11

Assessment for Product Designer

sample1 | 31 Mar 2021

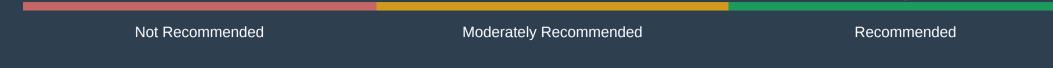


Test Taker Details	
Finish State: Normal	Test Taken On: March 31, 2021 01:32:19 PM IST
sample1 Email Address: sample1@mercer.com	
Last Name: Not Filled Experience: Not Filled	Date of birth: Not Filled Country: Not Filled

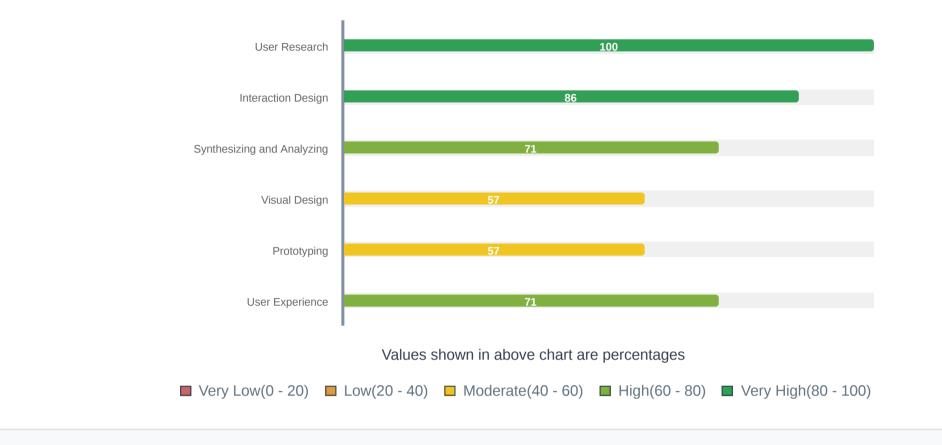
Performance Summary:



Recommended



Evaluation of Domain Competencies:



1. Evaluation of Domain Competencies:

100

User Research: Very High

Shows an excellent ability to design, plan, and carry out research on users of a technology or product. Likely to have the ability to carry out usability testing with end-users to test hypotheses of the design, features, and workflow of a product.

Of 100.0

86

Of 100.0

Interaction Design: Very High

Shows an excellent understanding of creating a design structure and interaction behaviour between web products / applications to their users. Likely to have the ability to focus on meaningful communication of media through cyclical and collaborative processes between people and technology.



Synthesizing and Analyzing: High

Shows a high understanding of the data derived from research, data and interrogations, and determine subsequent actions for the product. Is likely to have the ability to extract, analyse and interpret insights about user behaviours and interpret and synthesize user data into actionable for the success of the product.



Visual Design: Moderate



Shows an average understanding of the approach to create attractive visual designs that are easily applied by users. Is unlikely to have the ability to use imagery, colour, shapes, typography, and form to enhance usability and improve the user experience.

Of 100.0

Prototyping: Moderate

57

Of 100.0

71

Of 100.0

Shows an average understanding of the approach, financing model, and expected results of the prototyping process. May moderately be able to plan, determine the scope, design and create new products, services, or organizational models.

User Experience: High

Shows a high understanding of using a design approach based on experience/journey of customers or users, namely conducting analysis and research to determine the target end-user (end-user) of a product or solution, defining user expectation. Likely to have the ability to build the criteria, requirements, and needs (product requirements) so the product can create the expected user experience journey.

Test Log

