Reg. No. :

Question Paper Code: R3F05

B.E./B.Tech. DEGREE EXAMINATION, NOV 2024

Third Semester

Computer science and Design

R21UCD305-DESIGN THINKING

(Regulations R2021)

Duration: Three hours   Maximum: 100 Marks

Answer All Questions

PART A - (10 x 2 = 20 Marks)

1. What are the benefits of the design thinking process?   CO1- U

2. Mention the four basic questions of Design Thinking Process.   CO1- U

3. What is define stage and why is it necessary?   CO1- U

4. Where does empathy fit into design thinking process?   CO1- U

5. What is meant by A/B testing?   CO1- U

6. What is meant by agile development?   CO1- U

7. Differentiate functional and nonfunctional requirements for a design.   CO1- U

8. List out the "four Es" to provide a basis for creating a living document. CO1- U

9. Mention the uses of audio menus.   CO1- U

10. Give expansion for the following gaming genre acronyms: MOBA, ARPG   CO1- U

PART – B (5 x 16= 80 Marks)

11. (a) Write notes on Maslow's hierarchy of needs in detail.   CO1- U   (16)

Or

(b) Explain the various stages in design thinking process with   CO1- U   (16)
     examples

12. (a) Explain the methodologies used to write a Good problem   CO1- U   (16)
     statement.

Or

(b) Discuss in detail about Key empathy-building methods   CO1- U   (16)

13. (a) Describe how testing is important in design thinking process. CO1-U (16)

Or

(b) Write notes on Usability goals and measures. CO1-U (16)

14. (a) Describe the concepts of design frameworks. CO1-U (16)

Or

(b) Identify the functional requirements regarding system behavior for three distinct types of interactive systems: an e-commerce website, an ATM, and a mobile messaging app. CO1-U (16)

15. (a) Explain the differences between various kinds of direct manipulation with respect to translational distances. CO1-U (16)

Or

(b) Data entry is challenging for small devices. What are some of the ways in which this issue can be addressed? CO1-U (16)

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