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SAP C_WME_2506 Exam Syllabus Topics:

Topic	Details
Topic 1	<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 2	<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.

Topic 3	<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.
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SAP Certified Associate - WalkMe Digital Adoption Consultant Sample Questions (Q12-Q17):

NEW QUESTION # 12

You are analyzing your Smart Walk-Thru steps and see significant drop-off following a Wait For step. What should you investigate to try to get to the root of the issue?

- **A. Look at your Wait For condition rules.**
- B. Look at your Smart Walk-Thru step initiators.
- C. Update your step triggers.
- D. Remove the step completely.

Answer: A

NEW QUESTION # 13

You're analyzing data in Insights, specifically the 'What Users Are Searching For' section. You see that users are not finding any helpful content for the search term 'profile' because 85% of the searches for that term are resulting in no action. However, you know that you have content published specific for help with 'profile'. What should you do?

- **A. Add Keywords to the content.**
- B. Remove any content related to 'profile.'
- C. Adjust the jQuery for a step in the process.
- D. Give it more time. Users will eventually find the help.

Answer: A

NEW QUESTION # 14

You're having trouble with a Smart Walk-Thru. Many users are activating this Smart Walk-Thru from the Menu when they are halfway through the process, and the flow begins from the first step every time. What is this Smart Walk-Thru missing?

- A. Splits
- **B. Start Points**
- C. A Goal
- D. Wait For Conditions

Answer: B

NEW QUESTION # 15

Why is it recommended to disable the multi-language Manual Toggle when using the multi-language Auto- Toggle?

- A. To ensure that the Manual Toggle is only available for administrators
- B. Because Manual Toggle consumes more resources than Auto-Toggle
- C. To prevent conflicts where the user's Manual Toggle choice overrides the Auto-Toggle settings
- D. Because the Manual Toggle and Auto-Toggle can cause the page to refresh unexpectedly

Answer: C

Explanation:

WalkMe's multi-language feature allows content to be displayed in different languages, with two toggle options: Auto-Toggle, which automatically selects the language based on user settings (e.g., browser or account preferences), and Manual Toggle, which lets users manually choose their language. When both toggles are enabled, a user's manual language selection can override the Auto-Toggle's automatic detection, leading to conflicts and inconsistent user experiences. Disabling the Manual Toggle ensures that the Auto-Toggle functions as intended, delivering content in the user's preferred language without interference.

The other options are incorrect:

* Option A is wrong because the Manual Toggle is not restricted to administrators; it's available to end users.

* Option B is misleading, as there's no evidence that Manual Toggle consumes significantly more resources.

* Option D is incorrect, as neither toggle typically causes unexpected page refreshes.

Extract from Official WalkMe Documentation:

According to the WalkMe Editor User Guide (SAP WalkMe Digital Adoption Consultant Study Guide, Section 2.8: Multi-Language Support):

"When using Auto-Toggle for multi-language content, it is recommended to disable the Manual Toggle to avoid conflicts. Manual selections by users can override Auto-Toggle settings, leading to inconsistent language display." The course Advancing Your Skills in Building WalkMe Solutions states:

"To ensure a seamless multi-language experience, disable the Manual Toggle when Auto-Toggle is active.

This prevents user overrides that could disrupt the automatic language detection process." Option C correctly explains the recommendation to disable the Manual Toggle to prevent conflicts.

References:

SAP WalkMe Digital Adoption Consultant Study Guide, Section 2.8: Multi-Language Support.

WalkMe Editor User Guide, "Multi-Language Configuration" Section.

Course: Advancing Your Skills in Building WalkMe Solutions, Module 11: Managing Multi-Language Content.

NEW QUESTION # 16

The Dynamic Layout of a ShoutOut in the Editor consists of which three layers? Note: There are 3 correct answers to this question.

- A. Player
- B. Z-index
- C. Frame
- D. Widget
- E. Canvas

Answer: C,D,E

Explanation:

The Dynamic Layout of a WalkMe ShoutOut in the Editor is composed of three layers: the Frame, Canvas, and Widget.

The Frame defines the outer structure and positioning of the ShoutOut (e.g., size and placement on the screen). The Canvas is the content area where text, images, or buttons are placed. The Widget includes interactive elements, such as the call to action button or close button, that users can interact with. These layers work together to create a customizable and visually appealing ShoutOut.

The other options are incorrect:

* Z-index(C) is a CSS property that controls stacking order, not a layer of the ShoutOut's layout.

* Player(E) refers to the WalkMe Player, which delivers content but is not part of the ShoutOut's internal structure.

Extract from Official WalkMe Documentation:

According to the WalkMe Editor User Guide (SAP WalkMe Digital Adoption Consultant Study Guide, Section 2.9: ShoutOuts):

"The Dynamic Layout of a ShoutOut consists of three layers: the Frame, which sets the structural boundaries; the Canvas, which holds the content; and the Widget, which includes interactive components like buttons." The course Advancing Your Skills in Building

"When designing ShoutOuts, understand the Dynamic Layout's three layers-Frame, Canvas, and Widget- to effectively customize appearance and functionality for user engagement." Options A, B, and D are the correct layers of a ShoutOut's Dynamic Layout.

References:

WalkMe Editor User Guide, "ShoutOut Dynamic Layout" Section.

NEW QUESTION # 17

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