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Empathy Quiz

1. Which of the following is **not** a strategy to help build empathy for your users?

- A. Explain the correct solution to your user
- B. Observe users and their behavior in the context of their lives
- C. Engage with and interview users
- D. Immerse yourself in the experience of your user

2. Why is it important to maintain a beginner's mindset while building empathy for your user?

- A. It helps you avoid applying your own assumptions to a situation.
- B. It helps you design solutions for yourself, rather than your user group.
- C. It helps you understand the problem without having to interact with your user group.
- D. It helps you use your familiarity with a situation to solve a problem for your user group.

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CodeHS

Define Quiz

1. What is the goal of the “define” step of the design cycle?

- A. Come up with a list of all the problems that your users face
- B. Use your findings from the empathy phase to decide if you are interested in the project still
- C. Come up with some solutions for the problems you observed your user groups facing
- D. Use your findings from the empathy phase to come up with one specific problem that needs to be solved for your users

2. Which of the following does not need to be included in a POV statement?

- A. The user
- B. Their needs
- C. Potential solutions
- D. Your insights

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Intro to Design Thinking

1. Which of the following is **not** part of the Design Cycle?

- A. Empathize
- B. Ideate
- C. Educate
- D. Test

2. What is the first step of the Design Cycle?

- A. Prototype a few solutions you come up with for the problem
- B. Gain empathy and understanding for the group you are designing for
- C. Define a specific problem to solve
- D. Generate ideas for many potential solutions.