

1. Which of the following activities are typically carried out during the **"Define"** stage of Design Thinking for making a software product? Select two.

Select one or more:

- ~~A. Developing wireframes and low fidelity prototypes of the software product~~
- B. Creating a user persona to represent the target audience**
- ~~C. Brainstorming and ideation sessions to generate new ideas~~
- ~~D. Developing a high fidelity prototype of the software product~~
- ~~E. Analyzing competitors' products to identify gaps in the market~~
- ~~F. Conducting user research to understand user needs and pain points~~
- G. Defining the scope and goals of the software project**
- ~~H. Creating a detailed project plan for software development~~

2. Which of the following is a possible tool or technique used in the **Empathize** stage of the Design Thinking process?

Select one:

- A. Usability
- B. ing
- C. Brainstorming
- D. SWOT analysis
- E. Prototype iteration
- F. Focus groups**

3. Which of the following best describes the purpose of the Ideate stage in the Design Thinking process?

Select one:

- A. To generate a wide variety of potential solutions**
- B. To identify user needs and gather insights
- C. To define the problem statement and establish goals
- D. To develop low-fidelity prototypes
- E. To test and refine the final product

4. Which of the following is an important step in the **need-finding** process in design thinking?

Select one:

- A. Generating multiple design ideas
- B. Developing a marketing strategy
- C. Conducting user surveys**
- D. Conducting usability testing
- E. Creating a business plan
- F. Conducting a SWOT analysis
- G. Implementing a project management plan
- H. Defining the problem statement

5. Which of the following is a key performance indicator for the **ideate stage** in design thinking?

Select one:

- A. Number of personas created
  - B. Number of user stories written
  - C. Number of observations made
  - D. Number of surveys conducted
  - E. Number of prototypes developed
6. What are some key performance indicators (KPIs) that can be used in the testing stage of Design Thinking?
- Select one:
- A. Number of ideas generated and selected
  - B. Cost savings and revenue growth
  - C. Time spent on prototyping and testing
  - D. User satisfaction and engagement
  - E. Number of team members involved in testing
7. Which of the following statements is true about the empathize stage in design thinking for making a software product?
- Select one:
- A. The empathize stage involves building a working prototype of the software product to test with users.
  - B. The empathize stage involves creating wireframes and user flows to understand how the software product should be designed.
  - C. The empathize stage is primarily focused on developing a marketing strategy for the software product.
  - D. The empathize stage is focused on creating a detailed project plan for the software development team to follow.
  - E. The empathize stage is only necessary if the software product is being developed for a new market.
  - F. The empathize stage is the final stage in the design thinking process before the software product is launched.
  - G. The empathize stage is a one-time activity that is not repeated throughout the product development process.
  - H. The empathize stage involves conducting user research to gain insights into the needs, goals, and behaviors of the target audience
8. Which of the following statements best describes the difference between Empathize and Define stages in design thinking?
- Select one:
- A. Empathize is about testing and refining prototypes, while Define is about building and launching the final product.
  - B. Empathize is about generating multiple ideas, while Define is about selecting the best idea and creating a plan for implementation.
  - C. Empathize is about gathering insights and understanding user needs, while Define is about synthesizing those insights into actionable problem statements.

- D. Empathize is about conducting market research, while Define is about creating a business model.
- E. Empathize and Define stages are essentially the same and can be used interchangeably.

9. What is the primary goal of the **Prototype stage** in design thinking?

Select one:

- A. To generate a large number of ideas
- B. To create a physical representation of the solution
- C. To select the most viable idea for implementation
- D. To understand the user's needs and desires
- E. To test and refine the solution through iterations

10. What is a key performance indicator (KPI) of the **Empathize stage** in Design Thinking?

Select one:

- A. The speed of the design process
- B. The number of prototypes created
- C. The number of diverse user perspectives gathered
- D. The amount of time spent on user testing
- E. The number of ideas generated

11. Which of the following is a potential key performance indicator (KPI) in design thinking?

Select one:

- A. Number of team members involved in the design process
- B. Number of design ideas generated
- C. Time spent on user research
- D. Number of iterations before finalizing a design
- E. All of the above

12. What is Design Thinking?

Select one:

- A. A design methodology that involves creating prototypes and testing them with users.
- B. A set of design principles and guidelines that help ensure consistency and coherence in design.
- C. A technique for generating creative ideas and brainstorming solutions to design challenges.
- D. A problem-solving approach that places the user at the center of the design process.
- E. A process for designing products and services that focuses on aesthetics and visual appeal.

