



QUESTION	ANSWERS	POINTS
1. How do you define a problem?	1. A problem is a situation or condition that requires a solution or action to be taken.	2
2. How do you define a solution?	2. A solution is a way of dealing with a problem or a situation that meets the requirements of the problem.	2
3. How do you define a hypothesis?	3. A hypothesis is a statement or assumption that can be tested or proven to be true or false.	2
4. How do you define a theory?	4. A theory is a set of ideas or principles that are used to explain a phenomenon or a situation.	2
5. How do you define a model?	5. A model is a simplified representation of a complex system or a situation.	2
6. How do you define a framework?	6. A framework is a set of concepts, ideas, or theories that are used to guide research or a project.	2
7. How do you define a methodology?	7. A methodology is a set of procedures or methods that are used to conduct research or a project.	2
8. How do you define a process?	8. A process is a series of steps or actions that are performed in a specific order to achieve a goal.	2
9. How do you define a system?	9. A system is a set of interconnected parts or components that work together to achieve a common purpose.	2
10. How do you define a network?	10. A network is a set of interconnected nodes or points that are linked together by lines or connections.	2
11. How do you define a database?	11. A database is a collection of organized data that is stored in a computer system.	2
12. How do you define a software?	12. Software is a set of instructions or programs that are used to control a computer system.	2
13. How do you define a hardware?	13. Hardware is the physical components of a computer system, such as the monitor, keyboard, and mouse.	2
14. How do you define a user interface?	14. A user interface is the part of a program or system that allows a user to interact with it.	2
15. How do you define a user experience?	15. User experience is the overall experience that a user has when interacting with a product or system.	2
16. How do you define a user-centered design?	16. User-centered design is a design process that focuses on the needs and requirements of the user.	2
17. How do you define a user-centered design process?	17. A user-centered design process is a series of steps that are used to create a product or system that is centered on the user.	2
18. How do you define a user-centered design methodology?	18. A user-centered design methodology is a set of procedures or methods that are used to conduct user-centered design.	2
19. How do you define a user-centered design framework?	19. A user-centered design framework is a set of concepts, ideas, or theories that are used to guide user-centered design.	2
20. How do you define a user-centered design model?	20. A user-centered design model is a simplified representation of a complex system or a situation that is centered on the user.	2

FORGE **PRODUCT INNOVATION** **TOOLS**

HYPOTHESES

PROBLEM For a placement a student should need the help of the faculty regarding placement activity everytime. Data collected through form could be sensitive load.

CONCEPTS & BUSINESS Not more awareness about placement cell management system. Some problem sometimes can not reach the customer. Time consumption.

VALUE / BENEFIT Time is consumed. I can anywhere the customer can access the website from anywhere.

SOLUTION & VIABILITY Developing a website for placement that is placement cell management system we can get the details regarding the placement activities directly without the help of third party.

RISK It is a website having but assumption is so, so, lower price.