

IREB Examination

Digital Design Professional Foundation Level

Practice Exam

Questionnaire:	Set_Public_EN_1.0.0
Syllabus:	Version 1

☐ Passed

☐ Failed

Total number of points

IREB Exam Digital Design Professional – Foundation Level

Explanation of the practice exam

This practice exam provides an example of an actual IREB Digital Design Professional Foundation Level exam. It can be used when preparing for the actual exam.

If you want to use this practice exam under realistic conditions, print out the exam and answer the questions without means such as training materials or books within a limit of 75 minutes. Make sure that you encounter as little disturbance as possible when answering the questions.

In order to pass this exam, just like in an actual examination, a mark of 70.00 percent must be achieved. This is 50 points out of a maximum 71 possible points for the practice exam at hand.

Evaluation of the results

In the document "Answers_to_the_practice_examination_DDPFL_EN_1.0.0", you will find the correct answers. To determine the number of points you have achieved, please use the Excel sheet "CorrectionAidForTheDDPFL_PracticeExam_EN_1.0.0".

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1. Introduction

1. Which of the following statements best characterizes the term “digitalization”? (1 answer)

D1A0101

1 Point

<input type="checkbox"/>	A) Processing of data in digital form.
<input type="checkbox"/>	B) Creation of business process that are not feasible with non-digital means.
<input type="checkbox"/>	C) Programming a digital business model.
<input type="checkbox"/>	D) Developing innovative social structures based on digital technology.
<input type="checkbox"/>	E) Replacing existing industries with disruptive technologies.

2. Which two of the following statements about "digital as a material" are correct? (2 answers)

D1P0105

2 Points

<input type="checkbox"/>	A) Source code belongs to the perceivable function.
<input type="checkbox"/>	B) Maintainability of a digital solution is a perceivable quality.
<input type="checkbox"/>	C) The user interfaces belong to the perceivable form.
<input type="checkbox"/>	D) Performance of a digital solution is a perceivable quality.
<input type="checkbox"/>	E) Usability of a digital solution is an underlying quality.

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3. Which two of the following statements on the building process for a digital solution are most important for Digital Design? (2 answers)

D1P0108
2 Points

<input type="checkbox"/>	A) Understanding the building process helps in understanding the cooperation and shared responsibilities of the activity areas.
<input type="checkbox"/>	B) The building process helps to focus on the client and the customer, in order to understand their needs.
<input type="checkbox"/>	C) The building process formalizes the process understanding for all participants of a project.
<input type="checkbox"/>	D) The building process helps to assign tasks to the activities.
<input type="checkbox"/>	E) Understanding the building process helps in understanding the challenges and responsibilities of the activity areas.

4. What is the relationship between a Digital Design Professional (DDP) and a Requirements Engineer? (1 answer)

D1A0115
1 Point

<input type="checkbox"/>	A) A DDP can work as a Requirements Engineer.
<input type="checkbox"/>	B) Working as a Requirements Engineer requires a DDP certificate.
<input type="checkbox"/>	C) Requirements Engineering is a process step for the DDP.
<input type="checkbox"/>	D) A DDP typically starts as a Requirements Engineer in the building process.
<input type="checkbox"/>	E) DDP and Requirements Engineer are both roles in the building process.

2. Design Competence

5. Which of the following statements on the design squiggle are true and which are false?

D1K0118

2 Points

True	False	
<input type="checkbox"/>	<input type="checkbox"/>	A) The stage “Concept / Prototype” is the first stage of the design squiggle.
<input type="checkbox"/>	<input type="checkbox"/>	B) The stage “Research & Synthesis” starts when the design is understood properly.
<input type="checkbox"/>	<input type="checkbox"/>	C) The design squiggle shows that a design process typically starts with a chaotic process.
<input type="checkbox"/>	<input type="checkbox"/>	D) The design squiggle is not applicable for the design of digital solutions.
<input type="checkbox"/>	<input type="checkbox"/>	E) The design squiggle proposes a waterfall process.