13. Which of the following is a key goal of the **Ideate stage** in the Design Thinking process?

Select one:

- A. To develop and test prototypes with users
- B. To generate a wide range of ideas and potential solutions to the problem**
- C. To synthesize insights and identify patterns from the Empathize stage
- D. To gather quantitative data to measure the success of the design
- E. To refine and iterate on the design based on feedback

14. What is the main goal of Design Thinking?

Select one:

- A. To generate as many ideas as possible
- B. To create aesthetically pleasing designs
- C. To follow a linear process from problem to solution
- D. To empathize with users and solve their problems**
- E. To prioritize functionality over form

15. Which of the following is an example of an output of the **Define stage** in Design Thinking?

Select one:

- A. A set of user personas representing the target user group**
- B. A prototype of a product design
- C. A list of potential solutions for a design problem
- D. A usability test report for a product
- E. A detailed marketing plan for a product launch

16. What are some possible tools that can be used in the **testing stage** of Design Thinking?

Select one:

- A. Interviews and surveys
- B. SWOT analysis and customer journey mapping
- C. User personas and empathy maps
- D. Sketches and wireframes**
- E. Brainstorming and mind mapping

17. Which of the following statements is **true** regarding the **testing stage** in design thinking?

Select one:

- A. Testing involves gathering feedback from users to refine and improve the design.**
- B. Testing is not necessary if the design team is confident in their solution.
- C. Testing is primarily used to assess the cost-effectiveness of the design.
- D. Testing is the final stage of the design thinking process.
- E. Testing is only necessary for physical products, not digital ones.

18. Which of the following is a **possible output** in the **testing stage** of design thinking?

Select one:

- A. A finalized prototype of the solution**
- B. A prioritized set of design criteria
- C. A comprehensive market analysis report
- D. A detailed persona of the user
- E. A list of potential solutions to the problem

19. Which of the following best describes the **main goal** of the **Ideate stage** in the Design Thinking process?

Select one:

- A. To create low-fidelity prototypes for testing and validation
- B. To define the problem statement and establish project goals
- C. To finalize the design and prepare for implementation
- D. To gather insights and understand the needs and behaviors of users
- E. To generate a large quantity of potential solutions to the defined problem

20. What is the **goal** of the **Point of View (POV) stage** in Design Thinking when making a software product?

Select one:

- A. To test the product with potential users
- B. To define the user's needs and pain points
- C. To identify the key features of the software product
- D. To develop a comprehensive roadmap for product development
- E. To create a detailed marketing plan for the product

21. Which of the following is a **key characteristic** of the **Prototype stage** in design thinking?

Select one:

- A. It involves refining and iterating on the final design concept
- B. It involves creating a finished product ready for market launch
- C. It focuses on developing a detailed project plan
- D. It is primarily concerned with conducting user research
- E. It is a low-fidelity representation of the final solution

22. Which of the following is an effective approach for conducting need finding when making a software product using design thinking?

Select one:

- A. Analyzing competitor software products
- B. Developing a working prototype without user input
- C. Observing users in their natural environment
- D. Creating a detailed project plan before talking to users
- E. Conducting user testing without a clear hypothesis
- F. Conducting surveys to gather user feedback
- G. Conducting in-depth interviews with potential users
- H. Relying on personal assumptions about user needs

23. What is a persona in the context of Design Thinking when making a software product?

Select one:

- A. A description of a user group based on demographic data
- B. A tool for testing the usability of a software product
- C. A fictional character created for marketing purposes
- D. A type of software used to create wireframes and prototypes
- E. A method for generating new ideas for a software product

24. Which of the following is the primary **output** of the **ideate stage** in design thinking?

Select one:

- A. A clear definition of the problem statement
- B. A detailed analysis of user needs
- C. A detailed project timeline and budget plan
- D. A prototype that can be tested and refined**
- E. A comprehensive market research report

25. Which of the following is a characteristic of the **Ideate stage** in the Design Thinking process?

Select one:

- A. Developing user personas
- B. Conducting user research
- C. Brainstorming and generating a large number of ideas**
- D. Defining the problem statement
- E. Evaluating and testing ideas

26. What is the main difference between the nature of the **prototype produced** in the **ideate stage** and the **prototype stage** in design thinking?

