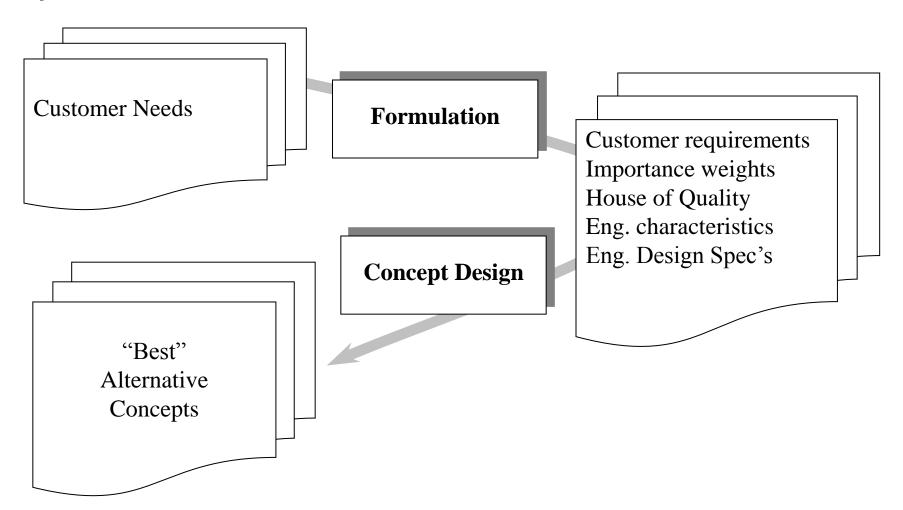


Concept design

- What is a design concept?
- Clarifying functional requirements
- Generating design concepts
- Analyzing alternative designs
- Developing "product" alternatives
- Evaluating product alternatives
- Concept Design Review
- Information flow & storage
- Intellectual property protection



Info flow during formulation and concept design phases





What is an alternative concept design?

For slowing and stopping a spinning shaft?

| Alternative | Physical principle | Abstract Embodiment | | |
|-------------|--------------------|------------------------|--|--|
| 1 | fluid friction | fan blade on shaft | | |
| 2 | magnetic field | re-generative brake | | |
| 3 | surface friction | disk and caliper brake | | |

For fastening sheets of paper?

| Alternative | Physical principle | Abstract Embodiment | | | |
|-------------|--------------------|---------------------|--|--|--|
| 1 | spring force | paperclip | | | |
| 2 | bent clamp | staple | | | |
| 3 | bendable clamp | cotter pin | | | |
| 4 | adhesion | glue | | | |



Physical principle

Def. - the means by which some effect is caused

Conservation of energy

Conservation of mass

Conservation of momentum

Newton's laws of motion

Newton's law of gravitation

Coriolis effect

Coulomb friction

Euler's buckling law

Hooke's law

Poisson effect/ratio

Archimedes' principle

Bernoulli's law

Boyle's law

Diffusion law

Doppler effect

Joule-Thompson effect

Pascal's principle

Siphon effect

Thermal expansion effect

Newton's law of viscosity

Newton's law of cooling

Heat conduction

Heat convection

Heat radiation

Ohm's law

Ampere's law

Coulomb's laws of electricity

Gauss' law

Hall effect

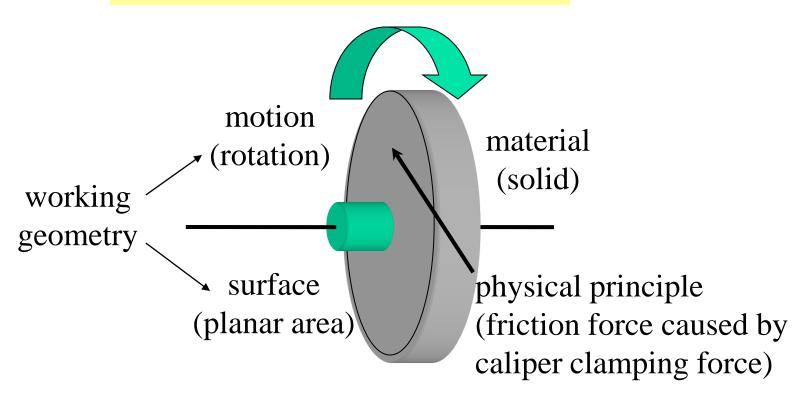
Photoelectric effect

Photovoltaic effect

Piezoelectric effect

"Working principle" of a disc brake

(Pahl & Beitz, European community)



