CBCS SCHEME

BIDTK158/258

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Charles Comple	USN			Question Paper Version:	A
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First/Second Semester B.E./B.Tech. Degree Supplementary Examination, June/July 2024

Innovation and Design Thinking

Time: 1 hr.]	[Max. Marks: 50

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	INST	RUCTIONS TO	O THE CA	NDIDAT	ΓES	
1.	Answer all the fifty ques	stions, each quest	ion carries o	ne mark.		
2.	Use only Black ball point pen for writing / darkening the circles.					
3.	For each question, after	r selecting your	answer, da	rken the	appropriate	circle
	corresponding to the sa	orresponding to the same question number on the OMR sheet.				
4.	Darkening two circles for	or the same questi	on makes th	e answer	invalid.	
5.	Damaging/overwriting,	, using whiten	ers 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				hinking	
 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 methodol a) Discover and Define c) Develop and Deliver		b) Define and d) All of thes	d Develop se		
4.	Horward Business School	Dean Mr. Shrika	nth Datar'lev	erage	stage fran	ne work
	for design thinking. a) One stage b)	Two stage	c) Four stag	e	d) Three stag	e

5. The elements of design thinking are shape, colour, space, form line, value and texture.

a) True

b) False

6.	To launch a successfu a) 4	l product, the team ib) 10	must follow	D d) 8
7.	How many mind sets			1) 0
	a) 4	b) 6	c) 2	d) 8
8.	a) Sir, Isaac Newton	under of design thinl	king. b) Mr.Herbert A Sin	กลท
	c) Varignon		d) Lami	
9.	The following are the	3 lenses of design t	hinking,	
	a) Resolution, Compo	sition and Equilibri		A. Y
	b) Force, Moment and c) Desirability, Viabi			,
	d) Desirability, accep	tability and Rejection	on X	
10.	All the visual desig	ns are composed of		and these elements are
	combined and arrang a) 6	b) 3	c) 8	d) 4
11.		of graphic design is	one of the followings:	*
11.	a) Balance, Contrast	and Emphasize		
	b) Repetition and pat c) Movement white s	pace, unity and vari	ety	
	d) All of these			
12.	One of the following	s is the basic design	rules: b) Repetition and a	lignment only
	a) Contrast onlyc) Alignment and Pro	oximity	d) All of these	ing infinite orang
13.	One of the following	as is the benefit of de	esign thinking:	1
100	a) Ability to develop	product innovation	b) Add value to cus d) All of these	stomer's lives
	c) Drives revenues to		4	
14.	One of the following a) Production, Trans	gs is the 3PS of design portation and Market	eting	
	b) Immersion, Ideati	on and Prototyping	Y.	
	c) All of these d) only (a)		A	
15.	The SWOT analysis	in design thinking i	s one of the followings,	
	a) Silence, Wealth, b) Strength, Weakne	Origin and Treat		6
	c) All of these	ess, Opportunities at	' '	
	d) None of these	4		
16		oration is one of the b) Innovation	followings: c) Ecosystem	d) All of these
	a) Alliances	W Timovacion	e) Loosystem	
	And	Y		
	Y			
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			A Admi	
	4			
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17. The following any one is the essential elements of collaboration. a) Co-operation and assertivenss b) Autonomy, Responsibility and Accountibility c) Communication, Co-ordination, Natural trust and Respect d) All of these 18. The one of the followings is the key of collaboration, a) Dependable of people b) Sharing vision c) Voluntary d) All of these 19. One of the below is not a type of collaboration working, a) Mass collaboration b) Team collaboration c) Community collaboration d) Network and Cloud collaboration 20. One of the followings is the principle of collaboration, a) Trust and Empathy b) Positivity and Clarity c) Accountability d) All of these 21. One of the following is the best principle of collaboration, a) Only Relationship management b) Only alignment on vision and values c) Both collaborative leadership, Governance and Processes d) All of these 22. One of the followings is the 4 steps of collaboration. a) Forming, Norming, Stroming and Performing b) Fighting, Negligence, Strengthening and Personalizing c) All of the these d) None of these 23. One of the followings will not be included to build collaboration. 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 collaboration a) Brain storming b) Group discussions c) Prolonged time consumption d) Reaching a consensus about processes or analyzing problems and finding a solution 25. The characteristics of collaboration are. a) Strong leadership, clearly defined roles for subgroups b) Effective and frequent communication c) Periodic and temporary suppression of the ego d) All of these

b) Unilateral, Sole

d) Relationship, Interaction and Alliances

26. One of the following words will not describe collaboration:

a) Partnership and association

c) Co-operation, affiliation, connection

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			
34.	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			

37.	One of the followings is the type of virtual (a) Non-immersive c) Fully-immersive	environment. b) Semi-immersive d) All of these
38.	The dimensions of collaboration in agile are a) Collaborative work awareness c) All of these	b) Articulation and appropriation d) None of these
39.	One of the followings is the method of proto a) Concept sketch, prototype, Bench model b) Fully functional rapid prototype, virtual i c) Pre-production alpha prototype, manufac d) All of these	prototype model prototype
40.	The D's of design thinking are, a) Discovery, Design c) All of these	b) Development, Delivery d) None of these
41.	The following one is the innovative strategia) Pro-active and Active c) All of these	es, b) Reactive and Passive d) None of these
42.	The strategies used in strategic thinking is, a) Articulate the goals clearly and analyze to b) Create an implementation plan, adopt and c) All of these d) None of these	
43.	The storey telling techniques is, a) The conflict c) The climax	b) The character d) All of these
44.	The elements of strategic management are, a) Arenas, Differentiators, Vehicles b) Stagine and Economic logic c) All of these d) None of these	
45.	The following are the design strategies, a) Collaboration c) Iterative design	b) User Centered design, system approach d) All of these
46.	The key components in strategic thinking at a) Tools for analysis c) Strategic purposes	re, b) Vision and values d) All of these
47.	The critical aspects of sense making are, a) Phenomena c) Students ideas and science ideas	b) Science and engineering practices d) All of these
48.	The types of innovation are, a) Radiant c) Descriptive	b) Incremental 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)