6. Which of the following work products is initially created in the scoping step? (1 answer)

D1A0121

1 Point

<input type="checkbox"/>	A) Solution Design Concept
<input type="checkbox"/>	B) Element Design Concept
<input type="checkbox"/>	C) Digital Design Brief
<input type="checkbox"/>	D) Software Interface Design Concept
<input type="checkbox"/>	E) Device Design Concept

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7. Which one of the following statements on the development and operations step is correct? (1 answer)

D1A0123

1 Point

<input type="checkbox"/>	A) Starting the development and operation step requires a complete system design concept.
<input type="checkbox"/>	B) The development and operations step is an iterative design, construction, and realization process.
<input type="checkbox"/>	C) During the development and operations step, the software architect takes the role of the Digital Design Professional.
<input type="checkbox"/>	D) When the development and operation step is finished, the evaluation step of the building process starts.

8. Which of the following statements on the quality of a digital solution and a digital system are true and which are false?

D1K0127

2 Points

True	False	
<input type="checkbox"/>	<input type="checkbox"/>	A) In terms of quality, the digital solution and the digital system are identical.
<input type="checkbox"/>	<input type="checkbox"/>	B) The qualities of a digital system become part of the qualities of a digital solution.
<input type="checkbox"/>	<input type="checkbox"/>	C) The DDP is responsible for defining the qualities of the digital system only.
<input type="checkbox"/>	<input type="checkbox"/>	D) For users, the qualities of the digital system are more important than the qualities of the digital solution.

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9. Which of the following disciplines can contribute useful competences for the conceptual step and which cannot contribute useful competences for the conceptual step? D1K0130
2 Points

Can contribute	Cannot contribute	
<input type="checkbox"/>	<input type="checkbox"/>	A) Industrial Design
<input type="checkbox"/>	<input type="checkbox"/>	B) Service Design
<input type="checkbox"/>	<input type="checkbox"/>	C) Systems Engineering
<input type="checkbox"/>	<input type="checkbox"/>	D) Requirements Engineering
<input type="checkbox"/>	<input type="checkbox"/>	E) Mechanical Engineering

10. Which of the following sections does not belong to a Digital Design Brief? (1 answer) D1A0132
1 Point

<input type="checkbox"/>	A) Case for action
<input type="checkbox"/>	B) Potential competitors
<input type="checkbox"/>	C) General terms
<input type="checkbox"/>	D) Business model

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11. Which of the following elements belong to the value proposition canvas and which do not belong to the value proposition canvas? D1K0137
2 Points

Belongs to	Does not belong to	
<input type="checkbox"/>	<input type="checkbox"/>	A) Pains
<input type="checkbox"/>	<input type="checkbox"/>	B) Customer/user jobs
<input type="checkbox"/>	<input type="checkbox"/>	C) Customer segments
<input type="checkbox"/>	<input type="checkbox"/>	D) Customer relationships
<input type="checkbox"/>	<input type="checkbox"/>	E) Gain Creators

12. Which of the following statements describe an instructive relationship and which do not describe an instructive relationship? D1K0141
2 Points

Instructive	Not instructive	
<input type="checkbox"/>	<input type="checkbox"/>	A) The encryption algorithm for the webservice is prescribed by the international standard TLS V1.0.
<input type="checkbox"/>	<input type="checkbox"/>	B) The user interface “customer overview” has been requested by Maria Miller from the marketing department.
<input type="checkbox"/>	<input type="checkbox"/>	C) The “Welcome” user interface shows the three last transactions of the user.
<input type="checkbox"/>	<input type="checkbox"/>	D) The entity “user” is related to exactly one “address” entity.
<input type="checkbox"/>	<input type="checkbox"/>	E) The encryption algorithm for the webservice must use a 512-bit key.

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13. Which sections of the general building block template are optional and which are mandatory?

D1K0143
1 Point

Optional	Mandatory	
<input type="checkbox"/>	<input type="checkbox"/>	A) Source
<input type="checkbox"/>	<input type="checkbox"/>	B) Status
<input type="checkbox"/>	<input type="checkbox"/>	C) ID with title
<input type="checkbox"/>	<input type="checkbox"/>	D) Change log
<input type="checkbox"/>	<input type="checkbox"/>	E) Relationship to other elements

14. Which of the following building block templates describe form and which describe function?

D1K0144
1 Point

Form	Function	
<input type="checkbox"/>	<input type="checkbox"/>	A) Software interface
<input type="checkbox"/>	<input type="checkbox"/>	B) User interface
<input type="checkbox"/>	<input type="checkbox"/>	C) Use case
<input type="checkbox"/>	<input type="checkbox"/>	D) Entity
<input type="checkbox"/>	<input type="checkbox"/>	E) User

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15. Which of the following building block templates describe an aspect of the perceivable layer and which does not describe an aspect of the perceivable layer of the digital solution?

