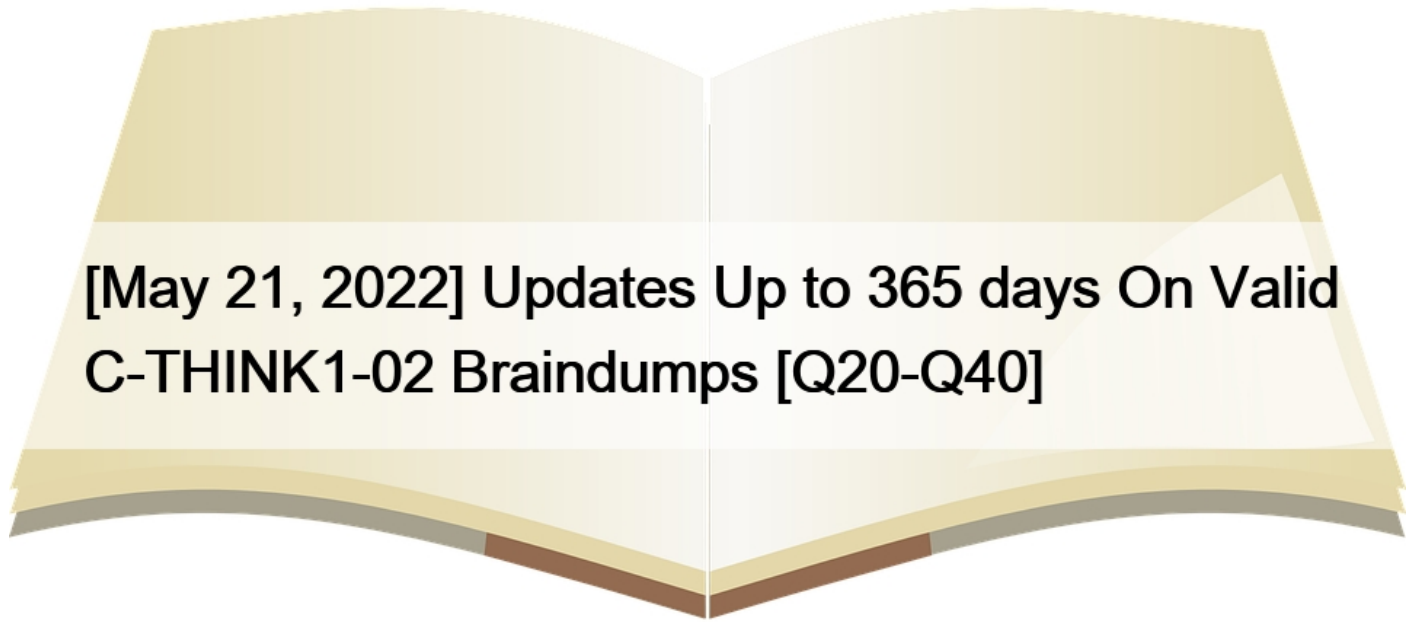# [May 21, 2022 Updates Up to 365 days On Valid C-THINK1-02 Braindumps [Q20-Q40

[May 21, 2022] Updates Up to 365 days On Valid C-THINK1-02 Braindumps
Best QualityC-THINK1-02 Exam Questions SAP Test To Gain Brilliante Result

SAP C-THINK1-02 Exam Syllabus Topics:

TopicDetailsTopic 1- Outline the key preparation activities for Design Thinking workshops- Describe best practices methods for prototyping and understand how they workTopic 2- Understand the purpose of research within the Design Thinking methodology- Design Thinking Methodology and PrinciplesTopic 3- Describe best practices methods for validation, and understand how they work- Describe best practices methods for research and understand how they workTopic 4- Understand the purpose of prototyping within the Design Thinking methodology- Understand the purpose of scoping within the Design Thinking methodologyTopic 5- Explain the purpose of validation within the Design Thinking methodology- Describe best practices methods for scoping and understand how they workTopic 6- Understand the purpose of synthesis within the Design Thinking methodology- Understand the purpose of ideation within the Design Thinking methodology

C-THINK1-02 Exam Certification Details:

Languages:EnglishCut Score:66%Exam:80 questions

Q20. What is the recommended practice when running an interview for empathy? Note: There are 2 correct Answers to this question.
* Ask binary questions.

