

DESIGN FOR SOCIAL INNOVATION

QUIZ

Date: 29-Oct-2025

Time: 45 min

Max. Marks: 50

Section A: Very Short Answer Questions (3-5 lines each, 4 marks x 4 = 16 marks)

1. List any three NGOs whose guest lectures you have attended and describe briefly one NGO's domain and one key challenge it faces.
2. State your project's problem statement in 3-4 lines.
3. Mention the main stakeholders, specific expertise/experts and datasets needed for your project.
4. What does a strong Tech-Problem Fit mean? Give one short example from your project or class discussion.

Section B: Long Questions (One diagram + short note. 17 marks x 2 = 34 marks)

1. Refer to Section 3.3 — The Role of Technologies (Zhou et al., 2025) (attached in the next page).
 - a) What are the three roles that technology plays in managing innovation for social good.
 - b) These three roles influence designing solutions for Social Innovation. Discuss, specifically in the context of your own project, 3 observations of 3 lines each. Answer with specific references to your project.
2. Draw a simple functional or technical architecture diagram of your project. Label the key components (frontend, backend, database, APIs, ML/AI modules if any) and add a short 4-5 line description of the overall data flow.