

# Chapters 4&14

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## **Concept Design, Projects, Teamwork, Ethics**

**IET 630- Engineering Design**


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***Presenters***

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# What is a concept design?

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Stop a spinning shaft  1. fan brake - fluid friction  
2. regenerative brake - magnetic field  
3. disk brake - surface friction

Fasten sheets of paper  embodiment that behaves according to the “spring force” physical principle



A design concept is an alternative that includes at least physical principles and abstract embodiments

# Concept design

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1

- Concepts work by some physical principle

2

- Physical principles act on some surface or location

3

- Concepts exhibit geometric properties, or shapes

4

- Have an abstract embodiment

5

- Imply relative motion of surfaces, or objects

6

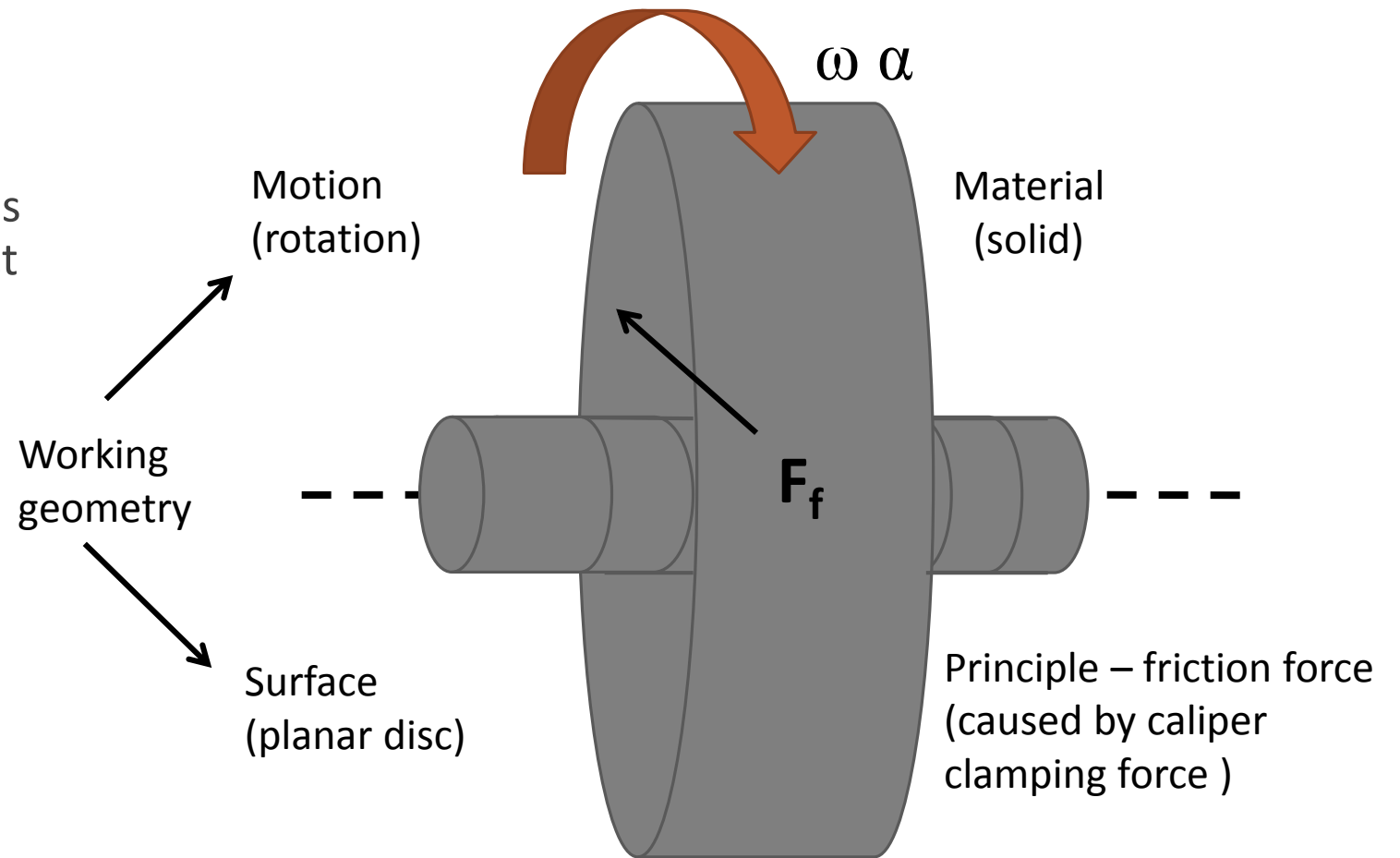
- Imply general material types

## Physical principle

We define a physical principle as the means by which some effect is caused, or produced

## Working material

has mechanical, physical, and chemical properties.





