

# User-Experience-Designer Reliable Braindumps Questions - Salesforce Certified User Experience Designer - The Best User-Experience-Designer Training Questions



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Under the hatchet of fast-paced development, we must always be cognizant of social long term goals and the direction of the development of science and technology. Adapt to the network society, otherwise, we will take the risk of being obsoleted. Our User-Experience-Designer Test Torrent keep a look out for new ways to help you approach challenges and succeed in passing the Salesforce Certified User Experience Designer exam. An ancient Chinese proverb states that “The journey of a thousand miles starts with a single step”. To be recognized as the leading international exam bank in the world through our excellent performance, our Salesforce Certified User Experience Designer qualification test are being concentrated on for a long time and have accumulated mass resources and experience in designing study materials.

The Salesforce User-Experience-Designer exam covers a wide range of topics related to designing user interfaces for Salesforce applications. Some of the topics that are covered in the exam include user research, information architecture, wireframing, prototyping, usability testing, accessibility, and visual design. User-Experience-Designer Exam is designed to assess the candidate's ability to apply these concepts to real-world design challenges and to create designs that meet the needs of different user groups.

>> **User-Experience-Designer Reliable Braindumps Questions** <<

## Salesforce User-Experience-Designer Training Questions - User-Experience-Designer New Braindumps Book

ActualTorrent Salesforce User-Experience-Designer exam questions are compiled according to the latest syllabus and the actual User-Experience-Designer certification exam. We are also constantly upgrade our training materials so that you could get the best and the latest information for the first time. When you buy our User-Experience-Designer Exam Training materials, you will get a year of free updates. At any time, you can extend the the update subscription time, so that you can have a longer time to prepare for the exam.

## Salesforce Certified User Experience Designer Sample Questions (Q48-Q53):

### NEW QUESTION # 48

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

- D. Prototyping > Iteration > Observation > Ideation > Implementation > User Feedback

**Answer: C**

Explanation:

A human-centered design process is a creative approach to solving people's problems that begins with identifying their needs and ends with creating solutions that meet those needs<sup>1</sup>. A human-centered design process typically involves the following steps in this order<sup>23</sup>:

- \* Observation: This step involves researching and understanding the users, their context, their goals, their pain points, and their behaviors. Observation methods include interviews, surveys, ethnography, contextual inquiry, and data analysis.
- \* Ideation: This step involves generating and exploring a wide range of possible solutions that address the users' needs and problems. Ideation methods include brainstorming, sketching, mind mapping, affinity diagramming, and storyboarding.
- \* Prototyping: This step involves creating and testing low-fidelity or high-fidelity representations of the proposed solutions, such as mockups, wireframes, or interactive models. Prototyping methods include paper prototyping, digital prototyping, and rapid prototyping.
- \* User Feedback: This step involves collecting and analyzing feedback from the users on the prototypes, such as their opinions, preferences, satisfaction, and suggestions. User feedback methods include usability testing, user testing, focus groups, and surveys.
- \* Iteration: This step involves refining and improving the prototypes based on the user feedback, and repeating the prototyping and user feedback steps until the optimal solution is achieved. Iteration methods include agile development, design sprints, and A/B testing.
- \* Implementation: This step involves deploying and launching the final solution to the users, and monitoring and evaluating its performance and impact. Implementation methods include release management, change management, and analytics.

References: Relationship Design - Trailhead, Human-Centered Design: Definition and Stages - Interaction Design Foundation, Human-Centered Design Process - Salesforce UX 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:

- \* Observation: Observing user behaviour and interactions to gain insights into their needs and preferences.
- \* 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](https://trailhead.salesforce.com/en/content/learn/modules/ux_design_process)

#### NEW QUESTION # 49

A UX Designer wants to use the Salesforce Lightning Design System (SLDS) to create consistent user interface across Cloud Kicks' various platforms.

On which three platforms could the designer use SLDS resources?

Choose 3 answers

- A. Visualforce
- B. Azure
- C. MuleSoft
- D. Heroku
- E. Android

**Answer: A,B,D**

Explanation:

Explanation

The Salesforce Lightning Design System (SLDS) is a collection of design resources that help create consistent and beautiful user interfaces across various platforms. The SLDS includes base components, tokens, design patterns, icons, fonts, and more, that follow the design principles and best practices of Lightning Experience.

The SLDS can be used on the following three platforms:

Visualforce: Visualforce is a framework that allows developers to create custom user interfaces for web and mobile applications on the Salesforce platform. Visualforce pages can leverage the SLDS styles to match the look and feel of Lightning Experience, without writing any CSS code. By adding the attribute `lightningStylesheets="true"` to the `<apex:page>` tag, Visualforce pages can

automatically transform the standard Visualforce components into their SLDS equivalents<sup>12</sup>.

