What is design thinking?
- A. A systematic approach to creative problem solving
- B. A set of rules for graphic design
- C. A marketing strategy
- D. None of the above
- Answer: A

Which of the following is NOT a stage of the design thinking process?
- A. Ideate
- B. Analyze
- C. Prototype
- D. Implement
- Answer: B

Who is credited with popularizing the term "design thinking"?
- A. Steve Jobs
- B. Tim Brown
- C. Thomas Edison
- D. Leonardo da Vinci
- Answer: B

In which industry did design thinking originate?
- A. Technology
- B. Manufacturing
- C. Design
- D. Healthcare
- Answer: C

What is the primary goal of empathizing in the design thinking process?
- A. To understand the needs and motivations of the users
- B. To create a prototype
- C. To brainstorm ideas
- D. To analyze data
- Answer: A

Which of the following is NOT a common method for prototyping in design thinking?
- A. 3D printing
- B. Sketching
- C. Storyboarding
- D. Surveying
- Answer: D

What is the purpose of the "test" stage in design thinking?

- A. To finalize the design
- B. To gather feedback and refine the prototype
- C. To brainstorm new ideas
- D. To create a detailed plan for implementation
- Answer: B

What role does iteration play in the design thinking process?
- A. It is not important
- B. It allows for continuous improvement
- C. It is used to gather data
- D. It helps to speed up the process
- Answer: B

Which of the following is NOT a characteristic of design thinking?
- A. Linear process
- B. Human-centered
- C. Iterative
- D. Collaborative
- Answer: A

How does design thinking differ from traditional problem-solving methods?
- A. It focuses on empathy and experimentation
- B. It follows a strict, linear process
- C. It relies heavily on data analysis
- D. It does not involve collaboration
- Answer: A

What is the benefit of using brainstorming in the design thinking process?
- A. It helps to generate a wide range of ideas
- B. It speeds up the process
- C. It eliminates the need for prototyping
- D. It focuses only on practical solutions
- Answer: A

What is a persona in the context of design thinking?
- A. A type of prototype
- B. A fictional character representing a user group
- C. A design tool
- D. A marketing strategy
- Answer: B

Which of the following is NOT a key principle of design thinking?
- A. Bias towards action
- B. Solution-oriented
- C. Embrace ambiguity

- D. Avoid experimentation
- Answer: D

How does prototyping help in the design thinking process?
- A. It helps to visualize ideas
- B. It allows for quick testing and iteration
- C. It gathers feedback from users
- D. All of the above
- Answer: D

What is the purpose of storytelling in design thinking?
- A. To entertain users
- B. To communicate the user's journey and experience
- C. To create a brand image
- D. None of the above
- Answer: B

Why is collaboration important in design thinking?
- A. It brings diverse perspectives and expertise
- B. It speeds up the process
- C. It ensures that the final solution is perfect
- D. It eliminates the need for iteration
- Answer: A

Which of the following is NOT a step in the design thinking process?
- A. Ideate
- B. Empathize
- C. Analyze
- D. Execute
- Answer: D

What is the main goal of the prototyping stage in design thinking?
- A. To create a final product
- B. To test and refine ideas
- C. To gather data
- D. To analyze the market
- Answer: B

What is the role of the "how might we" question in design thinking?
- A. To define the problem
- B. To brainstorm solutions
- C. To analyze data
- D. None of the above
- Answer: B

How does design thinking promote innovation?

- A. By encouraging experimentation and creativity
- B. By following strict rules and guidelines
- C. By focusing only on practical solutions
- D. By avoiding collaboration
- Answer: A

What is the purpose of the "define" stage in design thinking?
- A. To analyze data
- B. To brainstorm ideas
- C. To clearly define the problem
- D. To create a prototype
- Answer: C

Which of the following is NOT a key component of design thinking?
- A. User empathy
- B. Data analysis
- C. Iteration
- D. Collaboration
- Answer: B

How does design thinking help in business?
- A. By creating innovative products and services
- B. By improving customer experience
- C. By fostering a culture of innovation
- D. All of the above
- Answer: D

What is the benefit of using visual tools in the design thinking process?
- A. They help to communicate ideas more effectively
- B. They eliminate the need for prototyping
- C. They speed up the process
- D. They focus only on practical solutions
- Answer: A

Which of the following is NOT a stage in the design thinking process?
- A. Define
- B. Analyze
- C. Prototype
- D. Repeat
- Answer: D

How does design thinking encourage a bias towards action?
- A. By emphasizing the importance of prototyping and testing ideas
- B. By discouraging experimentation
- C. By following a strict, linear process

- D. By avoiding collaboration
- Answer: A

What is the benefit of using design thinking in education?
- A. It helps students develop problem-solving skills
- B. It encourages creativity and innovation
- C. It prepares students for real-world challenges
- D. All of the above
- Answer: D

What is the main focus of the "ideate" stage in design thinking?
- A. To analyze data
- B. To prototype ideas
- C. To generate creative solutions
- D. To define the problem
- Answer: C

How does design thinking incorporate feedback from users?
- A. Through prototyping and testing
- B. Through data analysis
- C. Through brainstorming
- D. None of the above
- Answer: A

What is the purpose of the "empathize" stage in design thinking?
- A. To define the problem
- B. To gather insights about users
- C. To brainstorm ideas
- D. To create a prototype
- Answer: B

How does design thinking help in addressing complex problems?
- A. By breaking down the problem into smaller, manageable parts
- B. By following a rigid, step-by-step process
- C. By relying on intuition rather than data
- D. None of the above
- Answer: A

What is the role of experimentation in design thinking?
- A. To validate ideas and gather feedback
- B. To eliminate the need for prototyping
- C. To speed up the process
- D. None of the above
- Answer: A

How does design thinking encourage a human-centered approach?

- A. By focusing on the needs and experiences of users
- B. By following industry standards
- C. By avoiding collaboration
- D. None of the above
- Answer: A

What is the main goal of the "test" stage in design thinking?
- A. To finalize the design
- B. To gather feedback and refine the prototype
- C. To brainstorm new ideas
- D. To create a detailed plan for implementation
- Answer: B

How does design thinking promote collaboration?
- A. By bringing together people with diverse perspectives and expertise
- B. By following a strict, linear process
- C. By relying on a single expert
- D. None of the above
- Answer: A

What is the benefit of using prototypes in the design thinking process?
- A. They help to visualize ideas
- B. They allow for quick testing and iteration
- C. They gather feedback from users
- D. All of the above
- Answer: D

Which of the following is NOT a characteristic of design thinking?
- A. Linear process
- B. Human-centered
- C. Iterative
- D. Collaborative
- Answer: A

What is the purpose of the "prototype" stage in design thinking?
- A. To create a final product
- B. To test and refine ideas
- C. To gather data
- D. To analyze the market
- Answer: B

What is the role of the "how might we" question in design thinking?
- A. To define the problem
- B. To brainstorm solutions
- C. To analyze data

- D. None of the above
- Answer: B

How does design thinking promote innovation?

- A. By encouraging experimentation and creativity
- B. By following strict rules and guidelines
- C. By focusing only on practical solutions
- D. By avoiding collaboration
- Answer: A