



M.E/M.TECH DEGREE EXAMINATIONS: NOV/DEC 2023

(Regulation 2018)

First Semester

MASTERS OF TECHNOLOGY MANAGEMENT

P18TME0035: Industrial Design and Development

COURSE OUTCOMES

CO1: Understand the product life cycle and management.

CO2: Sketch UI and UX for the product / prototypes

CO3: Build rapid prototypes using digital fabrication techniques.

CO4: Use hand and power tools for building mechanical design for prototypes

Time: Three Hours

Maximum Marks: 100

Answer all the Questions: -

PART A (10 x 1 = 10 Marks)

1. What is the significance of color theory in UI design? CO2 [K₂]
 - a) It has no impact on user perception
 - b) It influences user emotions and perception
 - c) It only affects the aesthetic appeal
 - d) It is irrelevant in digital interfaces
2. Which is not a phase of Product design CO1 [K₂]
 - a) Market analysis
 - b) Detailed design
 - c) Feasibility
 - d) Preliminary design
3. Designing an initial marketing strategy for a new product based on the _____ is called CO1 [K₂]
Marketing strategy/development
 - a) New product idea
 - b) Product concept
 - c) Test market results
 - d) Product prototype
4. The expected qualities of a product are CO1 [K₂]
 - a) it satisfies the needs of the customer and offers Unique Value Proposition
 - b) Real Market Needs
 - c) Potential for scalability and profitability
 - d) all of the mentioned
5. The Ultimate objective of the Product CO3 [K₂]
 - a) To provide a a new look
 - b) To Monopolize the market

conceptualization to Customer end product. Each stage in the design process should be described, together with the DFM and DFT.

22. What is a Product Test Plan, and why is it crucial for ensuring a product's validation and qualification? CO3 [K₂]
23. How does Rapid Prototyping speed up the product development process, and what are some digital fabrication techniques used? CO3 [K₂]
24. Why is optimizing product parameters essential for achieving better product performance? Can you give examples? CO1 [K₂]
25. Explain the basics of design principles in UX/UX and how they make digital interfaces user-friendly. CO2 [K₂]
26. Elucidate the key principles integral to successful Industrial Design, providing practical use cases that illustrate their application in the design process. CO1 [K₂]
27. List and discuss common mistakes to avoid when designing a new product. Provide examples to illustrate these mistakes in product design. CO1 [K₂]
28. Outline the distinct phases involved in prototyping, illustrating each stage with reference to Meta's smart glasses. CO2 [K₂]
29. Explain the methodologies employed in Program and Risk Analysis within the Product Development Cycle. CO3 [K₂]
30. Evaluate the role of Industrial Design Innovations in augmenting user experience within products. CO2 [K₂]

Answer any TWO Questions

PART D (2 x 10 = 20 Marks)

31. Discuss the process of idea screening and selection in product development. Explain three criteria used to evaluate and prioritize ideas for further development, providing examples CO1 [K₅]
32. Consider you are working in a company that manufactures LCV (Light commercial vehicle). Create a QFD for the product development process, Consider at least two competitors and three requirements. 7 mark CO1 [K₃]
What ethical considerations are relevant to user engagement in UI/UX design?
3 mark
33. Detail the sequential stages constituting the Product Development Cycle and illustrate each stage using the development of the PlayStation as a prominent case study, highlighting the implementation and significance of these stages within the gaming console's creation. CO3 [K₆]
