

BACHELOR OF TECHNOLOGY (CBCS) (2021-COURSE)
B. Tech. Sem - V COMPUTER SCIENCE & BUSINESS SYSTEMS : SUMMER : 2024
SUBJECT: ITC-III: DESIGN THINKING

Day : Thursday
Date : 16/05/2024

S-24170-2024

Time : 10:00 AM-01:00 PM
Max. Marks : 60

N.B.

- 1) All questions are **COMPULSORY**.
- 2) Figures to the **RIGHT** indicate **FULL** marks.
- 3) Assume suitable data **WHEREVER** necessary.
- 4) Draw neat labeled diagrams **WHEREVER** necessary.

- Q.1 Explain in brief applications of Design Thinking with respect to real life. (10)
OR
- Q.1 What are the pillars of Design Thinking? Explain in detail. (10)
- Q.2 What is Emersion Activity? Explain in detail along with an example. (10)
OR
- Q.2 Explain Design Opportunity template and its questions. (10)
- Q.3 Are personas real or fictional? Explain in detail with suitable examples. (10)
OR
- Q.3 How do the Personas help the organizations? Explain in detail. (10)
- Q.4 How important is story telling while presenting ideas. (10)
OR
- Q.4 What 'Six Thinking Hats' signifies? Explain with example. (10)
- Q.5 Explain in detail 'Service Value Proposition'. (10)
OR
- Q.5 What are the different types of Prototyping? (10)
- Q.6 Explain the significance of Testing in Design Thinking in detail. (10)
OR
- Q.6 Explain in detail how Agile and Design Thinking are different? (10)
