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	Roll. No:		
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NOI	DA INSTITUTE OF ENGINEERING AND TECHNOLOGY, GREATER NOIDA (An Autonomous Institute Affiliated to AKTU, Lucknow)		
	MBA - IEV		
	SEM: II - THEORY EXAMINATION (20 20)		
	Subject: Training and Development		
Time: 3			
	nstructions:		
	ify that you have received the question paper with the correct course, code, branch etc.		
	nestion paper comprises of three Sections -A, B, & C. It consists of Multiple Choice (MCQ's) & Subjective type questions.		
	um marks for each question are indicated on right -hand side of each question.		
	te your answers with neat sketches wherever necessary.		
4. Assume	e suitable data if necessary.		
	ably, write the answers in sequential order.		
	et should be left blank. Any written material after a blank sheet will not be		
evaluated	/checked.		
SECTIO	N-A 20		
SECTIO			
_	1. Attempt all parts:-		
1-a.	is the primary focus of classroom discussion in training. (CO1,K1) 1		
(a)			
(b) Practical applications		
(c)) Theoretical concepts		
(d) Visual aids		
1-b.	training method involves recreating real-world scenarios for learning 1		
	objectives. (CO1,K1)		
(a)) Simulation		
(b) Internship		
(c)	Case study		
(d) Role-playing		
1-c.	The primary principle of learning is (CO2, K1)		
(a)) Reinforcement		
(b) Punishment		
(c)) Reward		
(d) Consequence		
1-d.	The term used to describe the process of acquiring new knowledge or skills is called (CO2, K1)		
(a)			

	(b)	Teaching	
	(c)	Memorizing	
	(d)	Studying	
1-e.	— O1	skill refers to the exchange of information and ideas between individuals groups. (CO3, K1)	1
	(a)	Problem-solving	
	(b)	Communication	
	(c)	Organization	
	(d)	Management	
1-f.		he training style mostly emphasizes the importance of external rewards and unishments to shape behavior is known as (CO3, K1)	1
	(a)	Behaviourist	
	(b)	Liberal	
	(c)	Progressive	
	(d)	Humanistic	
1-g.	_ re	training method involves participants working together to solve business- elated problems. (CO4, K1)	1
	(a)	Business games	
	(b)	Grid Training	
	(c)	Simulation	
	(d)	Hours	
1-h.	In	job instruction training, is the focus of instruction. (CO4, K1)	1
	(a)	General management principles	
	(b)	Specific job tasks and procedures	
	(c)	Team-building activities	
	(d)	Research and development	
1-i.		he recent trend in training and development emphasizes the use of gamification (CO5,K1)	1
	(a)	Game-based learning	
	(b)	Lecture-based training	
	(c)	Traditional methods	
	(d)	Static content	
1-j.	te	method is used for training when an organization wants to improve amwork skills. (CO5, K1)	1
	(a)	Team-building exercises	
	(b)	Case study	
	(c)	Lecture	
	(d)	Panel discussion	

2. Attem	pt all parts:-	
2.a.	State any two importance of training and development in organization. (CO1, K1)	2
2.b.	Give any two objectives of learning. (CO2, K1)	2
2.c.	Define the liberal training style. (CO3, K1)	2
2.d.	Define grid training. (CO4, K1)	2
2.e.	State how visual aids support training sessions. (CO5, K1)	2
SECTIO	<u>)N-B</u>	30
3. Answe	er any <u>five</u> of the following:-	
3-a.	Discuss the importance of needs assessment in training. (CO1, K4)	6
3-b.	"Implementation phase is crucial in training programs". Comment. (CO1, K5)	6
3-c.	Explain the term cognitive theory of learning. (CO2,K2)	6
3-d.	Describe the steps involved in the learning process. (CO2, K2)	6
3.e.	Explain the principles of the progressive training style. (CO3, K2)	6
3.f.	Discuss the purpose of internship training in MBA programs. (CO4, K4)	6
3.g.	Outline the components of an effective training session. (CO5, K6)	6
SECTIO	<u>DN-C</u>	50
4. Answe	er any <u>one</u> of the following:-	
4-a.	Explain the role of trainers in delivering effective training sessions. (CO1, K2)	10
4-b.	Conduct a needs assessment for a sales team in a company. Based on the assessment, set SMART (Specific, Measurable, Achievable, Relevant, Timebound) objectives for the training program. (CO1, K5)	10
5. Answe	er any <u>one</u> of the following:-	
5-a.	Discuss the features of operant conditioning theory. (CO2, K4)	10
5-b.	Design a training program for new employees. Develop learning objectives for the program that align with the cognitive theory of learning. (CO2, K6)	10
6. Answ	er any <u>one</u> of the following:-	
6-a.	Discuss the significance of communication skills in training. (CO3, K4)	10
6-b.	Explain the role of training aids in enhancing the effectiveness of training programs. (CO3, K2)	10
7. Answe	er any <u>one</u> of the following:-	
7-a.	Describe the concept of job rotation and its benefits for employee development. Provide examples of industries where job rotation is commonly implemented. (CO4, K2)	10
7-b.	Discuss the benefits of using business games as a training tool to simulate real-world business scenarios. Provide examples to support your answer. (CO4, K4)	10
8. Answe	er any <u>one</u> of the following:-	
8-a.	Explain the advantages and disadvantages of using technology in training programs. (CO5, K2)	10