* Avoid silence.
* Encourage stories.
* Ask neutral questions.

Q21. What are the phases within the Human Centered Approach to Innovation? Note: There are 2 correct Answers to this question.
* Run & Sell
* Explore
* Run & Scale
* Expand

Q22. Design Thinking implies an emotional journey. How do participants typically feel during synthesis? Note:

There are 2 correct Answers to this question.
* Confused
* Excited
* Innovative
* Frustrated

Q23. Which of the following rules apply to the brainstorming technique? Note: There are 2 correct Answers to this question.
* Focus on best ideas
* Encourage wild ideas
* Have one conversation at a time
* Use a random selection of ideas

Q24. 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.

Q25. Which techniques are typically used in Design Thinking workshops? Note: There are 2 correct Answers to this question.
* Agile Sprint
* Point of view
* Low-fidelity (lo-fi) prototyping
* Pair work

Q26. A_____should not be too narrow, nor should it be too broad.You want to have the freedom to imagine, but you also want to have some boundaries in order to manage the process.

Note: There are 1 correct answers to this question.
* fill-in-the-blank
* Boundaries
* Observe
* design challenge

Q27. Which of the following techniques are structured ideation techniques?

Note: There are2 correct answers to this question.
* Multiplication

* Blue Ocean REICC
* Persona
* Remember the Future

Q28. When preparing for the workshop, the coach needs to run an interview with the workshop host. What topics does the coach need to clarify? Note: There are 3 correct Answers to this question.
* Dress code
* Design Thinking techniques for synthesis
* Number, role, and background of participants
* Workshop challenge
* U-shaped seating and table arrangement

Q29. Recognizing_____generates insights that enable us to see everyday things in a new light.

Note: There are 1 correct answers to this question.
* Remember the Future
* Persona
* Multiplication
* Patterns

Q30. Of the 3 maincriteria for a successful idea – feasibility, viability, and desirability – which is th e starting point?

Note: There are 1 correct answers to this question.
* Viability
* Desirability
* Differentiability
* Feasibility

Q31. In which project phases would you leverage Design Thinking within “classic” implementation projects?

Note: There are 2 correct Answers to this question.
* Realization
* Scoping
* Preparation for go live
* Kickoff

Q32. What is the goal of creating a “persona”? Note: There are 2 correct Answers to this question.
* To put a human face on otherwise abstract data about users
* To identify the pain points of the users and to develop empathy
* To build a common ground within the team on an emotional level
* To identify extreme users and understand their needs

Q33. 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

Q34. What are the 2 most important techniques that entrepreneurs use during the inspiration phase?

Note: There are 2 correctanswers to this question.
* challenging questions to bring the interviewee to make creative suggestions
* key guiding questions
* Observation and Insight Development
* user types that you might encounter

Q35. Taking a design-thinking approach forces you to answer an entirely different question in the beginning. The first question is what?

Note: There are 1 correct answers to this question.
* What do people need?
* How do people executedesign?
* How do people begin thinking?

Q36. Which of the following are basic principles of field research? Note: There are 2 correct Answers to this question.
* What people say is often not what they do, think, or feel.
* Take people out of their context and put them in an inspiring environment.
* Ask a lot of “why” questions to get valuable data.
* Focus on the users who represent your main customer group.

Q37. A workshop that you coached resulted in some paper-based sketches and low-fidelity prototypes of a software application user interface. Why would you recommend the creation of mock-ups and visual simulations as a good way to drive the workshop results forward towards implementation? Note: There are 3 correct Answers to this question.
* A mock-up prevents non-participants from misinterpreting the results.
* A mock-up further unleashes creativity through visualization.
* A mock-up transforms user stories into backlog items.
* A mock-up removes ambiguity and gives further security in terms of feasibility.
* A mock-up is a good way to manage “wild ideas” during prototyping.

Q38. Who first adopted Design Thinking for a business context?
* David Kelley
* Michael Porter
* Hasso Plattner
* Steve Jobs

Q39. Why do we create prototypes in Design Thinking? Note: There are 2 correct Answers to this question.
* To avoid PowerPoint presentations
* To leverage the creativity of the participants
* To make the design solution tangible
* To get instant feedback and fail early

Q40. How do we become successful design thinkers? What is the first step?

Note: There are 1 correct answers to this question.
* Iterate ideation phase
* Being human
* Design
* Funky prototyping

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