National Testing Agency

Question Paper Name:Design SpectrumSubject Name:Design SpectrumCreation Date:2019-03-30 13:12:42

Duration:180Total Marks:100Display Marks:Yes

Design Spectrum

Group Number:

Group Id: 9095829

Group Maximum Duration :0Group Minimum Duration :120Revisit allowed for view? :NoRevisit allowed for edit? :NoBreak time:0Group Marks:100

Design Spectrum

9095829 **Section Id: Section Number: Section type:** Online **Mandatory or Optional:** Mandatory **Number of Questions:** 100 **Number of Questions to be attempted:** 100 **Section Marks:** 100 **Display Number Panel:** Yes **Group All Questions:** No

Sub-Section Number: 1

Sub-Section Id: 9095829 **Question Shuffling Allowed:** Yes

Question Number: 1 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option:

No Option Orientation : Vertical

Correct Marks: 1 Wrong Marks: 0

Which is the most appropriate definition of art?

- A. Self-expression for creativity
- B. Self-inspiration for mass
- C. Creative Cultural Act for Humanities
- D. Superficial act to impress others

Options:

- 1. A
- 2. B

3. C
4. D
Question Number : 2 Question Type : MCQ Option Shuffling : No Display Question Number : Yes Single Line Question Option : No Option Orientation : Vertical Correct Marks : 1 Wrong Marks : 0
When was art started by Humans? A. Modern Time B. Post Modern Period C. In Digital Era D. From Pre-Historic
Options:
1. A
2. B
3. C
4. D
Question Number: 3 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
What is the meaning of Design?
A. Artificial Intelligence
B. Act of Doing something in creative manner
C. Making new products
D. Doing Nothing
Options:
1. A
2. B
3. C
4. D
Question Number: 4 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
What is the meaning of Bio-mimicry?
A. Copying Mother Nature
B. Study Plants
C. Study Animals
D. Innovation Inspired by Nature
Options:

 $\label{eq:Question Number: Yes Single Line Question Shuffling: No \ Display \ Question \ Number: Yes \ Single \ Line \ Question \ Option \ Option$

Correct Marks: 1 Wrong Marks: 0

A
 B
 C
 D

Velcro is widely known example of? A. Usable solution B. Bio-Mimicry C. Simple attachment D. Creative Idea
Options: 1. A 2. B 3. C 4. D
Question Number: 6 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0 Art Nouveau was exemplified by
Options: 1. A 2. B 3. C 4. D
Question Number: 7 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0 Designer Charles Rennie Mackintosh is known as
Options: 1. A 2. B 3. C 4. D
Question Number: 8 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0 Impressionism turned away from realism to explore
D. Colour impression Options:

1. A
2. B
3. C
4. D
Question Number: 9 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical
Correct Marks: 1 Wrong Marks: 0
The Cultural bloom of many styles is known as A. The Avant Guard B. The Pop Art C. The Comic Art D. The Popular Art
Options:
1. A
2. B
3. C
4. D
Question Number: 10 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
The Time Period of De Stijl Movement was
A. 1918-1933
B. 1916-1931
C. 1917-1931
D. 1917-1930
Options:
1. A
2. B
3. C
4. D
Question Number: 11 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
What is the most appropriate definition of design in holistic perspectives? A. One which produces artefact
B. One which leads to solution
C. One which identifies problem
D. Human actions and intensions creating value
Options:
1. A
2. B
3. C
4. D

Question Number : 12 Question Type : MCQ Option Shuffling : No Display Question Number : Yes Single Line Question Option : No Option Orientation : Vertical
Correct Marks: 1 Wrong Marks: 0
Which of the following statement about design is true?
A. It is rigid B. It is always an artefact C. It never involves human D. It flexible
Options:
1. A
2. B
3. C
4. D
Question Number: 13 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
Which of the following about design as a discipline is NOT true?
A. It draws from different disciplines B. it draws only from the sciences and technology C. it is holistic in nature D. it is applicable in all different sectors
Options:
1. A
2. B
3. C
4. D
Question Number: 14 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
Which of the following combinations in design process is TRUE?
A. Materialise, Object, Analysis B. Understand, Understand C. Explore, Empathize D. Understand, Explore, Materialise
Options:
1. A
2. B
3. C
4. D

