

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
V2.0.0
EO 1.2

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 checked="" type="checkbox"/>
<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 checked="" type="checkbox"/> <input type="checkbox"/>
<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 checked="" type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	D) Because of their typical skills profiles, Requirements Engineers can fill the role of a Digital Designer.	<input type="checkbox"/> <input checked="" type="checkbox"/>

- A: False. Digital Designer is a profession, not a role
B: True. Says so (almost) 1:1 in the handbook
C: False. The DD can fill all roles, but may need additional training!
D: False. Double wrong. DD is not a role and of course the RE needs an additional qualification in DD!

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
V2.0.0
EO 2.1

<input type="checkbox"/>	A) Cross-cutting competencies are separated into four dimensions: project dimension, product dimension, social dimension and management dimension.	<input type="checkbox"/>
<input type="checkbox"/>	B) The specific characteristics of the required cross-cutting competencies depend on the targeted digital solution and its context.	<input checked="" type="checkbox"/>
<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"/>
<input type="checkbox"/>	D) Cross-cutting competencies are required to collaborate with all disciplines in the building process.	<input checked="" type="checkbox"/>
<input type="checkbox"/>	E) For small digital solutions, the cross-cutting competencies are of secondary importance with regard to the overall design.	<input type="checkbox"/>

- A: False. Are only the first 3. Management does not belong to it
 B: True. Says exactly so in the handbook
 C: False. Exactly not! The DD must be ready to acquire them!
 D: True. Says exactly so in the handbook
 E: False. Understanding the building process, integration into process models, social dimension, etc. is always necessary. A distinction between large and small is nowhere made

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
V2.0.0
EO 3.2

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

- A: False. Example from handbook chapter 3.2. However, the execution of the money transfer on the banking server is an underlying function, as its execution is not perceivable.
- B: True. Example from handbook chapter 3.2. Entering a money transfer is a perceivable function offered to customers via the banking app.
- C: False. Example from handbook chapter 3.2. The banking server together with the customers' banking apps and the servers of other banks can be understood as a system and thus as a form. This form is underlying because the structure of this system cannot be perceived.
- D: False. Example from handbook chapter 3.2. The user interface of the banking app for displaying account data and entering transfers represents a perceivable form.

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
V2.0.0
EO 3.3

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

A: False. S. handbook chapter 3.3
B: False. S. handbook chapter 3.3
C: True. S. handbook chapter 3.3
D: False. S. handbook chapter 3.3
E: True. S. handbook chapter 3.3

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
V2.1.0
EO 4.2

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

- A: False. S. handbook 4.2.1.2: The realization concept is examined.
 B: True. S. handbook 4.2.1.1: The realization concept must describe the necessary technical capabilities to create the desired change. This especially includes the aspect that the defined technologies must achieve certain qualities (e.g., reliability of the digital solution).
 C: True. S. handbook 4.2.1.2: Construction has to ensure that the elements defined are really realized. Here, close cooperation between the activity areas construction and realization is necessary.
 D: False. S. handbook 4.2.1.3: This is done in the realization activity area.

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

D4A018

1 Point

V2.0.0

EO 4.2

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

A: False. This is what happens in the activity area *design*. S. handbook chapter 4.2.1.1

B: True. S. handbook chapter 4.2.1.2

C: False. This happens in the activity area *realization*. S. handbook chapter 4.2.1.3

D: False. This is what happens in the activity area *design*. S. handbook chapter 4.2.1.1

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
V2.0.0
EO 5.1

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 checked="" type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	B) The design perspective <i>technology</i> includes technologies for storing personal data.	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<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 checked="" type="checkbox"/>
<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> .	<input type="checkbox"/>	<input checked="" type="checkbox"/>

- A: False. S. handbook 5.1.1 – what happens in the design perspective people
 B: True. S. handbook 5.1.3.data....
 C: False. S. handbook 5.1.3: This broader technology perspective is important to consider latest trends when designing a solution¶
 D: False. S. handbook 5.1: These three design perspectives address essential aspects of a solution and must be meaningfully integrated and harmonized with each other

8. Which two of the following statements most closely relate to the element level? (2 answers) D4P024
2 points
V2.0.0
EO 5.2

<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"/>
<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"/>
<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 checked="" type="checkbox"/>
<input type="checkbox"/>	D) Saving and displaying the kilometers driven so far is an urgent wish of many users.	<input checked="" type="checkbox"/>
<input type="checkbox"/>	E) We need to develop a new app for the field staff to replace the existing web application.	<input type="checkbox"/>

- A: False. Solution level, since statement about customer group and value proposition (implicit).
 B: False. Solution level, as costs (value architecture) are considered here, even if existing elements are involved (system level).
 C: True. Element level, it is about displaying something through the user interface
 D: True. Element level, reference to user interface and data
 E: False. System level, an existing own element is replaced by a new own element.

