PRESIDENCY UNIVERSITY BENGALURU

SET A

## SCHOOL OF DESIGN <br> END TERM EXAMINATION - JAN 2024

Semester : Semester V -2021
Course Code : DES2090
Course Name : Creative Thinking for Professionals
Program : B.Sc. Multimedia-VFX SFX GAMING

Date: 04-JAN-2024
Time : 1:00 PM - 4:00 PM
Max Marks: 100
Weightage : 50\%

## Instructions:

(i) Read all questions carefully and answer accordingly.
(ii) Question paper consists of 3 parts.
(iii) Scientific and non-programmable calculator are permitted.
(iv) Do not write any information on the question paper other than Roll Number.

## PART A

## ANSWER ALL THE QUESTIONS

$4 \times 5 \mathrm{M}=\mathbf{2 0 M}$

1. How creative thinking is applied in trasnportation?
(CO2) [Knowledge]
2. Justify with an example how reverse parameter by SCAMPER technique is applied in design.
(CO2) [Knowledge]
3. 'Creativity is also a cognitive process' - Justify your answer with examples taken for left and right brain activities.
(CO3) [Knowledge]
4. How SCAMPER technique is applied in everyday life. Explain for three parameters.
(CO3) [Knowledge]

## PART B

## ANSWER ALL THE QUESTIONS

$5 \mathrm{X} 10 \mathrm{M}=50 \mathrm{M}$
5. Give a detailed description of process of creative thinking applied to a product or process formulation.
(CO2) [Comprehension]
6. Do all the parameters of SCAMPER relate to linear or vertical thinking? Discuss.
(CO2) [Comprehension]
7. What is the role of nature, silence, meditation and couselling by cleverest thinkers in cultivating creativity?
(CO3) [Comprehension]
8. 'Technology gadgets are improved means to an unimproved end' - Deliberate exclusively with examples.
(CO3) [Comprehension]
9. How creativity is applied in selling a product or a process? Justify.

## PART C

## ANSWER ALL THE QUESTIONS

$2 \times 15 M=30 M$
10. Discuss in detail the difference between USP (Unique Selling Proposition) and ESI (Emotional Surplus Identity) as a creative process in customer satisfaction and delight.
(CO2) [Application]
11. Differentiate between thinking and worrying with examples applied in design.
(CO3) [Application]

