

Top C-WME-2506 Questions | C-WME-2506 Reliable Exam Sims

\Q\When publishing research, it is important to - ANSWERS✓-Give credit to other contributors or sources, not plagiarize, and submit material to only one journal at a time

\Q\When a conflict arises between the American Counseling Association (ACA) Code of Ethics and a governing authority, which takes precedence? - ANSWERS✓- Ultimately the law may be adhered to over the Code of Ethics

\Q\An ethics violation should NOT be reported when - ANSWERS✓-A counselor has been retained to review another counselor who is in question; and when confidentiality rights would be violated

\Q\What does multicultural/diversity counseling refer to? - ANSWERS✓- Counseling that recognizes diversity and approaches beneficial to specific groups and an approach that all counselors should ethically be aware of

\Q\Most ethical issues are related to - ANSWERS✓-Confidentiality

\Q\Only one psychoanalyst's developmental theory covers the entire lifespan. Who is he? - ANSWERS✓-Erik Erikson

\Q\The Id, Ego, Superego are attributed to which psychoanalyst? - ANSWERS✓- Sigmund Freud

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SAP C-WME-2506 Exam Syllabus Topics:

Topic	Details
Topic 1	<ul style="list-style-type: none">Getting Started with Building WalkMe Solutions: This section of the exam evaluates the capabilities of WalkMe implementers and focuses on the practical aspects of creating and configuring WalkMe solutions. It includes understanding the WalkMe Editor, planning solution flows, creating Smart Walk-Thrus, Launchers, and ShoutOuts, and managing end-user guidance effectively. Candidates should be comfortable building initial WalkMe experiences that improve SAP usability and provide contextual help for users navigating SAP applications.

Topic 2	<ul style="list-style-type: none"> • Advancing your Skills in Building WalkMe Solutions: This section of the exam tests the advanced competencies of functional and business analysts in designing more complex and customized WalkMe solutions within SAP platforms. It requires a deeper understanding of user segmentation, advanced rules and triggers, performance optimization, and the use of analytics to refine user experiences. Candidates are expected to demonstrate their ability to design scalable and impactful guidance that aligns with SAP business processes and drives user adoption across the enterprise.
Topic 3	<ul style="list-style-type: none"> • Starting your Digital Adoption Journey: WalkMe Fundamentals: This section of the exam measures the skills of SAP project managers and covers the foundational concepts of digital adoption within SAP environments using WalkMe. Candidates are expected to understand the value of digital adoption platforms, the basic components of WalkMe, and how these tools align with business goals. The section emphasizes knowledge of the user experience within SAP and the ability to identify opportunities for improving digital workflows through in-app guidance and automation.

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SAP Certified Associate - WalkMe Digital Adoption Consultant Sample Questions (Q19-Q24):

NEW QUESTION # 19

You just created a SmartTip that is attached to a button. This button is only displayed on a popup modal window that will show up or disappear depending on how the user interacts with the page. When you publish the SmartTip to your site and are testing it, you notice that the SmartTip does not appear at all when opening the popup modal window and the SmartTip is supposed to appear every time the window is opened.

What is the first configuration you should check to fix this issue?

- A. Lock to Element
- B. Element Behavior Setting - Appears After Page Load and Stays Visible
- C. SmartTip Position
- **D. Element Behavior Setting - Appears and Disappears as Result of User Action**

Answer: D

NEW QUESTION # 20

What is the primary purpose of Digital Adoption?

- **A. To ensure employees and customers use digital platforms and capabilities effectively**
- B. To eliminate the need for employee training on new software
- C. To reduce IT support teams by automating all processes
- D. To increase the number of applications used in an organization

Answer: A

NEW QUESTION # 21

Your product team has informed you that there is a UI element on the website that has no purpose, is causing user confusion, and they need it removed. They also mentioned that they don't have enough development resources to remove it for at least a few weeks.

What WalkMe solution can you build to help resolve this issue?

- A. Build a Resource to a support article on the UI element.
- B. Build a Mini Menu and place it next to the button.
- **C. Build a Launcher that will cover up the UI element and make it invisible.**
- D. Build a mandatory field Launcher and place it on top of the UI element.

Answer: C

NEW QUESTION # 22

What is the primary difference between Global Level Design and Local Level Design in WalkMe?

