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Question Paper Version : A

First Semester B.Arch./B.Planning Degree Examination, June/July 2023
Innovation and Design Thinking
(COMMON TO ALL BRANCHES)

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.

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1. Design Thinking refers is ------------.
   a) Thinking about design
   b) Designing ways in which people think
   c) Asking students/users to solve problems
   d) Defining, Forming and solving problem form users perspective.

2. Correct sequence of steps of Design Thinking is ------------.
   a) Understand → Draw → Ideate → Create → Test
   b) Emapathise → Define → Ideate → prototype → Test
   c) Emapathise → Design → Implement → produce → Test
   d) Understand → Define → Ideate → produce → Try

3. Design thinking is a iterative process.
   a) Iterative   b) Formative   c) Illustrative   d) Iritative.

4. Aravind Eye Care System (AECS), an eye care provides for millions of low income people has been using design thinking in its approach for long time. Which of the following are examples of design thinking at AECS?
   a) AECS provides free bus service from remote locations
   b) AECS develops and provides lens at lesser cost
   c) AECS uses telemedicine trucks for expert advice of doctors
   d) All the above

5. Most of the Design Thinking is associated with ------- form.
   a) Idea   b) Ikei   c) Ideo   d) Ikea

6. Minimum Viable Product (MVP) was defined by ---------.
   a) Frencisis Robinson   b) Steve Robinson
   c) Frank Robinson   d) Micheal Robinson

7. IDEO's first expression of design Thinking was ----------.
   a) Study – Dive   b) Deep Design   c) Deep – Structure   d) Deep – Dive.

8. BPM refers to ----------.
   a) Business Product Management   b) Business Process Management
   c) Basic Process Management   d) Basic product Management.

9. ---------- term refers to forcing people to accept change.
   a) Compulsion   b) Conditioning   c) Coercion   d) Conversion.

10. Incremental changes to process in Information Technology based organization is referred as -----------.
    a) Business Process Advance   b) Business Processing Improvement
    c) Business Process Reengineering   d) Business Process Change.

11. ---------- among the following is not a key management skill in planning.
    a) Analytical skills   b) Communication skills
    c) Conceptual skills   d) IT and Computing skills.

12. Critical Thinking involves ----------.
    a) Determining cause of beliefs   b) Pointing out psychological basis of beliefs
    c) Determine quality of beliefs   d) Analysing practical impact of beliefs.

13. Creative thinking strategies include ---------.
    a) Ask questions without any fear   b) Take risks and dream big
    c) Do something old in a new way   d) All the above.

14. -------- is not a part of an Agile software development framework.
    a) Kanban   b) Feature driven development
    c) Spiral   d) Extreme Programming.

15. Approach of Agile principle that helps in Chaordic situation is ----------.
    a) Continuous Integration   b) Incremental Delivery
    c) Latest Technology   d) None of the above.

16. Opportunities for social Innovation is greatest when :
    a) CSR spends more than its competitors
    b) Business Ethics is complex
    c) CSR is pursued by firm to improve reputation
    d) CSR is aligned with firm's core skills.

17. Stage of Design Thinking that focused on understanding how the end user feels in referred as --------
    a) Define   b) Test   c) Empathize   d) Test.

18. Technique and Mindset of "Yes and" in derived from :
    a) Architecture   b) Improvisational Theater
    c) Wedding planner   d) All the above

19. Mind Maps are used to -------- ideas
    a) Generate   b) Visualize   c) Structure   d) All the above.

20. Narrowing down the thoughts to final solution in referred as --------
    a) Divergent Thinking   b) convergent Thinking
    c) Both   d) None of the above

21. Journey Mapping is part of ------ phase of activity of service delivery to the customers
    a) Before the service   b) During the service
    c) After the service   d) All the above.

22. Definition of Corporate Social Responsibility (CSR) states that
    a) Business Ethics is a complex issue
    b) Natural environment should be focus of CSR activities
    c) Companies have responsibility of their impact on society and environment
    d) Companies focus more on business ethics.

23. Design Thinking follows ----- approach.
    a) Waterfall model   b) Agile Methodology   c) Both   d) None of the above

24. Low fidelity prototypes are used by design thinkers for ---------
    a) Testing concept quickly and cheaply
    b) Validate concept for Markets
    c) Estimate price of production
    d) Build production ready products.

