Print	ed Pa	ge:- Subject Code:- BMBAHR0412
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N(	DIDA	INSTITUTE OF ENGINEERING AND TECHNOLOGY, GREATER NOIDA
110	, , , , , ,	(An Autonomous Institute Affiliated to AKTU, Lucknow)
		MBA
		SEM: IV - THEORY EXAMINATION (20 20)
<b>7</b> D•	2.1	Subject: Training and Development
	ie: 3 I rol In	Hours Max. Marks: 100 structions:
		y that you have received the question paper with the correct course, code, branch etc.
		stion paper comprises of three Sections -A, B, & C. It consists of Multiple Choice
	_	MCQ's) & Subjective type questions.
		n marks for each question are indicated on right -hand side of each question.
		your answers with neat sketches wherever necessary.
		uitable data if necessary.
	•	ly, write the answers in sequential order. should be left blank. Any written material after a blank sheet will not be
		hecked.
SECT	ΓΙΟN-	- <u>A</u> 20
1. Att	empt a	all parts:-
1-a.	-	ask analysis identifies (CO1, K1)
	(a)	Wages and salaries
	(b)	Steps and skills required for a job
	(c)	Employee attitudes
	(d)	Training budgets
1-b.	D	evelopment in HRD focuses primarily on (CO1, K1)
	(a)	Short-term productivity
	(b)	Long-term career growth
	(c)	Reducing headcount
	(d)	Salary restructuring
1-c.	E	valuating training programs helps to (CO2, K2)
	(a)	Determine trainer salaries
	(b)	Assess training effectiveness
	(c)	Hire more employees
	(d)	Plan vacations
1-d.	` ′	valuation of training participants focuses on (CO2, K1)
	(a)	Job promotions
	(b)	Learning outcomes and reactions
	(c)	Salary expectations

	(d)	Attendance only	
1-e.	Role play in training is used to develop (CO3, K2)		
	(a)	Technical expertise	
	(b)	Interpersonal and communication skills	
	(c)	Typing and filing	
	(d)	Math accuracy	
1-f.	T	he in-basket method simulates (CO3, K1)	1
	(a)	Customer service	
	(b)	A manager's daily responsibilities	
	(c)	Product marketing	
	(d)	Warehouse inventory	
1-g.	P	rogressive education is inspired by the ideas of (CO4, K2)	1
	(a)	Skinner	
	(b)	Dewey	
	(c)	Maslow	
	(d)	Pavlov	
1-h.	Behaviourist training useskey approach. (CO4, K2)		
	(a)	Open-ended dialogue	
	(b)	Reinforcement and punishment	
	(c)	Role-playing	
	(d)	Open-ended dialogue Reinforcement and punishment Role-playing Personal reflection  Ob rotation helps managers by (CO5, K2)	
1-i.	Jo	ob rotation helps managers by (CO5, K2)	1
	(a)	Repeating tasks	
	(b)	Gaining exposure to different functions	
	(c)	Reducing responsibility	
	(d)	Limiting decision-making	
1-j.	Action learning in management development involves (CO5, K1)		1
	(a)	Reading and memorizing manuals	
	(b)	Applying solutions to real problems	
	(c)	Attending social events	
	(d)	Ignoring feedback	
2. Att	empt a	all parts:-	
2.a.	D	efine task analysis in the training context. (CO1, K1)	2
2.b.		Iention one challenge in measuring the effectiveness of a training program. CO2, K2)	2
2.c.	N	ame any one key difference between simulation and roleplay. (CO3, K2)	2
2.d.	N	Iention one trainer skill important for managing a training session. (CO4, K1)	2

2.e.	State the purpose of using Artificial Intelligence (AI) in modern training. (CO5, K2)	2
<b>SECTI</b>	ON-B	30
3. Answ	wer any <u>five</u> of the following:-	
3-a.	Describe the characteristics of an effective training objective. (CO1, K2)	6
3-b.	List the benefits of conducting a thorough training needs assessment. (CO1, K2)	6
3-c.	Discuss the importance of aligning training objectives with organizational goals. (CO2, K2)	6
3-d.	Describe the role of learning styles in designing effective training programs. (CO2, K2)	6
3.e.	Discuss the relevance of the in-basket exercise in time and priority management. (CO3, K2)	6
3.f.	Compare cognitive theory with social learning theory in terms of application in training. (CO4, K2)	6
3.g.	Evaluate the effectiveness of job rotation in management development. (CO5, K5)	6
<b>SECTI</b>	ON-C	50
4. Ansv	ver any <u>one</u> of the following:-	
4-a.	Build an HRD-focused training and development blueprint for a company entering a digital transformation phase. (CO1, K6)	10
4-b.	Evaluate a failed training initiative and redesign it using a structured training objective and TNA approach. (CO1, K5)	10
5. Answ	ver any <u>one</u> of the following:-	
5-a.	Construct a follow-up plan to monitor transfer of training in a remote work environment. (CO2, K5)	10
5-b.	Develop a blended learning module for teaching time management skills to first-year MBA students. (CO2, K5)	10
6. Ansv	ver any <u>one</u> of the following:-	
6-a.	Develop a roleplay exercise to train employees on conflict resolution and negotiation skills. (CO3, K5)	10
6-b.	Create a business game simulation to help participants understand product launch challenges in a competitive market. (CO3, K5)	10
7. Ansv	ver any one of the following:-	
7-a.	Draft a learning plan incorporating the trial-and-error method for an entrepreneurship training program. (CO4, K6)	10
7-b.	Devise a training activity using conditional response techniques to train new recruits in safety protocols. (CO4, K6)	10
8. Ansv	ver any <u>one</u> of the following:-	
8-a.	Design a virtual reality-based training module for developing decision-making skills in managers. (CO5, K6)	10

8-b. Develop performance improvement plan using data analytics to identify training gaps in leadership roles. (CO5, K5)

