

# IREB Examination

## Digital Design Professional Foundation Level

### Practice Exam

Questionnaire:	Set_Public_EN_Version_2.0.1
Syllabus:	DDP Foundation Level

Passed

Failed

number of points overall

## **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 30 minutes (the real exam consists of 30–33 questions which need to be answered within 60 minutes). Make sure that you encounter as little disturbance as possible when answering the questions.

In order to pass this exam, as in an actual examination, a mark of at least 70.00 percent has to be achieved. This is 21 points out of a maximum 30 possible points for the practice exam at hand.

## **Evaluation of the results**

In the document "IREB\_DDP\_FL\_Solution\_Questionnaire\_Set\_Public\_EN\_v2.0.1", you will find the correct answers.

## **Terms of Use**

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## 1. Motivation for Digital Design

1. Which of the following statements with respect to the profession of Digital Design are true and which are false? D4K002  
2 points

True	False	
<input type="checkbox"/>	<input type="checkbox"/>	A) The role of a digital designer is of equal importance to other roles in the building process of a digital solution.
<input type="checkbox"/>	<input type="checkbox"/>	B) A digital designer can serve in a variety of roles in the building process of a digital solution.
<input type="checkbox"/>	<input type="checkbox"/>	C) The Digital Design profession covers the roles of Business Analyst and Requirements Engineer in the building process for a digital solution.
<input type="checkbox"/>	<input type="checkbox"/>	D) Because of their typical skills profiles, Requirements Engineers can fill the role of a Digital Designer.

## 2. The Three Competence Areas in Digital Design

2. Which two of the following statements best characterize cross-cutting competencies in the sense of Digital Design? (2 answers)

D4P006  
2 points

<input type="checkbox"/>	A) Cross-cutting competencies are separated into four dimensions: project dimension, product dimension, social dimension and management dimension.
<input type="checkbox"/>	B) The specific characteristics of the required cross-cutting competencies depend on the targeted digital solution and its context.
<input type="checkbox"/>	C) In Digital Design, you don't have to acquire the required cross-cutting competencies; you can consult qualified people.
<input type="checkbox"/>	D) Cross-cutting competencies are required to collaborate with all disciplines in the building process.
<input type="checkbox"/>	E) For small digital solutions, the cross-cutting competencies are of secondary importance with regard to the overall design.

### 3. Fundamentals of Designing Digital Solutions With Digital Material

3. According to the FFQ model, which of the following is part of the perceivable function of a banking app? (1 answer)

D4A011  
2 points

<input type="checkbox"/>	A) Execution of the money transfer on the banking server.
<input type="checkbox"/>	B) Entering a money transfer in the banking app.
<input type="checkbox"/>	C) Banking servers, customers' banking apps and servers of other banks.
<input type="checkbox"/>	D) User interface of the banking app for displaying account data.

4. Which two of the following are combined with the FFQ model to form the working model for the design of digital solutions? (2 answers)

D4P012

2 points

<input type="checkbox"/>	A) Client
<input type="checkbox"/>	B) User
<input type="checkbox"/>	C) Goals
<input type="checkbox"/>	D) Functions
<input type="checkbox"/>	E) Constraints

## 4. Fundamentals of the Building Process

5. Which of the following statements about evaluation in the activity area Construction of the Building Process are correct and which statements are incorrect? D4K017  
2 points

True	False	
<input type="checkbox"/>	<input type="checkbox"/>	A) During the evaluation in construction, the design concept is examined.
<input type="checkbox"/>	<input type="checkbox"/>	B) It must be checked whether the defined technologies achieve the required qualities.
<input type="checkbox"/>	<input type="checkbox"/>	C) Construction has to ensure that the elements defined are actually realized.
<input type="checkbox"/>	<input type="checkbox"/>	D) Evaluation in construction must ensure that the digital solution creates the intended change.

6. Which of the following activities is performed in the activity area *construction*? (1 answer)

D4A018

1 Point

<input type="checkbox"/>	A) Representation of technical elements
<input type="checkbox"/>	B) The creation of the realization concept of the digital solution.
<input type="checkbox"/>	C) The implementation of the digital solution according to the design and realization concepts.
<input type="checkbox"/>	D) Evaluation of the design concepts to determine if they are appropriate to facilitate the desired change.



## 5. Structuring the Building Process from a Digital Design Perspective

7. Which of the following statements are true with respect to the design perspective technology and which are false? D4K022  
2 points

True	False	
<input type="checkbox"/>	<input type="checkbox"/>	A) The design perspective <i>technology</i> includes ethical aspects of the chosen technologies.
<input type="checkbox"/>	<input type="checkbox"/>	B) The design perspective <i>technology</i> includes technologies for storing personal data.
<input type="checkbox"/>	<input type="checkbox"/>	C) The design perspective <i>technology</i> includes the creation of a value proposition through technology.
<input type="checkbox"/>	<input type="checkbox"/>	D) The design perspective <i>technology</i> is considered separately from the design perspectives <i>people</i> and <i>business</i> .

8. Which two of the following statements most closely relate to the element level? (2 answers)

D4P024  
2 points

<input type="checkbox"/>	A) The last customer survey showed that most customers consider the price for the annual subscription to the premium features to be reasonable.
<input type="checkbox"/>	B) For company X's route service, the cost/performance ratio is much more expensive than for company Y's route service.
<input type="checkbox"/>	C) The new route service allows us to show our users the most economical route in addition to the fastest route.
<input type="checkbox"/>	D) Saving and displaying the kilometers driven so far is an urgent wish of many users.
<input type="checkbox"/>	E) We need to develop a new app for the field staff to replace the existing web application.

