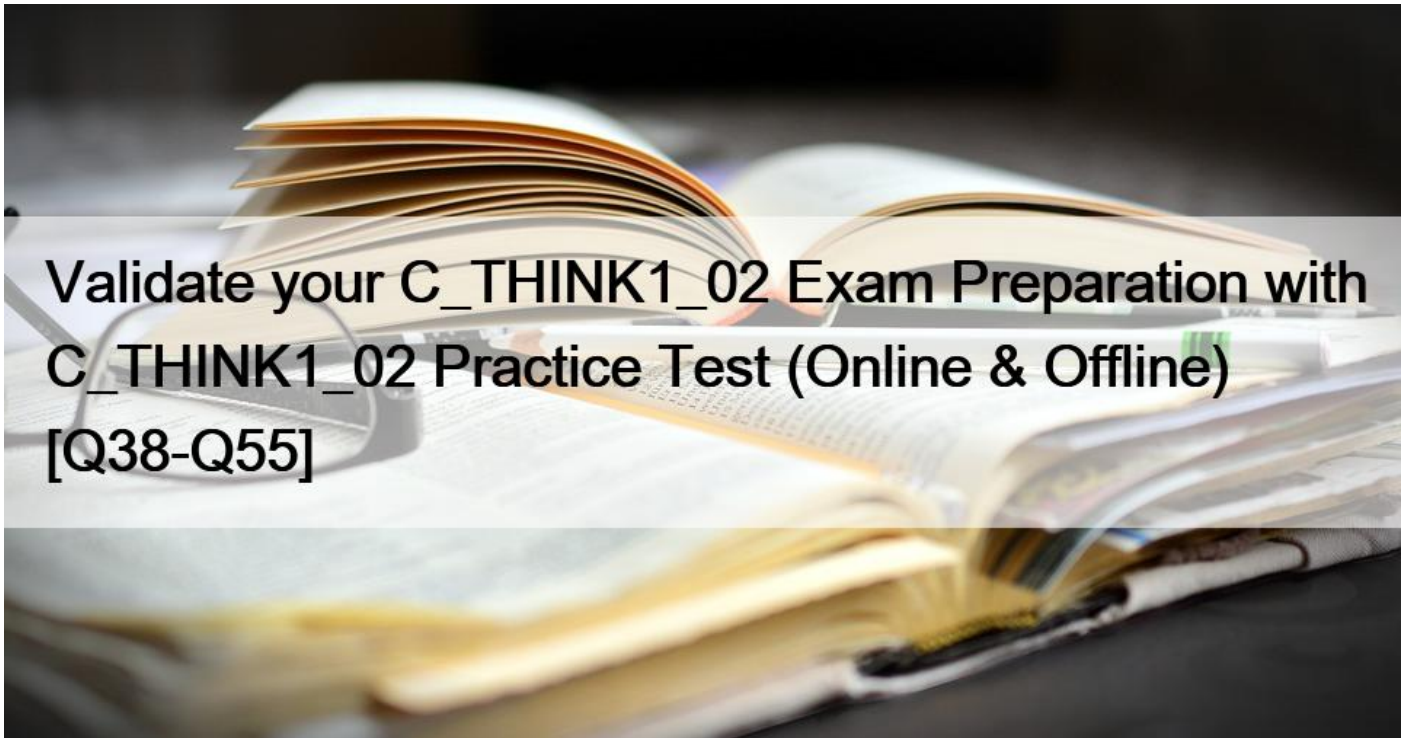


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What are the objectives of the ideation phase? Note: There are 2 correct Answers to this question.

- * Generate as many ideas as possible
- * Prioritize ideas
- * Validate ideas with users
- * Iterate from solution to problem space

NEW QUESTION 39

What techniques can be used in Synthesis? Note: There are 2 correct Answers to this question.

- * Journey map
- * Concept map
- * Role play
- * Storyboard

NEW QUESTION 40

What is a key component of a low-fidelity mock-up that is built to prototype a software solution?