Select one:

- A. The prototype produced in the ideate stage is only meant to be used by the design team, while the prototype produced in the prototype stage is meant to be tested by users.
- B. The prototype produced in the ideate stage is usually low-fidelity while the prototype produced in the prototype stage is usually high-fidelity.**
- C. The prototype product, while the prototype produced in the prototype stage can be a physical or digital product.
- D. The prototype produced in the ideate stage is based on a single idea, while the prototype produced in the prototype stage combines multiple ideas.
- E. The prototype produced in the ideate stage is usually rough and unfinished, while the prototype produced in the prototype stage is a final product.

27. What is the main difference between the **prototype stage** and the **testing stage** in Design Thinking?

Select one

- A. The prototype stage involves gathering feedback from users, while the testing stage involves creating a working model of the solution.
- B. The prototype stage involves defining the problem and identifying user needs, while the testing stage involves implementing the solution.
- C. The prototype stage involves creating a high-fidelity version of the solution, while the testing stage involves creating a Low-fidelity version of the solution.
- D. The prototype stage involves creating a rough model of the solution, while the testing stage involves refining and improving the solution.**
- E. The prototype stage involves generating ideas and concepts, while the testing stage involves validating and testing the solution with users.

28. Which of the following statements best describes the difference between the **empathy stage** and the **prototype stage** in design thinking?

Select one:

- A. The empathy stage is focused on brainstorming and generating ideas, while the prototype stage is focused on refining and finalizing a solution.
- B. The empathy stage is focused on understanding user needs and experiences, while the prototype stage is focused on creating and testing potential solutions.
- C. The empathy stage is focused on creating market research and analyzing industry trends, while the prototype stage is focused on creating a mockup of the final product
- D. The empathy stage is focused on conducting user interviews and surveys, while the prototype stage is focused on implementing a solution based on those findings.
- E. The empathy stage and the prototype stage are essentially the same, as they both involve creating and testing potential solutions.

29. Which of the following is **NOT** a key aspect of the **testing stage** in design thinking?

Select one:

- A. Identifying and solving usability issues
- B. Using data and insights to inform design decisions
- C. Creating a detailed project plan
- D. Iterative and rapid prototyping
- E. Gathering user feedback

30. What is the primary **output** of the **Empathize stage** in Design Thinking?

Select one;

- A. A comprehensive usability report for a product
- B. A detailed marketing plan for a product
- C. A set of design principles to guide the product design
- D. A fully functional prototype of a product
- E. A list of user needs and insights

31. Which of the following is an example of how personas are used in the context of Design Thinking?

Select one:

- A. To develop a deep understanding of the users for whom a product is being designed
- B. To create a detailed marketing plan for product
- C. To create wireframes and prototypes for a product
- D. To test the usability of a product
- E. To generate new ideas for a product

32. What is a **key performance indicator (KPI)** of the **Empathize stage** in Design Thinking?

Select one :

- A. The number of user observations conducted
- B. The amount of time spent ideating
- C. The number of solutions generated
- D. The number of prototypes developed
- E. The level of user satisfaction with the final product

33. Which of the following is a **key difference** between the **Define and Prototype stages** of Design Thinking?

Select one:

- A. The Define stage is about ideation and brainstorming, while the Prototype stage is about selecting and refining the best ideas
- B. The Define stage is about creating mockups and wireframes, while the Prototype stage is about creating functional prototypes.
- C. The Define stage involves creating low-fidelity prototypes, while the Prototype stage involves creating high-fidelity prototypes.
- D. The Define stage focuses on understanding the problem and user needs, while the Prototype stage focuses on generating and testing solutions.**
- E. The Define stage is mainly about user research, while the Prototype stage is mainly about market research

34. Which of the following is a **key activity** in the **Ideate stage** of the Design Thinking process?

Select one:

- A. Testing and iterating
- B. Building prototypes
- C. Conducting user interviews
- D. Creating user personas
- E. Generating ideas**

35. Which of the following is the **primary goal of needfinding** in design thinking?

Select one:

- A. To conduct user testing on a prototype
- B. To validate existing assumptions about users
- C. To gather data for market research
- D. To identify potential solutions to a problem
- E. To create a minimum viable product
- F. To develop a brand identity
- G. To create a detailed project plan
- H. To understand the needs and desires of users**