D1K0146

1 Point

Perceivable	Not perceivable	
<input type="checkbox"/>	<input type="checkbox"/>	A) User Interface Template
<input type="checkbox"/>	<input type="checkbox"/>	B) Software Interface Template
<input type="checkbox"/>	<input type="checkbox"/>	C) Entity Template
<input type="checkbox"/>	<input type="checkbox"/>	D) Use Case Template
<input type="checkbox"/>	<input type="checkbox"/>	E) Function Template

16. The following figure shows the description of a user interface for an e-mail app. Which of the following statements about this description are true and which are false?

D1K0148
3 Points

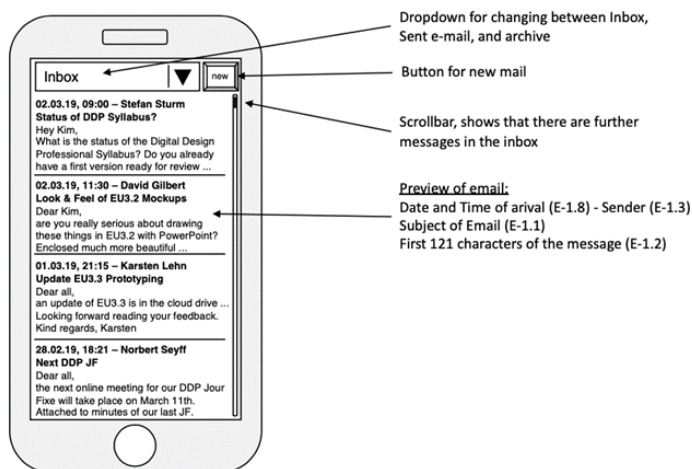
UI-1 Inbox overview

Relationships:

- Used in UC-1
- Shows e-mails (E-1)

Description:

The following mockup shows the inbox overview of the e-mail app.



The user can open an e-mail for reading by clicking on the e-mail. Reading an e-mail is covered by UC-2. The user interface for reading is presented in UI-2.

Open an e-mail for answering is possible by swiping an e-mail to the left. Answering an e-mail is described in UC-3. The user interface for answering is presented in UI-3

True	False	
<input type="checkbox"/>	<input type="checkbox"/>	A) The reference to the use case for creating a new e-mail is missing.
<input type="checkbox"/>	<input type="checkbox"/>	B) The references to entities in the description of the e-mail preview are not necessary.
<input type="checkbox"/>	<input type="checkbox"/>	C) The scrollbar requires a reference to an entity that describes the content of the inbox.
<input type="checkbox"/>	<input type="checkbox"/>	D) It is not possible to delete e-mails in the inbox overview.

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17. Which of the following objectives are good reasons and which are not good reasons for prototyping?

D1K0150
2 Points

Good reason	No good reason	
<input type="checkbox"/>	<input type="checkbox"/>	A) Communicating a concept to the customer
<input type="checkbox"/>	<input type="checkbox"/>	B) Limiting testing effort for the digital solution
<input type="checkbox"/>	<input type="checkbox"/>	C) Testing and improving requirements
<input type="checkbox"/>	<input type="checkbox"/>	D) Testing and improving the visual design
<input type="checkbox"/>	<input type="checkbox"/>	E) Understanding the problems that users might have

18. Which of the following statements about prototypes in the Digital Design field are true and which are false?

D1K0152
2 Points

True	False	
<input type="checkbox"/>	<input type="checkbox"/>	A) Prototypes play an important role in the field of Digital Design.
<input type="checkbox"/>	<input type="checkbox"/>	B) Prototypes are a powerful tool to improve concepts and solutions.
<input type="checkbox"/>	<input type="checkbox"/>	C) Prototypes quickly evolve into the final product.
<input type="checkbox"/>	<input type="checkbox"/>	D) The DDP should create different prototypes for exploring fundamentally different design directions.
<input type="checkbox"/>	<input type="checkbox"/>	E) Prototypes must be realized using the chosen implementation technology for the digital solution.

