

DESIGN THINKING QUESTION BANK

Level L1: Remembering

1. Define 'Shared model' in the context of team-based design.
2. List the key principles of Design Thinking.
3. What is an MVP (Minimum Viable Product), and how does it differ from prototyping?
4. Identify the main components of real-time design interaction capture and analysis.
5. Name three global trends in presentation design and collaboration.

Level L2: Understanding

6. Explain the importance of empathy in the design process and provide an example of how it can be applied.
7. Describe how collaboration in distributed design enhances efficiency.
8. Summarize the relationship between Design Thinking and Business Process Modelling.
9. Interpret the role of MVP in the design and development process, providing an example.
10. Compare and contrast real-time design interaction capture and traditional methods of design analysis.

Level L3: Applying

11. Demonstrate how you would use Design Thinking in a new product development scenario.
12. How would you apply the concept of empathy to understand the needs of the end-users in a design project?
13. Outline a plan to implement real-time design interaction capture and analysis in a digital space.
14. Propose a strategy to promote collaboration in a distributed design environment across different time zones.
15. Create a prototype or MVP for a given design problem and justify your choice between the two.

Level L4: Analysing

16. Analyse the impact of implementing Design Thinking in improving business processes in a specific industry.
17. Evaluate the effectiveness of shared models in team-based design, citing specific examples.
18. Assess the importance of empathy in achieving successful design outcomes. Provide evidence to support your conclusions.
19. Break down the stages of real-time design interaction capture and analysis and discuss their significance in enabling efficient collaboration in a digital space.

20. Critically analyse the role of MVP or Prototyping in reducing risks and saving resources in a development process.
21. Explore how the global trends in presentation design have evolved in the last decade and analyse their impact.
22. Analyse the advantages and disadvantages of collaboration in distributed design. Provide real-world examples.
23. Evaluate the role of real-time design interaction capture in improving collaboration and productivity in digital space.
24. Assess how Design Thinking can be integrated into traditional Business Process Modelling and analyse the potential benefits and challenges.
25. Break down the process of applying empathy in design, analysing its effect on user experience and satisfaction.
26. Analyse a case where team-based design failed and evaluate the factors that contributed to the failure.
27. Evaluate the effectiveness of different tools used for real-time design interaction capture and analysis.
28. Analyse how collaboration in distributed design affects creativity and innovation. Use examples to support your argument.
29. Evaluate the influence of global trends on presentation signers and discuss how they can adapt to these trends
30. Critically analyse the choice between MVP and Prototyping in a real-world project, discussing the pros and cons of each approach.