The successful embodiment of a physical principle on a working geometry in a working material, has been defined as a **working principle**

# Concept Design

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A design concept is the abstract embodiment of a physical principle, material, and geometry

Phase  a review of the engineering design specifications and related documents  
one or more concepts to be developed further

Decision-making activities  determine if a concept is **feasible**  
reject infeasible concepts and iterate  
select the best concept

# Clarifying functional requirements

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Engineering design specification



Provides information

Customer and company requirements



Details on specific functions  
and/or subfunctions

# Clarifying functional requirements

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- Activity Analysis

2

- Component Decomposition

3

- Functional Decomposition

# Activity Analysis

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How the customer will use and retire the product

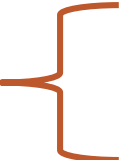
Activity analysis help us to understand all the required functions of the product and how it interacts with the environment

<b>Customer activities relating to using and retiring a Product</b>	
<b>Use</b>	Set up Operating Maintain Repairing
<b>Retire</b>	Take down Disassemble Recycle Dispose

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### Activity Analysis List for Electric Shaver Use and Retirement

Use	Set up		1. Open package
			2. Examine shaver, cord, travel case, and cleaning brush
			3. Read instruction booklet
			4. Fill out warranty card
			5. Plug in shaver to charge batteries
			6. Put shaver, case, cord, brush in bathroom cabinet drawer
	Daily Use		1. Remove charged shaver from drawer
			2. Trim hair
			3. Shave face or legs
			4. Remove cutter blade cover
			5. Brush cutter blade
			6. Replace cover
			7. Repeat step 5
8. Store shaver in drawer			
9. Repeats steps 7-14 until blades need replacing			
Replace blade		1. Remove cutter blade cover	
		2. Install new cutter blade	
		3. Replace cutter cover	
Daily Use		1. Repeat steps 7-13 until batteries need replacing	
		2. Install new rechargeable batteries	
		3. Repeat steps 17-19 until shave becomes unrepairable	
Retire	Dispose of shaver		1. Throw out shaver and auxiliaries

# Product Component Decomposition

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A component decomposition diagram can be drawn.

