CBCS SCHEME

BIDTK158/258

| USN | Question Paper Version : A | | |
|---------|--|--|--|
| First | Second Semester B.E./B.Tech. Degree Supplementary Examination | | |
| | June/July 2024 | | |
| | Innovation and Design Thinking | | |
| | | | |
| 1 ime: | : 1 hr.] [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. | One of the following steps is the correct sequence of phase of the design thinking | | |
| | process. | | |
| | a) Ideate, Prototype, Define, Empathize and test | | |
| | b) Empathize, Define, Ideate, Prototype and test | | |
| | c) Test, Prototype, Define, Ideate and Empathize d) None of these | | |
| | d) Notic of these | | |
| 2. | The following is the key element of the design thinking process, | | |
| | a) Only human centered, creative and playful. | | |
| | b) Only Iterative and collaborative | | |
| | c) Only Prototype driven | | |
| | d) All of these | | |
| 3. | Design thinking methodology involves one of the following distinct stages, | | |
| | a) Discover and Define b) Define and Develop | | |
| 1gr | c) Develop and Deliver d) All of these | | |
| | | | |
| 4. | Horward Business School Dean Mr. Shrikanth Datar leverage stage frame work | | |
| | for design thinking. a) One stage b) Two stage c) Four stage d) Three stage | | |
| | a) One stage b) Two stage c) Four stage d) Three stage | | |
| 5. | The elements of design thinking are shape, colour, space, form line, value and texture. | | |
| | a) True b) False | | |
| | - CONTROL TO THE CONTROL THE CONTROL TO THE CONTROL THE CONTROL TO THE CONTROL TH | | |

| 6. | To launch a successful product, the team must followD | | | | | |
|-----|--|------------------------|----------------------------|---|--|--|
| | a) 4 | b) 10 | c) 5 | d) 8 | | |
| 7. | . How many mind sets are required for design thinking? | | | | | |
| | a) 4 | b) 6 | c) 2 | d) 8 | | |
| | | | | | | |
| 8. | is the founder of design thinking. | | | | | |
| | a) Sir, Isaac No | ewton | b) Mr.Herbert | A Siman | | |
| | c) Varignon | | d) Lami. | | | |
| 9. | The following | ore the 2 lenses of d | ecian thinking | Co y la | | |
| | The following are the 3 lenses of design thinking, a) Resolution, Composition and Equilibrium | | | | | |
| | | ent and Couple | W | | | |
| | | Viability and Feasi | bility | Assemble . | | |
| | | , acceptability and R | | 9 | | |
| | a) Desirationity | , acceptacine, | | | | |
| 10. | All the visual | designs are comp | osed ofelem | ents and these elements are | | |
| | combined and | arranged to create a | desired visual appearance | e. | | |
| | a) 6 | b) 3 | c) 8 | d) 4 | | |
| | | 99 | | | | |
| 11. | | | ign is one of the followin | gs: | | |
| | | ntrast and Emphasiz | | | | |
| | | nd pattern and prop | | | | |
| | THE RESERVE THE PROPERTY OF THE PARTY OF THE | white space, unity ar | id variety | | | |
| | d) All of these | G | Y CONTRACTOR | Anglish Sara | | |
| 12. | One of the foll | owings is the basic | design rules · | 1 | | |
| 12. | a) Contrast on | | b) Repetition a | nd alignment only | | |
| | c) Alignment | - Allerton | d) All of these | A JOHN TO THE PROPERTY OF THE | | |
| | c) i ingiliare. | | | | | |
| 13. | One of the foll | owings is the benefit | t of design thinking: | | | |
| | | | vation b) Add value t | | | |
| | c) Drives reve | nues to the firm | d) All of these | | | |
| | | | | | | |
| 14. | | lowings is the 3PS o | | | | |
| | | Transportation and | | | | |
| | | Ideation and Prototy | yping | | | |
| | c) All of these | 00 | | | | |
| | d) only (a) | V | | | | |
| 15. | The SWOT ar | alysis in design thin | king is one of the followi | ngs. | | |
| 100 | | ealth, Origin and Tre | - 0 | | | |
| | | eakness, Opportunit | | | | |
| | c) All of these | |) | | | |
| | d) None of the | | | | | |
| | | | | | | |
| 16. | | ollaboration is one of | | | | |
| | a) Alliances | b) Innovation | on c) Ecosystem | d) All of these | | |
| | | | | | | |

