

Salesforce User-Experience-Designer Exam Dumps Help You Achieve Success Faster



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Sometimes, you may worry about too much on the User-Experience-Designer exam and doubt a lot on the User-Experience-Designer exam questions. But if your friends or other familiar people passed the exam, you may be more confident in his evaluation. In any case, our common goal is to let you pass the exam in the shortest possible time! And we can proudly claim that if you study with our User-Experience-Designer Training Materials for 20 to 30 hours, then you can pass the exam with ease. And it is the data provided and tested by our worthy customers!

The Salesforce User-Experience-Designer exam is divided into two parts, which include a multiple-choice section and a hands-on section. The multiple-choice section is designed to test the candidate's knowledge of user interface design principles, usability, accessibility, and user research. The hands-on section is focused on testing the candidate's ability to design user interfaces, workflows, and user experiences using Salesforce tools such as Lightning Experience, Visualforce, and Lightning Web Components.

Salesforce User-Experience-Designer Exam covers a range of topics, including user research, information architecture, interaction design, visual design, and prototyping. You will be tested on your ability to apply these principles to create user interfaces that are optimized for different devices and platforms. User-Experience-Designer exam also assesses your knowledge of best practices for accessibility, usability, and user-centered design.

>> User-Experience-Designer Clearer Explanation <<

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The desktop Salesforce Certified User Experience Designer (User-Experience-Designer) practice exam software helps its valued customer to be well aware of the pattern of the real User-Experience-Designer exam. You can try a free Salesforce Certified User Experience Designer (User-Experience-Designer) demo too. This Salesforce Certified User Experience Designer (User-Experience-Designer) practice test is customizable and you can adjust its time and Salesforce Certified User Experience Designer (User-Experience-Designer) exam questions.

Salesforce Certified User Experience Designer Sample Questions (Q83-Q88):

NEW QUESTION # 83

Cloud Kicks is planning to build a custom Lightning Web Component (LWC) that needs to be implemented quickly. Where should the team go to explore Lightning component code, documentation, and specifications?

- A. Design Tokens on SLDS website
- B. Salesforce Extensions for V5 Code
- C. A Components Library on developer.salesforce.com is item for later review.

Answer: C

Explanation:

The best place for the team to explore Lightning component code, documentation, and specifications is the Components Library on developer.salesforce.com¹. The Components Library is the Lightning components developer reference, where the team can find code samples, SDKs, tools, metadata coverage information, and a developer guide for Lightning Web Components¹. The team can also use the live code environment to code their first Lightning web component and see the results in real time². Salesforce Extensions for VS Code (A) is a powerful tool for developing Lightning components, but it is not a source of code, documentation, and specifications. Design Tokens on SLDS website (B) are a way to store and maintain consistent design attributes across different platforms, but they are not specific to Lightning Web Components. References:

- * Components Library on developer.salesforce.com
- * Get Started Coding | Lightning Web Components Developer Guide

NEW QUESTION # 84

What is a benefit of inclusive design?

- A. Creating a lowest-common-denominator design
- B. Tailoring a solution to one type of user
- C. Reducing friction for users in achieving their goals

Answer: C

Explanation:

Inclusive design is a methodology aimed at creating products that are accessible to as many people as possible, regardless of their abilities or circumstances. The benefit of inclusive design is that it focuses on reducing friction for users in achieving their goals by:

- * Considering a wide range of human diversity, including ability, language, culture, gender, age, and other forms of human difference.
- * Identifying and eliminating unnecessary barriers that might prevent people from effectively using a product or service.
- * Ensuring that products and services can be used by everyone, to the greatest extent possible, without the need for adaptation.

Inclusive design does not mean tailoring a solution to one type of user (B) or creating a lowest-common-denominator design that meets only the most basic needs of all users (C). Instead, it seeks to understand and address the needs of a broad audience to create more usable and accessible experiences for everyone.

References: The Interaction Design Foundation provides extensive resources on inclusive design, its principles, and how to apply them in the design process. These resources offer valuable insights into creating designs that are accessible and beneficial to a wide audience.

NEW QUESTION # 85

A UX Designer at Cloud Kicks is planning out the company's website redesign using Experience Cloud and will help guide discovery.

Which three outputs of the discovery process should be prepared?

Choose 3 answers

- A. High-Fidelity Mock-ups
- B. User Personas
- C. interactive Prototypes
- D. High-Level Wireframes
- E. Journey Maps

Answer: B,D,E

Explanation:

The discovery process is a crucial phase in any UX design project, as it helps to understand the user needs, business goals, and technical constraints of the problem¹. The discovery process typically involves various research methods, such as interviews, surveys, observations, and analytics, to gather data and insights about the users and the context of use². The outputs of the discovery process are artifacts that synthesize and communicate the findings and insights from the research. Some of the common outputs of the discovery process are:

* User personas: These are fictional representations of the target users, based on real data and insights, that describe their goals, motivations, pain points, behaviors, and preferences³. User personas help to empathize with the users and design solutions that meet their needs and expectations.