Note: no sizes, only vague shape



Design concept

Definition:

Purposefully vague

abstract embodiment of:

physical principle,

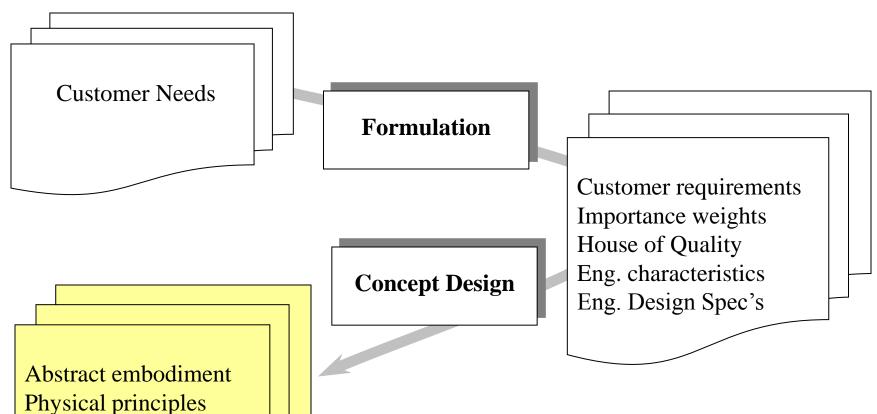
material, and

geometry.

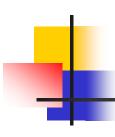
Surfaces, motion



Inputs & outputs to decision making

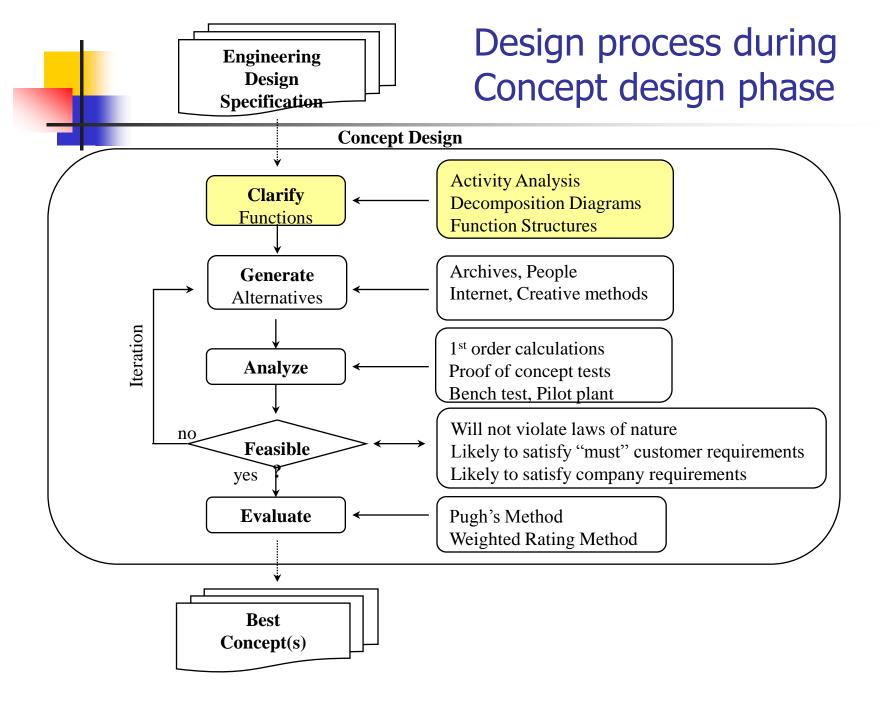


Abstract embodiment
Physical principles
Material
Geometry



How do we proceed?