25. --------- is not a part of Idea selection process in Design thinking.
    a) Grouping based on concepts   b) Selection criteria identification
    c) Prototyping   d) Deliberating.

26. --------- among the following is not a good interview strategy in empathy phase.
   a) Encourage the person to talk about experience
   b) Ask follow up questions to get more information
   c) Encourage short answers that get right to the point
   d) Try to uncover needs end users may or may not be aware.

27. Conjecture that is supported by secondary research is called as -----------.
   a) hypothesis   b) conclusion   c) decision   d) variance.

28. MVP stands for :
   a) Most viable product   b) Maximum viable product
   c) Minimum viable product   d) None of the above.

29. Phenomenon of implementing new IT system across the whole organization simultaneously is referred as ---------.
   a) Instant approach   b) Parallel approach
   c) Plunge approach   d) Immersed approach

30. Which among the following are principles of design thinking?
   a) Embrace Experimentation   b) Human centric Design
   c) Pattern Identification   d) All of the above

31. Principle of user centric design comprises of :
   a) Stakeholder focus   b) Iteration
   c) Empherical evaluation   d) All of the above.

32. Overall flow of activity during product design is from higher to lower levels is called as ---------.
   a) Top t bottom approach   b) Bottom up approach
   c) Bottom to up approach   d) Top Down approach.

33. Two forms of ------- are problems solving and creative thinking.
   a) Directed thinking   b) Autistic thinking
   c) Realistic thinking   d) None of the above.

34. ---------- Culture is considered as working culture of agile team.
   a) Connective   b) Collaborative   c) Contemplative   d) All of the above.

35. --------- involves the anticipation of bottle necks in advance and identifying steps to ensure smooth flow of production.
   a) Production Audit   b) Production control
   c) Production planning   d) None of the above.

36. Building actual functional prototypes with minimum functioning at the early stages of design thinking is called as --------.
    a) Extreme prototyping
    b) Incremental prototyping
    c) Evolutionary prototyping
    d) Rapid prototyping.

37. ---------- is not a characteristic feature of creative thinker.
    a) Curious
    b) Enjoys problems
    c) Negative attitude
    d) Imaginative.

38. Development approach used in Agile software development is ------------.
    a) Iterative development
    b) Incremental development
    c) Linear development
    d) Both a and b.

39. Cost benefit analysis is a part of ----- phase.
    a) Analysis
    b) Design
    c) Feasibility study
    d) Implementation.

40. Modification made to the system to reduce the future system failures is called ---------.
    a) Adaptive maintenance
    b) Preventive maintenance
    c) Corrective maintenance
    d) Perfective maintenance.

41. ---------- Models support requirements refining.
    a) Waterfall model
    b) Evolutionary model
    c) Spiral model
    d) Prototyping model

42. Details about the value creation for customers and the processes of organization is provided by --------.
    a) Business process
    b) Change plan
    c) Business Architecture
    d) Business plan.

43. Large scale process in which every activity adds valve to final product is referred as ------
    a) Business chain
    b) Value chain
    c) Process chain
    d) Strategy chain.

44. --------- is considered as an experimental phase for trying solutions that has been brainstormed
    a) Define
    b) Ideate
    c) Prototype
    d) Test.

45. Solution that evolves according to past experience and changing circumstances is called as --------
    a) Spiral strategy
    b) Decrementel strategy
    c) Evolutionary strategy
    d) Incremental strategy.

46. Empathy and define phases focuses on ------- aspect of design thinking.
    a) Problem finding   b) Idea finding
    c) Solution finding   d) All of the above.

47. ------ is a team that comprises of members who can perform duties of each other.
    a) Functions Team   b) Self – directed Team
    c) Cross functional Team   d) Multifunctional Team.

48. Idea Gallery is a Design thinking tool for the ------- phase of Design thinking.
    a) Problem finding   b) Idea finding
    c) Solution finding   d) All of the above.

49. Case study is considered as ------- strategy of Design thinking process.
    a) Research   b) Empherical enquiry
    c) Descriptive and exploratory analysis   d) All of the above.

50. Revisiting each idea of brainstorming session and rearranging them into groups is called as ----------.
    a) Diverging   b) Reverging   c) Converging   d) None of the above.

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