|  | Time left 0:50:39 | Hide |
|--|-------------------|------|
| Question 8   |                   |      |
| Not yet answered   |                   |      |
| Marked out of 1.00   |                   |      |
|  |                   |      |
| What are some key elements needed before testing ideas in design thinking?   |                   |      |
| a. List of competitors and their offerings   |                   |      |
| O b. Sticky notes and notepad to note any observations and feedback  |                   |      |
| O c. List of features, list of assumptions, simple prototypes  |                   |      |
| Od. 10-100 end products or services  |                   |      |
|  |                   |      |
| Question <b>9</b>  |                   |      |
| Not yet answered   |                   |      |
| Marked out of 1.00   |                   |      |
| <ul> <li>What are the two phases in which Design Thinking steps can be classified?</li> <li>a. Analytical and Systematic phases</li> <li>b. Convergent and Divergent phases</li> <li>c. Research and Development phases</li> <li>d. Initiate and Crash phases</li> </ul>                             |                   |      |
| Question 10  |                   |      |
| Not yet answered   |                   |      |
| Marked out of 1.00   |                   |      |
| <ul> <li>What are TRIZ principles useful for?</li> <li>a. To give a glimpse of the problem at hand</li> <li>b. To separate problems, ideas and concepts into categories</li> <li>c. They are triggers to generate ideas</li> <li>d. As moral guidelines for one to lead a meaningful life</li> </ul> |                   |      |

https://gulms.galgotiasuniversity.org/mod/quiz/attempt.php?attempt=34782&cmid=5752&page=1

| Question 11   |   |
|---|---|
| Not yet answered  |   |
| Marked out of 1.00  |   |
|   |   |
| What is the purpose of benchmarking in the design innovation process?                             |   |
| ○ a. To measure progress of the project team  |   |
| O b. To define constraints for the project team   |   |
| <ul> <li>○ c. To copy existing solution from competitors</li> </ul>                               |   |
| O d. To limit creativity of design team   |   |
|   |   |
| Question 12   |   |
| Not yet answered  |   |
| Marked out of 1.00  |   |
|   |   |
| What role does iteration play in the design thinking process?                                     |   |
| a. Refining and improving solutions based on feedback   |   |
| O b. Repeating the same steps   |   |
| O c. Completing the project faster  |   |
| O d. Ignoring user feedback   |   |
|   |   |
| Question 13   |   |
| Not yet answered  |   |
| Marked out of 1.00  |   |
|   |   |
| What role does iteration play in the Test Phase of design thinking?                               |   |
| a. Iteration involves making small adjustments to the prototype based on user feedback.           |   |
| <ul><li>b. Iteration is not necessary in the Test Phase.</li></ul>                                |   |
| <ul><li>c. Iteration is only used if the initial prototype fails testing.</li></ul>               |   |
| <ul><li>d. Iteration involves repeating the entire design process from start to finish.</li></ul> |   |
|   |   |
| Question 14   |   |
| Not yet answered  |   |
| Marked out of 1.00  |   |
|   |   |
| When you generate ideas, what do you have to check before proceeding to the next stage?           |   |
|   |   |
| O a. Check if the person funding the project will like the ideas                                  |   |
|   |   |
| O b. Check if the conflict that you started to solve is indeed solved                             |   |
| O c. Check if the customers will like such ideas  | ^ |
|   | ^ |