- Need lots of feasible design concepts (i.e. alternatives)
- Need to select the "best" one or two concepts
- Is there a process that we can follow?
- Can we use the <u>overall design process</u> to guide us through the concept design phase?





Customer activities

Examine interaction between customer and product

set up

operate

maintain

repair

Retire take down

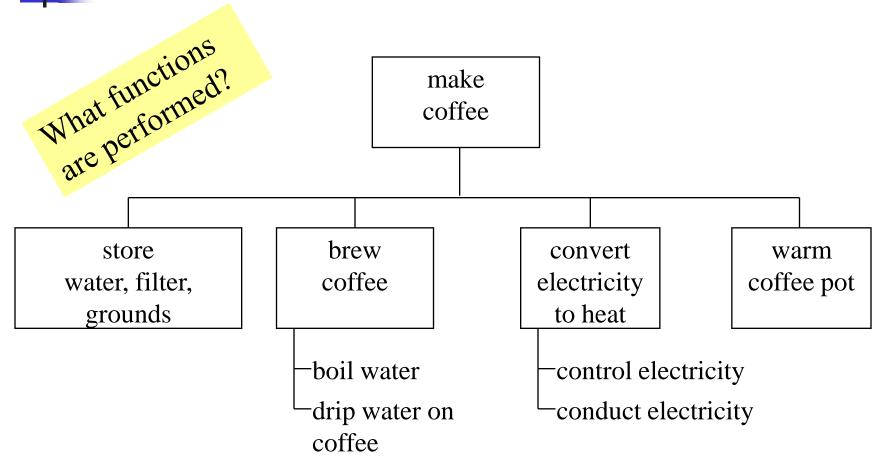
disassemble

recycle

dispose

4

Clarifying functional requirements Function decomposition diagram method



Remove? Combine? Reorganize?



Some functions that products/parts perform

amplify

change

channel

collect

conduct

control

convert

cool

decrease

dissipate

fasten

heat

hold

increase

join

lift

lower

move

protect

release

rotate

separate

store

supply

support

transform

translate

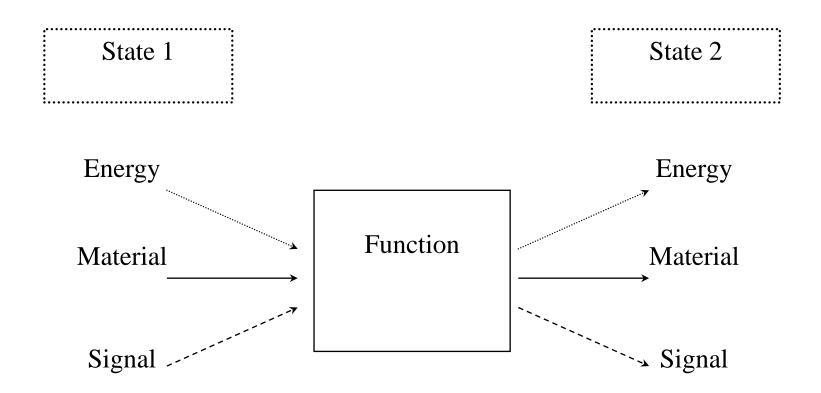


Why prepare function decomposition diagrams?

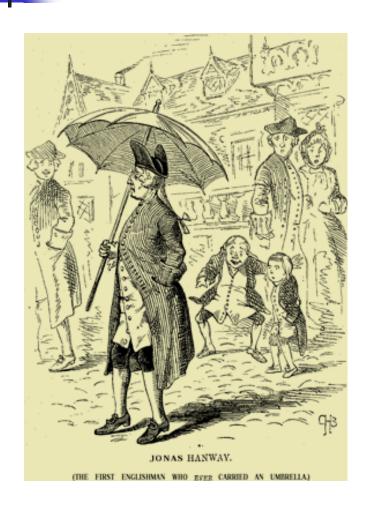
- To breakdown big functions into smaller basic subfunctions to improve our ability to "match" existing concepts to basic functions
- Fully understand customer requirements (use & retire)
- Disconnect function from form
- Identify system boundaries
- Increase the potential for new combinations



