

Seat No. : 722

**DC-101**

**December-2020**

**B.B.A., Sem.-V**

**CC-303 : Organisational Behaviour – I**

**Time : 2 Hours]**

**[Max. Marks : 50**

- Instructions :** (1) All Questions in Section – 1 carry equal marks.  
(2) Attempt any **two** questions in Section – 1.  
(3) Question – 5 in Section – 2 is compulsory.

**Section – 1**

- (A) Discuss the objectives of OB. **10**  
(B) Discuss any two models of OB. **10**
- (A) Explain the biographical characteristics affecting individual behaviour. **10**  
(B) What are the major personality traits relevant to OB ? **10**
- (A) Discuss brain-storming as a group decision making technique. **10**  
(B) Discuss the skills necessary in effective team building. **10**
4. (A) Discuss the process of change. **10**  
(B) What are the limitations of organizational development ? **10**

**Section – 2**

5. Do as directed : (any 10) **10**
- (1) OB is multidisciplinary in nature. (True/False)  
(2) \_\_\_\_\_ is the latest / advanced model of OB.  
(Autocratic, System, Custodial, Democratic)  
(3) Real pay adjustments are associated with cost of living. (True/False)

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- (4) Profit reward consists of sharing of certain percent of profits among employees. (True/False)
- (5) Technology is a force affecting OB. (True/False)
- (6) The ability to do speedy and accurate arithmetic is memory. (True/False)
- (7) Positive reinforcement is used to encourage desired behaviour. (True/False)
- (8) \_\_\_\_\_ is practiced to discourage behaviour.  
(reward, punishment, observation, none of above)
- (9) People with Type A personality walk, eat rapidly. (True/False)
- (10) Any relative permanent change in behaviour that occurs as a result of experience is \_\_\_\_\_.  
(perception, learning, values, emotions)
- (11) Job-satisfaction is a set of favourable or unfavourable feelings of employees about their job. (True/False)
- (12) \_\_\_\_\_ is the ability to understand words and its context.  
(Memory, Verbal comprehension, Strength, Balance)
- (13) Forming, storming, \_\_\_\_\_, performing are stages of group development.  
(norming, drawing, clearing, fighting)
- (14) \_\_\_\_\_ teams are highly dependent on technology.  
(Virtual, Cross-functional, Problem solving, Small)
- (15) Involvement of employees in decision making reduces resistance to change. (True/False)
- (16) \_\_\_\_\_ power is based on a leader's charisma.  
(Reward, Punishment, Legitimate, Referent)
- (17) \_\_\_\_\_ is a pattern of actions expected of a person in a given context.  
(Role, Status, Age, Ability)
- (18) \_\_\_\_\_ teams are managed automatically, without an external control.  
(Virtual, Sport, Self-managed, Matrix)
- (19) Organisational development is long term planned change. (True/False)
- (20) Change is continuous and inevitable in nature. (True/False)