**MODULE-1**

**1. Which of the following is NOT considered a fundamental design component?**

a) Dot  
b) Line  
c) Texture  
d) Form

**Answer:** **c) Texture**

### 2. ****What is a key characteristic of ‘Design Thinking’ compared to traditional design methods?****

a) It is rigid and follows a linear process  
b) It emphasizes user-centered problem solving  
c) It focuses primarily on aesthetics  
d) It doesn’t include user feedback

**Answer:** b) **It emphasizes user-centered problem solving**

**3. What is the definition of ‘form’ in design?**

a) The visual elements created by the use of color  
b) A three-dimensional shape that has length, width, and depth  
c) A visual outline or edge of an object  
d) A pattern created by repeating shapes

**Answer:** **b) A three-dimensional shape that has length, width, and depth**

**4. What does ‘line’ in design represent?**

a) A static element  
b) A visual path that connects two points  
c) A dimension of color  
d) A three-dimensional aspect of a design

**Answer: b) A visual path that connects two points**

### 5. ****What is a key characteristic of ‘Design Thinking’ compared to traditional design methods?****

### a) It is rigid and follows a linear process b) It emphasizes user-centered problem solving c) It focuses primarily on aesthetics d) It doesn’t include user feedback

**Answer: b) It emphasizes user-centered problem solving**

**6. Which of the following is a phase of the Design Thinking process?**

a) Ideation  
b) Implementation  
c) Finalization  
d) Execution

**Answer:** **a) Ideation**

### 7. ****What does ‘iteration’ in Design Thinking refer to?****

a) Repeating the same design process without changes  
b) The process of refining and improving designs through continuous feedback  
c) The final stage of the design process  
d) Collecting user data for analysis

**Answer:** **b) The process of refining and improving designs through continuous feedback**

**8. Which of the following is an important aspect of ‘Empathy’ in the Design Thinking process?**

a) Creating a business plan  
b) Understanding the users' needs, problems, and desires  
c) Establishing deadlines  
d) Making designs aesthetically pleasing

**Answer:** **b) Understanding the users' needs, problems, and desires**

**9. Which of the following new materials are commonly used in modern industrial design?**

a) Steel and glass  
b) Carbon fiber and smart fabrics  
c) Leather and wood  
d) Plastic and rubber

**Answer: b) Carbon fiber and smart fabrics**

**10. Which of the following is the correct order of stages in Design Thinking?**

a) Empathize, Define, Ideate, Prototype, Test  
b) Define, Prototype, Empathize, Test, Ideate  
c) Test, Ideate, Prototype, Empathize, Define  
d) Empathize, Test, Prototype, Ideate, Define

**Answer: a) Empathize, Define, Ideate, Prototype, Test**

### 11. ****Which of the following describes ‘shape’ in design?****

a) A two-dimensional figure with only length  
b) A three-dimensional object that has depth  
c) A two-dimensional figure with both length and width  
d) A color variation used to create emphasis

**Answer: c) A two-dimensional figure with both length and width**

### 12. ****In which design phase is user feedback most critical for refining ideas?****

a) Ideation  
b) Empathize  
c) Prototype  
d) Test

**Answer:** **d) Test**

### ****13.In the context of Design Thinking, which stage is focused on gathering insights about the users’ needs and challenges?****

a) Empathize  
b) Ideate  
c) Test  
d) Prototype

**Answer:** **a) Empathize**

### ****14.Which of the following is a primary benefit of the ‘Prototype’ stage in Design Thinking?****

a) To solve the problem immediately  
b) To explore the potential solutions through tangible models  
c) To analyze market trends  
d) To define the scope of the design project

**Answer:** **b) To explore the potential solutions through tangible models**

### 15. ****What is the primary purpose of the ‘Test’ phase in Design Thinking?****

a) To refine and improve the prototype based on user feedback  
b) To generate new ideas for the design  
c) To identify user needs  
d) To finalize the project scope