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

V2.0.0

EO 6.1/6.2

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

A: True. S. handbook 6.1.1
B: False. S. handbook 6.2.1 perceivable!
C: True. S. handbook 6.2.1
D: True. S. handbook 6.2.1

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
V2.0.0
EO 7.3

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

A: False. S. handbook 7.3.2
B: True. S. handbook 7.3.2
C: True. S. handbook 7.3.2
D: True. S. handbook 7.3.2

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
V2.0.0
EO 8.1

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 checked="" type="checkbox"/>
<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 checked="" type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	C) A better understanding of the value proposition creates a clearer picture of the customer groups.	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	D) The value architecture is used to determine as early as possible how a solution can generate profit.	<input type="checkbox"/>	<input checked="" type="checkbox"/>

- A: False. S. handbook 8.1.1: The opposite is the case
 B: False. S. handbook 8.1.2: The opposite is the case, at the very beginning
 C: True. S. handbook 8.1.3: Interrelation
 D: False. S. handbook 8.1.4: The opposite is the case

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
V2.0.0
EO 9.3

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

- A: False. S. handbook 5.2.2 and 9.3: This is the business perspective
B: False. S. handbook 5.2.2: This is the business perspective
C: True. S. handbook 9.3 and 6.2.2: This is the technology perspective
D: False. S. handbook 9.3: This is the human perspective
E: True. S. handbook 9.3: This is the technology perspective

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

V2.0.0

EO 10.1

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

A: False. S. handbook 10.1: Element level
B: False. S. handbook 10.1: Element level
C: True. S. handbook 8.1, 9.1, 10.1
D: False. S. handbook 10.1: Element level
E: True. S. handbook 8.1, 9.1, 10.1

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
V2.0.0
EO 11.2

<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"/>
<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"/>
<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 checked="" type="checkbox"/>
<input type="checkbox"/>	D) The question of technical feasibility is of substantially lower priority than the questions of economic viability and attractiveness.	<input type="checkbox"/>

- A: False. S. handbook 11.2.3: The question of the feasibility of a solution begins at the solution level with the question of the technical feasibility or support of the business processes and the value architecture.
- B: False. S. handbook 11.2.2: This is a statement on the people perspective
- C: True. S. handbook 11.2.3: ...is written analogously in the handbook
- D: False. S. handbook 11.2.4: Holistic design at the intersection of people, business, and technology means, above all, an awareness that advantages from one perspective are almost always bought at the expense of disadvantages in the other perspectives, and that holistic design work requires an ongoing balance between the perspectives.

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
V2.0.0
EO 12.2

<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"/>
<input type="checkbox"/>	B) Design Thinking is a framework that optimally supports the building process in the development and operation step.	<input type="checkbox"/>
<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 checked="" type="checkbox"/>
<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"/>
<input type="checkbox"/>	E) Lean Startup is a framework for engaging large groups in a planning process with an eye toward the future.	<input type="checkbox"/>

- A: False. S. handbook 12.1: Scrum and Lean Startup are not the ideal frameworks for scoping
 B: False. S. handbook 12.1.2: Design thinking is not suitable for development and operation
 C: True. S. handbook 12.2. Example 2
 D: False. S. handbook 12.1.5: the explanation comes from Lean Startup
 E: False. S. handbook 12.1.6: the explanation comes from Future Search

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
V2.0.0
EO 13.3

True	False			
<input type="checkbox"/>	<input type="checkbox"/>	A) Design work is a second-order activity.	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	B) Design requires a deep understanding of the stakeholders for whom the solution is being designed.	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<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 checked="" type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	D) The consideration of design work as a first or second order activity is purely philosophical.	<input type="checkbox"/>	<input checked="" type="checkbox"/>

- A: True. S. handbook 13.3.1: Design work is always done with the stakeholders in mind (clients, customers, users). This brings us to the area of a second-order activity.
- B: True. S. handbook 13.3.1: Design requires a deep understanding of the stakeholders for whom the solution is being designed. In terms of Digital Design, you have to be aware of this fact and actively work on being able to empathize with the different stakeholder perspectives.
- C: False. S. handbook 13.3.1: Knowledge about stakeholders is always potentially limited and subject to error. In the sense of Digital Design, designs must therefore be understood fundamentally as hypotheses that need to be confirmed or refuted by appropriate procedures.
- D: False. S. handbook 13.3.1: Just not. For the work in the building process, this consideration is of great importance, as essential aspects of the attitude towards design work in the building process can be derived from it.