UI/UX DESIGING   TESTING ADS INTERVIEW QUESTIONS

"Master these UI/UX Design interview concepts to confidently demonstrate your expertise in user research, wireframing and prototyping, interaction design, visual hierarchy, usability testing, design software tools, responsive design, and project workflow management—impress interviewers and accelerate your career in UI/UX design, product design, and digital experience roles."

- [ ] What is UI design and what is UX design?

- [ ] What are the key principles of UX design?

- [ ] What is user research and why is it important?

- [ ] What is wireframing?

- [ ] What is prototyping and its purpose?

- [ ] What is the difference between low-fidelity and high-fidelity prototypes?

- [ ] What is visual hierarchy in design?

- [ ] What is usability testing?

- [ ] What are personas in UX?

- [ ] What is the difference between UI and UX in mobile and web applications?

- [ ] What is interaction design?

- [ ] What is information architecture (IA)?

- [ ] What are user flows and journey maps?

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- [ ] What is accessibility in design?

- [ ] What is the difference between adaptive and
- [ ] responsive design?

- [ ] How do you gather feedback from users?

- [ ] What is A/B testing in UX?

- [ ] How do you design for cross-platform consistency?

- [ ] What is the difference between UI patterns and
- [ ] UX patterns?

- [ ] What is heuristic evaluation?

- [ ] How do you measure user engagement and experience?

- [ ] How do you prioritize features in UX design?

- [ ] What is micro-interaction design?

- [ ] How do you handle conflicting feedback from
- [ ] stakeholders?