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19. Imagine a software prototype of a messaging application. The complete user interface is drafted and the first level menu is selectable. All dialogs for creating a message work. In addition, the application exhibits a fully developed look and feel for the user interface. Which of the following categorizations of this prototype are correct and which are not correct? D1K0157
3 Points

Correct	Not correct	
<input type="checkbox"/>	<input type="checkbox"/>	A) High level of fidelity refinement
<input type="checkbox"/>	<input type="checkbox"/>	B) High level of sensory refinement
<input type="checkbox"/>	<input type="checkbox"/>	C) High level of depth of functionality
<input type="checkbox"/>	<input type="checkbox"/>	D) High level of richness of interactivity
<input type="checkbox"/>	<input type="checkbox"/>	E) High level of richness of data model

20. Which of the following statements about sensory refinement are true and which are false? D1K0166
2 Point

High fidelity sensory refinement helps to focus on...

True	False	
<input type="checkbox"/>	<input type="checkbox"/>	A) ...extensiveness
<input type="checkbox"/>	<input type="checkbox"/>	B) ...interactivity
<input type="checkbox"/>	<input type="checkbox"/>	C) ...monitorability
<input type="checkbox"/>	<input type="checkbox"/>	D) ...presence
<input type="checkbox"/>	<input type="checkbox"/>	E) ...vividness

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21. A pre-production prototype is a typical prototype used in digital design. D1K0164
It can be characterized by its fidelity profile. Which of the following 2 Points
categorizations of this prototype are correct and which are not correct?

Correct	Not correct	
<input type="checkbox"/>	<input type="checkbox"/>	A) High level of sensory refinement
<input type="checkbox"/>	<input type="checkbox"/>	B) Low level of breadth of functionality
<input type="checkbox"/>	<input type="checkbox"/>	C) High level of depth of functionality
<input type="checkbox"/>	<input type="checkbox"/>	D) Low level of richness of interactivity
<input type="checkbox"/>	<input type="checkbox"/>	E) High level of richness of data model

22. The degree of immersion is a concept from the field of virtual reality, D1K0165
which can be applied to support the characterization of prototypes in 2 Points
Digital Design. Which of the following elements are part of the immersion
definition and which are not part?

Part	Not part	
<input type="checkbox"/>	<input type="checkbox"/>	A) Extensiveness
<input type="checkbox"/>	<input type="checkbox"/>	B) Interactivity
<input type="checkbox"/>	<input type="checkbox"/>	C) Monitorability
<input type="checkbox"/>	<input type="checkbox"/>	D) Presence
<input type="checkbox"/>	<input type="checkbox"/>	E) Vividness

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- 23. Which uses of software design and development tools for prototyping are recommended in Digital Design and which are not recommended?** **D1K0168**
2 Points

Recommended	Not recommended	
<input type="checkbox"/>	<input type="checkbox"/>	A) Developing parts of the final user interface in detail as a prototype for later iterations.
<input type="checkbox"/>	<input type="checkbox"/>	B) Developing the prototype for the user interface with a simpler technology, e.g., web technologies, instead of the targeted more sophisticated technology.
<input type="checkbox"/>	<input type="checkbox"/>	C) Developing database transactions based on a detailed specification and modifying the specification and transactions later, based on the real result.
<input type="checkbox"/>	<input type="checkbox"/>	D) Developing parts of the user interface using creation tools while discarding already implemented parts for the final product.

