

1. Which of the following is NOT a source of innovation?

- a) Push
- b) Pull
- c) Parallel
- d) Analogies

Answer: c) Parallel

Explanation: Push and pull are common sources of innovation where push refers to internal drivers like research and development, while pull refers to external demands from the market or customers. Analogies involve drawing inspiration from unrelated fields or concepts. However, “parallel” isn’t typically considered a distinct source of innovation.

2. Which approach involves identifying customer needs and preferences to drive innovation?

- a) Push
- b) Pull
- c) Analogies
- d) Transfer

Answer: b) Pull

Explanation: Pull innovation is driven by external factors such as market demand or customer preferences, making it essential to identify and respond to these needs effectively.

3. What is the primary focus of transfer of technology in innovation management?

- a) Generating new ideas
- b) Sharing knowledge across industries
- c) Adapting existing technologies
- d) Analyzing market trends

Answer: c) Adapting existing technologies

Explanation: Transfer of technology involves the adaptation and application of existing technologies to new contexts or industries, fostering innovation through the utilization of proven solutions in novel ways.

4. Which creative method involves drawing inspiration from unrelated domains to generate innovative ideas?

- a) Six Thinking Hats
- b) NUF test
- c) Analogies
- d) SWOT analysis

Answer: c) Analogies

Explanation: Analogies involve drawing parallels between unrelated domains or concepts to stimulate creative thinking and generate innovative ideas by applying solutions from one context to another.

5. Which innovation management approach emphasizes rapid iteration and flexibility in response to change?

- a) Agile management
- b) Six Thinking Hats
- c) NUF test
- d) SWOT analysis

Answer: a) Agile management

Explanation: Agile management is characterized by its iterative approach, promoting flexibility, and responsiveness to changing circumstances, making it particularly suited to innovation processes.

6. Which method involves examining an idea's novelty, usefulness, and feasibility to assess its potential for success?

- a) Six Thinking Hats
- b) SWOT analysis
- c) NUF test
- d) Agile management

Answer: c) NUF test

Explanation: The NUF (Novelty, Usefulness, Feasibility) test evaluates an idea based on its novelty, usefulness, and feasibility, providing a comprehensive assessment of its potential for success.

7. What is the main purpose of the Six Thinking Hats method in innovation management?

- a) Generating diverse perspectives

- b) Evaluating market trends
- c) Identifying customer needs
- d) Implementing agile methodologies

Answer: a) Generating diverse perspectives

Explanation: The Six Thinking Hats method facilitates creative thinking by encouraging participants to adopt different perspectives, generating diverse ideas and viewpoints to stimulate innovation.

8. Which approach involves analyzing an idea's strengths, weaknesses, opportunities, and threats to inform decision-making?

- a) Six Thinking Hats
- b) SWOT analysis
- c) Agile management
- d) NUF test

Answer: b) SWOT analysis

Explanation: SWOT analysis is a strategic planning technique used to identify an idea's internal strengths and weaknesses, as well as external opportunities and threats, enabling informed decision-making in innovation management.

9. What aspect of innovation management does the NUF test primarily assess?

- a) Market demand
- b) Technical feasibility

- c) Stakeholder engagement
- d) Regulatory compliance

Answer: b) Technical feasibility

Explanation: The NUF (Novelty, Usefulness, Feasibility) test primarily assesses the technical feasibility of an idea, evaluating its practicality and potential to be implemented successfully.

10. Which method emphasizes structured thinking and problem-solving through designated thinking roles?

- a) Six Thinking Hats
- b) Agile management
- c) SWOT analysis
- d) NUF test

Answer: a) Six Thinking Hats

Explanation: Six Thinking Hats is a method that assigns designated thinking roles, each represented by a different colored "hat," to facilitate structured thinking and problem-solving, fostering innovation through systematic analysis and creativity.

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