Heroku: Heroku is a cloud platform that supports various languages and frameworks, such as Node.js, Java, or PHP. Heroku applications can leverage the SLDS resources, such as the base components, the tokens, and the design patterns, to create web applications that have a consistent Lightning Experience look and feel. Heroku applications can also use the Lightning Out feature to embed Lightning components into their pages, and use the Lightning Web Components framework to create reusable UI elements<sup>34</sup>.

Azure: Azure is a cloud platform that offers various services and tools for building, deploying, and managing applications. Azure applications can leverage the SLDS resources, such as the base components, the tokens, and the design patterns, to create web applications that have a consistent Lightning Experience look and feel. Azure applications can also use the Lightning Out feature to embed Lightning components into their pages, and use the Lightning Web Components framework to create reusable UI elements<sup>56</sup>.

References:

[Lightning Stylesheets for Visualforce | Salesforce Trailhead]<sup>1</sup>

[Lightning Stylesheets for Visualforce | Salesforce Developers]<sup>2</sup>

[Build Apps with Lightning Design System | Salesforce Trailhead]<sup>3</sup>

[Lightning Web Components | Salesforce Developers]<sup>4</sup>

[Salesforce Lightning Design System for Azure Web Apps | Microsoft Azure]<sup>5</sup>

[Lightning Web Components and Azure | Salesforce Developers]<sup>6</sup>

### NEW QUESTION # 50

Cloud Kicks hired a UX Designer to help improve the design of its Experience Cloud site. The company knows the interface needs updating but is unsure about what should be done.

Which tool should the designer utilize first?

- A. Low-Fidelity Prototype
- B. Design Template
- C. Heuristic Evaluation

**Answer: C**

Explanation:

A heuristic evaluation is a method of inspecting the usability of an interface by comparing it to a set of general principles or heuristics. It can help identify potential problems and areas for improvement in the design. A heuristic evaluation is usually done before creating any prototypes, as it can provide insights and guidance for the design process. A low-fidelity prototype is a rough sketch or mockup of an interface that can be used to test and validate design ideas with users. It is usually created after conducting some research and analysis of the user needs and goals. A design template is a pre-made layout or structure that can be used to create an interface. It can help save time and ensure consistency in the design, but it may not suit the specific needs and preferences of the users or the business. A design template is usually applied after defining the content and functionality of the interface. References:

\* [Heuristic Evaluation]: This is a Trailhead module that explains what a heuristic evaluation is, how to conduct one, and how to use the results to improve the design of an interface.

\* [Low-Fidelity Prototyping]: This is a Trailhead module that covers the benefits and best practices of creating and testing low-fidelity prototypes with users.

\* [Design Templates]: This is a Trailhead module that introduces the concept of design templates and how to use them in Experience Cloud.

### NEW QUESTION # 51

A UX Designer wants to customize the end user's Salesforce app experience.

Which administrative capability should be used for mobile navigation menu setup?

- A. Menu tabs can be Visualforce and Lightning pages.
- B. Menu tabs visibility is based on user location.
- C. Menu tabs can be based on different user types.

**Answer: A**

Explanation:

Explanation

One of the administrative capabilities that can be used for mobile navigation menu setup is to include Visualforce and Lightning pages as menu tabs. Visualforce and Lightning pages are custom pages that can display data, logic, and interface elements in the Salesforce

mobile app. To include Visualforce and Lightning pages as menu tabs, the UX Designer needs to create tabs for those items first, and then add them to the navigation menu of the Mobile Only app or the Lightning app. Menu tabs can be based on different user types: This is not an administrative capability that can be used for mobile navigation menu setup, but rather a feature of the Lightning app navigation method. The Lightning app navigation method allows the UX Designer to create different Lightning apps for different user types, and assign them to different user profiles. Each Lightning app can have its own navigation menu and navigation bar, which can be customized with the items that are relevant for each user type. Menu tabs visibility is based on user location: This is not an administrative capability that can be used for mobile navigation menu setup, but rather a feature of the geolocation field type. The geolocation field type allows the UX Designer to store the latitude and longitude coordinates of a record, and use them for various purposes, such as displaying maps, calculating distances, or filtering reports. The geolocation field type does not affect the visibility of the menu tabs in the Salesforce mobile app.

References:

Customize the Mobile Only Navigation Menu in the Salesforce Mobile App

Customize a Lightning App Navigation Menu in the Salesforce Mobile App

Create a Lightning App Unit | Salesforce Trailhead

Assign a Lightning App to a User Profile Unit | Salesforce Trailhead

[Geolocation Custom Field Type - Salesforce Help]

[Use Geolocation Fields in Formulas - Salesforce Help]

### NEW QUESTION # 52

What are Salesforce core design principles when making design decisions?

- A. Emphasis, Alignment, Consistency, Beauty
- B. Clarity, Efficiency, Consistency, Beauty
- C. Clarity, Efficiency, Balance, Proportion
- D. Emphasis, Efficiency, Repetition, Proportion

**Answer: B**

### NEW QUESTION # 53

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