

# Is Using SAP C\_WME\_2506 Exam Dumps Important To Pass The Exam?

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**Exam** : **C\_WME\_2506**

**Title** : SAP Certified Associate -  
WalkMe Digital Adoption  
Consultant

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1 / 4

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Everything needs a right way. The good method can bring the result with half the effort, the same different exam also needs the good test method. Our C\_WME\_2506 study materials in every year are summarized based on the test purpose, every answer is a template, there are subjective and objective exams of two parts, we have in the corresponding modules for different topic of deliberate practice. To this end, our C\_WME\_2506 Study Materials in the qualification exam summarize some problem- solving skills, and induce some generic templates.

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

Topic	Details
Topic 1	<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>

Topic 2	<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 3	<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>

### >> C\_WME\_2506 Test Pattern <<

## 100% Pass 2026 C\_WME\_2506: Unparalleled SAP Certified Associate - WalkMe Digital Adoption Consultant Test Pattern

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## SAP Certified Associate - WalkMe Digital Adoption Consultant Sample Questions (Q35-Q40):

### NEW QUESTION # 35

Which of the following is the best use case for using Behavior Based Segmentation?

- A. Display different SmartTips for users located in the United States and Italy.
- B. Show a time-sensitive ShoutOut and Survey to all users.
- C. Play a ShoutOut only to users who have already used a specific feature.
- D. Make sure a Launcher only displays for Finance Team members.

**Answer: C**

Explanation:

Behavior Based Segmentation in WalkMe allows content to be targeted to users based on their past interactions with the platform, such as completing a Smart Walk-Thru, clicking a specific element, or using a particular feature. This is ideal for delivering personalized content to users who have demonstrated specific behaviors. Playing a ShoutOut only to users who have already used a specific feature (e.g., to gather feedback or promote advanced functionality) is a prime example of Behavior Based Segmentation, as it leverages user interaction history to tailor the experience.

The other options are better suited to other segmentation types:

- \* Option A(Finance Team members) relies on User Role or Department segmentation, not behavior.
- \* Option C(users in the US and Italy) uses Geographic Location segmentation.
- \* Option D(all users) does not require segmentation, as it targets everyone.

Extract from Official WalkMe Documentation:

According to the WalkMe Insights User Guide (SAP WalkMe Digital Adoption Consultant Study Guide, Section 3.3: Segmentation):

"Behavior Based Segmentation targets users based on their interactions with WalkMe content or website elements, such as completing a process or using a feature. This is useful for delivering tailored content, like ShoutOuts, to users with specific behavioral patterns." The course Advancing Your Skills in Building WalkMe Solutions explains:

"Use Behavior Based Segmentation to engage users who have performed specific actions, such as triggering a ShoutOut for users who have completed a feature-related Smart Walk-Thru, to enhance adoption or collect targeted feedback." Option B is the best use case for Behavior Based Segmentation.

References:

SAP WalkMe Digital Adoption Consultant Study Guide, Section 3.3: Segmentation.

### NEW QUESTION # 36

A brokerage firm is interested in implementing WalkMe to address an issue their customers face when transferring money from their online accounts to their banks. They have heard that users do not know where to go on the platform to complete this, but once they reach the appropriate page, they know how to fill out the forms correctly without errors. Of the listed WalkMe apps, which would best address the issue?

- A. Shuttle to bring the user to the page
- B. ShoutOut to announce that this must be completed
- C. Resource to explain how to complete all parts of the process
- D. SmartTips on the fields of the page

**Answer: A**

Explanation:

The issue described is that users struggle to navigate to the correct page for transferring money, but once there, they can complete the forms without errors. A Shuttle is the most appropriate WalkMe solution, as it directly addresses navigation challenges by guiding users from any page to the specific target page (e.g., the money transfer page) via a clickable link or button. Shuttles are designed to simplify navigation, making them ideal for this use case where the primary pain point is finding the right page.

The other options are less suitable:

- \* Resource(A) provides detailed instructions, but the issue is navigation, not understanding the process.
- \* SmartTips(C) offer field-level guidance, which is unnecessary since users already know how to fill out the forms.
- \* ShoutOut(D) is for announcements and doesn't directly solve the navigation problem.

Extract from Official WalkMe Documentation:

According to the WalkMe Editor User Guide (SAP WalkMe Digital Adoption Consultant Study Guide, Section 1.7: Shuttles):

"Shuttles are designed to guide users to a specific page or section of an application, addressing navigation challenges by providing a direct path to the target location." The course Getting Started with Building WalkMe Solutions states:

"For scenarios where users struggle to find the correct page, such as initiating a process like a money transfer, a Shuttle is the most effective tool to direct them to the destination." Option B, a Shuttle, best addresses the navigation issue.

References:

SAP WalkMe Digital Adoption Consultant Study Guide, Section 1.7: Shuttles.

WalkMe Editor User Guide, "Creating Shuttles" Section.

Course: Getting Started with Building WalkMe Solutions, Module 8: Navigation Solutions.

### NEW QUESTION # 37

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

**Answer: D**

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 # 38

What is the purpose of using the small ghost icon in the WalkMe Editor when customizing an invisible Launcher?

- A. To adjust the size of the Launcher
- **B. To automatically make all colors of the Launcher transparent**
- C. To change the Launcher's shape
- D. To add animations to the Launcher

**Answer: B**

### NEW QUESTION # 39

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

- A. Global Level Design only affects ShoutOuts, while Local Level Design affects SmartTips and Launchers.
- B. Global Level Design is only available for administrators, while Local Level Design is available for all users.
- C. Global Level Design requires CSS knowledge, while Local Level Design does not for certain elements.
- **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.

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