 $Question\ Number: 15\ Question\ Type: MCQ\ Option\ Shuffling: No\ Display\ Question\ Number: Yes\ Single\ Line\ Question\ Option: No\ Option\ Orientation: Vertical$

. Which of the following regarding evolution of design is true?
A. Design can evolve along arts and aesthetics only
B. Design cannot evolve at all
C. Design can evolve along science, technology, arts, architecture
D. Design need not evolve
Options:
1. A
2. B
3. C
4. D
Question Number: 16 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
Structural design or tensegrity is associated with the name of which designer
A. Michael Foley
B. Harold Nielson
C. Buckminster Fuller
D. Ken Friedman
Options:
1. A
2. B
3. C
4. D
Question Number: 17 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
The famous "India Report" for design was written by which designer;
A. Z Hadid
B. Charles Eames
C. Buckminster Fuller
D. S. Balaram
Options:
1. A
2. B
3. C
4. D
Question Number: 18 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
Which Designer is known as "Prince of Plastics"?
A. Karim Rashid
B. Charles Eames
C. Paul Rand

D. Vikas Satwalekar

Options:

1. A	
2. B	
3. C	
4. D	
No C	tion Number: 19 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: Option Orientation: Vertical ect Marks: 1 Wrong Marks: 0
The	visual art movement with Merlyn Monroe is attributed to which designer:
B C. l	Paul Rand Andy Warhol M Patel Z. Hadid
Optio	ons:
1. A 2. B 3. C 4. D	
No C Corre	tion Number: 20 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: Option Orientation: Vertical ect Marks: 1 Wrong Marks: 0 et timeless IBM logo was designed by
B. 7 C.	Andy Warhol Z Hadid Paul Rand Terence Love
Optio	ons:
1. A	
2. B	
3. C	
4. D	
No C	tion Number : 21 Question Type : MCQ Option Shuffling : No Display Question Number : Yes Single Line Question Option : Option Orientation : Vertical
	ect Marks : 1 Wrong Marks : 0 Nouveau started in the Roaring Twenties and :
AIL	Trouveau Starteu III the Trouting Twenties and .
	Characterized by highly stylized, flowing, curvilinear designs often incorporating floral motifs.
	It embraced technological progress
	It was revolutionary in that it harnessed many design disciplines, such as pottery, and married art and craft with new technology.

D. It celebrated the potential and dynamism of the modern age.

Options:
1. A
2. B
3. C
4. D

Question Number : 22 Question Type : MCQ Option Shuffling : No Display Question Number : Yes Single Line Question Option : No Option Orientation : Vertical Correct Marks : 1 Wrong Marks : 0
Bauhaus is?
A. House B. School C. Design D. Motif
Options:
1. A
2. B
3. C
4. D
Question Number: 23 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
Arts and craft movement is attributed to the period:
A. 1850-1915 B. 1915-1950 C. 1815-1850 D. 1918-1919
Options:
1. A
2. B
3. C
4. D
Question Number : 24 Question Type : MCQ Option Shuffling : No Display Question Number : Yes Single Line Question Option : No Option Orientation : Vertical Correct Marks : 1 Wrong Marks : 0
Which movement give importance to craftsmanship?
A. Art Deco
B. Bauhaus
C. Art and Craft
D. Surrealism
Options: 1. A
2. B
3. C
4. D
Question Number : 25 Question Type : MCQ Option Shuffling : No Display Question Number : Yes Single Line Question Option : No Option Orientation : Vertical Correct Marks : 1 Wrong Marks : 0

Who was not the practitioners of Art and Crafts
A. William Morris B. Ludwig Mies van der Rohe C. Charles Robert Ashbee D. Marinetti
Options:
1. A
2. B
3. C
4. D
4. D
Question Number : 26 Question Type : MCQ Option Shuffling : No Display Question Number : Yes Single Line Question Option : No Option Orientation : Vertical Correct Marks : 1 Wrong Marks : 0
India's first institute of innovation is
A. Elephantversity Institute of Innovation & Creativity
B. Elephantversity Institute of Innovation
C. Elephantversity Institute of Innovation and Performing Arts
D. Elephantversity Institute of Innovation and Cognitive Psychology
Options:
1. A
2. B
3. C
4. D
Question Number: 27 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical
Correct Marks: 1 Wrong Marks: 0
Rajiv Gandhi Institute of Creativity comes under the Ministry of
A. The Union Ministry of MHRD
B. The Union Ministry of Textile
C. The Union Ministry of Commerce
D. The Union Ministry of Science and Technology
Options:
1. A
2. B
3. C
4. D
Question Number: 28 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
The Union cabinet approved the National Design Policy in

