

2022

**INTRODUCTION TO DESIGN**

*Full Marks: 100*

Time: Three hours

*The figures in the margin indicate full marks for the questions.*

*Answer any five questions.*

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|----|----|--|--------|
| 1. | a) | What is Design thinking?   | 4      |
|    | b) | Explain the four C's of design?  | 4      |
|    | c) | What do you mean by ergonomics?  | 4      |
|    | d) | What is indigenous technology?   | 4      |
|    | e) | What is the meaning of aesthetic?  | 4      |
| 2. | a) | What are the basic requirements of design?   | 4      |
|    | b) | Compare the relationship of Arts & Engineering domains with design.  | 4+4    |
|    | c) | Differentiate between 2D and 3D form with proper example and illustration.                                     | 4+4    |
| 3. | a) | What does Renaissance mean? Give a brief description about the change and influence during Renaissance period. | 2+8    |
|    | b) | What does the term Bauhaus mean? Explain how Bauhaus movement redefined what design could do for society.      | 2+8    |
| 4. | a) | The design process is an iterative process. Explain the given statement.                                       | 10     |
|    | b) | Design thinking is a user centric approach. Justify the statement.   | 10     |
| 5. |    | Discuss the following stages of design thinking in brief :   | 5x4=20 |

- i) Empathize
- ii) Define
- iii) Ideate
- iv) Prototype
- v) Test

6. Write short notes on the following

4x5=20

- i) Influence of technology on our day to day life
- ii) Impact of social media on young generation
- iii) Role of design in AR/VR technology
- iv) The prospect of design as a creative professional career.