## 6. Overview of Fundamental Digital Technologies

9. Which of the following statements with concerning digital technologies are true and which are false? D4K026  
2 points

True	False	
<input type="checkbox"/>	<input type="checkbox"/>	A) A fingerprint scanner is part of the perceivable technology.
<input type="checkbox"/>	<input type="checkbox"/>	B) Interaction technology belongs to the underlying technologies.
<input type="checkbox"/>	<input type="checkbox"/>	C) Software frameworks belong to the underlying technologies.
<input type="checkbox"/>	<input type="checkbox"/>	D) WLAN, Bluetooth and LTE belong to the underlying technologies.

## 7. Fundamentals of Design Work

10. Which of the following statements with respect to prototypes as a tool for design and evaluation are true and which are false? D4K032  
2 points

True	False	
<input type="checkbox"/>	<input type="checkbox"/>	A) Prototypes replace design concepts for evaluating goals.
<input type="checkbox"/>	<input type="checkbox"/>	B) Prototypes can be used to get early feedback on a concept.
<input type="checkbox"/>	<input type="checkbox"/>	C) An interactive mock-up is a touchable (tangible) prototype.
<input type="checkbox"/>	<input type="checkbox"/>	D) The application area for a prototype should be specifically selected.

## 8. Design Work at the Solution Level

11. Which of the following statements about the key aspects of designing a solution are true and which statements are false? D4K033  
2 points

True	False	
<input type="checkbox"/>	<input type="checkbox"/>	A) The vision must be kept constant throughout the whole building process in order to achieve the set goals.
<input type="checkbox"/>	<input type="checkbox"/>	B) Customer and user groups are defined at the very end of the design of a solution.
<input type="checkbox"/>	<input type="checkbox"/>	C) A better understanding of the value proposition creates a clearer picture of the customer groups.
<input type="checkbox"/>	<input type="checkbox"/>	D) The value architecture is used to determine as early as possible how a solution can generate profit.

## 9. Design Work at the System Level

12. Which of the following two questions about evaluating design work at the system level belong to the technology perspective? (2 answers) D4P041  
2 points

<input type="checkbox"/>	A) Can the data center be operated economically?
<input type="checkbox"/>	B) Are the personnel costs for the realization known?
<input type="checkbox"/>	C) Can the security, performance or resilience requirements be met?
<input type="checkbox"/>	D) Is the technical system as a whole desirable and attractive to users?
<input type="checkbox"/>	E) Does the system make good use of the functions offered by existing systems?

## 10. Design Work at the Element Level

13. Which two of the following aspects should be considered in the design work at all three levels (solution, system, and element levels)? (2 answers) D4P042  
2 points

<input type="checkbox"/>	A) User interfaces
<input type="checkbox"/>	B) Technical interfaces
<input type="checkbox"/>	C) Quality requirements
<input type="checkbox"/>	D) Data
<input type="checkbox"/>	E) Constraints

## 11. Holistic Design Work in the Building Process

14. Which of the following statements regarding the holistic design of a feasible solution (technology perspective) is correct? (1 answer)

D4A050

1 Point

<input type="checkbox"/>	A) The question of the feasibility of a solution begins at the system level with the question of technical feasibility.
<input type="checkbox"/>	B) The customer journey must be designed in a meaningful way so that customers learn about the solution and actually use it.
<input type="checkbox"/>	C) The designed elements must be analyzed for both their technical feasibility and their technical capabilities to support the business processes.
<input type="checkbox"/>	D) The question of technical feasibility is of substantially lower priority than the questions of economic viability and attractiveness.



## 12. Frameworks for the Building Process from a Digital Design Perspective

15. From a Digital Design perspective, there are a number of different frameworks that can be used to build digital solutions. Which of the following statements is correct? (1 answer) D4A058  
2 points

<input type="checkbox"/>	A) Future Search, Scrum and Lean Startup complement each other perfectly to perform the scoping step in the building process.
<input type="checkbox"/>	B) Design Thinking is a framework that optimally supports the building process in the development and operation step.
<input type="checkbox"/>	C) Frameworks like Scrum and plan-driven development can be combined in the build process to develop both well-understood and complex parts in parallel.
<input type="checkbox"/>	D) Scrum is a framework with the central idea that every aspect of a product is to be understood as a hypothesis that needs to be validated.
<input type="checkbox"/>	E) Lean Startup is a framework for engaging large groups in a planning process with an eye toward the future.

### 13. The Social Dimension in the Building Process

16. Which of the following statements with respect to the aspects of a design mindset are true and which are false? D4K057  
2 points

True	False	
<input type="checkbox"/>	<input type="checkbox"/>	A) Design work is a second-order activity.
<input type="checkbox"/>	<input type="checkbox"/>	B) Design requires a deep understanding of the stakeholders for whom the solution is being designed.
<input type="checkbox"/>	<input type="checkbox"/>	C) Comprehensive knowledge of the stakeholders enables final drafts to be drawn up for the design of a solution.
<input type="checkbox"/>	<input type="checkbox"/>	D) The consideration of design work as a first or second order activity is purely philosophical.