

## IBM Test Pattern

The complete IBM Test Pattern 2024 is available in this section. By checking the Test Pattern, you can easily know the name of sections, the number of questions, and the time duration. Moreover, you have to complete your written test within the time limit. The Online Test is the level of the paper is moderate to difficult. In addition, to this, those aspirants who clear the written exam are eligible for further rounds.

Section	No. Of Questions	Time Limit (In mins)
Cognitive Ability Games	7	30
English Language Test	10	10
Learning Agility Test	50	30
Coding	1 Coding + 5 MCQs	30
Total	73	100

## BM Cognitive Ability Assessment

# IBM Cognitive Ability Games Overview



**Measusre Cognitive Ability**

It is a game based assessment test that measures candidate's ability of performing practically during the challenging situations in your job.



## Six Mini Games

This includes a series of six mini games that judge you on the basis of your performance. These games assess three of your basic fundamental ideas.



## Time Limit

The overall time allotted for this section is 60 minutes. The difficulty ranges from medium to high, hence practicing these types of games becomes so much more necessary.

### Some details about IBM Cognitive Ability Assessment:

Section	Important Information
IBM Cognitive Ability	6 sub-section
Allotted Time	30 mins
Section Property	Mandatory
Total Question	6

### Important Pages to be checked:

- Learning Agility
- Coding
- English Language
- Communication Process
- Recruitment Process

- Eligibility Criteria

# IBM Cognitive Ability - Six Mini Games

## Assess Problem Solving

This game includes the quizzes or puzzles that the students has no prior information about. It is an on the spot kind of a game.

## Assess Numerical Reasoning

This part of the game focuses on the candidate's numerical ability. The games given to the student under this section aim at his / her quantitative agility.

## Assess Verbal Knowledge

This part of the six mini games directs the quizzes or puzzles at evaluating your skills in verbal and written English.

# IBM Cognitive Ability Games Assess Problem Solving

## Shortcuts

In Shortcuts, Candidates need to move the blue marbel to the starred area. The aim is to do sufficiently as possible for each puzzle.

Candidates who will do this are likely to have a strong Reasoning and aptitude knowledge.

**AIM: Move Blue Marbel to the Stars**

### IMP Points To Remember

- Keep the Distance Traveled by the Marbel as less as possible.
- Less than 15 is recommended if you want Great Score
- Touch the numbers in between the lines to move the marbel.
- Difficulty Increases as you solve more puzzles



## Gridlock

In Gridlock, the candidates solves a succession of puzzles by fitting all pieces into the grid as quickly as they can.

Candidates who will do this are likely to have a strong general and spatial reasoning skills.

**AIM: Fill the main area with blocks given**

### IMP Points To Remember

- 3 mins is the total time to solve as much puzzles as you can.
- Difficulty Increases as you solve more puzzles
- Click on the blocks outside the main area to rotate them to the desired angle



## Resemble

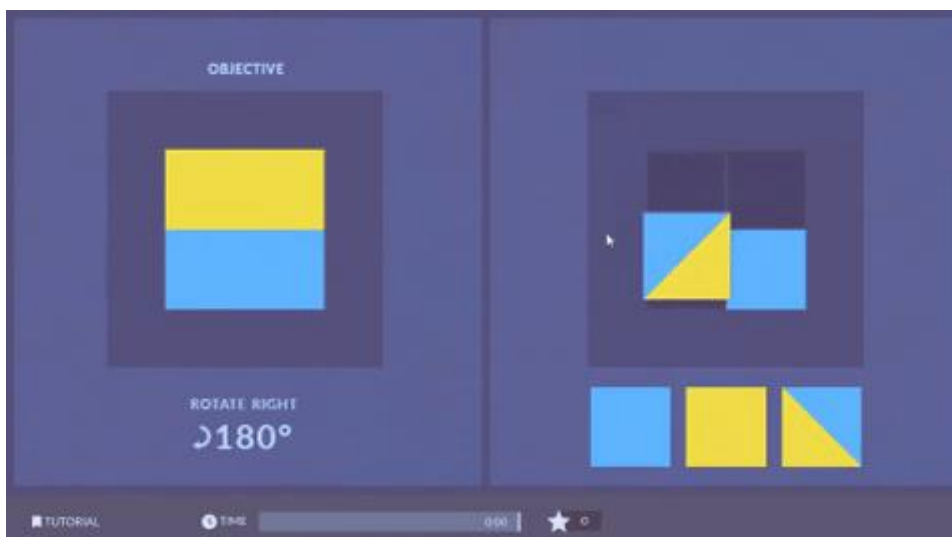
In Resemble, the Candidate needs to mentally rotate the image on the left and then replicate it on the right.

Candidates who will do this are likely to have a strong general and spatial reasoning skills.