- * Book of final UI screenshots
- * Creation of backlog for later programming

- * Wire frames demonstrating the screen layout and field sizes
- * Key functionality and simple screen flow

NEW QUESTION 41

Which of the following are activities during the 360° research phase? Note: There are 2 correct Answers to this question.

- * Adjacent research
- * Business plan research
- * Point-of-view research
- * Analogous research

NEW QUESTION 42

How do you integrate Design Thinking activities into a software development project?

- * Plan Design Thinking workshops at the beginning and at the end of the development project.
- * Plan Design Thinking workshops first for the business side and then for the IT side and repeat this throughout the development lifecycle.
- * Plan Design Thinking related activities from the beginning of the development project and plan for multiple iterations.
- * Plan several Design Thinking activities and workshops during the implementation phase for different levels of hierarchy (managers and subject matter experts).

NEW QUESTION 43

Building a culture of innovation takes collaborative, diverse, & empowered employees who seek empathy for their end-users.

Note: There are 1 correct answers to this question.

- * Client
- * Place
- * Process
- * People

NEW QUESTION 44

Design thinking is a human-centered approach.

- * False
- * True

NEW QUESTION 45

The “why” behind something.

Note: There are 1 correct answers to this question.

- * Prototype
- * Define mode
- * Inspiration
- * Empathize

NEW QUESTION 46

What is the Stanford Design School five phases of design thinking? (another variation of the design thinking process)

- * Ideate
- * Test
- * Patterns
- * Define
- * Prototype
- * Empathy

NEW QUESTION 47

Take risks. Be gritty. Learn from failure and adjust. Do it fast, and do it with an encouraging smile. Pessimism paralyzes, but belief in what could be propels us forward.

Note: There are 1 correct answers to this question.

- * Collaboration
- * Potential
- * Empathy
- * Optimism

NEW QUESTION 48

Goal of the interview.

- * Engage
- * Observe
- * Learning as much as possible
- * Watch and Listen

NEW QUESTION 49

The _____ phase uses brainstorming as a way to generate as many ideas as possible to meet the need identified in the _____ phase.

Note: There are 2 correct answers to this question.

- * Reverberation
- * Defloration
- * Inspiration
- * Ideation

NEW QUESTION 50

By which process, test your designs, get feedback, and give yourself a chance to make improvements before investing the time to develop?

Note: There are 1 correct answers to this question.

- * Test your sketches with users
- * Create a persona
- * Sketch a prototype
- * Interview your users

NEW QUESTION 51

What is BUILD THEN SHIR hope hypothesis was correct 1. very costly if wrong?

Note: There are 1 correct answers to this question.

- * Advanced methodology
- * Old methodology
- * New methodology
- * Free methodology

NEW QUESTION 52

What are the objectives of the empathy map technique? Note: There are 3 correct Answers to this question.

- * To understand what the user sees, hears, says, and does
- * To understand the user's needs and measures of success
- * To understand the user's fears, obstacles, and frustrations
- * To understand the attributes of the user's character
- * To understand the user's ideas to solve the problem

NEW QUESTION 53

What is the main lesson of the "Design a Chair" mini-exercise? Note: There are 2 correct Answers to this question.

- * The phrasing of the design challenge influences the results.
- * Feasibility is key when phrasing a design challenge.
- * Need and demand are key when phrasing a design challenge.
- * Design is key when phrasing a design challenge.

NEW QUESTION 54

Which of the following questions is an open-ended interview question?

- * Do you think we should display the user profile on the left?
- * Why is the user interface confusing?
- * Are there any problems using the current solution?
- * Do you like the user interface?

NEW QUESTION 55

Why are brain dump exercises successful? Note: There are 3 correct Answers to this question.

- * Group dynamics ensure that everyone contributes. Nobody wants to be the only one not providing any input.
- * Everybody has different thoughts while thinking about the challenge.
- * Participants are able to identify the most important ideas to solve the challenge.
- * Grouping and clustering thoughts helps the team to structure data and to identify common topics.
- * The result clearly articulates the emotions and touch points of the user when adopting a new technology.

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