Options:
1. A
2. B
3. C
4. D
Question Number : 29 Question Type : MCQ Option Shuffling : No Display Question Number : Yes Single Line Question Option : No Option Orientation : Vertical Correct Marks : 1 Wrong Marks : 0
A facilitating centre that connects, engages and involves people who provide design,
known as
A. Design Meet B. Design Club C. Design Studio D. Design Hubs
Options:
1. A 2. B 3. C 4. D
Question Number : 30 Question Type : MCQ Option Shuffling : No Display Question Number : Yes Single Line Question Option : No Option Orientation : Vertical Correct Marks : 1 Wrong Marks : 0
Solid waste collection & its recycling comes under
Options:
1. A
2. B
3. C
4. D
Question Number: 31 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
. Dr. Alexander Hunter founded an art school in
A. Delhi B. Baroda C. Mumbai D. Madras or Chennai
Options:
1. A
2. B
3. C

4. D

Question Number : 32 Question Type : MCQ Option Shuffling : No Display Question Number : Yes Single Line Question Option : No Option Orientation : Vertical
Correct Marks: 1 Wrong Marks: 0
School of Industrial Art was started in
A. Kolkata B. Mumbai C. Baroda D. Madras or Chennai
Options:
1. A
2. B
3. C
4. D
Question Number : 33 Question Type : MCQ Option Shuffling : No Display Question Number : Yes Single Line Question Option : No Option Orientation : Vertical Correct Marks : 1 Wrong Marks : 0
Sir JJ School of Art in which year
A. 1927 B. 1817 C. 1907 D. 1917
Options:
1. A
2. B
3. C
4. D
Question Number: 34 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
. Mesopotamia civilisation is from
A. Tutankhamen B. Ashoka C. Hercules D. Sekhmet
Options:
1. A
2. B
3. C
4. D
Question Number : 35 Question Type : MCQ Option Shuffling : No Display Question Number : Yes Single Line Question Option : No Option Orientation : Vertical

. Indo-European furniture can be divided into two distinct groups
A. Egyptian and Indian B. Portuguese and Dutch C. Indian and Mughal D. European and American
Options:
1. A
2. B
3. C
4. D
Question Number : 36 Question Type : MCQ Option Shuffling : No Display Question Number : Yes Single Line Question Option : No Option Orientation : Vertical Correct Marks : 1 Wrong Marks : 0
The mark that helps to promote confidence of students, parents, employers and society in the quality of design education known as
Options:
1. A
2. B
3. C
4. D
Question Number : 37 Question Type : MCQ Option Shuffling : No Display Question Number : Yes Single Line Question Option : No Option Orientation : Vertical Correct Marks : 1 Wrong Marks : 0
"Design Spine" is known as
A. Infusing Design in Engineering Education
B. Infusing Design in Ergonomic Education
C. Infusing Design in Anthropometric Education
D. Infusing Design in Agriculture Education
Options:
1. A
2. B
3. C
4. D
Question Number : 38 Question Type : MCQ Option Shuffling : No Display Question Number : Yes Single Line Question Option : No Option Orientation : Vertical Correct Marks : 1 Wrong Marks : 0

Recognizing multifarious design occupations within the design industry is known
as
A. Occupational Health Standards for Design
B. Occupational World Wide Standards for Design
C. Occupational Standards for Design
D. Occupational Innovation Standards for Design
Options :
I. A
2. B
3. C
4. D
Question Number: 39 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
Representation of any object in wire frame is known as
A. Construction Method
B. Construction Drawing
C. Construction Visualization
D. Construction Format
Options :
I. A
2. B
3. C
4. D
Question Number: 40 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
Free hand Drawing Means
A. Mind Mapping
B. Making layout
C. Doodling and Sketching
D. Making Blur print
Options:
I. A
2. B
3. C
4. D
Question Number: 41 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option No Option Orientation: Vertical