**Answer:** a) **To refine and improve the prototype based on user feedback**

**MODULE-2**

### 1. ****Which of the following is the first phase in the Design Thinking process?****

a) Analyze  
b) Ideate  
c) Empathize  
d) Prototype

**Answer:** c) Empathize

### ****2.In the Design Thinking process, what is the goal of the ‘Analyze’ phase?****

a) To generate ideas for potential solutions  
b) To understand and define the problem based on user feedback  
c) To create physical prototypes  
d) To test the solution with users

**Answer:** b) To understand and define the problem based on user feedback

### 3. ****What is the primary objective of the ‘Ideate’ phase in Design Thinking?****

a) To test and gather feedback on solutions  
b) To define the project scope  
c) To generate a wide range of ideas and potential solutions  
d) To analyze the feasibility of solutions

**Answer:** c) To generate a wide range of ideas and potential solutions

### ****5.Which phase in the Design Thinking process focuses on creating tangible representations of ideas?****

a) Empathize  
b) Prototype  
c) Analyze  
d) Ideate

**Answer:** b) Prototype

### ****6.What is the primary purpose of the ‘Test’ phase in Design Thinking?****

a) To create a detailed business plan  
b) To evaluate ideas and solutions through user feedback and iteration  
c) To generate new ideas  
d) To analyze market trends

**Answer:** b) To evaluate ideas and solutions through user feedback and iteration

### ****7.How does Design Thinking drive inventions?****

a) By focusing purely on aesthetics and ignoring user needs  
b) By encouraging innovative solutions based on deep user understanding and iterative testing  
c) By creating a fixed, linear process for product development  
d) By creating mass-produced products without user input

**Answer:** b) By encouraging innovative solutions based on deep user understanding and iterative testing

### ****8.How is Design Thinking applied in social innovations?****

a) By using standard design solutions without considering the community’s needs  
b) By involving affected communities to co-create solutions that are sustainable and user-centered  
c) By focusing primarily on profit-driven solutions  
d) By focusing only on technology-driven products

**Answer:** b) By involving affected communities to co-create solutions that are sustainable and user-centered

### 9. ****Which of the following tools is used to map out the entire experience a user has with a product or service over time?****

a) Customer Journey Map  
b) Brainstorming  
c) Prototype  
d) Personas

**Answer:** a) Customer Journey Map

### 10. ****Which of the following tools is best used to generate a wide variety of ideas without judgment?****

a) Brainstorming  
b) Journey Mapping  
c) Product Development  
d) Prototyping

**Answer:** a) Brainstorming

### 11. ****Which of these is a key characteristic of ‘Personas’ in Design Thinking?****

a) They represent fictional, generalized users created from research and data  
b) They focus solely on the technical specifications of a product  
c) They define the market size and profitability of a design  
d) They are used for financial forecasting

**Answer:** a) They represent fictional, generalized users created from research and data

### 12. ****Which tool in Design Thinking helps in visualizing the user’s emotions, frustrations, and interactions throughout their journey?****

a) Product Development  
b) Customer Journey Map  
c) Prototyping  
d) Cost-benefit Analysis

**Answer:** b) Customer Journey Map

### 13. ****In the context of Design Thinking, what is ‘Personas’ used for?****

a) To gather raw data about the project  
b) To represent different user types based on research  
c) To create a business model  
d) To perform a financial analysis

**Answer:** b) To represent different user types based on research

### 14. ****What is the primary role of a ‘Product Development’ tool in Design Thinking?****

a) To generate ideas for potential solutions  
b) To analyze how a product can be marketed  
c) To turn ideas into tangible, functional prototypes for testing  
d) To test solutions based on feedback

**Answer:** c) To turn ideas into tangible, functional prototypes for testing

### 15. ****Which of these tools in Design Thinking is useful for generating diverse solutions by considering all possible approaches?****

a) Personas  
b) Brainstorming  
c) Journey Mapping  
d) Prototype

**Answer:** b) Brainstorming