

IIT-ROPAR

MMTTP FDP - Capacity Building Programme in Artificial
Intelligence - A Faculty Voyage Into AI April 1st, 2025

Final Project

CHOSEN TOPIC: **DESIGN THINKING**

QUIZ LINK:

<https://quizizz.com/embed/quiz/6809c1fed0ee6c643a109e22>



Design Thinking Quiz

10 Questions • Professional Development • Education

QUIZZZ Worksheets

Design Thinking Quiz

Total questions: 10

Worksheet time: 5mins

Instructor name: Subramaniya R

Name

Class

Date

1. What is the primary focus of Design Thinking?
 - a) Technical specifications
 - b) Cost reduction
 - c) Market trends
 - d) User experience
2. Which of the following is NOT a key concept of Design Thinking?
 - a) Prototyping
 - b) Empathy
 - c) Iteration
 - d) Standardization
3. What does the 'Empathize' stage in the Stanford d.school model involve?
 - a) Testing prototypes
 - b) Understanding user needs
 - c) Generating ideas
 - d) Defining the problem
4. In which decade did Herbert Simon publish 'The Sciences of the Artificial'?
 - a) 1950s
 - b) 1970s
 - c) 1960s
 - d) 1980s
5. How does the IDEO model differ from the Stanford d.school model?
 - a) It does not include user feedback
 - b) It is less linear
 - c) It has more stages
 - d) It focuses solely on prototyping
6. What is the purpose of prototyping in Design Thinking?
 - a) To create a tangible representation of ideas
 - b) To finalize the design
 - c) To gather market data
 - d) To eliminate user feedback

7. Which company used Design Thinking to revamp their snack packaging?
- a) PepsiCo
 - b) Unilever
 - c) Coca-Cola
 - d) Nestlé
8. What is a key benefit of using empathy in Design Thinking?
- a) It simplifies the prototyping phase
 - b) It reduces costs
 - c) It ensures user-centric solutions
 - d) It speeds up the design process
9. How did the Mount Vernon School apply Design Thinking?
- a) By prioritizing teacher-centered learning
 - b) By eliminating traditional teaching methods
 - c) By focusing on standardized testing
 - d) By integrating it across subjects
10. What is the main goal of iteration in Design Thinking?
- a) To continuously improve based on feedback
 - b) To finalize the product
 - c) To limit user involvement
 - d) To reduce the number of prototypes