

最新のPlat-UX-101試験参考書、順調にSalesforce Certified Platform User Experience Designer試験関連の証明書が取られる。



BONUS!!! JPNTTest Plat-UX-101ダンプの一部を無料でダウンロード: https://drive.google.com/open?id=1ucqEI7IQ57015aRzuowEOloykfpob_it

JPNTTestは、このような効率的な学習計画を設計して、今後の開発のために効率の高い学習態度を構築できるようにすることを期待しています。私たちのPlat-UX-101研究急流は、あなたが学生や事務員、緑の手、または長年の経験のあるスタッフであっても、すべての候補者に対応します。したがって、Plat-UX-101試験に合格できるかどうかを心配する必要はありません。当社の技術力で成功することが保証されているからです。Plat-UX-101試験問題の言語はわかりやすく、Plat-UX-101学習ガイドの合格率は99%~100%です。

あなたはPlat-UX-101試験資料を使うときから、Plat-UX-101試験資料がいい商品だと感じます。あなたはPlat-UX-101試験資料の使用者だけでなく、私たちの友達です。私たちの目標は全力を尽くしてあなたに質の高いPlat-UX-101試験資料といいサービスを提供することです。私たちはあなたがPlat-UX-101試験に合格することを保障します。そして、よく勉強すれば、きっとパスします。

>> Plat-UX-101日本語問題集 <<

効果的-正確的なPlat-UX-101日本語問題集試験-試験の準備方法Plat-UX-101認定テキスト

あなたは今SalesforceのPlat-UX-101試験のために準備していますか。そうであれば、あなたは夢がある人だと思います。我々JPNTTestはあなたのような人に夢を叶えさせるという目標を持っています。我々の開発するSalesforceのPlat-UX-101ソフトは最新で最も豊富な問題集を含めています。あなたは我々の商品を購入したら、一年間の無料更新サービスを得られています。我々のソフトを利用してSalesforceのPlat-UX-101試験に合格するのは全然問題ないです。

Salesforce Certified Platform User Experience Designer 認定 Plat-UX-101 試験問題 (Q160-Q165):

質問 # 160

Cloud Kicks (CK) is planning to roll out a refreshed version of its mobile app with some new functionality for customers. What are two reasons why CK's UX Designer would consider using an interactive prototype in this situation? Choose 2 answers.

- A. To avoid added long-term cost from oversight-driven rework
- B. To increase the speed of design compared to paper prototyping
- C. To eliminate the need for journey mapping during discovery
- D. To enable iterative feedback from the users

正解: A、D

解説:

An interactive prototype is a simulation of the final product that allows users to interact with it and test its functionality and usability. An interactive prototype can be created using tools such as Figma or Invision, and can be shared with stakeholders and users for feedback and validation. An interactive prototype can have several benefits for a UX designer, especially when planning to roll out a refreshed version of a mobile app with some new functionality for customers. Two of these benefits are 1, 2:

To avoid added long-term cost from oversight-driven rework. An interactive prototype can help the UX designer to identify and fix any errors, bugs, or gaps in the design before the development stage. This can save time and money that would otherwise be spent on reworking the product after it is developed. An interactive prototype can also help the UX designer to ensure that the new functionality is aligned with the customer needs and expectations, and that it does not compromise the existing functionality or performance of the app.

To enable iterative feedback from the users. An interactive prototype can provide a realistic and engaging user experience, and allow the users to explore the app and provide their opinions and suggestions. The UX designer can use the user feedback to iterate and improve the design, and to validate the assumptions and hypotheses. An interactive prototype can also help the UX designer to measure the user satisfaction and loyalty, and to test the app's usability and accessibility.

The following two reasons are not valid for using an interactive prototype in this situation:

To increase the speed of design compared to paper prototyping. An interactive prototype is not necessarily faster than a paper prototype, as it requires more time and effort to create and refine. A paper prototype is a low-fidelity prototype that uses sketches or drawings to represent the app's layout and functionality. A paper prototype can be useful for generating and testing ideas quickly and cheaply, and for involving the users in the co-design process 3.