.Zoom in and Zoom out is a term coined by A. Don Norman B. Rosabeth Moss Kanter C. Eva Geisel D. Steve Krug
Options:
1. A
2. B 3. C
4. D
Question Number: 42 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
. Safe point founder
Options: 1. A
2. B
3. C 4. D
Question Number: 43 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
. When we see at a problem from holistic approach, it is known as A. Zoom in B. Zoom out C. Sequencing D. Co-creative
Options:
1. A
2. B
3. C 4. D
Question Number : 44 Question Type : MCQ Option Shuffling : No Display Question Number : Yes Single Line Question Option : No Option Orientation : Vertical

A designer gives more effective attention to the small details of his design. This is to:
A. Thoroughly analyses designs you think are impressive B. Zoom
C. Leave it alone, then return to it and get feedback from others D. All of above
Options:
1. A
2. B
3. C
4. D
Question Number: 45 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical
Correct Marks: 1 Wrong Marks: 0
Velcro was invented by :
A. Swiss Engineer George de Mestral
B. German Engineer George de Mestral
C. French Engineer George de Mestral
D. Danish Engineer George de Mestral
Options:
1. A
2. B
3. C
4. D
Question Number : 46 Question Type : MCQ Option Shuffling : No Display Question Number : Yes Single Line Question Option : No Option Orientation : Vertical
Correct Marks: 1 Wrong Marks: 0
. The Three components of Indian Culture
A. Subject, Object & Target
B. Subject, Object & Context
C. Subject, Form & Content
D. Society, Form & Context
Options:
1. A
2. B
3. C
4. D
Question Number : 47 Question Type : MCQ Option Shuffling : No Display Question Number : Yes Single Line Question Option : No Option Orientation : Vertical
Correct Marks: 1 Wrong Marks: 0

A. Visual Culture B. Philosophy C. Anthropology D. Ethnology
Options:
1. A
2. B 3. C
4. D
4. D
Question Number : 48 Question Type : MCQ Option Shuffling : No Display Question Number : Yes Single Line Question Option : No Option Orientation : Vertical Correct Marks : 1 Wrong Marks : 0
Cars manufactured in the United States are difficult to drive on Indian roads. This is mainly due to:
A. Conflict in population stereotype B. Conflict in road structure C. Conflict in signage system D. Conflict in people's perception
Options:
1. A
2. B
3. C
4. D
Question Number: 49 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
. When Automated Teller Machines are designed for the Arabian Countries which MOST important design feature should one emphasize upon:
A. It should read from right to left B. It should read from left to right C. It should be in English D. It should be legible
Options:
1. A
2. B
3. C
4. D
Question Number : 50 Question Type : MCQ Option Shuffling : No Display Question Number : Yes Single Line Question Option : No Option Orientation : Vertical Correct Marks : 1 Wrong Marks : 0

Red coloured mobile phone would not sell in the Korean market because: A. It looks ugly B. Red means death in Korea C. Red is too bright D. Red is not visible to the Korean population
Options: 1. A 2. B 3. C 4. D
Question Number: 51 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
A good service design experience is understood by customers in totality on how well everything works together and not on
Options : 1. A 2. B
3. C 4. D
Question Number: 52 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
Core service experience can be grouped into three primary spheres. These are A. Care, response and access B. Customers, designers and providers C. Technology, futuristic gadgets and enterprises D. Business model, product model and service model
Options : 1. A 2. B 3. C 4. D
Question Number: 53 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
The term 3P in the 3P diagram stands for A. Product - Process - People B. Production - Process - Profit C. People - Planet - Profit D. Product - People - Profit

Options:
1. A
2. B
3. C
4. D
Question Number: 54 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
A system where consumption rate is increased by creating artificial demand and to meet this production rate is increased is known as A. Anthropogenic system B. Natural system C. Bio system D. Sustainable system
Options:
1. A
2. B
3. C
4. D
Question Number : 55 Question Type : MCQ Option Shuffling : No Display Question Number : Yes Single Line Question Option : No Option Orientation : Vertical Correct Marks : 1 Wrong Marks : 0
In the concept of 'three levels of product', core product provides A. Actual product B. Benefits C. Quality D. Form
Options:
1. A
2. B
3. C
4. D
Question Number : 56 Question Type : MCQ Option Shuffling : No Display Question Number : Yes Single Line Question Option : No Option Orientation : Vertical Correct Marks : 1 Wrong Marks : 0
. In Human processor model, information received through sensory stimulus is known
as
A. Cognitive system
B. Perceptual system
C. Motor system
D. Computer system
Options:
1. A
2. B
3. C
4. D

