

Activity Exemplar: Identify good user experience

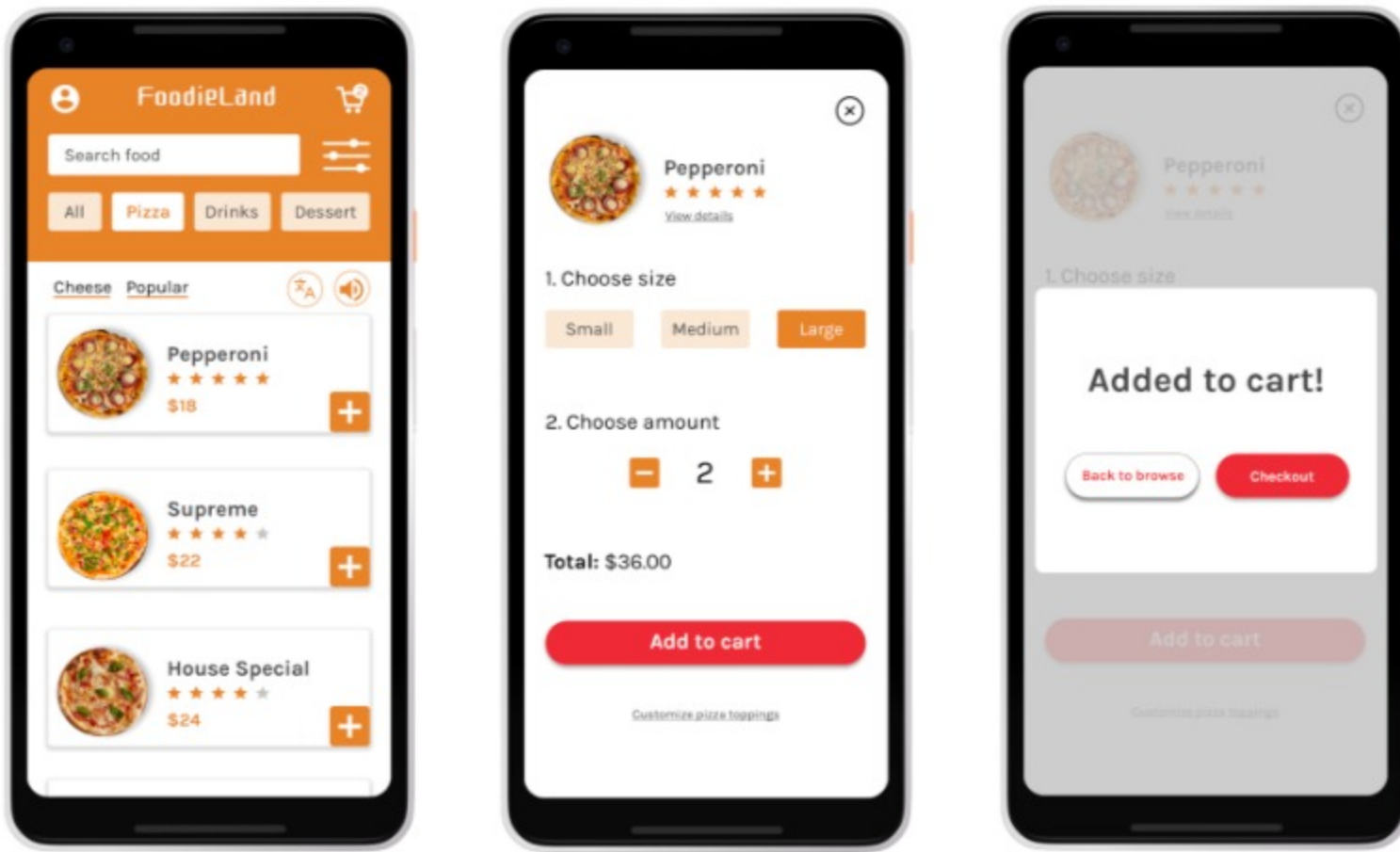


Exemplar

Here is a completed exemplar along with an explanation of how the exemplar fulfills the expectations for the previous activity.

Completed Exemplar

The app images are provided below for easy reference:



Here is the completed Identify Good UX Design exemplar. To see the completed exemplar for this course item, click the link below and select "Use Template."

Link to exemplar: [Identify Good UX Design](#)

OR

If you don't have a Google account, you can download the exemplar directly from the attachment below.

Google UX Design Certificate - Identify Good UX Design [Exemplar]
DOCX File

Identify Good UX Design Template

Google UX Design Certificate

Prompt 1: Identify at least one aspect of the FoodieLand app that demonstrates usable design. Explain your reasoning in 1-2 sentences.

Hint: Is the app's design, structure, and purpose clear? Does the app have any elements or features that make it easy to navigate?

Usable

The "Add to cart", "Back to browse", and "Checkout" buttons in the Foodieland app are examples of usable design because they clearly indicate what will happen next when users interact with them.

Prompt 2: Identify at least one aspect of the FoodieLand app that demonstrates equitable design. Explain your reasoning in 1-2 sentences.

Hint: Does the app address the needs of people with diverse abilities and backgrounds?

Equitable

The Foodieland app's translation feature is an example of equitable design because it is helpful for people who speak different languages.

Prompt 3: Identify at least one aspect of the FoodieLand app that demonstrates enjoyable design. Explain your reasoning in 1-2 sentences.

Hint: Does the app inspire a positive reaction from the user by considering their thoughts and feelings? Does the app engage users and make them excited to keep using the app?

Enjoyable

The images used in the Foodieland app are examples of enjoyable design because they are visually appealing and help the user understand what they're ordering.

Prompt 4: Identify at least one aspect of the FoodieLand app that demonstrates useful design. Explain your reasoning in 1-2 sentences.

Hint: Does the app solve the problem of "how to help a busy person working from home select a meal to be delivered?" How does the app help solve this problem?

Useful

The Foodieland app's filter feature allows users to narrow down their search. This is an example of useful design because it helps the user easily select a pizza to order.



Assessment of exemplar

Your responses may differ from the exemplar, but your work should clearly identify one example of each design criteria—usable, equitable, enjoyable, and useful—in the FoodieLand app.

The completed exemplar identifies aspects of the Foodieland app that demonstrate how the app is usable, equitable, enjoyable, and useful.

1. The FoodieLand app's buttons were identified as making the app usable.
2. The FoodieLand app's translation feature was identified as making the app equitable.
3. The FoodieLand app's use of images was identified as making the app enjoyable.
4. The FoodieLand app's filter feature was identified as making the app useful.

Now, compare this exemplar to your answers in the template. What did you do well? Where can you improve? Take this feedback with you as you continue to progress through the course.

Completed

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