Q1 Write short notes on any four of the following: (5x4=20)
   (a) Games or Structured Learning Experience
   (b) Role Play as a tool for Training.
   (c) Learning Organizations
   (d) Symposium
   (e) Qualities of a good trainer.

Q2 It is said, “Only thing constant in the world is change”. How do organizations use training as a strategy to cope with the enormous changes in environment. Discuss the role of Training and Development as a business strategy for global operations. (5+5)

OR

Describe a typical training process in an organization. What is the hardest part of it and why? (7+3)

Q3 What is the main objective of TNA and why? If you were the Training Manager of a large manufacturing organization how will you approach the TNA in your company? (3+7)

OR

“Effective TNA cannot be done by Training Manager alone; it warrants a collaborative approach and a good team work”. Discuss the statement highlighting your agreement or otherwise with it. Give examples to support your arguments. (7+3)

Q4 While designing a training module, its content and structure are considered very important. Describe process of content analysis and its development, highlighting the importance of sequencing. ... (7+3)

OR

What are the various training methodologies that can be used to make a training programme effective? Describe when and how will you use case method of learning? (6+4)

Q5 Why Management Development Programmes are considered necessary? What are the various types of MDP’s typically employed by organizations? (3+7)

OR

Training Evaluation is necessary to establish its effectiveness. Explain the Training Evaluation Model developed by Donald Kirkpatrick. Discuss its limitations. (7+3)