8

	V D	MA AMII		BIDTK158/258
USN			Questio	n Paper Version : A
First	t/Second Semester B.I		Degree Examin Design Thinl	•
Time	: 1 hrs.]	33	3'	[Max. Marks: 50
	INSTR	RUCTIONS	TO THE CANDI	DATES
				7
1.	Answer all the fifty quest	tions, each que	estion carries one m	ark.
2.	Use only Black ball poin	t pen for writ	ing / darkening the	circles.
3.	For each question, after	· selecting yo	ur answer, darken	the appropriate circle
	corresponding to the sai	me question r	number on the OM	IR sheet.
4.	Darkening two circles for	the same que	stion makes the ans	swer invalid.
5.	Damaging/overwriting,	using white	eners on the ON	MR sheets are strictly
	prohibited.	C,	0.01	4
1.	To empathize, one has to a) Observe c) Listen	3	b) Engage d) All of these	C
2.	story telling i	s the most com	pelling type of story.	
	a) Aural		b) Visual)
	c) Textual		d) All of these	
3.	Which of the following prina Embrace experimentation	7	considered for design	thinking?
	b) Human centric design	0	. 1	
	c) Profit centricd) Pattern identification for	nrohlam solvir		
. (
4.	Which of the following are a) Maps	not tools of vis	ualization? b) Images	
	c) Stories	C	d) Videos	
5.	What happens in the test sta	ige of design th	inking?	
	a) You conduct a written te	st of your desig	n team.	
	b) You allow consumers to c) You engage in internal te	_		
	d) You test products design	-	•	
6.	Collecting is an design.	n important po	rtion of testing a pro	totype in the test stage of
	a) Pictures		b) Money	
	c) Feedback		d) Emails	

b) Money d) Emails Ver – A – 1 of 6

7.	Process Innovation refers to a) The development of a new service b) The development of a new product c) The implementation of new or improved production method d) The development of new product or services
8.	What is the first step in The Design Thinking Process? a) Define b) Ideate c) Prototype d) Empathize
9.	After you define the problem, the next step is to a) Test
10.	Mind maps are used to ideas. a) Generate b) Visualize c) Structure d) All of these
11.	Which of these are not components of a mind map? a) Branches b) Arrows c) Central idea d) All of these
12.	is used with the objective of identifying needs that customers are often unable to articulate. a) Mind mapping b) Experience mapping c) Story telling d) Rapid concept development
13.	Journey mapping maps which phase of activity of service for a customer? a) Before a service b) During a service c) After a service d) All of these
14.	A prototype is a simple experimental model of a proposed solution used to a) Test ideas b) Validate ideas c) Both of these d) None of these
15.	A Hypothesis is a) A wished for result that the researcher concludes the research with. b) A complicated set of sentences that pulls variables into proposed complex relationships c) A conjecture that is grounded in support background originating from secondary research d) None of the above.
16.	Which of these should be completed before you build something? a) Do some research b) Try something c) Reflect on your solution d) Define the problem
	Ver – A – 2 of 6

17.	7. What is the usual order of problem solving process? a) Try, Reflect, Prepare, Define b) Prepare, Try, Reflect, Define c) Try and Reflect d) Define, Prepare, Try, Reflect	
18.	 Which step of the problem solving process is this? I am thinking of the Promy idea? a) Define b) Prepare c) Try d) Reflect 	s and Cons to
19.	9. Which of the below firm is associated the most with design thinking? a) IKea b) Ideo c) Idea d) IKeI	
20.	 Design thinking typically helps in a) Innovation b) Data analytics c) Financial planning d) Operational Efficiency 	
21.	 Which of the following well known consulting firms are offering design solution? a) McKinsey and Co. b) BCG c) Bain and Co. d) All of these 	thinking is a
22.	 During which step of the design process, do you test the solution or product a) Identify a problem or need. b) Design a solution or product c) Evaluate the solution or product d) Implement the design 	,
23.	 A company wants to build a new type of spaceship for transporting astr moon. What should the company do first? a) Evaluate the design b) Build a model c) Test the prototype d) Identify needs 	onauts to the
24.	 4. An engineer has designed and built a prototype to improve the brake sys What is the next step the engineer should take in the process? a) Test the working prototype b) Make sketches of the prototype c) Evaluate the design for envision d) Collect and analyze the test results 	tem of a car
25.	 5. Learning Launches are designed to test the key underlying value-generating of a potential new growth initiative in the market place. a) True b) False c) Cannot be said d) None of these 	assumptions
	Ver – A – 3 of 6	

