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Printed Page:-		age:- Subject Coo Roll. No:	de:- AN	MICS	SE0	503				
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		M.Tech(Integrat		Juck	110 v	v)				
		SEM: V - THEORY EXAMINATION (202	5)					
		Subject: Design Thinking-	II							
	_	Hours					Max	κ. M	Iarks :	: 100
		nstructions:		4				1	1.	a 4 a
		fy that you have received the question paper with th uestion paper comprises of three Sections -A, B, & C								?TC.
		(MCQ's) & Subjective type questions.	. Il COI	isisis	, <i>O</i> j	1 v1 u i i	ipie	Cn	Dice	
		ım marks for each question are indicated on right -l	hand si	de oj	f ea	ch qı	uesti	ion.		
3. Illus	strate	te your answers with neat sketches wherever necesso	ary.							
		suitable data if necessary.								
v		bly, write the answers in sequential order.	-1 1	1	1	1 4	1			
		et should be left blank. Any written material after a l /checked.	otank si	neet	wiii	not	рe			
cvana	ica, ci	encerca.								
<u>SECT</u>	ION-	<u>N-A</u>				X				20
1. Atte	mpt a	t all parts:-								
1-a.	Si	Six Key Steps to a Design Thinking Mindset involv	es: (CC)1,K	1)					1
	(a)	Frame a Question								
	(b)									
	(c)									
	(d)	All of the above								
1-b.	D	Divergence involves: (CO1,K2))								1
	(a)	Ideate, What if & Brainstorm.								
	(b)									
	(c)		any situ	uatio	n.					
	(d)		•			n pro	cess	S.		
1-c.	В	Brainstorming rules includes: (CO2,K1)	•			•				1
	(a)									
	(b)									
	(c)									
	(d)									
1-d.	` ′	Convergent thinking can be examined through which	h lense	es- (C	CO2	2,K1)			1
	(a)			(-	- -	, -,	•			_
	(b)	•								
	(c)	-								

	(d)	All of the above		
1-e.	Taguchi's method also known as (CO3,K2)			
	(a)	user acceptance testing		
	(b)	user interface model		
	(c)	robust design methods		
	(d)	all of the above		
1-f.		duerrilla research is a quick andway of learning about and inderstanding experiences (CO3,K1)	1	
	(a)	low cost		
	(b)	high cost		
	(c)	different		
	(d)	boring		
1-g.	T	uckman propounded the model for: (CO4,K2)	1	
	(a)	Group behaviour		
	(b)	General management		
	(c)	Effective communication		
	(d)	Team building		
1-h.	Ir	n DMAIC, "C" stands for: (CO4,K1)	1	
	(a)	DMAIC, "C" stands for: (CO4,K1) Control Compare Collect		
	(b)	Compare		
	(c)	Collect		
	(d)	Confirm		
1-i.	Н	(uman Centered Approach deals with:(CO5,K1)	1	
	(a)	Nature		
	(b)	Community		
	(c)	Individual		
	(d)	All of these		
1-j.		the Johari Window, the things that we know about ourselves and keep to urselves represent our (CO5,K2)	1	
	(a)	blind self.		
	(b)	unknown self		
	(c)	hidden self.		
	(d)	open self.		
2. Att	empt	all parts:-		
2.a.	Н	low does the McDonald's Milkshakes improved customer experience? (CO1,K1)	2	
2.b.	D	viscuss 10-100-1000 gm law of design thinking. (CO2,K2)	2	
2.c.		aura has a sampling frame of all the people who are members of a club. She ives each member a unique reference number and uses a random number	2	

	answer. (CO3,K3)	
2.d.	Describe the durability in reference to quality. (CO4,K1)	2
2.e.	Define FIRO-B Test. (CO5,K1)	2
SECTI	ON-B	30
3. Ansv	ver any <u>five</u> of the following:-	
3-a.	Elaborate the following term as per wheel of life: (1) Spiritual (2) Physical (CO1,K2)	6
3-b.	Analyze "The Golden Circle" with help of Apple example. (CO1,K3)	6
3-c.	Explain the role of the Vroom Yetton Matrix in refinement and prototyping . $(CO2,K2)$	6
3-d.	Which tools and techniques (such as paper models, storyboards, or pseudo-codes) can be used to create an effective prototype for your 1000gm idea, and how do these tools contribute to the convergence process?. (CO2,K3)	6
3.e.	Describe the elements of storytelling proposed by Aristotle. (CO3,K2)	6
3.f.	Explain the different traits and qualities of the leaders with an example (CO4,K2)	6
3.g.	Explain darshan according to Jain Darshan. (CO5,K2)	6
SECTI	ON-C	50
4. Ansv	ver any <u>one</u> of the following:-	
4-a.	Why is the concept of the "Higher Purpose" important in Design Thinking, and how can it impact the design process and final outcome of a project?. (CO1,K2)	10
4-b.	Studying the case studies like DBS Singapore and Bank of America's Keep the Change campaign, how did they apply Design Thinking principles to create customer-centered innovations?. (CO1,K3)	10
5. Ansv	ver any <u>one</u> of the following:-	
5-a.	Why is it essential to gather user feedback during prototyping, and how can it guide the revision of your brainstormed ideas during the 1000gm stage?. (CO2,K2)	10
5-b.	Identify the insights that can be drawn from case studies like Careerbuddy, You-Me-Health, and IBM Learning Launch, and how can these lessons be applied to your 1000gm prototype to create a user-centered solution?. (CO2,K3)	10
6. Ansv	ver any <u>one</u> of the following:-	
6-a.	Explain the importance of observation and Dialogue in design thinklng. (CO3,K1)	10
6-b.	Explain various types of usability testing methods . (CO3,K2)	10
7. Ansv	ver any <u>one</u> of the following:-	
7-a.	Discuss the team building models: Tuckman and Belbin and importance of the spatial elements for innovation. (CO4,K2)	10
7-b.	Describe the 6 Sigma and Kaizen importance in design thinking and also discuss the case study of the Mumbai Dibbawallas (CO4 K3)	10

- 8. Answer any one of the following:-
- 8-a. Define the Interconnectedness and mutual fulfilment among the four orders of nature recyclability and self-regulation in nature. Explain the shifting the Thinking .(CO5,K3)
- 8-b. Define the importance of the behaviour skills in design thinking. Explain the term 10 ENFJ in terms of MBTI test .Justify with an example(CO5,K3)

REG. TULY DEC. 2024