IREB Examination

Digital Design Professional
Foundation Level

Practice Exam

Questionnaire:	Set_Public_EN
Syllabus:	DDP Foundation Level
Date:	2024/02/21

☐ 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", you will find the correct answers.

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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	
☐	☐	A) The role of a digital designer is of equal importance to other roles in the building process of a digital solution.
☐	☐	B) A digital designer can serve in a variety of roles in the building process of a digital solution.
☐	☐	C) The Digital Design profession covers the roles of Business Analyst and Requirements Engineer in the building process for a digital solution.
☐	☐	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

☐	A) Cross-cutting competencies are separated into four dimensions: project dimension, product dimension, social dimension and management dimension.
☐	B) The specific characteristics of the required cross-cutting competencies depend on the targeted digital solution and its context.
☐	C) In Digital Design, you don't have to acquire the required cross-cutting competencies; you can consult qualified people.
☐	D) Cross-cutting competencies are required to collaborate with all disciplines in the building process.
☐	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

☐	A) Execution of the money transfer on the banking server.
☐	B) Entering a money transfer in the banking app.
☐	C) Banking servers, customers' banking apps and servers of other banks.
☐	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

☐	A) Client
☐	B) User
☐	C) Goals
☐	D) Functions
☐	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	
☐	☐	A) During the evaluation in construction, the design concept is examined.
☐	☐	B) It must be checked whether the defined technologies achieve the required qualities.
☐	☐	C) Construction has to ensure that the elements defined are actually realized.
☐	☐	D) Evaluation in construction must ensure that the realized digital solution creates the intended change.

6. Which of the following activities is performed in the activity area *construction*? (1 answer) D4A018 1 Point

☐	A) Representation of technical elements
☐	B) The creation of the realization concept of the digital solution.
☐	C) The implementation of the digital solution according to the design and realization concepts.
☐	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	
☐	☐	A) The design perspective *technology* includes ethical aspects of the chosen technologies.
☐	☐	B) The design perspective *technology* includes technologies for storing personal data.
☐	☐	C) The design perspective *technology* includes the creation of a value proposition through technology.
☐	☐	D) The design perspective *technology* is considered separately from the design perspectives *people* and *business*.

8. Which two of the following statements most closely relate to the element level? (2 answers) D4P024 2 points

☐	A) The last customer survey showed that most customers consider the price for the annual subscription to the premium features to be reasonable.
☐	B) For company X's route service, the cost/performance ratio is much more expensive than for company Y's route service.
☐	C) The new route service allows us to show our users the most economical route in addition to the fastest route.
☐	D) Saving and displaying the kilometers driven so far is an urgent wish of many users.
☐	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	
☐	☐	A) A fingerprint scanner is part of the perceivable technology.
☐	☐	B) Interaction technology belongs to the underlying technologies.
☐	☐	C) Software frameworks belong to the underlying technologies.
☐	☐	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	
☐	☐	A) Prototypes replace design concepts for evaluating goals.
☐	☐	B) Prototypes can be used to get early feedback on a concept.
☐	☐	C) An interactive mock-up is a touchable (tangible) prototype.
☐	☐	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	
☐	☐	A) The vision must be kept constant throughout the whole building process in order to achieve the set goals.
☐	☐	B) Customer and user groups are defined at the very end of the design of a solution.
☐	☐	C) A better understanding of the value proposition creates a clearer picture of the customer groups.
☐	☐	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

☐	A) Can the data center be operated economically?
☐	B) Are the personnel costs for the realization known?
☐	C) Can the security, performance or resilience requirements be met?
☐	D) Is the technical system as a whole desirable and attractive to users?
☐	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

☐	A) User interfaces
☐	B) Technical interfaces
☐	C) Quality requirements
☐	D) Data
☐	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

☐	A) The question of the feasibility of a solution begins at the system level with the question of technical feasibility.
☐	B) The customer journey must be designed in a meaningful way so that customers learn about the solution and actually use it.
☐	C) The designed elements must be analyzed for both their technical feasibility and their technical capabilities to support the business processes.
☐	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

☐	A) Future Search, Scrum and Lean Startup complement each other perfectly to perform the scoping step in the building process.
☐	B) Design Thinking is a framework that optimally supports the building process in the development and operation step.
☐	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.
☐	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.
☐	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	
☐	☐	A) Design work is a second-order activity.
☐	☐	B) Design requires a deep understanding of the stakeholders for whom the solution is being designed.
☐	☐	C) Comprehensive knowledge of the stakeholders enables final drafts to be drawn up for the design of a solution.
☐	☐	D) The consideration of design work as a first or second order activity is purely philosophical.