**DESIGN THINKING TEST**

1. Design thinking is a process used to create something to solve a problem.

1. True
2. False

2. An example object which demonstrates the same features and qualities as the final product is called a:

1. Ideation
2. Brainstorm
3. Prototype
4. Inspiration

3.The ability to understand and feel what someone else is experiencing is called:

1. Empathy
2. Problem
3. Sympathy
4. Disapproval

4.Using feedback to repeatedly improve upon a design is:

1. Beta
2. Alpha
3. Prototype
4. Iteration

5. Creating new concepts and ideas is called:

1. Ideation
2. A problem
3. Empathy
4. Creation

6. The first step in the design thinking process is:

1. Discussion
2. Problem solving
3. Testing
4. Empathize

7. To use brainstorming effectively, a ground rule may include:

1. Judging of ideas
2. Several conversations at one time
3. Only one person contributes ideas
4. Encouraging radical ideas

8. This is the mode in which one creates new concepts and ideas:

1. Define Mode
2. Prototype Mode
3. Ideate Mode
4. Test Mode

9. Your goal during the Testing Mode is to:

1. To gather inspiration
2. To gather feedback to improve your design
3. To gather a result
4. To gather brainstorming ideas

10. The goal of the Define Mode is to:

1. Come up with an actionable problem statement
2. Generate lots of ideas
3. Explore different solutions
4. Inspire others to share your vision

Adapted from: REMC Association of Michigan, Design Thinking Quiz <https://www.proprofs.com/quiz-school/story.php?title=NzYwMTMy4U4C>