36. Which of the following is an **effective method for conducting needfinding** when designing a software product?

Select one:

- A. Conducting a competitive analysis of existing software products
- B. Conducting surveys with a broad audience
- C. Creating user personas based on assumptions
- D. Conducting interviews with potential users**
- E. Conducting A/B testing on a prototype
- F. Observing users in their natural environment
- G. Asking internal stakeholders for their opinions on user needs
- H. Identifying potential features based on market trends

37. Which of the following is a possible tool that can be used in the **prototype stage** of design thinking?



- A. Journey maps
- B. Empathy maps
- C. User stories
- D. Wireframes**
- E. SWOT analysis

38. Which of the following **activities** are typically carried out in the **Define stage** of Design Thinking when making a software product?

Select two :

- A. Identifying the user's pain points and challenges**
- B. Analyzing the competition and identifying gaps in the market
- C. Developing a comprehensive marketing plan for the product
- D. Defining the target audience and their needs**
- E. Conducting market research to determine the viability of the product
- F. Developing the final product based on user feedback
- G. Creating wireframes and prototypes of the product
- H. Establishing key performance indicators (KPIs) for the product

39. Which of the following is an example of an **output** of the **Define stage** in Design Thinking?

- A. A problem statement that defines the design challenge**
- B. A prototype of a product design
- C. A list of potential features for a product
- D. A detailed marketing plan for a product
- E. A usability test report for a product

40. Which of the following is an example of an **output** of the **Empathize stage** in Design Thinking?

- A. A list of potential features for a product
- B. A usability test report for a product
- C. A prototype of a product design
- D. A detailed marketing plan for a product
- E. A set of user personas representing the target user group**

41. What is the main **difference between the Empathize and Define** stages in Design Thinking?

- A. The Empathize stage focuses on generating ideas, while the Define stage focuses on prototyping and testing.
- B. The Empathize stage focuses on ideation, while the Define stage focuses on analyzing data.
- C. The Empathize stage focuses on testing solutions, while the Define stage focuses on brainstorming.
- D. The Empathize stage focuses on creating prototypes, while the Define stage focuses on user testing.
- E. The Empathize stage focuses on observing and understanding users, while the Define stage focuses on defining the problem to be solved.**

42. Which of the following is a **potential threat** of design thinking?
- A. Narrow focus on problem-solving
  - B. Lack of creativity
  - C. Inadequate time for research
  - D. All of the above**
  - E. Over-reliance on user feedback
43. What is a **key performance indicator (KPI)** of the **Define stage** in Design Thinking?
- A. The clarity of the problem statement developed**
  - B. The amount of time spent brainstorming ideas
  - C. The number of prototype iterations created
  - D. The number of user interviews conducted
  - E. The number of sketches or drawings produced
44. Which of the following statements is **true** about **needfinding** in design thinking for making a software product?
- A. Needfinding is only necessary if the software product is intended for a niche market.
  - B. Needfinding is a time-consuming process that is not worth the effort.
  - C. Needfinding is the final step in the design thinking process before the product is launched.
  - D. Needfinding is the process of brainstorming ideas for features and functionality of the software product.
  - E. Needfinding involves conducting research to understand the users' needs, preferences, and pain points.**
  - F. Needfinding is an optional step that can be skipped if the development team has a good understanding of the product requirements.
  - G. Needfinding is only relevant for software products that are being developed for the first time.
  - H. Needfinding involves creating prototypes to test with users in order to gather feedback and insights.
45. Which of the following statements correctly differentiates between the **Empathize and Define stages** in Design Thinking?
- A. Empathize is about identifying problems and opportunities, while Define is about developing prototypes and testing solutions.
  - B. Empathize is about creating a vision for the product or service, while Define is about determining the technical specifications and requirements.
  - C. Empathize is focused on generating ideas and solutions, while Define is focused on understanding the needs and perspectives of users.
  - D. Empathize involves brainstorming and ideation, while Define involves user testing and feedback gathering.
  - E. Empathize involves gathering insights about users and their needs, while Define involves synthesizing those insights into a clear problem statement.**
46. Which of the following is an accurate **description** of the **testing stage** in design thinking?

- A. Testing involves creating a working model or prototype of the solution to be tested with real users
- B. Testing is the final stage of the design thinking process, where the solution is implemented and launched to the market
- C. Testing is about refining and improving the solution based on user feedback and data analysis**
- D. Testing involves brainstorming and generating a wide range of potential solutions to a problem
- E. Testing is focused on understanding the needs and behaviors of users through interviews and observations

47. Which of the following statements accurately **describes** the **empathize stage** in design thinking for making a software product?

