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(5) Market Segmentation (6) Serious Game

(21) Product Life Cycle

(11) Abduction

(20) CMF

(12) Inclusive Design

Note: The total number of points allocated for each question is 60 points for "Compulsory Question 1" and 70 points for each of "Compulsory Question 2" and "Compulsory Question 3", for a total of 200 points.

<Compulsory Question 1>

(7) Public Transport and Design

(17) User Experience Design

(2) Co-Design

(1) Design Thinking

Select 6 terms from the following 32 terms, write down the numbers (1 to 32) for the selected 6 words in the "Number" box below, and briefly explain the meaning of each term in the "Term explanation" box below. <10 points x 6 = 60 points >

(13) Ansoff Matrix (14) eSports (15) Transportation Disadvantaged/ Mobility Inequality (16) Golden Ratio, Silver Ratio

(3) Transformation

(8) Marc Newson

(18) Narrative Design

(4) Strategic Design

(9) Double Diamond (10) Nudge

(19) Impact Framework

(22)	AR (Augmente	ed Reality)	(23) Industrial Re	volution and Des	ign (24) D	igital Twin	(25) Serv	ice Design
(26)	Backcasting	(27) Profession	nal Designer (28)) Journey Map	(29) The 4Ps o	f Marketing Mix	(30) Futu	re Simulations
(31)	Conceptual Des	sign (32) Rin	ipa					
Numb	er: Term explan	ation:						
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Do not write on the back side of the answer sheet, or your answers will not be marked.

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<Compulsory Question 2>

In today's society, generative AI is developing rapidly. First, consider issues faced by society and relevant target users, then choose and answer one of the eight following sub-questions.

<70 points>

Sub-question 1

From the perspective of inclusive design, consider two types of socially diverse users, and specify their physical and social characteristics. Use concrete examples of product, interior, and service design as solutions that address the issues of the diverse users.

Sub-question 2

Explain from the perspective of service design the process of developing a service for a particular actor using a specific example.

Sub-question 3

Present: (1) specific issues, (2) user, and explain (3) research targets, (4) research methods, (5) methods of analysis, and (6) ultilisation of results when designing to solve the issues. You may use figures, tables, etc. in your explanation.

Sub-question 4

Media has been used as a medium of communication connecting people to people in accordance with the times of printing. Discuss the expected role and potential of media design in a society in which generative AI is developing rapidly, giving specific examples.

Sub-question 5

Think of a service or social mechanism and design a product to solve the identified issue, and explain how to use of the product will add value to the user experience with the help of a storyboard, etc.

Sub-question 6

From the perspective of mobility of people and cargo, define social issues, create schemes and service proposals as solutions to the issues, and design proposals for products central to the service. Use drawings and descriptions to clarify your answer.

Sub-question 7

Societal Design is a powerful approach to changing society for the better. Make a proposals to a government which is derived from the deep needs of citizens with AI technology.

Sub-question 8

Through the perspective of transformation design, and with your selected issue in mind, select no more than four SDGs and explain how their application can be used in design as targets for driving impactful change. You may use maps and diagrams in your answer.

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Number of the	
selected sub-question	

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<Compulsory Question 3>

Develop 10 ideas for products and services with "Water" as the design target. Explain each idea.

<70 points>

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<Compulsory Question 3 – Continued from the previous page>

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<Compulsory Question 3 – Continued from the previous page>

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<Compulsory Question 3 – Continued from the previous page>

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