changes based on their feedback.

Iteration: Iterating on the prototype based on the feedback from users.

Implementation: Implementing the final solution.

For more information on the human-centered design process, please see the following Salesforce documentation:
https://trailhead.salesforce.com/en/content/learn/modules/ux_design_process

[USER-EXPERIENCE-DESIGNER PDF Dumps](#)

[USER-EXPERIENCE-DESIGNER VCE Dumps](#)

[USER-EXPERIENCE-DESIGNER Study Guide](#)