

COMPUTER SCIENCE NOTES FOR 7TH CLASS (FOR ISLAMABAD)

Unit 6

**ENTREPRENEURSHIP IN
DIGITAL AGE**

Solution to Exercise

Multiple choice questions:

1. Design Thinking is a _____.
 - a. way of thinking about design
 - b. method and mindset to define, frame and solve problems
 - c. way to separate "thinking" from "making"
 - d. curriculum for teaching non-designers design
2. Design Thinking starts with _____.
 - a. sketching or prototyping with craft materials
 - b. sticky notes or note cards
 - c. empathy and an understanding of human needs
 - d. identifying solutions for your problem
3. Where does the information for defining the problem in the Define phase come from?
 - a. The Testing Stage
 - b. The Prototype Stage
 - c. The Ideate Stage
 - d. The Empathize Stage
4. What is the role of the Define stage of design thinking?
 - a. To define the parameters for a prototype
 - b. To define the audience, you're trying to reach
 - c. To define the problem that needs to be solved
 - d. To define all of the ideas for solving a problem

5. Design Thinking typically helps in _____.

- a. innovation
- b. data analytics
- c. financial planning
- d. operational efficiency

6. The process of creating something new is called:

- a. Creative flexibility
- b. Management
- c. Business d. Innovation

7. Which of following factors provide growth in business?

- a. Workers b. Technology
- c. Business idea
- d. Lack of Security

8. How many types of entrepreneurship are there?

- a. Four b. Five
- c. Eight d. Ten

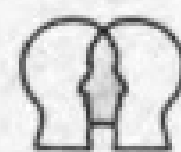
❖ **Short response questions:**

Q. 1: What is design thinking process?

Answer: Design thinking is a non-linear, iterative process for creative problem solving which leads to better products and internal processes. **"OR"**

Design thinking is a non-linear, iterative process that teams use to understand users, challenge assumptions, redefine problems and create innovative solutions to prototype and test.

Design thinking Involving five phases: Empathize, Define, Ideate, Prototype and Test. It is most useful to tackle problems that are ill-defined or unknown.



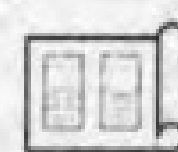
Empathize



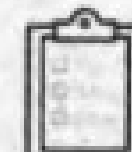
Define



Ideate



Prototype



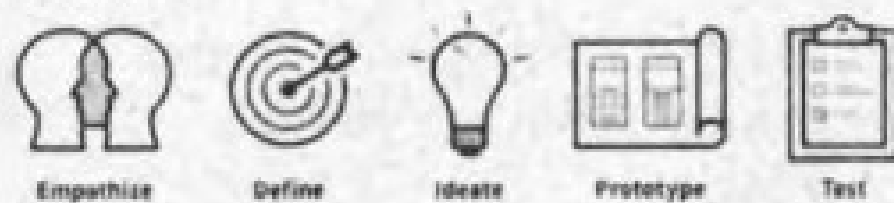
Test

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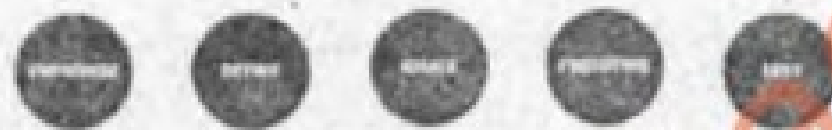


Q. 2: Explain the stages of design thinking process.

Answer: Design thinking Involving five phases: **Empathize, Define, Ideate, Prototype** and **Test**. It is most useful to tackle problems that are ill-defined or unknown.



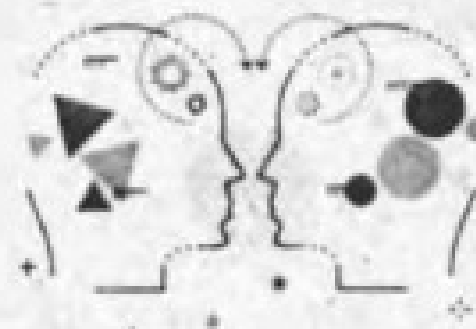
5 PHASES OF THE DESIGN THINKING PROCESS



Q. 3: How do you empathize design thinking?

Answer:

Empathize is the first stage in the design thinking process. To empathize is to research. So, you should constantly remind yourself to question everything you observe instead of judging. You



should also listen to others open-mindedly rather than focus on points that confirm your biases.

Some Extra Questions/Answers

Q. Define Entrepreneur.

Answer: An entrepreneur is an individual who creates a new business, bearing most of the risks and enjoying most of the rewards. The entrepreneur is commonly seen as an innovator, a source of new ideas, goods, services, and business/or procedures.



Q. Define Entrepreneurship.

Answer: Entrepreneurship is the ability and readiness to develop, organize and run a business enterprise, along with any of its uncertainties in order to make a profit.



