**IDT Module-1**

**Understanding Design Thinking**

**Question Bank**

1. What is design thinking?

(A) A process for solving problems and creating new products and services

(B) A way of thinking that is focused on human needs and desires

(C) A method for prototyping and testing new ideas

(D) All of the above

Answer: (D)

2. What are the five stages of the design thinking process?

(A) Empathize, Define, Ideate, Prototype, and Test

(B) Understand, Define, Create, Deliver, and Reflect

(C) Discover, Interpret, Develop, Implement, and Evaluate

(D) None of the above

Answer: (A)

3. What is the goal of the empathize stage of design thinking?

(A) To understand the needs and wants of the target users

(B) To define the problem that needs to be solved

(C) To generate ideas for solutions

(D) To create a prototype of a solution

Answer: (A)

4. What is the goal of the define stage of design thinking?

(A) To understand the needs and wants of the target users

(B) To define the problem that needs to be solved

(C) To generate ideas for solutions

(D) To create a prototype of a solution

Answer: (B)

5. What is the goal of the ideate stage of design thinking?

(A) To understand the needs and wants of the target users

(B) To define the problem that needs to be solved

(C) To generate ideas for solutions

(D) To create a prototype of a solution

Answer: (C)

6. What is the goal of the prototype stage of design thinking?

(A) To understand the needs and wants of the target users

(B) To define the problem that needs to be solved

(C) To generate ideas for solutions

(D) To create a prototype of a solution

Answer: (D)

7. What is the goal of the test stage of design thinking?

(A) To understand the needs and wants of the target users

(B) To define the problem that needs to be solved

(C) To generate ideas for solutions

(D) To evaluate a prototype of a solution and get feedback from users

Answer: (D)

8. Design thinking is a linear process.

(A) True

(B) False

Answer: (B)

9. Design thinking is a human-centered approach to problem-solving.

(A) True

(B) False

Answer: (A)

10. Design thinking can be used to solve problems of any size and complexity.

(A) True

(B) False

Answer: (A)

11. Which of the following is NOT a characteristic of design thinking?

(A) It is a collaborative process.

(B) It is a nonlinear process.

(C) It is a human-centered process.

(D) It is a process that relies on intuition and gut feeling.

Answer: (D)

12. Which of the following is a benefit of using design thinking?

(A) It can help you to identify and solve problems more effectively.

(B) It can help you to develop innovative solutions.

(C) It can help you to create products and services that meet the needs and wants of your users.

(D) All of the above.

Answer: (D)

13. Which of the following is an example of a design thinking tool?

(A) Empathy map

(B) Customer journey map

(C) Brainstorming

(D) All of the above.

Answer: (D)

14. What is the difference between a prototype and a final product?

(A) A prototype is a rough draft of a solution, while a final product is a fully polished and tested solution.

(B) A prototype is used to test and refine a solution, while a final product is used to deliver a solution to customers.

(C) A prototype is a way to get feedback on a solution from users, while a final product is a way to sell a solution to customers.

(D) All of the above.

Answer: (D)

15. Which stage of the design thinking process is focused on understanding the needs and wants of the target users?

(A) Empathize

(B) Define

(C) Ideate

(D) Prototype

Answer: (A)

16. Which stage of the design thinking process is focused on defining the problem that needs to be solved?

(A) Empathize

(B) Define

(C) Ideate

(D) Prototype

Answer: (B)

17. Which stage of the design thinking process is focused on generating ideas for solutions?

(A) Empathize

(B) Define

(C) Ideate

(D) Prototype

Answer: (C)

18. Which stage of the design thinking process is focused on creating a prototype of a solution?

(A) Empathize

(B) Define

(C) Ideate

(D) Prototype

Answer: (D)

19. Which stage of the design thinking process is focused on evaluating a prototype of a solution and getting feedback from users?