26.	A case study is		
	a) A research strategy		
	b) An empirical inquiry	,	
	c) a descriptive and exp	loratory analysis	
	d) All of these		*
27.	MVP stands for		
	a) Minimum Viable Pro		
	b) Maximum Viable Productc) Most Viable Product		
	d) None of these	O	Ca
	d) None of these		
28.	At what step do you wa	ent to complete the P	OV – point of view?
	a) Empathy		b) Prototype
	c) Define		d) Ideate
20	TI () (T)		, *
29.	The purpose of MVP is		Δ
	a) Be able to test a prod	luct hypothesis with	maximum resources.
	b) Accelerate learningc) Reduced wasted engine	inearing hours	
	d) Get the product to ea		on as nossible
	a) Get the product to ca	irry customers as soc	in as possible.
30.	The three 'I's of design	thinking do not incl	ude.
	a) Interest	A	037
	b) Implementation		
	c) Inspiration		• VY
	d) Ideation	,	
31.	Collaborative team wor	k is essential in desi	an thinking for
J1.	a) Equal importance to		gir triniking for
	b) Solving multifaceted		
	c) Unbiased selection of		
	d) Better failure manage	ement	
		SV.	
32.	Frank Robinson defined	and coined the term	n
	a) Design thinking	· V	
	b) Mind mapping c) MVP	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	9
Ì	d) Hypothesis	, 1	
	d) Trypothesis		
33.	User persons are create	d during which phas	e of design process?
	a) Design stage	,	
	b) Discover stage		
	c) Develop stage	CA	
	d) none of these		
34.	was IDFO's	first expression of d	esian thinking
J4.	a) Deep-Design	mst expression of d	esign unliking.
	b) Deep-Dive		
	c) Deep-Structure		
	d) Study-Dive		
		Ver – A	A - 4 of 6

35.	Human centric design was reinterpreted	d as an acronym to mean	
	a) Hear, Create, Deliver		
	b) Hear, Create, Design		
	c) Hold, Create, Deliver		
	d) Hear, Complete, Deliver		
36.	The ultimate goal of design thinking is	to help you design better	
30.	a) Services	to help you design better.	
	b) Products	5	
	c) Experiences		
	d) All of these	CA	
	d) / III of these		
37.	Design thinking typically is a	A	
	a) Non-linear process		
	b) Linear process	(3 ^y	
	c) Cyclic process		
	d) None of these		
38.	is the way to narrow down	the thoughts to reach at the final so	olution.
	a) Convergent thinking	♦	
	b) Divergent thinking	4	
	c) None of these		
	d) Both of these	-O ^y	
••	D : 4:1: 011	957	
39.	Design thinking follows	Ca	>
	a) Waterfall model	A.	
	b) Agile methodology		
	c) Both of these		
	d) None of these		
40.	The goal of the prototype phase is	,	
70.	a) To understand what component of you	our idea didn't work	
	b) To understand what component of you		
	c) Both of these	sur raea worken.	
	d) None of these	4	
41.	BPM stands for		
	a) Building Product Management		
	b) Business Product Management		
	c) Business Process Management		
	d) Basic Product Management		
43	W/L: 1:	C	
42.	Which is not a good interview strategy	* * *	
	a) Encourage the person to talk about e		
	b) Encourage short answers that get rig	÷	
	c) Ask follow-up questions to get more		
	d) Try to uncover needs people may or	may not be aware of	
43.	The final step in the design process is to	0	
15.	a) Test	b) Define	
	c) Ideate	d) Empathize	
	o, ideate	a) Empanize	

