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Printed page: 02	Subject Code: ACSBS0503
	Roll No:
DA INSTITUTE OF ENGINEE	ERING AND TECHNOLOGY, GREATER NOIDA
	Autonomous Institute)
Course – R Tech	lam Technical University, Uttar Pradesh, Lucknow

Sessional Examination: III Semester: V Year- (2022 - 2023) Subject Name: Design Thinking

Max. Marks: 30 Time: 1.15 Hours

General Instructions:

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This Question paper consists of 02 pages & 05 questions. It comprises of three Sections -A, B, &C.

Section A -Q.No- 1 is objective type questions carrying 1 mark each, Q. No- 2 is very short answer type carrying 2 mark each. You are expected to answer them as directed.

Section B- Q. No- 3 is Short answer type questions carrying 5 marks each. Attempt any two out of three questions given.

Section C - Q. No-4 & 5 are Long answer type questions carrying 6 marks each. Attempt any					
one par					
	SECTION - A	[08Marks]			
All q	uestions are compulsory-	$(4\times1=4)$			
a.	Rules for Brainstorming are:	(1)	CO4		
	1. Only one conversation is allowed at a time				
	2. Think out of the blue				
	3. Only A		:		
	4. Both A and B				
b.	QBL is stand for	(1)	CO4		
	1. Quest-Based Learning				
	2. Quill bound learning				
	3. Quite bound learning				
	4. Quest bit learn				
c.	Usability testing helps in	(1)	CO5		
	1. Uncover problems				
	.2. discover opportunities				
	3. learn about users				
	4. all of the above				
d.	Value Proposition Design tool is used to	(1)	CO5		
	1. Map products and services against customer				
CO	gains	co.			
	All q a. b.	All questions are compulsory- a. Rules for Brainstorming are: 1. Only one conversation is allowed at a time 2. Think out of the blue 3. Only A 4. Both A and B b. QBL is stand for 1. Quest-Based Learning 2. Quill bound learning 3. Quite bound learning 4. Quest bit learn c. Usability testing helps in	SECTION – A [08Marks] All questions are compulsory- (4×1=4) a. Rules for Brainstorming are: 1. Only one conversation is allowed at a time 2. Think out of the blue 3. Only A 4. Both A and B b. QBL is stand for 1. Quest-Based Learning 2. Quill bound learning 3. Quite bound learning 4. Quest bit learn c. Usability testing helps in		

		provide gains to customers		
		3. Boin a and b		
2.	471	4. None of the above		
4.		questions are compulsory-	(4)	
	a.	Explain sketches and paper protest	$(2 \times 2 = 4)$	
		thinking. thinking.	(2)	CO4
	b.	Define shadowing.		
		SECTION D	(2)	CO5
3.	Ans	wer any two of the following-	[10Marks	1
	a.		$(2 \times 5 = 10)$	
		Write Short note on Double Diamond Approach	(5)	CO3
	b.			
	c.	Why is SWOT analysis important in prototyping?	(5)	CO4
	3	Differentiate between qualitations	(5)	C05
	9)	. (1986년 - 1984년 -	(0)	COS
4	Anov	SECTION - C	[12Mowles]	
).	AllSV	ver any one of the following-	[12Marks]	
	a.	Explain acting/role-play with :	$(1\times6=6)$	
	b.	r-story pinig.	(6)	CO4
		Define Guerrilla Interview. Explain the	(6)	COF
5.	Ancs	Significance of guerrilla research		CO5
	Ausi	ver any one of the following-	(1×6=6)	
	a.	How minimum viable product areas		
		How minimum viable product creation is beneficial in prototyping stage of design thinking.	(6)	CO4
		design minking.		
	b.	What is alpha testing? Describe in detail the		
		of alling them of	(6)	CO5
		validation. testing for software		
		그리는 경우 사람들이 하고 아름이 모르고 들어 보이면 살이 받는 아름이 모르겠다고 있다.		

2. Can identify how your products and services