- A. Global Level Design is only available for administrators, while Local Level Design is available for all users.
- B. Global Level Design requires CSS knowledge, while Local Level Design does not for certain elements.
- C. Global Level Design only affects ShoutOuts, while Local Level Design affects SmartTips and Launchers.
- **D. Global Level Design applies to all WalkMe content, while Local Level Design applies to specific items and can override global settings.**

Answer: D

Explanation:

In WalkMe, Global Level Design refers to styling and configuration settings that apply universally to all WalkMe content within an account, such as default fonts, colors, or balloon styles. These settings ensure consistency across deployables like Smart Walk-Thrus, ShoutOuts, and Launchers. Local Level Design, on the other hand, allows Builders to customize the appearance or behavior of specific WalkMe items (e.g., a single ShoutOut or SmartTip), overriding global settings when needed. This hierarchy enables flexibility while maintaining a cohesive brand identity.

The other options are incorrect:

* Option A is wrong because Global Level Design affects all content types, not just ShoutOuts, and Local Level Design applies to any item, not only SmartTips and Launchers.

* Option C is misleading, as both design levels can be configured without CSS knowledge using the WalkMe Editor's UI, though advanced customization may involve CSS.

* Option D is incorrect, as both design levels are accessible to Builders with appropriate permissions, not restricted by user role.

Extract from Official WalkMe Documentation:

According to the WalkMe Editor User Guide (SAP WalkMe Digital Adoption Consultant Study Guide, Section 2.6: Design and Customization):

"Global Level Design sets the default styling and behavior for all WalkMe content in an account, such as fonts, colors, and balloon positioning. Local Level Design allows customization of individual items, overriding global settings to meet specific needs." The course *Advancing Your Skills in Building WalkMe Solutions* states:

"Use Global Level Design to enforce brand consistency across all WalkMe deployables. For unique requirements, apply Local Level Design to specific items, which takes precedence over global configurations." Option B correctly captures the primary difference between Global and Local Level Design.

References:

SAP WalkMe Digital Adoption Consultant Study Guide, Section 2.6: Design and Customization.

WalkMe Editor User Guide, "Global vs. Local Design" Section.

Course: *Advancing Your Skills in Building WalkMe Solutions*, Module 9: Customizing WalkMe Content.

NEW QUESTION # 23

Your product team has informed you that there is a UI element on the website that has no purpose, is causing user confusion, and they need it removed. They also mentioned that they don't have enough development resources to remove it for at least a few weeks. What WalkMe solution can you build to help resolve this issue?

- A. Build a Resource to a support article on the UI element.
- B. Build a Mini Menu and place it next to the button.
- **C. Build a Launcher that will cover up the UI element and make it invisible.**
- D. Build a mandatory field Launcher and place it on top of the UI element.

Answer: C

Explanation:

WalkMe Launchers are on-screen elements that can be configured to trigger actions or content, such as Smart Walk-Thrus, Resources, or Shuttles. A key feature of Launchers is their ability to be customized for visibility and positioning, including the option to make them "invisible" by adjusting transparency settings. This makes them ideal for temporarily covering a problematic UI element without requiring code changes to the underlying website. By placing an invisible Launcher over the unwanted UI element, the Builder can block user interaction with it, effectively "hiding" it until developers can remove it.

The other options are less effective for this use case:

- * A mandatory field Launcher is not a standard WalkMe feature; Launchers are not tied to form validation or mandatory fields.
- * A Resource to a support article provides information but doesn't prevent users from interacting with the confusing UI element.
- * A Mini Menu is a navigational tool for accessing content and cannot cover or hide a UI element.

Extract from Official WalkMe Documentation:

According to the WalkMe Editor User Guide (SAP WalkMe Digital Adoption Consultant Study Guide, Section 2.3: Launchers):

"Launchers can be customized to be fully transparent using the ghost icon in the WalkMe Editor, allowing them to overlay and block interaction with specific UI elements without being visible to the end user. This is useful for temporarily disabling problematic elements." The course Advancing Your Skills in Building WalkMe Solutions notes:

"In scenarios where a UI element causes confusion and cannot be removed immediately, an invisible Launcher can be placed over the element to prevent user interaction, serving as a temporary workaround." Option D is the correct solution, as it directly addresses the need to make the UI element inaccessible without requiring development resources.

References:

SAP WalkMe Digital Adoption Consultant Study Guide, Section 2.3: Launchers.

WalkMe Editor User Guide, "Customizing Launchers" Section.

Course: Advancing Your Skills in Building WalkMe Solutions, Module 5: Temporary Workarounds for UI Issues.

NEW QUESTION # 24

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