Q. What are the different types of Entrepreneurs?

Answer: The types of entrepreneurs vary depending on background, country, and even sector but the five most common types are:

1. Innovators

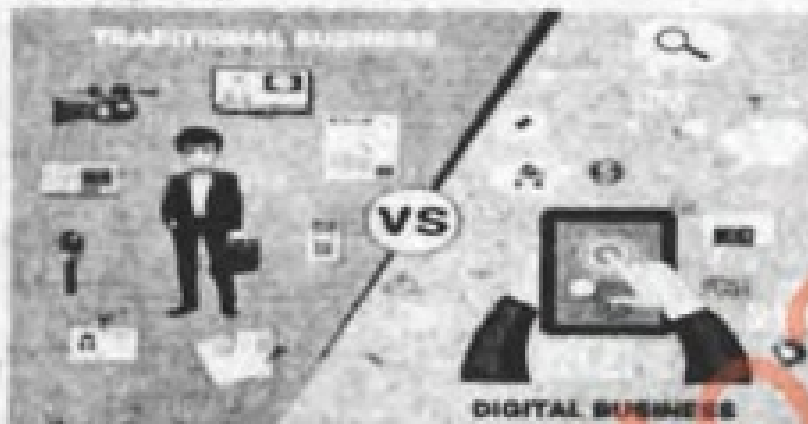
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2. Hustler
3. Imitators
4. Internet-based Entrepreneur
5. Home-based Entrepreneur

Q. Differentiate traditional entrepreneurship and digital entrepreneurship.

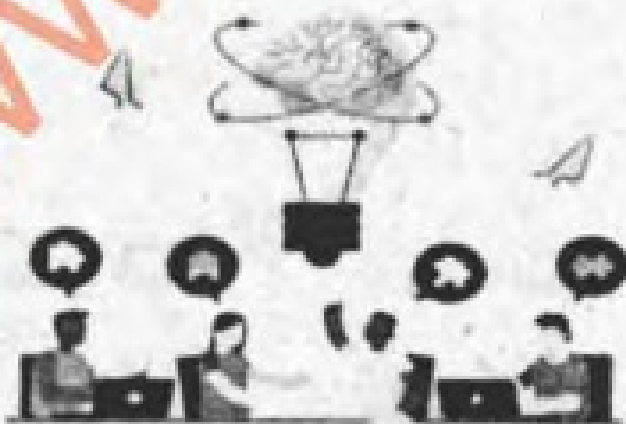
Answer: Traditional entrepreneurship deals with business that is related to normal business strategies and procedures. Customers have the opportunity to visit the store physically to buy the products.

Digital entrepreneurship is related to the firms or entrepreneurial business that depends on digital technology. A few examples of digital businesses are online courses, e-commerce, blogs, YouTube channels, etc.



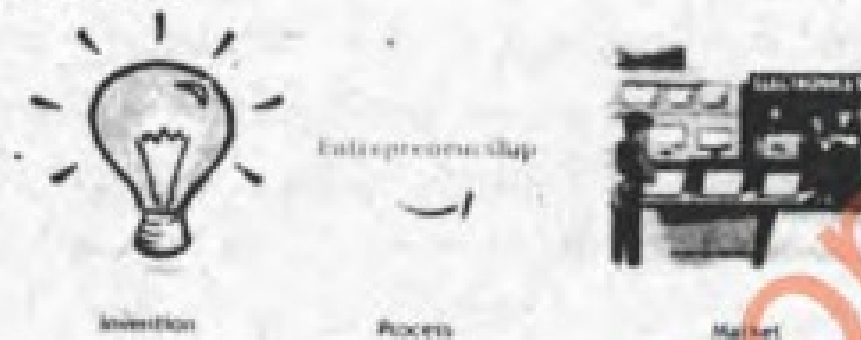
Q. Define the purpose of innovation.

Answer: The purpose of innovation is to come up with new ideas and technologies that increase productivity and generate greater output and value with the same input. Innovation can help you anticipate market changes more quickly.



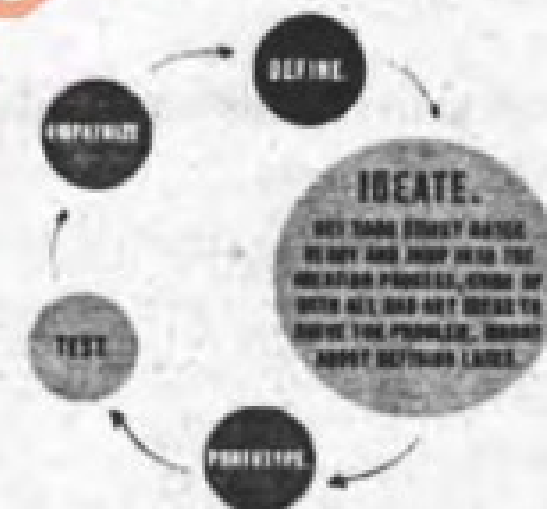
Q. Define the process of Entrepreneurship.

Answer:



Q. How do you ideate design thinking?

Answer: The third phase of design thinking, where you identify innovative solutions to the problem statement you've created. There are hundreds of ideation techniques you can use, such as brainstorming, Brain-writing, Worst Possible Idea, and SCAMPER.



Q. What is meant by Prototype?

Answer: A prototype is an early sample, model, or release of a product built to test a concept or process. *Prototyping* is an experimental process where design teams implement ideas into tangible forms from paper to digital.

