CERTS LAND

Salesforce

User-Experience-Designer Exam

Salesforce Designers

Questions & Answers
(Demo Version - Limited Content)

www.certsland.com

Version: 4.0

Question: 1

When you're in the discovery phase, what should you think about when shaping your discovery questions?

A. Participant compensation is significant and you interview people only outside of their work hours

B. You should always recruit the widest range of people for your study (even if they're entirelyunrelated to the focus of the problem you're researching).

C. Each of your stakeholders' desired outcomes, so that you can align your findings to them asclosely as possible

D.The aim and scope of your study, what you're exploring , and which people you plan to interview

Answer: D

Question: 2

To get others to sketch their ideas, it's best to:

A. Ask them to come to the meeting prepared with their best sketches.

B. Be clear on the intention and goals.

C. Give them sketches to react to.

D. A and B

E. B and C

Answer: E

Question: 3

What is an example of a macropattern?

A. Clicking next

B. Creating a record

C. Making a button

D. Calculating UX debt

Answer: B

Question: 4

Why should you prioritize co-creative activities?

A. People can influence each other to adopt ideas that are politically viable—not just technically feasible

B. Diverse opinions power new and creative solutions

C. People need a break from their normal day-to-day in order to see the light

D. Naysayers will realize that they are in the minority and there is #safety-in-numbers

Answer: B

Question: 5

What is technology adoption?

A. When you introduce a new technology to your company

B. Getting people to use the solution or software that their company has purchased for them

C. Choosing just the right technology solution

D.An impossible task you should avoid

Answer: B

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