| Questions . | Answer. |
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| Name three examples of companies you feel have short and meaningful names? CNN  AIRTEL and Uber | * Apple * Nike * Google |
| Define Design Thinking in your own language.  This is the gathering of useful findings, feedbacks, and development of prototype and understanding the difficulties and barriers that user experience | This is a problem-solving approach that focuses on understanding the needs and experiences of users, defining clear problem statements, and generating innovative solutions through creative brainstorming and iteration.  Design thinking is a non-linear, iterative process that teams use to understand users, challenge assumptions, redefine problems, and create innovative solutions. It’s particularly useful for tackling ill-defined or unknown problems. The process involves five phases:   1. **Empathize**: Research users’ needs. 2. **Define**: State users’ needs and problems. 3. **Ideate**: Challenge assumptions and create ideas. 4. **Prototype**: Start creating solutions. 5. **Test**: Try out the solutions |
| Name three stages of design Thinking.  Empathize  Define  Ideate | * Empathize * Define * Ideate |
| Name 4 stages of project Management.  You Define & identify a project  Plan for the project  Come up with factors that motivate one to do the project | * Identify the project * Planning-Goals if the project (both long term and short term) * Reasons for choosing to do the project/what problem is it solving to the society. * Capital and a ready market place.   The four stages of project management:  1. Initiation: Define the project scope, objectives, and feasibility.    2. Planning: Develop a detailed project plan, including tasks, resources, timelines, and budget.    3. Execution: Implement the project plan, manage resources, and coordinate tasks to achieve project deliverables.    4. Closure: Finalise all project activities, evaluate outcomes, and hand over deliverables to stakeholders. |
| What do you think is the best research method for your system.  Interviewing potential users & getting their feedback  Pilot testing to determine flaws  Observing & recording data  Identify the end user /market and look. For funding | Observing and recording behaviors and interactions.  Collecting data from a large sample of participants.  Analyzing real-life cases.  The best research method depends on your system's goals and context. Common methods include surveys for broad insights, interviews for detailed understanding, observation for real-time data, experiments to test hypotheses, and case studies for exploring specific instances. Choose based on your research goals, available resources, and the depth of insights needed. |
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