* Journey maps: These are visualizations of the user's end-to-end experience with a product or service, from the initial trigger to the final outcome⁴. Journey maps help to identify the user's actions, thoughts, emotions, pain points, and opportunities for improvement at each stage of the journey.

* High-level wireframes: These are low-fidelity sketches or diagrams that show the basic layout, structure, and functionality of the website or app. High-level wireframes help to define the information architecture, navigation, and content hierarchy of the solution, as well as test the usability and feasibility of the design concepts.

These three outputs are essential for planning out the website redesign using Experience Cloud, as they help to define the user requirements, the user flow, and the user interface of the solution. The other two options, interactive prototypes and high-fidelity mock-ups, are not outputs of the discovery process, but rather of the design and testing phases. Interactive prototypes are clickable simulations of the website or app that allow users to interact with the functionality and features of the solution. High-fidelity mock-ups are realistic and detailed representations of the website or app that show the final look and feel of the solution, including the colors, fonts, images, and icons. These two outputs are created after the discovery process, based on the feedback and validation from the user testing sessions.

References: UX Discovery Process: A Complete Guide, UX Research Methods: How to Uncover Valuable Insight about your Users, User Persona: What It Is and How to Create One, Journey Mapping101, [Wireframes: A Beginner's Guide], [Prototyping 101: The Difference between Low-Fidelity and High-Fidelity Prototypes and When to Use Each], [What is a Mockup? The Final Layer of UI Design] For the UX Designer at Cloud Kicks, the three outputs of the discovery process that should be prepared are User Personas, Journey Maps, and High-Level Wireframes. User Personas are fictional characters that represent a target audience for the website, and are used to help guide the website design. Journey Maps are diagrams that illustrate the user's experience as they navigate the website, and provide insights into how the user interacts with the website. High-Level Wireframes are simple sketches of the website layout, and are used to organize the website's content and design elements. Interactive Prototypes and High-Fidelity Mock-ups are not necessary outputs of the discovery process, as they are more detailed representations of the design that come later in the design process. For more information, see the Salesforce Experience Cloud documentation (https://help.salesforce.com/articleView?id=experience_cloud_overview.htm&type=5).

NEW QUESTION # 86

Cloud Kicks' administrator has a requirement to make the user experience for a complex process more engaging for internal users. Which Salesforce functionality should be used?

- A. Process Builder
- **B. Screen flow**
- C. Lightning Survey

Answer: B

Explanation:

Screen flow is a Salesforce functionality that allows the UX Designer to create interactive workflows for the users with just a few clicks. With screen flow, the UX Designer can create step-by-step workflows that include screens for data entry, decision points based on user input, and automated actions based on their responses.

Screen flow can make the user experience more engaging by presenting the users with what they need, when they need it, and using their input to guide them and automate their tasks. Screen flow can also be customized and embedded in various ways, such as on a Lightning page, a button, a utility bar, or an Experience Cloud page123

* Lightning Survey is a Salesforce functionality that allows the UX Designer to create and distribute surveys to collect feedback from customers, employees, or partners. Lightning Survey is not suitable for creating complex processes or workflows, but rather for measuring satisfaction, loyalty, or engagement4

* Process Builder is a Salesforce functionality that allows the UX Designer to create and automate business processes without code. Process Builder can perform actions based on criteria, such as updating records, sending emails, or invoking flows. Process Builder is not suitable for creating interactive

* workflows with screens, but rather for automating background tasks5

References:

* Get Started with Screen Flows Unit | Salesforce Trailhead

* How to Create a Salesforce Screen Flow | Salesforce Ben

* 5 Ways to Get Started with Screen Flows - Salesforce Admins

* Create and Distribute Surveys with Salesforce Feedback Management

* Automate Your Business Processes with Process Builder

NEW QUESTION # 87

Cloud Kicks has requested feature enhancements as a result of user acceptance testing.

In which three ways could the changes be effectively analyzed and implemented?

Choose 3 answers

- A. Deploy enhancements with the feature and adjust scope accordingly.
- B. Develop and deploy all enhancement requests before going live.
- C. Reduce unexpected results by configuring and testing in & sandbox.
- D. Determine the change in scope and impact of each enhancement request.
- E. Create a prioritization list and perform a feasibility analysis.

Answer: C,D,E

Explanation:

The best ways to analyze and implement feature enhancements as a result of user acceptance testing are:

- * A. Determine the change in scope and impact of each enhancement request. This will help to evaluate the feasibility, priority, and effort of each request, and to communicate the expectations and trade-offs to the stakeholders¹.
 - * C. Reduce unexpected results by configuring and testing in a sandbox. A sandbox is a copy of the production environment that allows testing and development without affecting the live data and users². By using a sandbox, the feature enhancements can be tested and validated before deploying them to the production environment³.
 - * E. Create a prioritization list and perform a feasibility analysis. This will help to rank the enhancement requests based on their value, urgency, and complexity, and to determine which ones are feasible to implement within the given time and budget constraints⁴.
- References: Salesforce User Experience Designer Exam Guide, What is a Sandbox?, Test New Features Before a Release, Prioritize User Needs

NEW QUESTION # 88

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