- 24. As a Digital Designer, you want to give advice for creating paper-prototypes to your colleague. Which of the following advice should you give and which not?** **D1K0171**
1 Point

Give this advice	Do not give this advice	
<input type="checkbox"/>	<input type="checkbox"/>	A) Paper-prototyping can be done by everyone
<input type="checkbox"/>	<input type="checkbox"/>	B) A requirements specification is a prerequisite for your sketch
<input type="checkbox"/>	<input type="checkbox"/>	C) Start with a sketch, you can improve later
<input type="checkbox"/>	<input type="checkbox"/>	D) Your sketches should be refined by a design draftsman

3. Digital Material

25. Imagine you are discussing with your team the strategy for designing, developing and testing a text recommendation and completion system for a messaging app to run on a smartphone. The system basically consists of a user interface (UI) and a text recommendation and completion engine (engine). Which of the following strategies is the most appropriate? (1 answer) D1A0180
2 Points

<input type="checkbox"/>	A) We first design the UI, then develop the engine and then integrate both.
<input type="checkbox"/>	B) We iteratively design, develop and integrate both the UI and the engine in parallel.
<input type="checkbox"/>	C) We first develop the engine, then design the UI and then integrate both.
<input type="checkbox"/>	D) We design and implement a prototype of the UI, develop the engine, iterate the UI and then integrate both.

26. Imagine a new wireless technology named WiBit recently became available. A colleague of yours is currently working in the scoping step of a project to realize a digital body implant, which shall communicate with a smartphone. This colleague is asking you for a recommendation. Which of the following recommendations is most appropriate? (1 answer) D1A0183
2 Points

<input type="checkbox"/>	A) Take the in-depth WiBit course in order to be able to converse with all members of the project.
<input type="checkbox"/>	B) Take the beginner's WiBit course to understand whether WiBit is useful for your digital solution.
<input type="checkbox"/>	C) Inform your wireless expert about this technology and ask him to take the in-depth course.
<input type="checkbox"/>	D) Ignore this new technology, a body implant must rely on technology that has been well-established for some time.

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27. Which of the following interface types are perceivable interaction technologies and which not?

D1K0189

1 Point

Perceivable	Not perceivable	
<input type="checkbox"/>	<input type="checkbox"/>	A) Audio interface
<input type="checkbox"/>	<input type="checkbox"/>	B) Serial interface
<input type="checkbox"/>	<input type="checkbox"/>	C) Voice interface
<input type="checkbox"/>	<input type="checkbox"/>	D) Brain-computer interface
<input type="checkbox"/>	<input type="checkbox"/>	E) Ambient interface

28. Which of the following statements on software architecture are true and which are false?

D1K0204

2 Points

True	False	
<input type="checkbox"/>	<input type="checkbox"/>	A) User interfaces must be independent of the software architecture.
<input type="checkbox"/>	<input type="checkbox"/>	B) Similar to the architecture of a building, the definition of a software architecture concerns making “fundamental” decisions regarding structure.
<input type="checkbox"/>	<input type="checkbox"/>	C) A proper software architecture is an important driver for the perceivable and underlying qualities of a digital solution.
<input type="checkbox"/>	<input type="checkbox"/>	D) The underlying form and function of a digital solution are not tied to the perceivable form and function.

4. Cross-Cutting Competences

29. Which of the following examples best indicates a top-down control of attention? (1 answer)

D1A0209

1 Point

<input type="checkbox"/>	A) The expected position of a confirmation-button by the user
<input type="checkbox"/>	B) Automatically changing the melody of an auditive notification
<input type="checkbox"/>	C) Moderate blinking of an error message
<input type="checkbox"/>	D) The large size of the user's smartphone display

30. A user correctly decides to click the Ok-button but accidentally clicks the Cancel-button. Which is the correct error category for this scenario? (1 answer)

D1A0211

1 Point

<input type="checkbox"/>	A) Demolition
<input type="checkbox"/>	B) Lapse
<input type="checkbox"/>	C) Mistake
<input type="checkbox"/>	D) Slip

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- 31. Indicate whether the following statements on emotional responses in the user are true or false:** **D1K0212**
1 Point

The digital solution can cause emotional responses of the user that in turn can affect ...

True	False	
<input type="checkbox"/>	<input type="checkbox"/>	A) ... the future usage behavior.
<input type="checkbox"/>	<input type="checkbox"/>	B) ... the appraisal of the digital solution.
<input type="checkbox"/>	<input type="checkbox"/>	C) ... the interaction characteristics.
<input type="checkbox"/>	<input type="checkbox"/>	D) ... the skills of the user.

