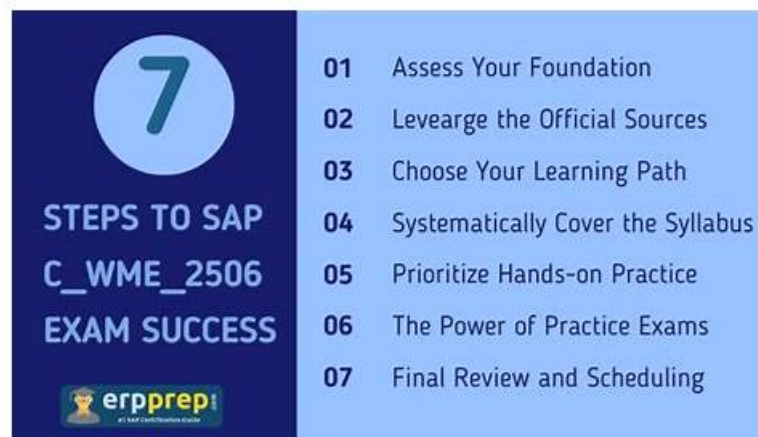


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## SAP C\_WME\_2506 Exam Syllabus Topics:

Topic	Details
Topic 1	<ul style="list-style-type: none"><li>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.</li></ul>

Topic 2	<ul style="list-style-type: none"> <li>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.</li> </ul>
Topic 3	<ul style="list-style-type: none"> <li>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.</li> </ul>

## SAP Certified Associate - WalkMe Digital Adoption Consultant Sample Questions (Q45-Q50):

### NEW QUESTION # 45

Which components should we consider mandatory for all Smart Walk-Thrus? Note: There are 2 correct answers to this question.

- A. Splits
- B. Automation
- C. Goals
- D. Start Points

**Answer: C,D**

### NEW QUESTION # 46

What does WalkMe's UI Intelligence feature do?

- A. It blocks users from entering incorrect data
- B. It analyzes form interactions and provides actionable insights
- C. It eliminates the need for data collection
- D. It forces users to complete forms without assistance

**Answer: B**

### NEW QUESTION # 47

Why is it recommended to disable the 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. To prevent conflicts where the user's Manual Toggle choice overrides the Auto-Toggle settings
- C. Because Manual Toggle consumes more resources than Auto-Toggle
- D. Because the Manual Toggle and Auto-Toggle can cause the page to refresh unexpectedly

**Answer: B**

### NEW QUESTION # 48

Your company just provided you with the new company logo that they want you to use in all of your WalkMe deployables. Where is the best place to store the logo?

- A. WalkMe Admin Center
- B. The Asset Library
- C. Engaged Elements
- D. Local Settings

**Answer: B**

**Explanation:**

The WalkMe Asset Library is the centralized repository for storing and managing reusable assets, such as images, videos, and other media files, used across WalkMe deployables (e.g., Smart Walk-Thrus, ShoutOuts, Launchers). Storing the company logo in the Asset Library ensures it is easily accessible for consistent use across all WalkMe content, supports version control, and allows for efficient updates if the logo changes. This approach aligns with WalkMe's best practices for asset management, as it promotes scalability and maintainability.

The other options are not suitable for storing a logo:

- \* WalkMe Admin Center is used for account management, user permissions, and configuration settings, not for storing media assets.
- \* Local Settings are specific to individual WalkMe items or environments and are not designed for centralized asset storage.
- \* Engaged Elements refers to UI elements targeted by WalkMe for interaction, not a storage location for assets.

Extract from Official WalkMe Documentation:

Per the WalkMe Editor User Guide (SAP WalkMe Digital Adoption Consultant Study Guide, Section 2.4:

Asset Management):

"The Asset Library is a centralized hub within the WalkMe Editor where Builders can upload and manage images, videos, and other media files. Assets stored here can be reused across multiple deployables, ensuring consistency and simplifying updates." The course *Advancing Your Skills in Building WalkMe Solutions* further states:

"To maintain brand consistency, store commonly used assets like logos in the Asset Library. This allows Builders to apply the same asset across ShoutOuts, SmartTips, and other content types without redundant uploads." Thus, option A, "The Asset Library," is the best place to store the company logo for use in WalkMe deployables.

References:

SAP WalkMe Digital Adoption Consultant Study Guide, Section 2.4: Asset Management.

WalkMe Editor User Guide, "Asset Library" Section.

Course: *Advancing Your Skills in Building WalkMe Solutions*, Module 3: Managing Assets and Branding.

**NEW QUESTION # 49**

Which steps would you take to publish items to Production that you add to the user-facing Menu in the Menu Organizer?

- A. Adding items to the user-facing Menu are automatically published to Production.
- **B. Manually publishing the item to Production after adding it to the Menu Organizer and saving it.**
- C. Changing the name of an added item in the Menu Organizer publishes it to Production.
- D. Adding an item to the user-facing Menu and clicking Save automatically publishes it to Production.

**Answer: B**

**Explanation:**

In WalkMe, adding items to the user-facing Menu via the Menu Organizer does not automatically publish them to Production. After adding and saving items in the Menu Organizer, Builders must manually publish the changes to the Production environment using the WalkMe Editor's publish feature. This ensures that only reviewed and tested content is deployed, maintaining control over what end users see.

The other options are incorrect:

- \* Option A is wrong because adding items requires manual publishing.
- \* Option B is incorrect, as renaming doesn't trigger publishing.
- \* Option D is false, as saving in the Menu Organizer doesn't publish to Production.

Extract from Official WalkMe Documentation:

According to the WalkMe Editor User Guide (SAP WalkMe Digital Adoption Consultant Study Guide, Section 1.5: WalkMe Menu):

"After adding items to the Menu Organizer and saving changes, manually publish the updated Menu to Production using the Editor's publish feature to make it available to end users." The course *Getting Started with Building WalkMe Solutions* states:

"To deploy Menu changes, add and save items in the Menu Organizer, then manually publish them to Production to ensure controlled deployment." Option C correctly describes the publishing process.

References:

SAP WalkMe Digital Adoption Consultant Study Guide, Section 1.5: WalkMe Menu.

WalkMe Editor User Guide, "Publishing Menu Changes" Section.

Course: *Getting Started with Building WalkMe Solutions*, Module 4: Managing the WalkMe Menu.

**NEW QUESTION # 50**

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