| 17. | a) Co-operation and assertivenssb) Autonomy, Responsibility and Accountibil | ity | | | |
|--|--|--|--|--|--|
| | c) Communication, Co-ordination, Natural trud) All of these | ist and Respect | | | |
| 18. | . The one of the followings is the key of collaboration | oration, | | | |
| | | Sharing vision | | | |
| | c) Voluntary | All of these | | | |
| 19. | One of the below is not a type of collaboration | One of the below is not a type of collaboration working, | | | |
| 17. | | o) Team collaboration | | | |
| | | l) Network and Cloud collaboration | | | |
| 20. One of the followings is the principle of collabor | | boration | | | |
| | | b) Positivity and Clarity | | | |
| | | d) All of these | | | |
| 1 2 | | | | | |
| 21. | | ollaboration, | | | |
| | a) Only Relationship management | y | | | |
| | b) Only alignment on vision and values c) Both collaborative leadership, Governance | and Processes | | | |
| | d) All of these | and Processes | | | |
| | a) Am of those | | | | |
| 22. | | | | | |
| | a) Forming, Norming, Stroming and Performing | | | | |
| | b) Fighting, Negligence, Strengthening and Pe | ersonalizing | | | |
| | c) All of the these | | | | |
| | d) None of these | 7 | | | |
| 23. | One of the followings will not be included to | build collaboration. | | | |
| | 에 보고 있다면 한다면 가게 되면 하는데 보다면 되었다면 요즘 없다면 하는데 | a) Pinpoint and Promote a purpose of collaboration | | | |
| | b) Lead by example and celebrate diverse personalities | | | | |
| | | c) To break the collaboration whenever required | | | |
| | d) Offer rewards or incentives for collaboration | | | | |
| 24. | One of the following is not the best example of | of callaboration | | | |
| 24. | a) Brain storming | of conadoration | | | |
| A | b) Group discussions | | | | |
| G | c) Prolonged time consumption | | | | |
| *9 | d) Reaching a consensus about processes or ar | nalyzing problems and finding a solution | | | |
| | O.O. Committee | | | | |
| 25. | | 2 | | | |
| | a) Strong leadership, clearly defined roles for subgroups | | | | |
| | b) Effective and frequent communication | | | | |
| | d) All of these | c) Periodic and temporary suppression of the ego | | | |
| | u) All of these | | | | |
| 26. | One of the following words will not describe of | collaboration : | | | |
| | |) Unilateral, Sole | | | |
| | • | Relationship, Interaction and Alliances | | | |

| 27. | The following is the way to develop collaboration, a) Communicate clearly and participate in team building activities b) Choose the right digital tool for the right task c) Go beyond your comfort zone and become a mentor d) All of these |
|-------|--|
| 28. | One of the followings is the skill to improve collaboration, a) Communication, Respect diversity b) Open mindedness, knowledge sharing and debate c) Being organized and delegating tasks d) All of these |
| 29. | One of the followings is the advantages of collaboration, a) It brings people close together b) It opens up new channels for communication c) It boosts across a person's organization d) All of these |
| 30. | BPM in design thinking means, a) Best Practices in Modeling c) All of the these b) Business Process Modeling d) None of these |
| 31. | The phases of business process modeling are, a) Information gathering, Work flow modeling b) Implementation, Verification and Execution c) All of these d) None of these |
| 32. | The most important elements of design thinking are, a) Empathy, Expansive thinking and Experimentation b) Execution of work not in time and exemption from work c) All of these d) None of these |
| 33. | The types of product prototypes are, a) Feasibility prototypes b) Low fidelity user prototype c) High fidelity user prototypes and live data prototype d) All of these |
| Gulf. | The values of design thinking are, a) Core values of flexibility, collaboration c) All of these b) Empathy, Curiosity and positivity d) None of these |
| 35. | The various types of case studies are, a) Descriptive case study c) Collective case study d) All of these |
| 36. | The phases of simulation process are, a) Pre modeling, model building b) Model runs, Experimentation and final thoughts c) All of these d) None of these |
| | Annual Control of the |