- 32. Which statement best characterizes the importance of business models for Digital Design? (1 answer)** **D1A0214**
1 Point

<input type="checkbox"/>	A) The business model drives the development of digital user interfaces.
<input type="checkbox"/>	B) The business model is relevant during the whole building process.
<input type="checkbox"/>	C) The business model is defined during the scoping step.
<input type="checkbox"/>	D) The business model is an important quality requirement.
<input type="checkbox"/>	E) The business model must consider the budget for the Digital Design team.

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33. Which of the following statements on digital business and e-business are true and which are false? **D1K0217**
2 Points

True	False	
<input type="checkbox"/>	<input type="checkbox"/>	A) E-business belongs to the level of digital transformation.
<input type="checkbox"/>	<input type="checkbox"/>	B) Digital business belongs to the level of digitalization.
<input type="checkbox"/>	<input type="checkbox"/>	C) Digital business and e-business are synonymous.
<input type="checkbox"/>	<input type="checkbox"/>	D) Digitizing an existing business model is called digital business.
<input type="checkbox"/>	<input type="checkbox"/>	E) Using a digital business model canvas is called e-business.

34. Which of the following roles of people are important and which are not important for the building process? **D1K0218**
2 Points

Important	Not important	
<input type="checkbox"/>	<input type="checkbox"/>	A) People in the role of customers of existing competitors
<input type="checkbox"/>	<input type="checkbox"/>	B) People in the role of stakeholders who set requirements
<input type="checkbox"/>	<input type="checkbox"/>	C) People in the role of implementers of the digital solution
<input type="checkbox"/>	<input type="checkbox"/>	D) People in the role of future users
<input type="checkbox"/>	<input type="checkbox"/>	E) People in the role of future customers

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35. Which of the pairings below describe key characteristics of the building process that people show when they take on different perspectives and which do not? **D1K0223**
2 Points

Key characteristic	No key characteristic	
<input type="checkbox"/>	<input type="checkbox"/>	A) Developing code versus designing a model
<input type="checkbox"/>	<input type="checkbox"/>	B) Focusing on details versus seeing the big picture
<input type="checkbox"/>	<input type="checkbox"/>	C) Managing versus implementing
<input type="checkbox"/>	<input type="checkbox"/>	D) Using knowledge from the past versus looking into the future
<input type="checkbox"/>	<input type="checkbox"/>	E) Focusing on cooperation versus solution development

36. Which of the following statements on Keirsey's temperament "Idealist" are true and which are false? **D1K0221**
2 Points

Idealists are...

True	False	
<input type="checkbox"/>	<input type="checkbox"/>	A) ... intuitive and judging
<input type="checkbox"/>	<input type="checkbox"/>	B) ... intuitive and compassionate
<input type="checkbox"/>	<input type="checkbox"/>	C) ... concrete and adaptive
<input type="checkbox"/>	<input type="checkbox"/>	D) ... diplomatic and concerned with personal growth
<input type="checkbox"/>	<input type="checkbox"/>	E) ... agile tacticians

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37. Which of the following statements on personality models are true and which are false?

D1K0225
1 Point

Personality models ...

True	False	
<input type="checkbox"/>	<input type="checkbox"/>	A) ... can precisely capture the complex reality of interpersonal relationships.
<input type="checkbox"/>	<input type="checkbox"/>	B) ... carry the danger of putting people in drawers.
<input type="checkbox"/>	<input type="checkbox"/>	C) ... can precisely capture human personalities.
<input type="checkbox"/>	<input type="checkbox"/>	D) ... provide a first orientation to understand oneself.
<input type="checkbox"/>	<input type="checkbox"/>	E) ... provide a first orientation to diversity among team members.

38. Which of the following temperaments are suitable for the scoping step (reflective perspective) and which are not suitable?

