

Question Bank

Unit 1

- Q1. Define product and state its scope
- Q2. What is a design?
- Q3. Explain original design, adaptive design, and variant design with examples
- Q4. Differentiate between design and drafting
- Q5. Write down the characteristics of a good product design
- Q6. Explain Morris Asimov three phases of product design
- Q7. Describe the systematic procedure in developing a product with a flow chart
- Q8. What are the skill set required to evolve a new product?

Unit 2

- Q9. What are the different old design methods? Mention its merits and demerits.
- Q10. Write a short note on need based development
- Q11. Describe briefly Technology based development
- Q12. What are the new design methods?
- Q13. What do you mean by design by evolution? Plot the example of a safety razor.
- Q14. Write a note on evolution of bicycle
- Q15. What is the importance of physical reliability and economic feasibility of a product?

Unit 3

- Q1. What makes Need Analysis important? Perform a need analysis for a hand dryer system in a hostel dining hall. (Assume around 300 students are there in the hostel)
- Q2. What are the three phases of creative product design?
- Q3. What is decision making and state its importance
- Q4. What is Break even analysis? State the assumptions made for breakeven analysis
- Q5. What do you understand by utility index and utility Value?
- Q6. Write a note on the checklist of items before conducting need analysis
- Q7. What is a design criterion? Also explain design based on different aspects (Function, Aesthetics, Ergonomics, Form, Shape, Size and Color)
- Q8. Write down the need statement for Clutch, Bicycle, Television, telephone, voltage stabilizer

Unit 4

- Q9. Design a city bus body layout to commute as many passengers as possible from one point to another. Criteria of design are comfort of passenger and easy ingress and egress. Give two ideas for the design of the bus body layout.
- Q10. What is Need? What are the types of need? How will you identify a need?
- Q11. What is morphology of design? Explain the seven phases involved.
- Q12. What is Break Even Chart? How is it constructed?
- Q13. What is morphological analysis technique? Perform a morphological analysis on a cloth dryer
- Q14. A factory producing only one item which it sells for ₹ 10.5/- per unit, has a fixed cost of ₹ 50,000/- and variable cost ₹ 6.50/- per unit. How many units should be

produced to break even? How many units must be produced to get a profit of ₹ 10,000/- and what would be the profit if 20,000 units are produced and sold?

Q15. After market survey, a customer collects the following info about four telephone devices. Calculate Utility Index for each brand and suggest which telephone device is the best buy.

Attribute of performance	Relative weightage	Limits of attributes	Limits of attributes			
			A	B	C	D
Brand	25%	3 (Min)	7	5	5	4
Feature	15%	2 (Min)	5	3	4	3
Maintenance	10%	₹ 200 (Max)	50	100	100	150
Cost	50%	₹ 3000 (Max)	2600	2000	2200	1700

Unit 5

What makes Need Analysis important? Do a need analysis for a hand dryer system in a hostel dining hall.

(Assume around 300 students are there in the hostel)

Q2) What is Ideonemics? Show various elements involved in Ideonemics. Design a city bus body layout to carry as many passengers as possible from one point to another. Use sketches and discuss.

Q3) Design a city bus body layout to commute many passengers as possible from one point to another. Criteria of design are comfort of passenger and easy ingress and egress.

Give three ideas for the design of the bus body layout. Draw sketches and discuss on your sketches.

Q4) Explain a) Mental Block b) Removal Block

Q5) What is morphology of design? Explain the seven phases involved.

Q6) a) What is Need? What are the types of need? How will you identify a need?

b) What is need statement? Write down the need statement for Clutch, Bicycle, Television, telephone, voltage stabilizer.

Q7) What are the three phases of creative product design?

Q8) What is design criteria? Also explain design based on different aspects (Function, Aesthetics, Ergonomics, Form, Shape, Size and Colour,)