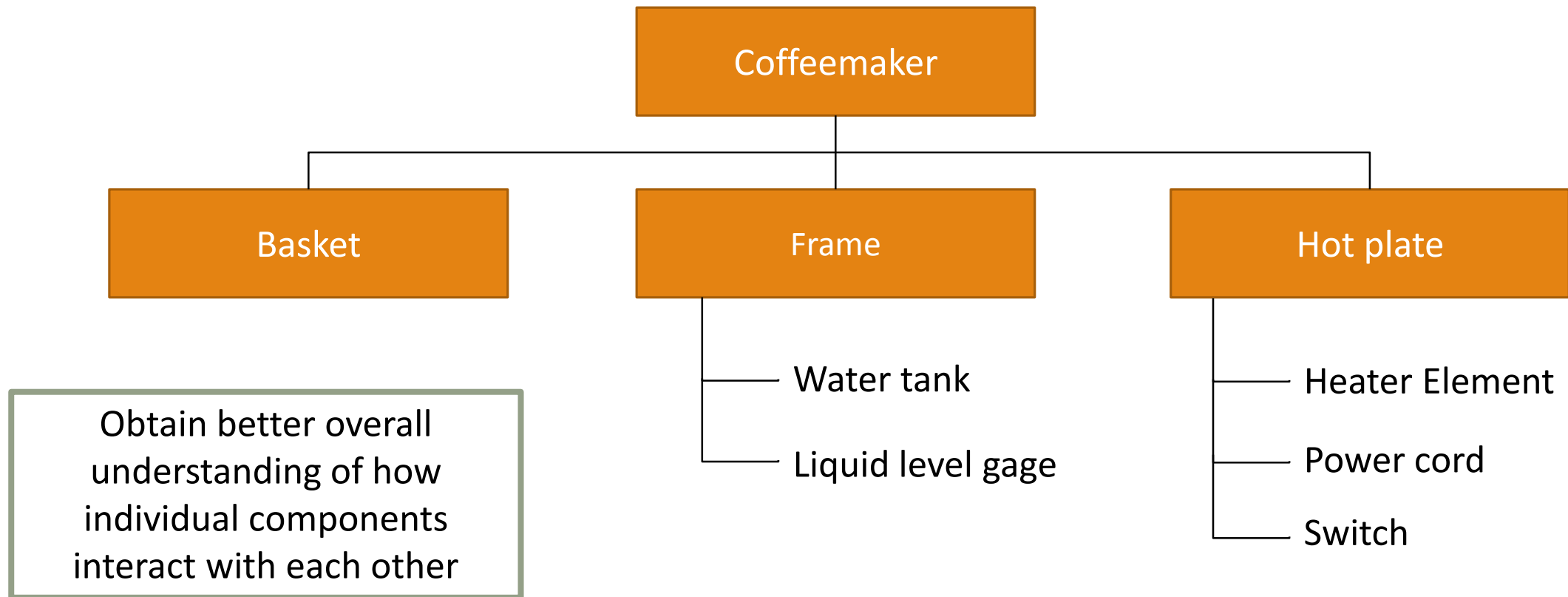


Block diagram of the parts and subassemblies that make up the product

- Illustrate the hierarchical structure of component forms.

# Component decomposition diagram

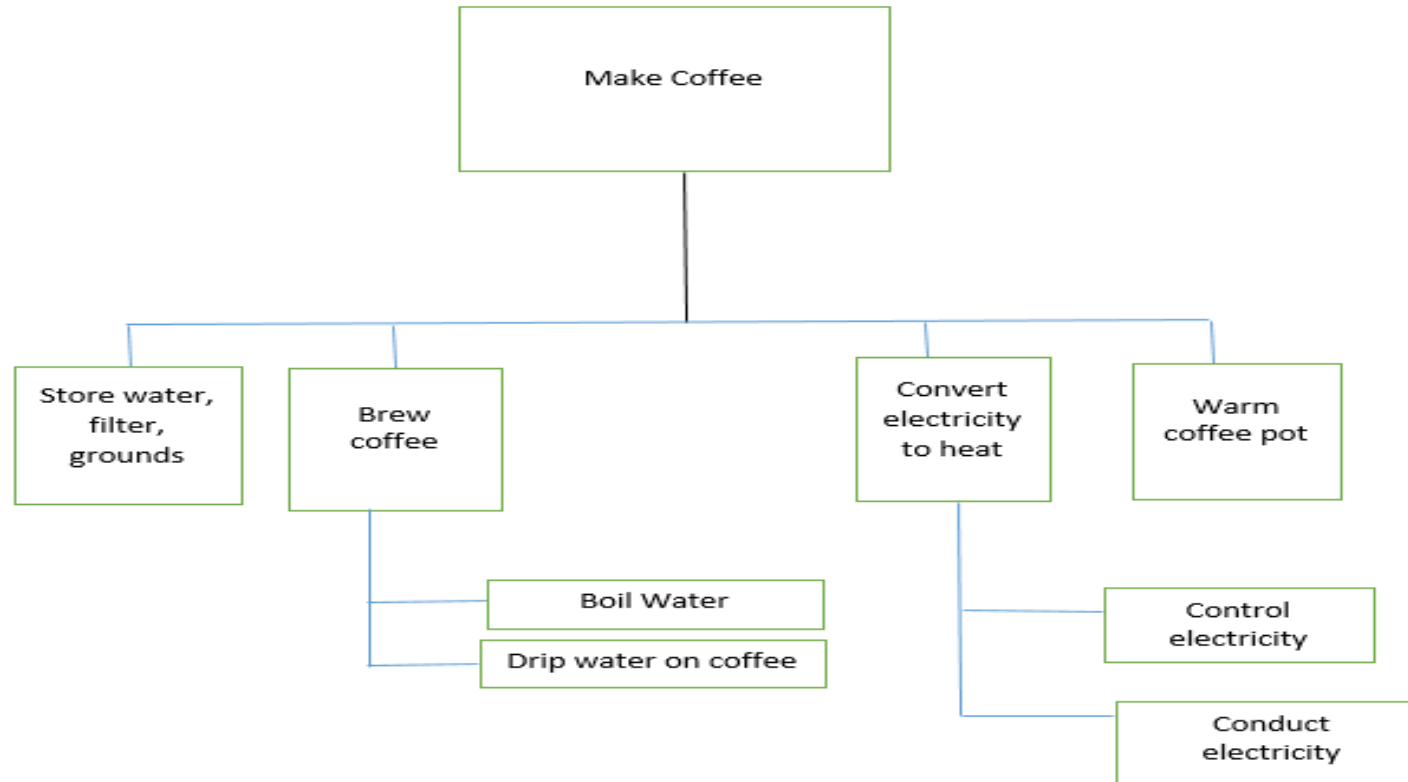
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# Product Function Decomposition

