

<b>Q. No.</b>	<b>Question Bank Unit 01</b>
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.
<b>Question Bank Unit 02</b>	
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.
<b>Question Bank Unit 03</b>	
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.