44.	Design thinking is best suited to addressing problems at the intersection of a) Business and society
	b) Logic and emotion
	c) Human needs and economic demands
	d) All of these
45.	helps the design team and client to visualize and handle the design concept.
	a) Define b) Ideate c) Empathize d) Prototype
	c) Empatrize
46.	In the create phase we do not a) Recognize existing knowledge in the challenge space. b) Recruit participants for the codesign task from a diverse pool of those affected c) Maintain awareness of sensitivities by avoiding judgements
	d) Encouraging storytelling and expression
47.	Design thinking is also known as a) Adaptable enquiry b) Strategic design thinking c) Transformation by design d) All of these
	d) Thi of these
48.	Which of the following sequences in correct for waterfall methodology? a) Define – Design – Develop – Test – Deploy b) Define – Develop – Design – Test – Deploy c) Define – Design – Develop – Deploy – Test d) Design – Define – Develop – Test – Deploy
49.	When defining a problem, your problem statement should include a solution? a) True b) False
50.	A college is redesigning its website. Current students are the main users of the website. Which one of the below elements should definitely be on the website? a) College rules and regulations b) Information on faculty members c) Information about courses d) Alumini details ****** Ver - A - 6 of 6
	Ver – A – 6 of 6

USN						Question Paper Version:	В

First/Second Semester B.E./B.Tech. Degree Examination, June/July 2023 **Innovation and Design Thinking**

Γime: 1 hrs.]	[Max.	Marks: 50
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[ime:	e: 1 hrs.]	0'			[Max. N	Aarks: 50
	INSTRUC	TIONS TO T	THE CA	ANDIDA	TES	
1.	Answer all the fifty questions	, each question	carries	one mark		
2.	Use only Black ball point pe	n for writing /	darkenii	ng the circ	les.	
3.	For each question, after sele	ecting your an	swer, d	arken the	e appropria	te circle
	corresponding to the same q	uestion numb	er on th	e OMR s	heet.	
4.	Darkening two circles for the	same question	makes t	he answei	invalid.	
5.	Damaging/overwriting, usi	ng whiteners	on th	e OMR	sheets are	strictly
	prohibited.	3				
1.	BPM stands for a) Building Product Management b) Business Product Management c) Business Process Management d) Basic Product Management	nt	18	\$ ~	(3)	
2.	Which is not a good interview states a) Encourage the person to talk ab) Encourage short answers that c) Ask follow-up questions to go d) Try to uncover needs people in	about experience get right to the ct more informat	point ion			
3.	The final step in the design proc a) Test c) Ideate	(b) I	 Define Empathiz	ze		
4.	Design thinking is best suited to a) Business and society b) Logic and emotion c) Human needs and economic od) All of these	6	olems at t	he intersec	etion of	
5.	helps the design tear a) Define b) Ideate c) Empathize	n and client to v	isualize a	and handle	the design co	ncept.

d) Prototype

6.	In the create phase we do not
U.	a) Recognize existing knowledge in the challenge space.
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	c) Define – Design – Develop – Deploy – Test
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	d) Alumini details
11.	Collaborative team work is essential in design thinking for
	a) Equal importance to all members
	b) Solving multifaceted problems
	c) Unbiased selection of ideas
	d) Better failure management
12.	Frank Robinson defined and coined the term
14.	a) Design thinking
	b) Mind mapping
	c) MVP
	d) Hypothesis
13.	User persons are created during which phase of design process?
	a) Design stage
	b) Discover stage
	c) Develop stage d) none of these
	d) holle of these
14.	was IDEO's first expression of design thinking.
	a) Deep-Design
	b) Deep-Dive
	c) Deep-Structure
	d) Study-Dive
	V ₁ D 2 f(
	Ver - B - 2 of 6

6.