Function structure diagrams show all inputs and outputs

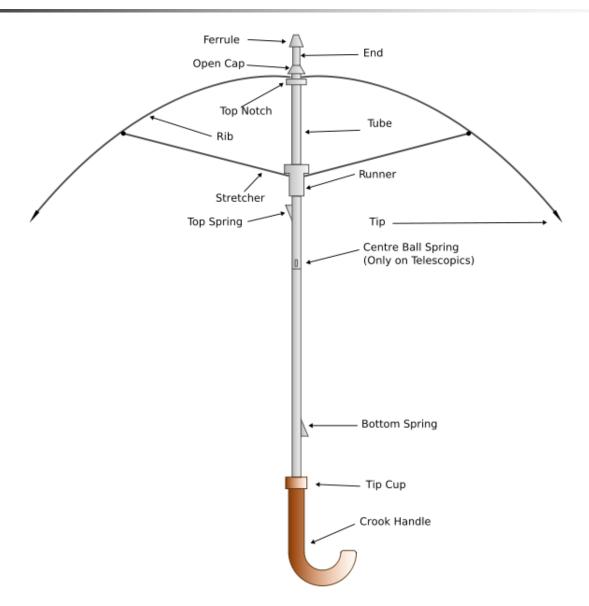


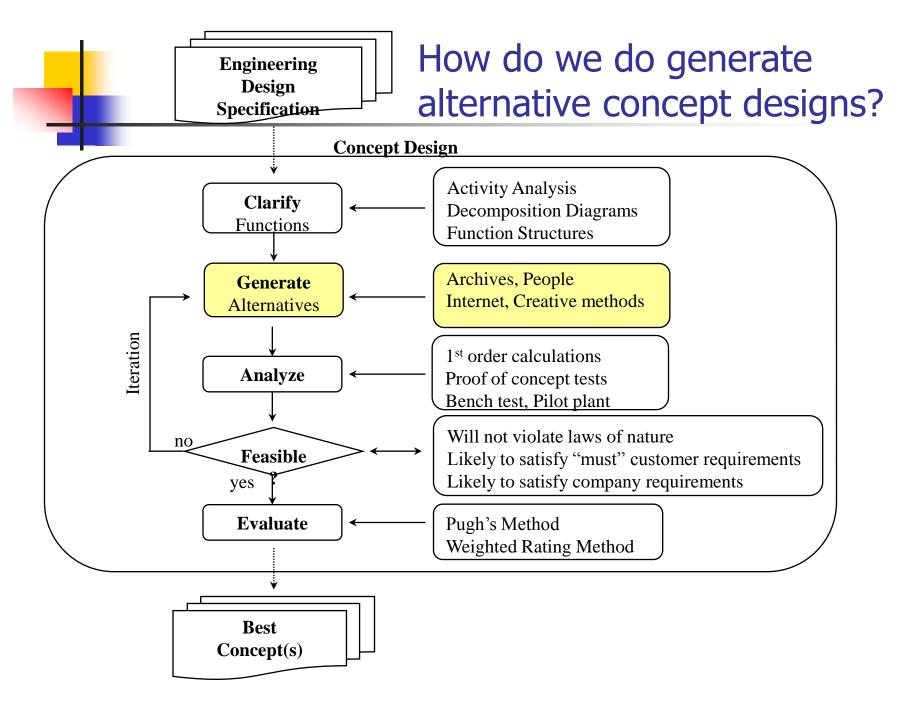
Example







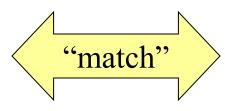




4

Generating alternative concepts

e.g. fasten papers



- a) flexible clamp, paperclip
- b) bent clamp, staple
- c) adhesion, glue

(Sub)Functional requirements

 SF_1

SF₂



Concept

 $\{C_{11}, C_{12}\}$

 $\{C_{21}, C_{22}, C_{23}\}$

Generating = finding or creating "matches"



Finding or creating matches

Archives

libraries (university, public, corporate)
literature (handbooks, monographs, trade mag.s, journals, encyclop.)