| 37. | One of the followings is the type of virtu | ARD, VERY | | |
|---------|---|--|--|--|
| | a) Non-immersive | b) Semi-immersive | | |
| | c) Fully-immersive | d) All of these | | |
| | | | | |
| 38. | The dimensions of collaboration in agile are, | | | |
| | a) Collaborative work awareness | b) Articulation and appropriation | | |
| | c) All of these | d) None of these | | |
| | | | | |
| 39. | One of the followings is the method of prototyping, | | | |
| | a) Concept sketch, prototype, Bench model prototype | | | |
| | b) Fully functional rapid prototype, virtual model prototype | | | |
| | c) Pre-production alpha prototype, manufacture production prototype | | | |
| | d) All of these | , production productio | | |
| | d) All of these | Can S | | |
| 40. | The D's of design thinking are, | | | |
| | a) Discovery, Design | b) Development, Delivery | | |
| | c) All of these | d) None of these | | |
| | c) All of these | d) None of these | | |
| 41. | The following one is the innovative strate | egies | | |
| 71. | a) Pro-active and Active | b) Reactive and Passive | | |
| | c) All of these | d) None of these | | |
| | c) All of these | d) None of these | | |
| 42. | The strategies used in strategic thinking i | S | | |
| 42. | a) Articulate the goals clearly and analyz | Z. Z | | |
| | | | | |
| | b) Create an implementation plan, adopt | and adjust along the way | | |
| | c) All of these | | | |
| | d) None of these | | | |
| 42 | The stores telling technical | | | |
| 43. | The storey telling techniques is, | The character | | |
| | a) The conflict | b) The character | | |
| | c) The climax | d) All of these | | |
| | The elements of Section | S Y | | |
| 44. | The elements of strategic management ar | e, | | |
| | a) Arenas, Differentiators, Vehicles | | | |
| | b) Stagine and Economic logic | | | |
| | c) All of these | | | |
| | d) None of these | | | |
| 40 | The College of the design strategies | A CONTRACTOR OF THE PARTY OF TH | | |
| 45. | The following are the design strategies, | N Han Contanad design system annuagab | | |
|) ješla | a) Collaboration | b) User Centered design, system approach | | |
| | c) Iterative design | d) All of these | | |
| 10 | The least assume what is at not a six of the land | | | |
| 46. | The key components in strategic thinking | | | |
| | a) Tools for analysis | b) Vision and values | | |
| | c) Strategic purposes | d) All of these | | |
| | The midical annuals of the literature | | | |
| 47. | The critical aspects of sense making are, | 1) (' ' ' ' ' ' ' ' ' ' ' ' | | |
| | a) Phenomena | b) Science and engineering practices | | |
| | c) Students ideas and science ideas | d) All of these | | |
| 221 | a. quant | | | |
| 48. | The types of innovation are, | 18.7 | | |
| | a) Radiant | b) Incremental | | |
| | c) Descriptive | d) 'All of these | | |

- 49. The 3C's of design are,
 - a) Consistency, Clarity and Content
 - c) All of these

- b) Complete, Complete and Close
- d) None of these
- 50. One of the followings is the teaching principles
 - a) Integrate new knowledge into the individuals life
 - b) Test it out in the real world
 - c) All of these
 - d) Only (a)