15.	Human centric design was reinterpreted as a) Hear, Create, Deliver	an acronym to mean
	b) Hear, Create, Design	
	c) Hold, Create, Deliver	(3)
	d) Hear, Complete, Deliver	Y
	<i>a)</i> 110 <i>a</i> 1, 2 011 p 1010, 2 011 01	√ .
16.	The ultimate goal of design thinking is to	nelp you design better.
	a) Services	
	b) Products	
	c) Experiences	
	d) All of these	6
17	Design thinking typically is a	, *
17.	Design thinking typically is a a) Non-linear process	
	b) Linear process	
	c) Cyclic process	
	d) None of these	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \
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18.	is the way to narrow down the	thoughts to reach at the final solution.
	a) Convergent thinking	
	b) Divergent thinking	
	c) None of these	
	d) Both of these	- O
10	Desire district City	.007
19.	Design thinking follows	
	a) Waterfall modelb) Agile methodology	
	c) Both of these	
	d) None of these	
	a) I telle of allese	,•
20.	The goal of the prototype phase is	
	a) To understand what component of your	
	b) To understand what component of your	idea worked.
	c) Both of these	
	d) None of these	
21.	Which of these are not components of a mi	nd man?
-1.	a) Branches	b) Arrows
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		,
22.		entifying needs that customers are often unable
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23.	Journey mapping maps which phase of act	ivity of service for a customer?
- •	a) Before a service	b) During a service
	c) After a service	d) All of these

24.	A prototype is a simple experimental model a) Test ideas c) Both of these	of a proposed solution used to b) Validate ideas d) None of these
25.	 A Hypothesis is	
26.	Which of these should be completed before a) Do some research b) Try something c) Reflect on your solution d) Define the problem	you build something?
27.	What is the usual order of problem solving pa) Try, Reflect, Prepare, Define b) Prepare, Try, Reflect, Define c) Try and Reflect d) Define, Prepare, Try, Reflect	process?
28.	Which step of the problem solving process my idea? a) Define c) Try	is this? I am thinking of the Pros and Cons to b) Prepare d) Reflect
29.	Which of the below firm is associated the ma) IKea c) Idea	ost with design thinking? b) Ideo d) IKeI
30.	Design thinking typically helps in a) Innovation b) Data analytics c) Financial planning d) Operational Efficiency	
31.	To empathize, one has to a) Observe c) Listen	b) Engage d) All of these
32.	story telling is the most comp	elling type of story.
	a) Aural c) Textual	b) Visual d) All of these
33.	Which of the following principles are not co a) Embrace experimentation b) Human centric design c) Profit centric d) Pattern identification for problem solving	
		- •

34.	Which of the following are not tools of visu a) Maps c) Stories	alization? b) Images d) Videos
35.	What happens in the test stage of design thin a) You conduct a written test of your design b) You allow consumers to test a product or c) You engage in internal testing with employ d) You test products design by competitors.	team. service.
36.	Collecting is an important port design. a) Pictures c) Feedback	ion of testing a prototype in the test stage of b) Money d) Emails
37.	Process Innovation refers to a) The development of a new service b) The development of a new product c) The implementation of new or improved d) The development of new product or service	
38.	What is the first step in The Design Thinkin a) Define c) Prototype	g Process? b) Ideate d) Empathize
39.	After you define the problem, the next step a) Test c) Ideate	is to b) Prototype d) Empathize
40.	Mind maps are used to ideas. a) Generate c) Structure	b) Visualize d) All of these
41.	Which of the following well known consusolution? a) McKinsey and Co. c) Bain and Co.	alting firms are offering design thinking is a b) BCG d) All of these
42.	During which step of the design process, do a) Identify a problem or need. b) Design a solution or product c) Evaluate the solution or product d) Implement the design	you test the solution or product?
43.	A company wants to build a new type of moon. What should the company do first? a) Evaluate the design b) Build a model c) Test the prototype d) Identify needs	spaceship for transporting astronauts to the