- A. The empathize stage involves creating personas based on hypothetical users of the software product.
- B. The empathize stage involves conducting user research to understand their needs, motivations, and pain points.**
- C. The empathize stage is the final step in the design thinking process before the product is launched.
- D. The empathize stage is focused solely on understanding the technical feasibility of the software product.
- E. The empathize stage involves brainstorming ideas for features and functionality of the software product.
- F. The empathize stage involves analyzing data from previous software products to create a new design.
- G. The empathize stage is optional and can be skipped if the development team has a good understanding of the product
- H. requirements.
- I. The empathize stage involves creating a detailed project plan and timeline for the development of the software product.

48. Which of the following is **NOT** a key component of the **Ideate stage** in the Design Thinking process?

Select one:

- A. Prototyping
- B. Brainstorming
- C. Mind mapping
- D. User testing**
- E. Concept development

49. Which of the following is a **key performance indicator (KPI)** for the **ideate stage** in design thinking?

Select one:

- A. Number of prototypes created
- B. Number of project milestones met
- C. Number of user interviews conducted
- D. Number of market research reports analyzed
- E. Number of design concepts generated**

50. What are potential **key performance indicators (KPIs)** that can be used to measure the **success of the Design Thinking** process for software products?

Select one:

- A. Customer retention rates
- B. App store ratings**
- C. Social media engagement
- D. Number of website visits
- E. Time to release new features

51. Which of the following statements describes the nature of the prototype in the **prototype stage and testing stage** in design thinking?

Select one:

- A. In the prototype stage, the prototype is a refined version of the solution, while in the testing stage, the prototype is a rough draft or mockup of the solution.
- B. In both the prototype stage and testing stage, the prototype is a rough draft or mockup of the solution.
- C. In the prototype stage, the prototype is a tangible representation of the solution, while in the testing stage, the prototype is a conceptual representation of the solution.
- D. In the prototype stage, the prototype is a functional representation of the solution, while in the testing stage, the prototype is a visual representation of the solution.
- E. In the prototype stage, the prototype is a rough draft or mockup of the solution, while in the testing stage, the prototype is a final version of the solution.**

52. Which of the following options correctly explains the main **difference** between **ideate stage and the prototype stage** in design thinking?

Select one:

- A. Ideate stage and prototype stage are the same stage, and they involve generating a wide range of ideas and building a physical representation of the selected idea.
- B. Ideate stage is about defining the problem and generating a wide range of ideas, while prototype stage is about selecting the best idea and refining it.
- C. Ideate stage is about refining the selected idea based on feedback, while prototype stage is about generating a wide range of ideas.
- D. Ideate stage is about generating a wide range of ideas and selecting the best ones, while prototype stage is about building a physical representation of the selected idea.**
- E. Ideate stage is about understanding the needs and problems of the users, while prototype stage is about testing the ideas with the users.

53. What is the **main goal** of the **prototype stage** in design thinking?

Select one:

- A. To build and test rough representations of the final product**
- B. To define the problem statement
- C. To empathize with the end-users
- D. To evaluate and analyze user feedback
- E. To ideate and generate creative solutions

54. Which of the following statements best describes the **difference** between the **Empathize and Ideate stages** in design thinking?

Select one:

- A. Empathize is focused on understanding the user's needs and problems, while Ideate is focused on generating solutions to those needs and problems.
- B. Empathize is focused on researching the market and industry, while Ideate is focused on testing and validating ideas.
- C. Empathize is focused on generating solutions to the user's needs and problems, while Ideate is focused on understanding those needs and problems.
- D. Empathize is focused on creating a prototype, while Ideate is focused on testing that prototype.
- E. Empathize and Ideate are the same stage in the design thinking process.

55. Which of the following is a **possible tool** or technique used in the **Define stage** of the Design Thinking process?