Question Number: 57 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
Cells which are highly sensitive to light and allow vision under low level of illumination and are situated towards the edge of the retina are known as A. Rod cells B. Cone cells C. Ganglionic cells D. Epithelial cells
Options: 1. A 2. B 3. C 4. D
Question Number: 58 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
. Ganglionic cells present in the fovea of the retina responsible for early detection of pattern is known as A. Y cells B. X- cells C. Cone cells D. Glandular cells
Options:
1. A
2. B
3. C
4. D
Question Number: 59 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
. Scanning several channels of information to perform a single task is known as A. Selective attention B. Divided attention C. Focused attention D. Sustained attention
Options:
1. A
2. B
3. C
4. D
Question Number : 60 Question Type : MCQ Option Shuffling : No Display Question Number : Yes Single Line Question Option : No Option Orientation : Vertical

. Finish the design means
A. Vertical object aligned and Horizontal object aligned
B. Contrasting elements for emphasis
C. Number of fonts its size and colour
D. All of above
Options:
1. A
2. B
3. C
4. D
Question Number: 61 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
The goal-oriented process of designing and developing products and/or systems is
known as
A. Science
B. Engineering
C. Technology
D. Design
Options:
1. A
2. B
3. C
4. D
Question Number: 62 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
Plasticity is a
A. Physical property
B. Manufacturing property
C. Mechanical property
D. Chemical property
Options:
1. A
2. B
3. C
4. D
Question Number : 63 Question Type : MCQ Option Shuffling : No Display Question Number : Yes Single Line Question Option : No Option Orientation : Vertical

An inorganic, non-metallic material made from the compounds of a metal and a non-metal having partly crystalline or crystalline form is known as A. Elastomer B. Ceramic C. Glass D. Composite
Options:
1. A
2. B
3. C
4. D
Question Number: 64 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
Glass is
A. Crystalline
B. Partly crystalline
C. Amorphous
D. Elasto-polymer
Options:
1. A
2. B
3. C
4. D
Question Number: 65 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
Which of the following can be a correct example of a material for 'Material-based
Original Design', where new material influences product development?
A. Zirconium alloys
B. Composites
C. High purity silicon
D. Fiber reinforced polymers
Options:
1. A
2. B
3. C
4. D
Question Number : 66 Question Type : MCQ Option Shuffling : No Display Question Number : Yes Single Line Question Option : No Option Orientation : Vertical Correct Marks : 1 Wrong Marks : 0

Four types of design defined by Prof. Jorge Frascara, Professor of art & Design, University of Alberta includes: A. Design for adding aesthetics. B. Design to show off the designer talent. C. Design to facilitate life (to do things faster). D. Design for social impact.
Options:
L. A
2. B
3. C
4. D
Question Number: 67 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
Design balances the need for A. Aesthetics, Cost and Usability. B. Function and Aesthetics. C. Form and Usability. D. Form, Function and Usability.
Options :
I. A
2. B
3. C
4. D
Question Number: 68 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
Choose the correct sequence of the design process A. Design, define, research, prototype, test & refine, deliver and define. B. Research, define, design, prototype, test & refine and deliver. C. Research, design, prototype, test & refine, deliver and define. D. Deliver, design, define, test & refine, prototype, research.
Options:

 $\label{eq:Question Number: Yes Single Line Question Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical$

2. B 3. C 4. D

Card Sorting is A. A game of cards. B. A tool for design research. C. A sorting of business cards. D. A tool for design development. **Options:** 1. A 2. B 3. C 4. D Question Number: 70 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0 Focus group can help a design researcher to learn about: A. User's attitudes, beliefs, desires, and reactions to concepts. B. What sequence user will follow to do a task? C. How to manufacture a product. D. How to design? **Options:** 1. A 2. B 3. C 4. D Question Number: 71 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0 During user study, accumulation of human information like age group, gender, profession, experience is known as A. Socio-economic study B. Social study C. Cultural study D. Demography **Options:** 1. A 2. B 3. C 4. D $\label{eq:Question Number: Yes Single Line Question Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical$