- **44.** An engineer has designed and built a prototype to improve the brake system of a car. What is the next step the engineer should take in the process?
 - a) Test the working prototype
 - b) Make sketches of the prototype
 - c) Evaluate the design for envision
 - d) Collect and analyze the test results
- **45.** Learning Launches are designed to test the key underlying value-generating assumptions of a potential new growth initiative in the market place.
 - a) True
 - b) False
 - c) Cannot be said
 - d) None of these
- **46.** A case study is
 - a) A research strategy
 - b) An empirical inquiry
 - c) a descriptive and exploratory analysis
 - d) All of these
- 47. MVP stands for
 - a) Minimum Viable Product
 - b) Maximum Viable Product
 - c) Most Viable Product
 - d) None of these
- **48.** At what step do you want to complete the POV point of view?
 - a) Empathy

b) Prototype

c) Define

- d) Ideate
- **49.** The purpose of MVP is not
 - a) Be able to test a product hypothesis with maximum resources.
 - b) Accelerate learning
 - c) Reduced wasted engineering hours
 - d) Get the product to early customers as soon as possible.
- **50.** The three 'I's of design thinking do not include.
 - a) Interest
 - b) Implementation
 - c) Inspiration
 - d) Ideation

* * * * *

CRCS SCHEME

8

	BIDTK158/258
USN	Question Paper Version : C
First	t/Second Semester B.E./B.Tech. Degree Examination, June/July 202
	Innovation and Design Thinking
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4.	was IDEO's first expression of design thinking.
1.	a) Deep-Design
	b) Deep-Dive

Human centric design was reinterpreted as an acronym to mean a) Hear, Create, Deliver **5.**

c) Deep-Structure d) Study-Dive

b) Hear, Create, Design

c) Hold, Create, Deliver

d) Hear, Complete, Deliver

6.	The ultimate goal of design thinking is to a) Services c) Experiences	help you design better. b) Products d) All of these
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10.11.	The goal of the prototype phase is a) To understand what component of you b) To understand what component of you c) Both of these d) None of these To empathize, one has to	
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	a) Try, Reflect, Prepare, Define	
	b) Prepare, Try, Reflect, Define	
	c) Try and Reflect	
	d) Define, Prepare, Try, Reflect	CA ^y
48.	Which step of the problem solving process	s is this? I am thinking of the Pros and Cons to
	my idea?	
	a) Define	b) Prepare
	c) Try	d) Reflect
	c) Hy	d) Reflect
49.	Which of the below firm is associated the	most with design thinking?
7).	a) IKea	b) Ideo
		d) IKeI
	c) Idea	u) ikei
5 0	Design thinking typically halps in	
50.	Design thinking typically helps in	·
	a) Innovation	
	b) Data analytics	207
	c) Financial planning	
	d) Operational Efficiency	

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CBCS SCHEME

	BIDTK158/258
USN	Question Paper Version: D
Firet	t/Second Semester B.E./B.Tech. Degree Examination, June/July 202
1 11 50	Innovation and Design Thinking
Time	: 1 hrs.] [Max. Marks: 50
	INSTRUCTIONS TO THE CANDIDATES
1.	Answer all the fifty questions, each question carries one mark.
2.	Use only Black ball point pen for writing / darkening the circles.
3.	For each question, after selecting your answer, darken the appropriate circle
	corresponding to the same question number on the OMR sheet.
4.	Darkening two circles for the same question makes the answer invalid.
5.	Damaging/overwriting, using whiteners on the OMR sheets are strictly
	prohibited.
1.	Which of the following well known consulting firms are offering design thinking is a
	solution? a) McKinsey and Co. b) BCG
	c) Bain and Co. d) All of these
2	
2.	During which step of the design process, do you test the solution or product? a) Identify a problem or need.
	b) Design a solution or product
	c) Evaluate the solution or product d) Implement the design
3.	A company wants to build a new type of spaceship for transporting astronauts to the moon. What should the company do first?
	a) Evaluate the design b) Build a model
	c) Test the prototype d) Identify needs
4.	An engineer has designed and built a prototype to improve the brake system of a car.
	What is the next step the engineer should take in the process?
	a) Test the working prototypeb) Make sketches of the prototype
	c) Evaluate the design for envision
	d) Collect and analyze the test results
5.	Learning Launches are designed to test the key underlying value-generating assumptions