(A) Empathize

(B) Define

(C) Ideate

(D) Test

Answer: (D)

20. Which of the following is NOT a stage of the design thinking process?

(A) Empathize

(B) Define

(C) Ideate

(D) Implement

Answer: (D)

21. The design thinking process is linear.

(A) True

(B) False

Answer: (B)

22. The design thinking process is human-centered.

(A) True

(B) False

Answer: (A)

23. The design thinking process can be used to solve problems of any size and complexity.

(A) True

(B) False

Answer: (A)

24. Which of the following is NOT a factor that contributed to the origins of design thinking?

(A) The development of psychological studies on creativity in the 1940s

(B) The development of creativity techniques in the 1950s

(C) The emergence of the field of human-computer interaction in the 1960s

(D) The rise of the personal computer in the 1980s

Answer: (D)

25. Which of the following people is often credited with being the "father of design thinking"?

(A) Herbert A. Simon

(B) Larry Leifer

(C) Tim Brown

(D) David Kelley

Answer: (B)

26. Which of the following companies is widely associated with the development of design thinking?

(A) Apple

(B) Google

(C) IBM

(D) IDEO

Answer: (D)

27. Which of the following is one of the core principles of design thinking?

(A) Empathy

(B) Iteration

(C) Collaboration

(D) All of the above

Answer: (D)

28. Which of the following is NOT a key characteristic of design thinking?

(A) It is a human-centered approach to problem-solving.

(B) It is a nonlinear process.

(C) It is a process that relies on intuition and gut feeling.

(D) It is a process that is focused on developing innovative solutions.

Answer: ©

29. Which of the following is NOT one of the three core activities of design thinking, according to IDEO?

(A) Inspiration

(B) Ideation

(C) Implementation

(D) Iteration

Answer: (C)

30. Which of the following is the first step in IDEO's design thinking process?

(A) Understand

(B) Define

(C) Generate

(D) Prototype

Answer: (A)

31. What is the goal of the "Understand" phase of IDEO's design thinking process?

(A) To develop a deep understanding of the needs and wants of the target users

(B) To define the problem that needs to be solved

(C) To generate ideas for solutions

(D) To create a prototype of a solution

Answer: (A)

32. What is the goal of the "Generate" phase of IDEO's design thinking process?

(A) To come up with as many creative ideas for solutions as possible

(B) To select the most promising ideas for further development

(C) To create a prototype of a solution

(D) To test the prototype with users and get feedback

Answer: (A)

33. What is the goal of the "Prototype" phase of IDEO's design thinking process?

(A) To create a working model of a solution

(B) To test the prototype with users and get feedback

(C) To refine and improve the prototype based on user feedback

(D) All of the above

Answer: (D)

34. Which of the following is NOT a challenge of design thinking?

(A) Lack of buy-in from senior leadership

(B) Difficulty in getting users involved in the process

(C) Lack of time and resources

(D) Reliance on intuition and gut feeling

Answer: (D)

35. Which of the following is the most common challenge of design thinking?

(A) Lack of buy-in from senior leadership

(B) Difficulty in getting users involved in the process

(C) Lack of time and resources

(D) All of the above

Answer: (A)

36. What is one way to overcome the challenge of lack of buy-in from senior leadership?

(A) Educate senior leadership about the benefits of design thinking

(B) Find a project that is aligned with senior leadership's priorities

(C) Get senior leadership involved in the design thinking process

(D) All of the above

Answer: (D)

37. What is one way to overcome the challenge of difficulty in getting users involved in the process?

(A) Make it easy for users to participate in the design thinking process

(B) Offer incentives to users for participating in the design thinking process

(C) Partner with organizations that have experience in recruiting and engaging users

(D) All of the above

Answer: (D)

38. What is one way to overcome the challenge of lack of time and resources?

(A) Focus on small, achievable projects

(B) Use low-cost or free design thinking tools and resources

(C) Get buy-in from senior leadership and other stakeholders to allocate more time and resources to design thinking

(D) All of the above

Answer: (D)

39. Design thinking was developed by which of the following companies?

(A) IDEO

(B) IBM

(C) Apple

(D) Google

Answer: (A)

40. Which of the following people is often credited with being the "father of design thinking"?

(A) Herbert A. Simon

(B) Larry Leifer

(C) Tim Brown

(D) David Kelley

Answer: (B)

41. Which of the following decades did design thinking begin to emerge as a distinct field?

(A) 1960s

(B) 1970s

(C) 1980s

(D) 1990s

Answer: (C)

42. What is one of the key influences on the development of design thinking?

(A) The human-computer interaction movement

(B) The cognitive psychology of creativity

(C) The business process re-engineering movement

(D) All of the above

Answer: (D)

43. What is one of the core principles of design thinking?

(A) Empathy

(B) Collaboration

(C) Iteration

(D) All of the above

Answer: (D)

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