To eliminate the need for journey mapping during discovery. An interactive prototype is not a substitute for journey mapping, but a complement. Journey mapping is a UX research method that visualizes the user's journey across the app, and identifies the touchpoints, actions, emotions, and pain points. Journey mapping can help the UX designer to understand the user's context, goals, and needs, and to discover the opportunities for improvement. An interactive prototype can help the UX designer to test and validate the journey map, and to communicate the design vision to the stakeholders and users 4. Interactive Prototypes Without Coding - Studio by UXPin, What is Interactive Prototypes? - updated 2023 | IxDF, Paper Prototyping as a Usability Testing Technique, Journey Mapping 101 | Nielsen Norman Group

質問 # 161

Cloud Kicks' development team is working on the build of a new custom component using VS Code. They often have new CSS classes and properties conflicting with the Salesforce Lightning Design System (SLDS), What should simplify working with SLDS in Lightning Components?

- A. Install SLDS creator from AppExchange
- B. Install SLDS Validator extension for VS Code
- C. Install Lightning Design System Plugin for Sketch

正解: B

解説:

The best option to simplify working with SLDS in Lightning Components is to install SLDS Validator extension for VS Code. This extension (salesforcedx-vscode-slds) scans the markup of the components, validates it against the SLDS documentation, and provides suggestions on how to improve the code 1. It also offers syntax highlighting, code completion, and context awareness for SLDS tokens and utility classes 1. By using this extension, the development team can avoid CSS conflicts, follow SLDS best practices, and create consistent and accessible components 2.

Installing SLDS creator from AppExchange is not a valid option, as there is no such app available on the AppExchange. The AppExchange is a marketplace for Salesforce apps, components, and consulting services, not for VS Code extensions 3.

Installing Lightning Design System Plugin for Sketch is also not a valid option, as it is not related to VS Code or Lightning Components. Sketch is a design tool that allows users to create wireframes, mockups, and prototypes 4. The Lightning Design System Plugin for Sketch is a plugin that provides SLDS components, icons, and styles for Sketch users. It can help designers to create consistent and compatible designs, but it cannot help developers to work with SLDS in VS Code.

SLDS Validator - Visual Studio Marketplace

SLDS Validator for VS Code - Lightning Design System

AppExchange: Salesforce's Leading Enterprise Cloud Marketplace

Sketch - The digital design toolkit

[Lightning Design System Plugin for Sketch]

質問 # 162

A UX Designer at Cloud Kicks has been asked to gather insights for a newly released feature at scale from a Specific set of users in the flow of their work.

Which approach should be used?

- A. User Interviews
- **B. In-App Feedback**
- C. A/B Test
- D. Survey

正解: B

解説:

In-app feedback is a method of collecting user feedback within the context of the product or service, without interrupting the user's workflow. It allows the UX designer to gather insights from a specific set of users at scale and measure their satisfaction, preferences, and pain points. In-app feedback can be implemented using various techniques, such as ratings, reviews, comments, suggestions, polls, or pop-ups .Reference:

質問 # 163

A UX Designer at Cloud Kicks is having difficulty getting its developers to see why the design changes would improve the user experience.

How should the designer help mitigate pushback from developers?

- A. A Share research notes from previous projects with them.
- **B. Work together on setting up UX Indicators.**
- C. Get buy-in from the development lead first and let them persuade others.