b) False

d) None of these

of a potential new growth initiative in the market place.

a) True

c) Cannot be said

	a) A research strategy b) An empirical inquiry c) a descriptive and exploratory analysis d) All of these
7.	MVP stands for a) Minimum Viable Product b) Maximum Viable Product c) Most Viable Product d) None of these
8.	At what step do you want to complete the POV – point of view? a) Empathy b) Prototype c) Define d) Ideate
9.	The purpose of MVP is not a) Be able to test a product hypothesis with maximum resources. b) Accelerate learning c) Reduced wasted engineering hours d) Get the product to early customers as soon as possible.
10.	The three 'I's of design thinking do not include. a) Interest b) Implementation c) Inspiration d) Ideation
11.	BPM stands for a) Building Product Management b) Business Product Management c) Business Process Management d) Basic Product Management
12.	Which is not a good interview strategy for the Empathy step? a) Encourage the person to talk about experience b) Encourage short answers that get right to the point c) Ask follow-up questions to get more information d) Try to uncover needs people may or may not be aware of
13.	The final step in the design process is to a) Test b) Define c) Ideate d) Empathize
14.	Design thinking is best suited to addressing problems at the intersection of a) Business and society b) Logic and emotion c) Human needs and economic demands d) All of these
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6.

A case study is

15.	helps the design team and client to visualize and handle the design concept.
	b) Ideate
	c) Empathize
	d) Prototype
16.	In the create phase we do not a) Recognize existing knowledge in the challenge space.
	b) Recruit participants for the codesign task from a diverse pool of those affected
	c) Maintain awareness of sensitivities by avoiding judgements d) Encouraging storytelling and expression
	a) Enteringing story terming and enpression
17.	Design thinking is also known as
	a) Adaptable enquiry
	b) Strategic design thinking
	c) Transformation by design
	d) All of these
18.	Which of the following sequences in correct for waterfall methodology?
100	a) Define – Design – Develop – Test – Deploy
	b) Define – Develop – Design – Test – Deploy
	c) Define – Design – Develop – Deploy – Test
	d) Design – Define – Develop – Test – Deploy
19.	When defining a problem, your problem statement should include a solution?
19.	a) True b) False
	a) Tue
20.	A college is redesigning its website. Current students are the main users of the website.
	Which one of the below elements should definitely be on the website?
	a) College rules and regulations
	b) Information on faculty members
	c) Information about courses d) Alumini details
	d) Alumini details
21.	Collaborative team work is essential in design thinking for
	a) Equal importance to all members
	b) Solving multifaceted problems
	c) Unbiased selection of ideas
	d) Better failure management
22.	Frank Robinson defined and coined the term
	a) Design thinking
	b) Mind mapping
	c) MVP
	d) Hypothesis
23.	User persons are created during which phase of design process?
43.	a) Design stage
	b) Discover stage
	c) Develop stage
	d) none of these