People

coworkers, faculty, vendors, consultants

Internet

US Patent office, vendors, professional societies, etc

Existing products – similar or competitive products dissection, reverse engineering

Creative methods

Brainstorming

Method 635

Synectics (analogies, fantasy, empathy, inversion)

Checklists (Osborn: substitute, combine, adapt, magnify, put to other use, eliminate, rearrange, and reverse).



"Developing" generated concepts

| E.g. mini bike | | | Alternative Concepts | | | |
|----------------|---------------|----------|----------------------|---------------|--------------|--|
| | | 1 | 2 | 3 | | |
| | suc | Transmit | Chain | Belt | Gearbox | |
| | Sub functions | Brake | Disc | Drum | | |
| | qnS | Steer | Handlebar | Control stick | Fly-by- wire | |



Morphological matrices

Developing combinations of concepts into alternative product concept designs

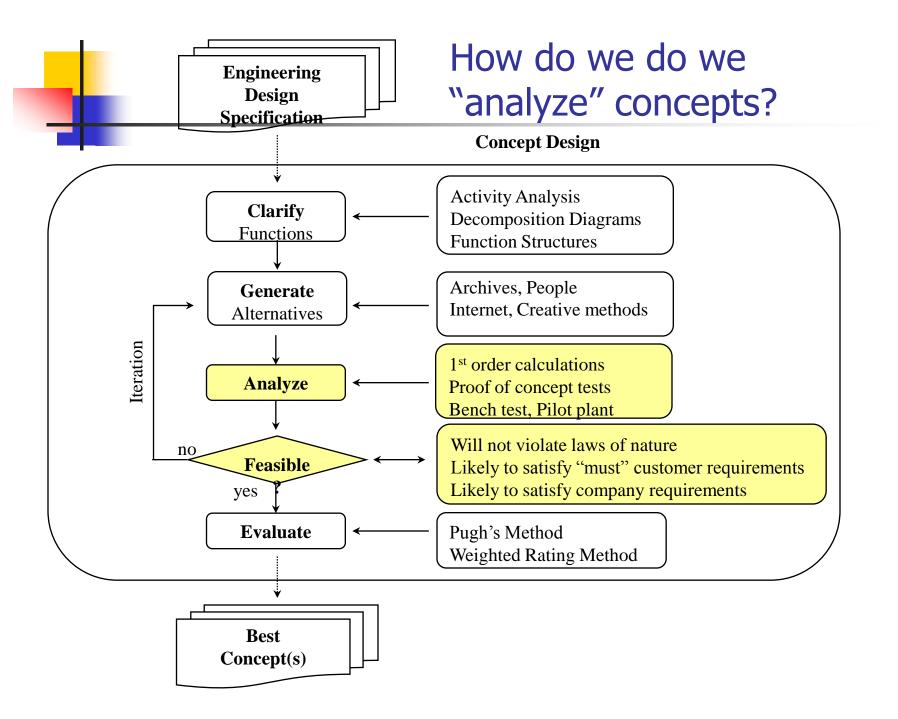
| | | Alternative Concepts | | | | | |
|--------------|-----------------|----------------------|-----------------|-----------------|-----|--|----------|
| | | 1 | 2 | 3 | ••• | | n |
| | SF ₁ | C_{1} | C ₁₂ | C ₁₃ | | | C_{1n} |
| SI | SF_2 | C_{21} | $\sum C_{22}$ | C_{23} | | | C_{2n} |
| ction | SF ₃ | C ₃₁ | C_{32} | C ₃₃ | | | C_{3n} |
| Subfunctions | | | | | | | |
| Su | | | | | | | |
| | SF _m | C_{m1} | C_{m2} | C_{m3} | | | C_{mn} |

Alternative

Concept design

2

 $\{C_{11}, C_{22}, C_{31}...C_{m2}\}\$ $\{C_{12}, C_{23}, C_{33}...C_{m3}\}$





Analyzing = "predicting" and "screening")