正解: B

解説:

The best way for the designer to help mitigate pushback from developers is to work together on setting up UX Indicators. UX Indicators are a set of metrics that measure the user experience of a product or feature, such as usability, satisfaction, engagement, and adoption. By working together on setting up UX Indicators, the designer and the developers can align on the goals and expectations of the design changes, and use data and evidence to evaluate their impact. This can help to reduce the subjective opinions and assumptions that might cause pushback, and foster a collaborative and user-centered culture. Sharing research notes from previous projects with them (A) might not be very helpful, as the research might not be relevant or applicable to the current project, and the developers might not trust or understand the research methods or findings. Getting buy-in from the development lead first and let them persuade others (B) might not be very effective, as it might create a top-down or hierarchical approach that does not involve the developers in the design process, and might make them feel excluded or ignored. Reference:

UX Designer Certification Prep: UX Indicators

質問 # 164

A UX Designer interviews a user who spends most of their time moderating forums, enforcing community standards, and providing member support.

Which Salesforce persona does this user align with?

- **A. Community Manager**
- B. Support Manager
- C. Site Admin

正解: A

解説:

A Community Manager is a Salesforce persona who is responsible for creating, managing, and moderating online communities that connect customers, partners, and employees. They spend most of their time engaging with community members, enforcing community standards, and providing member support. A Community Manager aligns with the user who performs similar tasks in moderating forums.: Salesforce Personas : Community Manager Roles and Responsibilities

質問 # 165

.....

現代社会では、私たちは毎日忙しいです。したがって、個々の時間は制限されています。事実、あなたが学ぶことを決心したなら、何もあなたを止めることはできません！幸運にも、Plat-UX-101試験の資料に出会えます。Plat-UX-101試験の最短時間で改善できるようにお手伝いします。あなたもPlat-UX-101試験について何も知りません。全く問題ありません。約20~30時間のガイダンスを受け入れるだけで、試験に簡単に参加できます。ご覧のとおり、Plat-UX-101模擬試験はあまり時間をかけません。

Plat-UX-101認定テキスト: <https://www.jpntest.com/shiken/Plat-UX-101-mondaishu>

Salesforce Plat-UX-101日本語問題集 試験を怖く感じるのはかなり正常です、JPNTTestが提供した研修ツールはSalesforceのPlat-UX-101の認定試験に向けて学習資料やシミュレーション訓練宿題で、重要なのは試験に近い練習問題と解答を提供いたします、専門家の勤勉な努力と顧客のフィードバックなので、私たちは高品質のPlat-UX-101試験問題を開発しました、要は、Plat-UX-101認定テキスト - Salesforce Certified Platform User Experience Designer試験合格対策はあなたの試験合格を簡単になることです、これらをするのはあなたのSalesforceのPlat-UX-101試験を準備する圧力を減少するためです、Salesforce Plat-UX-101日本語問題集したがって、これらの難しい質問の対処方法を見つけた後、それらの小さな問題はすべて簡単に解決されます。

然し一度此の小さな意気地なく見える人間が、雲表に高く聳ゆるPlat-UX-101此高樓大廈たいかを起し得た事を思ふと、少時しばし前文明を罵つた自分も忽ち偉大なる人類發達の光榮に得意たらざるを得なくなる、へらへらと私に色目を使う連中が多い中で、本当の私を見抜こPlat-UX-101日本語問題集うと観察してきたり、この私を堂々と睨みつけてくるお前の、その眼差しが却って快いのだ 貴様、一体なにをそれ以上近づくなよ！

権威のあるPlat-UX-101日本語問題集 & 合格スムーズPlat-UX-101認定テキスト | 実際的なPlat-UX-101認定内容

試験を怖く感じるのはかなり正常です、JPNTTestが提供した研修ツールはSalesforceのPlat-UX-101の認定試験に向けて学習資料やシミュレーション訓練宿題で、重要なのは試験に近い練習問題と解答を提供いたします、専門家の勤勉な努力と顧客のフィードバックなので、私たちは高品質のPlat-UX-101試験問題を開発しました。

要は、Salesforce Certified Platform User Experience Designer試験合格対策はあなたの試験合格を簡単になることです、これらをするのはあなたのSalesforceのPlat-UX-101試験を準備する圧力を減少するためです。