24.	was IDEO's first expression of design thinking.
	a) Deep-Design
	b) Deep-Dive
	c) Deep-Structure
	d) Study-Dive
25	II
25.	Human centric design was reinterpreted as an acronym to mean
	a) Hear, Create, Deliver
	b) Hear, Create, Design
	c) Hold, Create, Deliver
	d) Hear, Complete, Deliver
26.	The ultimate goal of design thinking is to help you design better.
20.	a) Services
	b) Products
	c) Experiences
	d) All of these
	d) All of these
27.	Design thinking typically is a
	a) Non-linear process
	b) Linear process
	c) Cyclic process
	d) None of these
28.	is the way to narrow down the thoughts to reach at the final solution.
	a) Convergent thinking
	b) Divergent thinking
	c) None of these
	d) Both of these
29.	Design thinking follows
	a) Waterfall model
	b) Agile methodology
	c) Both of these
	d) None of these
20	The socil of the must structule as is
30.	The goal of the prototype phase is
	a) To understand what component of your idea didn't work.
	b) To understand what component of your idea worked.
	c) Both of these d) None of these
	d) None of these
31.	Which of these are not components of a mind map?
0 10	a) Branches b) Arrows
	c) Central idea d) All of these
	a) : III 01 III 02
32.	is used with the objective of identifying needs that customers are often unable
	to articulate.
	a) Mind mapping
	b) Experience mapping
	c) Story telling
	d) Rapid concept development

Journey mapping maps which phase of active a) Before a service b) During a service c) After a service d) All of these	rity of service for a customer?
A prototype is a simple experimental model a) Test ideas c) Both of these	of a proposed solution used to b) Validate ideas d) None of these
b) A complicated set of sentences that purelationships	
Which of these should be completed before a) Do some research b) Try something c) Reflect on your solution d) Define the problem	you build something?
What is the usual order of problem solving pa) Try, Reflect, Prepare, Define b) Prepare, Try, Reflect, Define c) Try and Reflect d) Define, Prepare, Try, Reflect	process?
Which step of the problem solving process my idea? a) Define c) Try	is this? I am thinking of the Pros and Cons to b) Prepare d) Reflect
Which of the below firm is associated the ma) IKea c) Idea	ost with design thinking? b) Ideo d) IKeI
Design thinking typically helps in a) Innovation b) Data analytics c) Financial planning d) Operational Efficiency	·
To empathize, one has to a) Observe c) Listen	b) Engage d) All of these
story telling is the most comp	elling type of story.
	b) Visual
c) Textual	d) All of these
	b) During a service c) After a service d) All of these A prototype is a simple experimental model a) Test ideas c) Both of these A Hypothesis is a) A wished for result that the researcher co b) A complicated set of sentences that pure relationships c) A conjecture that is grounded in supportesearch d) None of the above. Which of these should be completed before a) Do some research b) Try something c) Reflect on your solution d) Define the problem What is the usual order of problem solving party, Reflect, Prepare, Define b) Prepare, Try, Reflect, Define c) Try and Reflect d) Define, Prepare, Try, Reflect Which step of the problem solving process my idea? a) Define c) Try Which of the below firm is associated the mail Kea c) Idea Design thinking typically helps in a) Innovation b) Data analytics c) Financial planning d) Operational Efficiency To empathize, one has to a) Observe c) Listen story telling is the most company a) Aural

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43.	Which of the following principles are not considered for design thinking? a) Embrace experimentation b) Human centric design c) Profit centric d) Pattern identification for problem solving
44.	Which of the following are not tools of visualization? a) Maps b) Images c) Stories d) Videos
45.	What happens in the test stage of design thinking? a) You conduct a written test of your design team. b) You allow consumers to test a product or service. c) You engage in internal testing with employees. d) You test products design by competitors.
46.	Collecting is an important portion of testing a prototype in the test stage of design. a) Pictures b) Money c) Feedback d) Emails
47.	Process Innovation refers to a) The development of a new service b) The development of a new product c) The implementation of new or improved production method d) The development of new product or services
48.	What is the first step in The Design Thinking Process? a) Define b) Ideate c) Prototype d) Empathize
49.	After you define the problem, the next step is to a) Test b) Prototype c) Ideate d) Empathize
50.	Mind maps are used to ideas. a) Generate c) Structure b) Visualize d) All of these ******
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