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GInI Certified Innovation Professional (CInP) Sample Questions (Q113-Q118):

NEW QUESTION # 113

Innovation is an acquirable mentality and skillset.
Select one correct answer from the list:

- A. in-born
- B. acquirable
- C. extremely rare
- D. extremely common

Answer: B

Explanation:

GInI's foundational philosophy, as articulated in the CInP Handbook, posits that innovation is not an innate trait but a "mentality and skillset" that can be learned and developed through practice, training, and exposure to structured methods. Option A, "in-born,"

contradicts this by suggesting it's genetic. Option B, "extremely common," overstates its prevalence without training. Option C, "extremely rare," undermines GInI's mission to democratize innovation skills. D, "acquirable," reflects GInI's belief in teachability, aligning with the question's statement and the original answer. This is a core tenet of the CInP certification itself.
Reference:GInICInP Handbook, Introduction to Innovation Competencies.

NEW QUESTION # 114

Innovation Tournaments are internal competitions where teams of peers work together to identify a new opportunity for the business, develop a relatively complete and well-thought-out business plan for it, and then pitch it to an internal venture board, generally in order to get funding for taking the concept further, understanding that concepts which prove strong enough may ultimately make their way all the way through to final implementation, thereby providing an excellent method for surfacing and funding non-core, and potentially breakthrough or disruptive, business innovations.

Select one correct answer from the list:

- A. Innovation Jams
- B. Business Plan Competitions
- C. Hackathons
- **D. Innovation Tournaments**

Answer: D

Explanation:

GInI defines "Innovation Tournaments" as structured internal competitions aimed at identifying and developing new business opportunities, often involving pitches to a venture board for funding. This aligns with the question's description of teams creating business plans and competing for resources to advance potentially disruptive innovations. "Hackathons" (A) typically focus on rapid prototyping, often in tech contexts, not necessarily business plans. "Business Plan Competitions" (B) is a close contender but is a more generic term not specifically tied to GInI's innovation framework. "Innovation Jams" (C) refer to collaborative ideation sessions, not competitive tournaments. Thus, "Innovation Tournaments" (D) is the precise GInI term.

Reference:GInICInP Handbook, Section on Engagement Mechanisms.

NEW QUESTION # 115

For projects in the Mid Zone that pass the final decision gate, they will pass from the Mid Zone to the Back End, where they will enter into a completely different set of activities.

Select one correct answer from the list:

- A. A project post-mortem
- B. A highly detailed project plan with several layers of approvals
- C. An accurate Gantt Chart
- **D. Pass the final decision gate**

Answer: D

Explanation:

GInI'sCInP Handbookdescribes the Mid Zone as culminating in a "final decision gate"-the go/no-go point where a project's business case is evaluated. Passing this gate transitions the project from Mid Zone (validation, business casing) to Back End (development, commercialization), shifting from planning to execution activities (e.g., production, launch). Option A, "Gantt Chart," is a tool, not a condition. Option B,

"post-mortem," occurs after failure or completion, not transition. Option D, "detailed project plan," might support the gate but isn't the passing criterion. Option C directly states the condition-passing the gate- matching GInI's phased model and the original answer (though D was incorrectly listed; context suggests C intent). This gate is a pivotal risk filter, ensuring only validated projects consume Back End resources, a cornerstone of GInI's disciplined innovation management.

Reference:GInICInP Handbook, Section on Mid Zone to Back End Transition.

NEW QUESTION # 116

For projects in the Mid Zone that pass the final decision gate, they will pass from the Mid Zone to the Back End, where they will enter into a completely different set of activities.

Select one correct answer from the list:

- A. A project post-mortem
- B. A highly detailed project plan with several layers of approvals
- C. An accurate Gantt Chart
- **D. Pass the final decision gate**

Answer: D

Explanation:

GInI's CInP Handbook describes the Mid Zone as culminating in a "final decision gate"-the go/no-go point where a project's business case is evaluated. Passing this gate transitions the project from Mid Zone (validation, business casing) to Back End (development, commercialization), shifting from planning to execution activities (e.g., production, launch). Option A, "Gantt Chart," is a tool, not a condition. Option B,

"post-mortem," occurs after failure or completion, not transition. Option D, "detailed project plan," might support the gate but isn't the passing criterion. Option C directly states the condition-passing the gate- matching GInI's phased model and the original answer (though D was incorrectly listed; context suggests C intent). This gate is a pivotal risk filter, ensuring only validated projects consume Back End resources, a cornerstone of GInI's disciplined innovation management.

NEW QUESTION # 117

As an Innovation Professional, the present and emerging market needs you identify represent what for you personally?

Select one correct answer from the list:

- A. Opportunities to appear innovative to the rest of your organization
- B. Threats to your job that you must steer clear of
- **C. Opportunities to define and develop new innovations**
- D. Major risks you should help the organization suppress

Answer: C

Explanation:

GInI's CInP Handbook positions Innovation Professionals as proactive agents who leverage market needs- current and emerging-as "opportunities to define and develop new innovations." This reflects their role in the Front End, where identifying needs sparks the creation of valuable solutions, driving personal and organizational growth. Option A, "major risks," frames needs negatively, counter to GInI's opportunity- focused mindset. Option B, "opportunities to appear innovative," prioritizes perception over substance, which GInI rejects. Option C, "threats to your job," misaligns with the professional's proactive stance. Option D matches GInI's emphasis on needfinding as a catalyst for innovation, empowering professionals to shape the future. The original answer (D) is correct, rooted in GInI's view that market insights are the lifeblood of an innovator's work, turning observations into actionable breakthroughs.

NEW QUESTION # 118

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