

Q. No.	Question Bank Unit 01
1	Explain in detail how design thinking differs from traditional linear problem-solving methods with suitable examples.
2	Describe any three important design thinking skills and justify their importance in solving complex problems.
3	Apply the principles of design thinking to suggest innovative solutions for reducing food waste in a college canteen.
4	Demonstrate with a real-world example how empathy and ideation together contribute to the success of design thinking.
5	Differentiate between the basis of design thinking and conventional analytical problem-solving, focusing on mindset and approach.
6	Show how effective teamwork in a design thinking project can lead to innovative outcomes. Support your answer with a case-based discussion.
7	Analyze the structure and importance of design thinking workshops in generating creative ideas and solutions.
8	Examine the role of exercises and case-based discussions in enhancing participation and learning in design thinking workshops.
9	Apply design thinking principles to propose a solution for improving the student learning experience in online education.
10	Compare and analyze the contribution of prototyping and testing phases in achieving practical outcomes in design thinking projects.
	Question Bank Unit 02
1	Explain how listening and empathizing techniques help in identifying user pain points. Give suitable examples.
2	Describe the importance of observation as a tool for empathy in design thinking with any two practical scenarios.
3	Differentiate between structured and open-ended approaches to empathy building. Support your answer with real-life examples.
4	Apply the brainstorming technique to suggest innovative solutions for improving the campus transport system.
5	Demonstrate how innovation heuristics can be used to redesign a common product (e.g., water bottle, notebook, or chair).
6	Show how behavior models can be applied to predict and improve student engagement in online learning platforms.
7	Analyze the challenges of cognitive fixedness in creative problem-solving and suggest methods to overcome them.
8	Examine two design thinking frameworks and highlight their similarities and differences with respect to user-centered design.
9	Apply design thinking ideation tools to propose a solution for reducing plastic waste in your community.
10	Evaluate the effectiveness of exercises and case-based discussions in building empathy and creativity during design thinking workshops.
	Question Bank Unit 03
1	Explain the purpose of an empathy map in design thinking. How does it help in understanding users better?
2	Describe how an affinity diagram can be used to organize insights during the ideation phase of design thinking.
3	Apply a journey map to illustrate the experience of a student using an online learning portal.
4	Demonstrate how mind maps can be used to combine multiple ideas into a complex innovation concept.
5	Show with an example how storytelling and improvisation can improve the effectiveness of idea presentation.
6	Analyze the role of scenario planning and evaluation tools in predicting user adoption of an innovative product.
7	Examine how frog design and prototyping methods contribute to refining and testing innovation concepts.
8	Analyze a case where developer and user perspectives may introduce bias. Suggest frameworks to reduce this gap.
9	Apply design thinking tools to strengthen communication within a diverse project team.
10	Evaluate the importance of sustaining a culture of innovation through workshops, exercises, and case-based discussions.