- Plat-UX-101資格講座 □ Plat-UX-101専門知識訓練 □ Plat-UX-101参考書 □ 【 www.passtest.jp 】から簡単に[Plat-UX-101]を無料でダウンロードできますPlat-UX-101試験復習
- 試験の準備方法-認定するPlat-UX-101日本語問題集試験-権威のあるPlat-UX-101認定テキスト □ ウェブサイト ✪ www.goshiken.com ✪ □ から 《 Plat-UX-101 》を開いて検索し、無料でダウンロードしてください Plat-UX-101参考書
- Plat-UX-101日本語問題集 - 認定試験製品の主なオファー - Plat-UX-101認定テキスト □ サイト □ www.xhs1991.com □ で ➡ Plat-UX-101 □ □ □ 問題集をダウンロード Plat-UX-101参考書
- Plat-UX-101試験の準備方法 | 信頼的なPlat-UX-101日本語問題集試験 | ユニークなSalesforce Certified Platform User Experience Designer認定テキスト □ ✓ www.goshiken.com □ ✓ □ から簡単に ➡ Plat-UX-101 □ を無料でダウンロードできますPlat-UX-101認証資格
- Plat-UX-101日本語版受験参考書 □ Plat-UX-101試験過去問 □ Plat-UX-101資格関連題 □ 時間限定無料で使える ▶ Plat-UX-101 ◀ の試験問題は □ www.japancert.com □ サイトで検索 Plat-UX-101認証資格
- Plat-UX-101日本語問題集 - 認定試験製品の主なオファー - Plat-UX-101認定テキスト □ “ www.goshiken.com ”は、 □ Plat-UX-101 □ を無料でダウンロードするのに最適なサイトですPlat-UX-101試験過去問
- Plat-UX-101参考書 □ Plat-UX-101受験記対策 □ Plat-UX-101的中関連問題 □ □ Plat-UX-101 □ を無料でダウンロード ▶ www.xhs1991.com ◀ で検索するだけ Plat-UX-101専門知識訓練
- Plat-UX-101的中関連問題 □ Plat-UX-101トレーニング □ Plat-UX-101基礎問題集 □ ✓ Plat-UX-101 □ ✓ □ の試験問題は ➡ www.goshiken.com □ で無料配信中Plat-UX-101基礎問題集
- 試験の準備方法-一番優秀なPlat-UX-101日本語問題集試験-完璧なPlat-UX-101認定テキスト □ 検索するだけで ✪ www.mogixam.com ✪ □ から ➡ Plat-UX-101 □ を無料でダウンロード Plat-UX-101資格模擬
- Plat-UX-101試験の準備方法 | ユニークなPlat-UX-101日本語問題集試験 | 正確なSalesforce Certified Platform User Experience Designer認定テキスト ➡ □ ➡ www.goshiken.com □ に移動し、「 Plat-UX-101 」を検索して、無料でダウンロード可能な試験資料を探しますPlat-UX-101日本語版受験参考書
- Salesforce Plat-UX-101日本語問題集: Salesforce Certified Platform User Experience Designer - www.passtest.jp 返金保証 □ ➡ www.passtest.jp □ で ➡ Plat-UX-101 □ □ □ を検索して、無料で簡単にダウンロードできますPlat-UX-101過去問
- roxanzsdt286734.blogrenanda.com, woodyddue115147.estate-blog.com, estellejnki230012.blogsvila.com,

umairsspu565471.oneworldwiki.com, www.stes.tyc.edu.tw, rajanykfk239689.blogdanica.com, www.stes.tyc.edu.tw,
joshqvlb702728.anchor-blog.com, www.stes.tyc.edu.tw, graysonmkd103375.bloggerswise.com, Disposable vapes

2026年JPNTestの最新Plat-UX-101 PDFダンプおよびPlat-UX-101試験エンジンの無料共有: https://drive.google.com/open?id=1ucqEl7IQ57015aRzuowEOIoykfpob_it