#### II B.Tech - I Semester – Regular Examinations – MARCH 2021

#### **DESIGN THINKING**

#### (Common to ALL Branches)

Duration: 3 hours

Max. Marks: 70

Note: 1. This question paper contains two Parts A and B.

- 2. Part-A contains 5 short answer questions. Each Question carries 2 Marks.
- 3. Part-B contains 5 essay questions with an internal choice from each unit. Each question carries 12 marks.
- 4. All parts of Question paper must be answered in one place

## PART – A

- a) Discuss briefly about the history of the origin of Design Thinking.
  - b) Outline any two stages followed in Design Thinking from Stanford frame work.
  - c) Mention any four prototyping techniques.
  - d) Define organizational Innovation and Explain it.
  - e) Describe the advantages if predictability component exists in business.

### PART – B

## <u>UNIT – I</u>

- a) Differentiate between Engineering Design process and 6 M Design Thinking.
  - b) Describe the role of design thinking in making 6 M systematic innovations with any case study.

### OR

- 3. a) Explain design thinking and the process models.
  b) Summarize the application of design thinking
  6 M
  - b) Summarize the application of design thinking methodology in various fields of engineering and sciences.

### <u>UNIT – II</u>

design process.	4.	a) Explain the various steps involved in Hu	man-centered	6 M
		design process.		

b) Describe the role of empathy in design using a relevant 6 M illustration.

#### OR

- 5. a) Illustrate the Define phase of design thinking using a 6 M necessary example/ case study.
  - b) Compose a short-written material to understand 6 M empathy tools.

## <u>UNIT-III</u>

6.	a)	Mention various methods used to ideate a concept. How	6 M
		do you conduct brainstorming?	
	b)	Compile the advantages and disadvantages of	6 M
		Brainstorming technique. Mention the applications.	
		OR	
7.	a)	Differentiate between a model and a prototype.	6 M
		Describe the various methods of prototyping.	
	b)	Compare the relative merits and demerits of user	6 M
		testing/validation in Design thinking context.	

# $\underline{UNIT} - IV$

8.	a)	Differentiate between an Invention and an innovation	6 M
		(product design context) with an example.	
	b)	Explain the various levels of innovation in detail.	6 M
		OR	
9.	a)	Explain how teams are helpful during product	6 M
		innovation.	
	b)	How does a product be defined? Explain its	6 M
		classification.	

# $\underline{UNIT} - \underline{V}$

10.	a)	Describe in detail about how the design thinking	6 M
		principles redefine business.	
	b)	How does design thinking principles help to make	6 M
		strategies in corporate work?	
		OR	
11.	a)	Differentiate between a business model and a business	6 M
		strategy using relevant illustration.	
	b)	Summarize the following business challenges: Growth	6 M
		and Predictability.	