D1K0229
1 Point

Suitable	Not suitable	
<input type="checkbox"/>	<input type="checkbox"/>	A) Rationalists
<input type="checkbox"/>	<input type="checkbox"/>	B) Idealists
<input type="checkbox"/>	<input type="checkbox"/>	C) Guardians
<input type="checkbox"/>	<input type="checkbox"/>	D) Artisans

5. A Building Process for Beginners

39. Which two of the following arguments best justify the use of Design Thinking for scoping wicked problems? (2 answers)

D1P0230

1 Point

<input type="checkbox"/>	A) Its popularity guarantees the acceptance of Design Thinking among stakeholders.
<input type="checkbox"/>	B) The iterative process allows for fast feedback on the problem understanding.
<input type="checkbox"/>	C) The emphasis on early prototyping allows an early implementation of the solution.
<input type="checkbox"/>	D) During the Design Thinking process, the team develops a detailed understanding of the problem.
<input type="checkbox"/>	E) A Design Thinking process creates a lot of material that has to be evaluated properly during the development and operations step.

40. Which two of the following statements best justify human-centered design (HCD) as a process model for the conceptual step? (2 answers)

D1P0233

1 Point

<input type="checkbox"/>	A) HCD is an iterative process and therefore creates feedback loops.
<input type="checkbox"/>	B) HCD proposes the strict sequence of the steps “design”, “specify”, “evaluate”, “understand” and therefore provides a clear process model of the conceptual step.
<input type="checkbox"/>	C) HCD emphasizes the equal importance of the steps “design”, “specify”, “evaluate”, and “understand” and therefore balances the focus of the conceptual step.
<input type="checkbox"/>	D) HCD is defined by an ISO standard and is, therefore, a mandatory model.
<input type="checkbox"/>	E) HCD is in line with the 10 principles of good Digital Design.

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41. Which of the following statements describe a phase of the process for the development and operation step and which do not describe a phase of the process? D1K0235
2 Points

Phase	Not a phase	
<input type="checkbox"/>	<input type="checkbox"/>	A) Backlog preparation
<input type="checkbox"/>	<input type="checkbox"/>	B) Final evaluation of the solution candidate
<input type="checkbox"/>	<input type="checkbox"/>	C) Development of the initial release
<input type="checkbox"/>	<input type="checkbox"/>	D) Retirement
<input type="checkbox"/>	<input type="checkbox"/>	E) Exploration of the solution space

42. Which of the following statements on element design canvases are true and which are false? D1K0239
2 Points

True	False	
<input type="checkbox"/>	<input type="checkbox"/>	A) The element design canvas requires ongoing maintenance.
<input type="checkbox"/>	<input type="checkbox"/>	B) The details of the defined aspects are clarified later in the building process.
<input type="checkbox"/>	<input type="checkbox"/>	C) A detailed element design canvas replaces the element design concept.
<input type="checkbox"/>	<input type="checkbox"/>	D) Creating an initial understanding is the main goal of the element design canvas.
<input type="checkbox"/>	<input type="checkbox"/>	E) The element design canvas focuses on ideas for an element and their relationships.

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43. Which of the following statements is the correct characterization of the lean startup approach? (1 answer)

D1A0233

1 Point

<input type="checkbox"/>	A) Lean startup proposes a fast release of a minimum viable product to the market to obtain feedback from real users.
<input type="checkbox"/>	B) Lean startup proposes a building process with a lean scoping and conceptual step to minimizing conceptual costs.
<input type="checkbox"/>	C) Lean startup proposes evaluating a minimum viable product with a reduced scope in an artificial setting.
<input type="checkbox"/>	D) Lean startup proposes implementing only those features in a product that create the highest user value.
<input type="checkbox"/>	E) Lean startup proposes the use of a mixture of Scrum and Design Thinking tasks as the process model.

6. Achieving Good Digital Design

44. Which of the following statements on the value of expert contribution for achieving good Digital Design are true and which are false? **D1K0244**
2 Points

True	False	
<input type="checkbox"/>	<input type="checkbox"/>	A) Software architects contribute to realization concepts to allow for an easy evolution.
<input type="checkbox"/>	<input type="checkbox"/>	B) Social scientists can determine potential impacts of a digital solution.
<input type="checkbox"/>	<input type="checkbox"/>	C) Team coaches can assess the competencies of the team.
<input type="checkbox"/>	<input type="checkbox"/>	D) Scrum masters can achieve a sustainable solution.
<input type="checkbox"/>	<input type="checkbox"/>	E) Usability experts can contribute to usable digital solutions.