**AIM: Create the Image after rotation**

### **IMP Points To Remember**

- Mentally solve the picture first
- There maybe be 180 and 90 Degree of rotation for each image
- Difficulty Increases as you solve more puzzles
- 3 to 4 mins of time can given for this section



# IBM Cognitive Ability Games Assess Numerical Reasoning

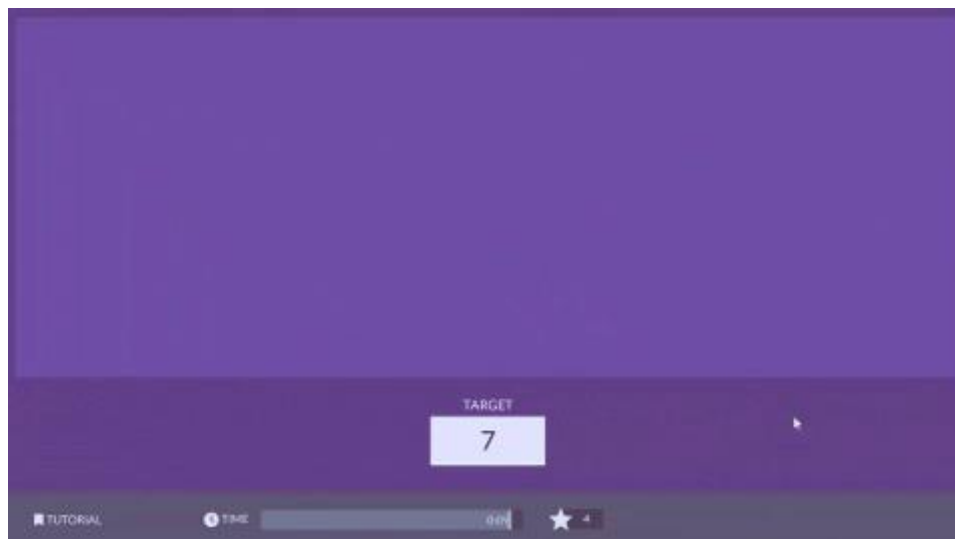
## Numbubbles

In Numbubbles, the candidate is given a target number and needs to identify and pop the bubbles with the equation that equals the target number. Candidates who will do this are likely to have a strong quantitative and fluid reasoning skills.

**AIM: Pop the bubble which are equal to Target**

### **IMP Points To Remember**

- 9 second of total time per Target
- Pop as many correct bubbles as you can per Target
- Difficulty Increases as you solve more Puzzles
- Improve your Addition, Subtraction, Division & Multiplication



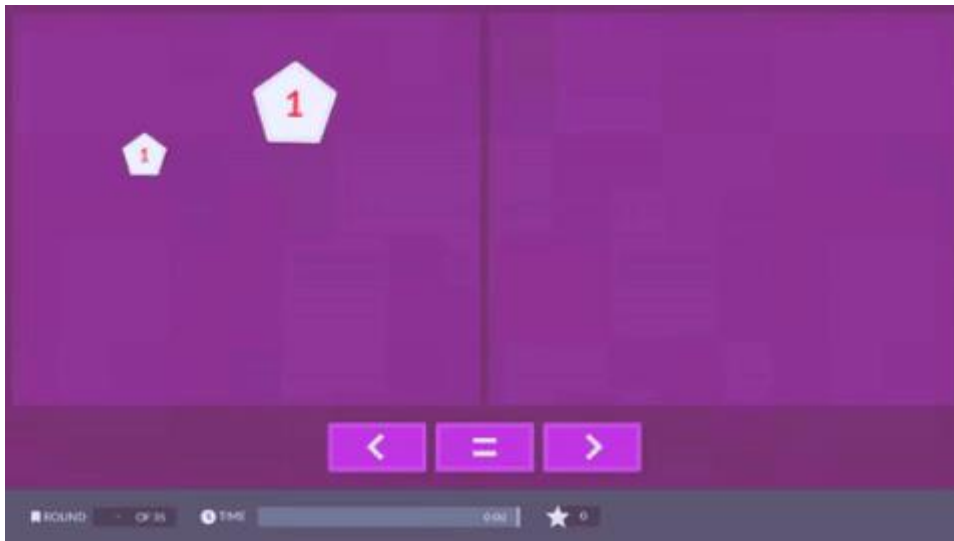
## Tally Up

In Tally Up, the candidate needs to quickly identify which group of tokens has the highest value. Candidates who will do this are likely to have a strong quantitative and fluid reasoning skills.

**AIM: To Identify Whether Left = Right || Left > Right || Left < Right**

**IMP Points To Remember**

- Max 4 sec are given per screen
- ONLY Calculation Numbers used are **4, 2 & 1**
- Improve your calculations using these numbers(4,2,1) only
- There are **x2 Single Multiplier** which are given per bubble i.e. a single bubble on the right or left is multiplied with "2"
- Also there are **x2 Full Section** multipliers i.e. the whole right or left section is multiplied by "2".
- No of Bubbles on each side increases as you solve more questions.



# IBM Cognitive Ability Games Assess Verbal knowledge

## Prove it

In Proof it, Candidate Must identify as many misspelled words and punctuation error as possible in the time provided.

Candidates who will do this are likely to have a strong reading and writing skills.

**AIM: Find Out All the Spelling & Verbal Errors**

**IMP Points To Remember**

- 1 min per question
- 6 question in total
- Error Remaining is shown on the right side

- Difficulty Increases as you solve more puzzles