(Roughly) predict / estimate each alternative's performance

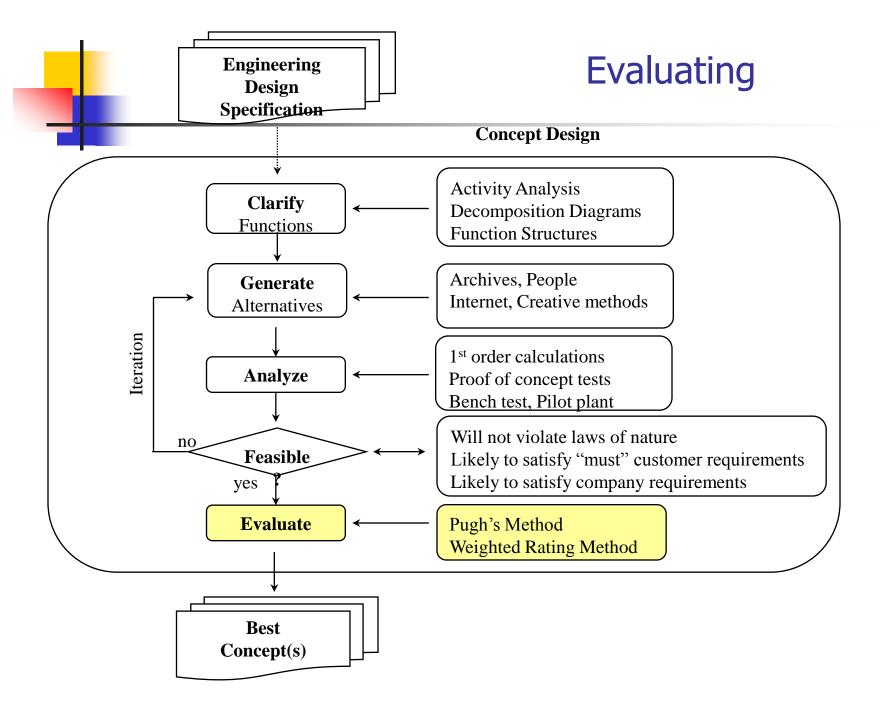
- 1rst order calcs. (back of the envelope)
- Proof of concepts (physical principle "tests")
- Bench top/pilot plant (subassembly/system tests)

Next step?



Screen alternatives for feasibility

- likely function (i.e.not violate laws of nature)?
- likely satisfy customer requirements?
- likely satisfy company requirements?





What does it mean to "evaluate" feasible concept designs?

feasible concept designs



However: e-"valu"-ate = values? whose?

Pugh's evaluation method

- 1. Select criteria,
- 2. Establish datum column,
- 3. Rate alternatives (+, -, S) against datum
- 4. Select best, or better alternatives

| | Concept Alternatives | | | | |
|------------------|----------------------|---------|-------|--|--|
| Criteria | Gears | V-belts | Chain | | |
| high efficiency | + | D | + | | |
| high reliability | + | A | + | | |
| low maintenance | + | T | S | | |
| low cost | - | U | - | | |
| light weight | - | M | _ | | |
| Σ + | 3 | NA | 2 | | |
| Σ - | 2 | NA | 2 | | |
| ΣS | 0 | NA | 1 | | |

group discussion and decision



Modified Pugh's method

Add new column

| | | Concept Alternatives | | | | |
|------------------|--------------------|-------------------------|-------------|-------|--|--|
| Criteria | Importance Wt. (%) | Gears | V- belts | Chain | | |
| high efficiency | 30 | + | D | + | | |
| high reliability | 25 | + | A | + | | |
| low | 20 | + | T | S | | |
| maintenance | | | | | | |
| low cost | 15 | - | U | - | | |
| light weight | 10 | - | M | - | | |
| | 100 | | | | | |
| Σ_{+} | | 75 | NA | 55 | | |
| Σ_ | | 25 | NA | 25 | | |
| Σ_{S} | | 0 | NA | 20 | | |