In the Checklist for Observation Planning, what can be a behavioural attribute

- A. Load and stress
- B. Intended and unintended acts

- C. Complexity
- D. Gestures

1. A
2. B
3. C
4. D
Question Number: 73 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
While reflecting on the observational tasks, based on background study, general sense and prior experiences, one may create A. Hypothetical Activity chart B. Focus group activity C. Concepts D. Embodiment designs
Options:
1. A
2. B
3. C
4. D
Question Number: 74 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
In framing questionnaires, what should not be avoided A. Questions that influence the subject B. Confusing questions C. Assumptions D. Order of questions that move from behavioural to factual
Options:
1. A
2. B
3. C
4. D
Question Number: 75 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0 Why Voice of Customers need to be converted into product specifications? A. To get intangible solutions B. To record subjective needs C. To create language of customers D. To evolve product characteristics
Options:
1. A
2. B
3. C

Options:

4. D

Question Number : 76 Question Type : MCQ Option Shuffling : No Display Question Number : Yes Single Line Question Option : No Option Orientation : Vertical
Correct Marks: 1 Wrong Marks: 0
Design methodology means: A. Design to engineering detail B. Design to value C. Design to manufacture D. Design to Engineering analysis
Options: 1. A 2. B 3. C
4. D
Question Number: 77 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
Design to value are requirements and designs that seek to maximize the value of a design to customers by: A. Increasing the value of product by increasing price B. A systematic study, design and translation of ideas, user experience, edge over competition C. Solving technical problem in the problem D. Focus on product feature
Options:
1. A
2. B
3. C
4. D
Question Number: 78 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
Customer experience is important to understand and satisfy his need by: A. Solving his immediate need B. Solving his long-term need C. An innovative experience though creative problem solution D. Technical Considerations
Options: 1. A
2. B
3. C
4. D
$Question\ Number: 79\ Question\ Type: MCQ\ Option\ Shuffling: No\ Display\ Question\ Number: Yes\ Single\ Line\ Question\ Option: No\ Option\ Orientation: Vertical$

Iterative design is a repeated process of quickly implementing designs or prototypes, gathering feedback and refining the design. This is important to achieve: A. Perfection the in the overall design outcome B. Reliability in the product C. Enhanced user experience D. Easier to manufacture, assembly on production line
Options:
1. A
2. B
3. C
4. D
Question Number: 80 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
Is iteration needed in all the stage of design process:
A. No
B. In most of the cases:
C. In all of the cases
D. With some of the cases
Options:
1. A
2. B
3. C
4. D
Question Number: 81 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
Brand equity is a marketing term that describes as
A. Brand Manufacturing
B. Brand value
C. Brand logistics
D. Brand value
Options :
1. A
2. B
3. C
4. D

 $Question\ Number: 82\ Question\ Type: MCQ\ Option\ Shuffling: No\ Display\ Question\ Number: Yes\ Single\ Line\ Question\ Option: No\ Option\ Orientation: Vertical$

A well-defined and executed brand strategy affects
A. Consumer needs, emotions, and competitive environments B. Technology C. Manufacturing D. Innovation
Options:
1. A
2. B
3. C
4. D
Question Number: 83 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0 Four Methods of Strategic Brand Building which doesn't work with
A. Thinking and Imagery B. User Experience C. Self-Expression D. Manufacturing
Options:
1. A
2. B
3. C
4. D
Question Number: 84 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
Strong brand identity does not go with-
A. Brand Audit B. Production C. Value Proposition and Messaging Statements D. Creative Elements
Options:
1. A
2. B
3. C
4. D
Question Number: 85 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical
Correct Marks: 1 Wrong Marks: 0

