

USN

Internal Assessment Test 2 – May 2024



Sub:	Innovation and Design Thinking				Sub Code:	BIDT258	Branch	I, J, K, L, M, N, O, P		
Date:	21/05/2024	Duration:	90 min	Max Marks:	50	Sem	2	OBE		
Answer All Questions								MARKS	CO	RBT
1	What is the main benefit of using a design thinking approach in IT? a) Efficiency b) Cost Effectiveness c) Improved user satisfaction d) Innovation						1	1	K2	
2	Innovation in an organization should be a) Technology Driven b) Organization Driven c) Customer Driven d) Economics Driven						1	1	.K2	
3.	IT companies build software to run other businesses smoothly. a) True b) False						1	1	K2	
4.	At what stage of design thinking, is shadowing practiced? a) Empathize b) Define c) Prototype d) Test						1	1	.K2	
5	At what stage of design thinking, are storyboards prepared? a) Empathize b) Define c) Prototype d) Test						1	1	K2	
6	At what stage of design thinking, are mockups practiced? a) Empathize b) Define c) Prototype d) Test						1	1	.K2	
7	At what stage of design thinking, is role play practiced? a) Empathize b) Define c) Prototype d) Test						1	1	K2	
8	What is the 3 rd stage of the Agile Model? a) Deploy b) Define c) Develop d) Design						1	1	.K2	
9	What is the 5 th stage of the Agile Model? a) Deploy b) Define c) Develop d) Design						1	1	K2	
10	What is the 1 st stage of the Agile Model? a) Deploy b) Define c) Develop d) Design						1	1	.K2	
11	What is the 2 nd stage of the Agile Model? a) Deploy b) Define c) Develop d) Design						1	2	K2	
12	Is testing a step in the Agile Model? a) Yes b) No						1	1	.K2	
13	Is review a part of Agile Methodology? a) Yes b) No						1	2	K2	
14	Which of the following is a linear method? a) Agile b) Design thinking c) Waterfall d) Scenario-based prototyping						1	1	.K2	
15	Agile Methodology is an _____ process a) linear b) exponential c) iterative d) conditional						1	1	K2	
16	Lean project development is an example of _____ methodology. a) Agile b) Design thinking c) Waterfall d) Scenario-based prototyping						1	1	.K2	
17	The _____ model is a methodical and step-by-step process of creating software from one stage to another. a) Agile b) Design thinking c) Waterfall d) Business Process						1	1	K2	
18	_____ uses empathy to understand the way people feel about using a service or product. a) Agile b) Design thinking c) Waterfall d) Business Process						1	1	.K2	
19	_____ model highlights the dependencies and relationships between people, processes, and technology. a) Agile b) Design thinking c) Waterfall d) Business Process						1	2	K2	
20	The stakeholders involved in the Business Process Model are a) Business Analysts b) Software architect c) Both of them d) None of them						1	1	.K2	
21	Is customer experience taken as the last point in implementing Design Thinking in Business Process Modelling? a) Yes b) No						1	1	K2	
22	Is Process analysis a step in Business Process Modelling? a) Yes b) No						1	1	.K2	

23	Business Process Modelling improves _____ efficiency. a) satellite b) operations c) sales d) process	1	2	K2
24	Business Process Modelling improves _____ communication. a) satellite b) operations c) sales d) process	1	2	.K2
25	Design Thinking in Business Process Modelling creates a) customer centric products b) human scale products c) Both a) & b) d) Neither a) nor b)	1	1	K2
26	Virtual Collaboration ensures that businesses run globally. a) True b) False	1	1	.K2
27	_____ is a process of recognizing potential opportunities and obtaining ideas from the team. a) Communication b) Continuous improvement c) Rhythm d) Transparency	1	2	K2
28	_____ happens through Help or ERP tools for agile development. a) Communication b) Continuous improvement c) Rhythm d) Transparency	1	2	.K2
29	_____ provides a sense of trust which can be aligned with the company's goals and vision. a) Communication b) Continuous improvement c) Rhythm d) Transparency	1	2	K2
30	What is the key advantage of agile in virtual collaboration environment? a) Speed b) Efficiency c) Adaptability d) Innovation	1	2	.K2
31	What is the key goal of business process modelling? a) Understanding the process b) Improving the process c) Documenting the process d) All of the above	1	2	K2
32	Which of the following is not a stage in design thinking process? a) Define b) Plan c) Ideate d) Test	1	2	.K2
33	What type of products can be created in scenario-based prototyping? a) Physical models b) Computer simulation c) Working prototypes d) All of them	1	2	K2
34	Is Figma an example of scenario-based prototyping? a) Yes b) No	1	2	.K2
35	Innovation in existing market and new technology is called _____ innovation. a) architectural b) disruptive c) incremental d) radical	1	2	K2
36	Innovation in existing market and existing technology is called _____ innovation. a) architectural b) disruptive c) incremental d) radical	1	2	.K2
37	Innovation in new market and new technology is called _____ innovation. a) architectural b) disruptive c) incremental d) radical	1	2	K2
38	Innovation in new market and existing technology is called _____ innovation. a) architectural b) disruptive c) incremental d) radical	1	2	.K2
39	Car seat belt is an example of _____ innovation. a) architectural b) disruptive c) incremental d) radical	1	2	K2
40	Touch screen is an example of _____ innovation. a) architectural b) disruptive c) incremental d) radical	1	2	.K2
41	Strategic Innovation focuses on _____ innovation. a) architectural b) disruptive c) incremental d) radical	1	2	K2
42	Strategic innovation is defined as a non-systematic approach of developing and implementing new ideas, products, services, or processes. a) True b) False	1	2	.K2
43	Resource allocation in strategic innovation refers to a) human resource b) financial resource c) both a) & b) d) None of them	1	2	K2
44	Is filing for patents, part of strategic innovation? a) Yes b) No	1	2	.K2
45	_____ collaborations are essential for strategic innovation. a) Virtual b) Domain c) Cross-functional d) Small Entity	1	2	K2
46	Disruptive innovations often target niche markets initially. a) True b) False	1	2	.K2
47	Disruptive innovations offer lower performance and lower quality compared to existing products or services. a) True b) False	1	2	K2
48	Disruptive innovations always lead to immediate market dominance. a) True b) False	1	2	.K2
49	Established companies often overlook disruptive innovations. a) True b) False	1	2	K2
50	Disruptive innovations tends to improve over time, eventually outperforming existing products or services a) True b) False	1	2	.K2

Solutions

- 1 c
- 2 c
- 3 a
- 4 a
- 5 c
- 6 c
- 7 d
- 8 c
- 9 a
- 10 b
- 11 d
- 12 a
- 13 a
- 14 c
- 15 c
- 16 a
- 17 c
- 18 b
- 19 d
- 20 c
- 21 b
- 22 a
- 23 b
- 24 d
- 25 c
- 26 a
- 27 b
- 28 a
- 29 d
- 30 c
- 31 d
- 32 b
- 33 b
- 34 a
- 35 b
- 36 c
- 37 d
- 38 a
- 39 a
- 40 b
- 41 b
- 42 b
- 43 c
- 44 a
- 45 c
- 46 a
- 47 a
- 48 b
- 49 a