Weighted Rating evaluation method

| | | | | | Concept Alternatives | | | |
|---|------------------|--------------------------|--------|-----------------|----------------------|-----------------|--------|-----------------|
| _ | | | gears | | v-belts | | chain | |
| | Criteria | Importance Weight (%) | Rating | Weighted Rating | Rating | Weighted Rating | Rating | Weighted Rating |
| | high efficiency | 30 | 4 | 1.20 | 2 | 0.60 | 3 | 0.90 |
| | high reliability | 25 | 4 | 1.00 | 3 | 0.75 | 3 | 0.75 |
| | low maintenance | 20 | 4 | 0.80 | 3 | N | | 0.40 |
| | low cost | 15 | 2 | 0.30 | 4 | | | |

0.20

3.50

4

NA

Rating Value
Unsatisfactory 0
Just tolerable 1
Adequate 2
Good 3

Very Good

10

100

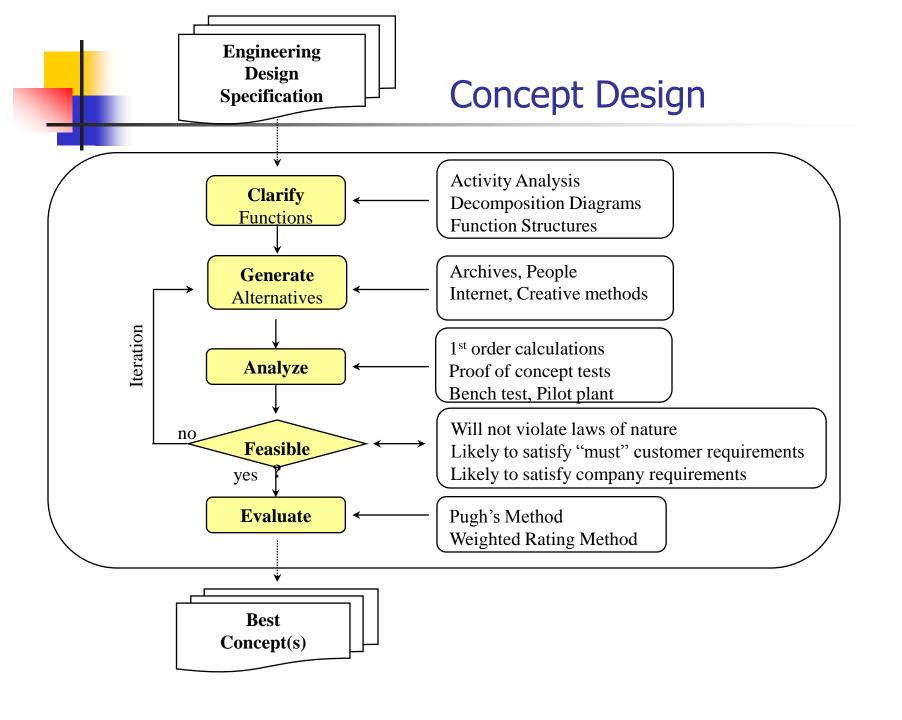
light weight

2

NA

4

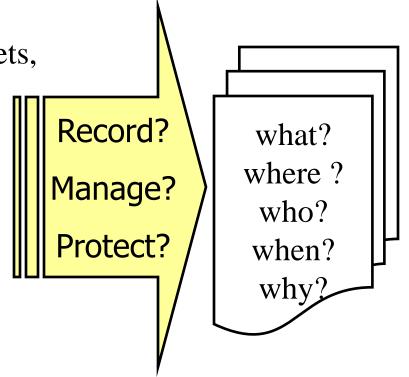
best





Information flow & storage

- · photocopies of archival matter,
- · printouts from the Internet,
- vendor catalogs and data sheets,
- · preliminary test results,
- · first-order calculations,
- · patent abstracts,
- · minutes of meetings,
- · concept sketches,
- · concept screening sheets
- · concept evaluation matrices
- · expert interview notes





Design information protection?

Is design "information" property?

Whose property is it?

Can it be protected?

4

Types of Property

```
Real property — land, buildings
Personal property

Tangible — trucks, machines, office equip.
Intangible -

contracts

copyrights

trademarks

patents

trade secrets
```

Can we protect each?