Select one:

- A. Storyboarding
- B. A/B testing
- C. User surveys
- D. Card sorting
- E. Mind mapping

56. Which of the following is **NOT** a key characteristic of the **Prototype stage** in design thinking?

Select one:

- A. Testing the solution with users
- B. Choosing the best solution concept
- C. Iterating and refining the solution based on feedback
- D. Creating a preliminary version of the solution
- E. Documenting and presenting the solution to stakeholders

57. Which of the following is a **potential output** of the **Design Thinking process**?

Select one:

- A. A financial report with revenue projections
- B. A fully developed product ready for mass production
- C. A detailed project plan with timelines and budgets
- D. A list of potential solutions to a problem
- E. A marketing strategy and advertising campaign

58. Which of the following statements is **true** about the **define stage** of design thinking for making a software product?

Select one:

- A. The define stage is focused on creating a marketing strategy for the software product.
- B. The define stage involves synthesizing the user research data collected in the empathize stage to identify the core problems and opportunities for the software product.
- C. The define stage is only necessary if the software product is intended for a large, mainstream market.

- D. The define stage is optional and can be skipped if the design team has a clear understanding of the product requirements.
- E. The define stage involves creating high-fidelity prototypes of the software product.
- F. The define stage involves conducting usability testing with users to validate design decisions.
- G. The define stage is primarily focused on creating a detailed project plan for the development team to follow.
- H. The define stage is the final stage of the design thinking process before the software product is launched.

59. Which of the following best describes the **output** of the **prototype stage** in design thinking?

Select one:

- A. A written report on the user feedback
- B. A detailed plan for implementation
- C. A high-fidelity representation of the solution**
- D. A budget estimate for the project
- E. A final product ready for launch

60. Which of the following statements accurately **describes** the **empathize stage** in design thinking for making a software product?

- A. Empathize is the process of gaining a deep understanding of users' needs, wants, and pain points by observing, listening,**
- B. Empathize involves developing prototypes of the software product and testing them with users.
- C. Empathize is a step where the development team focuses on optimizing the user interface and user experience.
- D. Empathize is a step where the development team determines the technology stack and architecture for the software product.
- E. Empathize is the process of generating a wide range of possible solutions to a software design problem.
- F. Empathize is a step where the development team analyzes the market competition and trends.
- G. Empathize is the process of creating a detailed roadmap for the software development process.
- H. Empathize involves gathering feedback from potential users through surveys and questionnaires.

# MPTI Game

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## To do

Testing n

In progress



## Complete

✓ Deployment seri 5

✓ Membuat objek dan attach link seri 5

✓ Membuat 3D Background seri 5

✓ Diskusi tema dan storyboard seri 5

✓ Testing 1 seri 4



✓ Testing 1 seri 5

✓ Deployment seri 4



✓ Membuat objek dan attach link seri 4



✓ Membuat 3D Background seri 4



✓ Diskusi tema dan storyboard seri 4





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✓ Diskusi tema dan storyboard seri 3

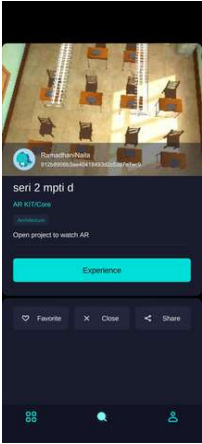
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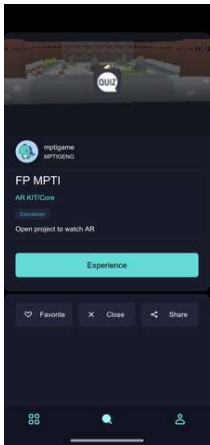
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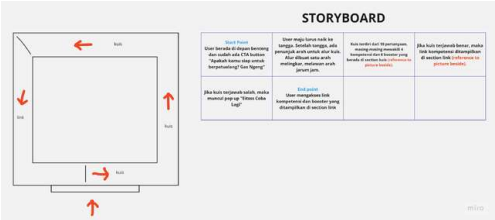
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✔ Deployment seri 1

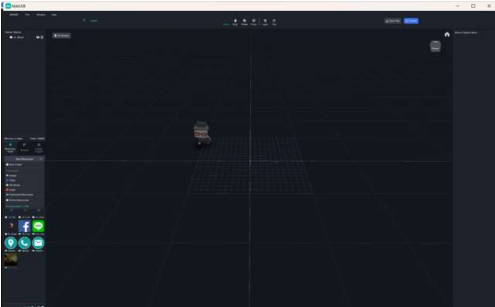
✔ Eksekusi lanjut seri 1

✔ Eksekusi awal seri 1



✔ Membuat storyboard game

✔ Membuat tema game



✔ Mempelajari Makar