Brand Strategy Decisions A. Brand positioning, B. Brand name selection, C. Brand sponsorship and brand development D. All of above **Options:** 1. A 2. B 3. C 4. D Question Number: 86 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0 The term Design Intent means A. Why the design proceeded in the desired way B. The documentation of the design C. What the designer does in the design process D. How the design has evolved **Options:** 1. A 2. B 3. C 4. D $\label{eq:Question Number: Yes Single Line Question Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical$ Correct Marks: 1 Wrong Marks: 0 The difference between design intent and design methodology can be explained in

Question Number: 88 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option:

terms of

Options:
1. A
2. B
3. C
4. D

A. Justification of the design decision and design process

D. Design decision and steps of design

No Option Orientation : Vertical Correct Marks : 1 Wrong Marks : 0

B. Justification of the design decision and why of the design processC. Justification of the design decision and what of the design process

Design intent may be recorded and presented linguistically with the help of A. Ontologies B. Flow charts C. Fishbone diagrams D. Analogies
Options:
1. A
2. B
3. C
4. D
Question Number: 89 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
Information generated by a designer in the form of a set of documents, drawings,
models, etc. for communicating with self, clients and makers is known as
A. Design intent
B. Design rationale
C. Design methodology
D. Design representation
Options :
1. A
2. B
3. C
4. D
Question Number : 90 Question Type : MCQ Option Shuffling : No Display Question Number : Yes Single Line Question Option : No Option Orientation : Vertical
Correct Marks: 1 Wrong Marks: 0
Bio mimicry can help express design intent by capturing
A. The design process
B. Product form
C. Tacit knowledge
D. Properties like rhythm and balance in design
Options:
1. A
2. B
3. C
4. D
Question Number: 91 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical
Correct Marks: 1 Wrong Marks: 0
Qualitative analysis helps the designers to answer the question
A. What
B. How
C. Why
D. All three of them

1. A
2. B
3. C
4. D
Question Number: 92 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
Which of the design method strongly focuses on the needs of the end users at each stage of the design process A. Use centred design B. Stage wise design C. Focus design D. Human centred design
Options:
1. A
2. B
3. C
4. D
Question Number: 93 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
. Which of the following is not major phase of user centred design? A. Inspiration B. Deliver C. Hear D. Create
Options:
1. A
2. B
3. C 4. D
4. D
Question Number: 94 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
. Analytic Hierarchy Process is mostly in
A. Uncertain environment of subjective judgements of decision makers
B. Certain environment of objective judgements of decision makers Cortain environment of subjective judgements of decision makers
C. Certain environment of subjective judgements of decision makers D. Uncertain environment of objective judgements of decision makers
Options: 1. A
2. B
3. C

Options:

4. D

Question Number : 95 Question Type : MCQ Option Shuffling : No Display Question Number : Yes Single Line Question Option : No Option Orientation : Vertical Correct Marks : 1 Wrong Marks : 0
In Quality Function Deployment (QFD), the customers' requirements are aggregated with the help of A. Engineering Characteristics B. Affinity Diagram C. Relationship Matrix D. Competitive Assessment
Options: 1. A 2. B 3. C 4. D
Question Number: 96 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
Which psychology is a school of thought that believes all objects and scenes can be observed in their simplest forms. A. Market B. Gestalt C. Perception D. All of above
Options: 1. A 2. B 3. C 4. D
Question Number: 97 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0 Nonverbal signs can produce many complex symbols and hold multiple meanings. A. True B. False C. Somewhat true D. Wrong
Options: 1. A 2. B 3. C 4. D Question Number: 98 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical

Pop Art movement refers to the period: A. 1928 – 1952 B. 1958 – 1972 C. 1968 – 1932 D. 1932 - 1958
Options: 1. A
2. B
3. C
4. D
Question Number: 99 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
The National Stadium of Japan was designed by:
A. Zaha Hadid
B. Charles Eames
C. Frank Lloyd Wright
D. Marinetti
Options:
1. A
2. B
3. C
4. D
Question Number: 100 Question Type: MCQ Option Shuffling: No Display Question Number: Yes Single Line Question Option: No Option Orientation: Vertical Correct Marks: 1 Wrong Marks: 0
Designed products, services and user interfaces that are broadly accessible to
people with disabilities, older people, young children and everyone else are referred
to as:
A. Universal Design
B. Value sensitive design
C. Design to Value
D. Flat Design
Options:
1. A
2. B
3. C
4. D