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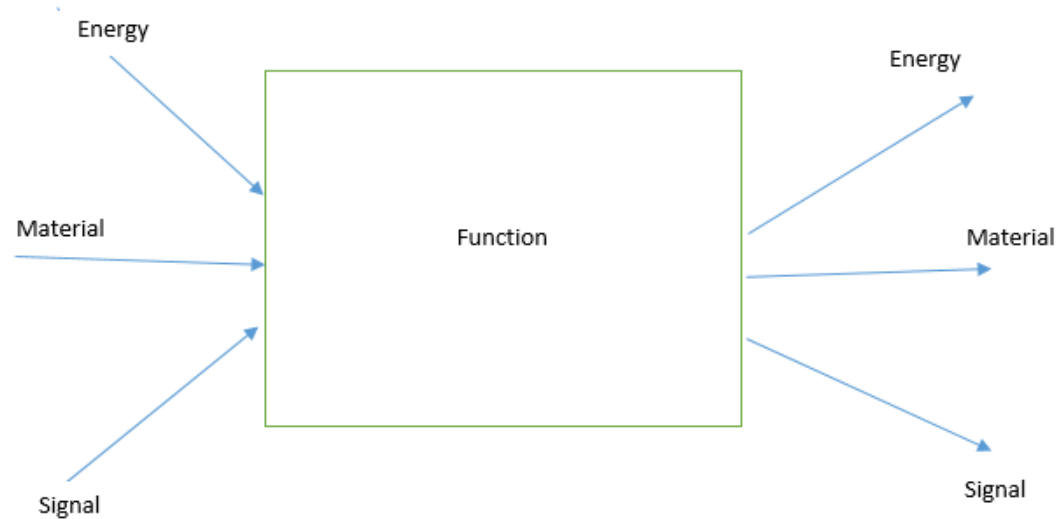
Function Decomposition: subdivides major functional requirement into respective subfunctions and sub-subfunctions



# Product Function Decomposition

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- Function decomposition separates what the product needs to do versus how it gets done
- Functions are usually expressed as verbs such as amplify, channel, join, translate, etc.
- Noun-objects are classified into energy, material, and signal categories.



# Generating Alternative Products

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- **Synthesis** is the process of generating alternatives
- **Archives** include university, public, and corporate libraries and should be considered first on the list of places to look for alternatives
- **Conferencing one on one** with people knowledgeable in the field would be another place to look for alternatives
- **Internet and existing products** would also be useful to look for alternatives

# Generating Alternative Concepts

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## **Brainstorming**

- an iterative group method that takes advantage of the team members diverse skills, experience, and personalities to generate innovative ideas.
- Wild and crazy ideas are encouraged
- No criticism of alternatives or ideas is permitted
- Ideas are transcribed until no new ideas are stimulated
- Use note cards or sticky notes and write on whiteboard for group to see anonymously
- After each group sees ideas transcribed on white board they should fill out another with more ideas
- Method 6-3-5 is a method where a group of 6 members each write down 3 ideas on a note card and circulate to neighbors and they write 3 more ideas

# Generating Alternative Concepts

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## Synetics

- a method that requires the problem solver from four perspectives: analogy, fantasy, empathy, and inversion.
- Analogy stimulates idea creation such as a tree as an analogy to a structure
- Fantasy asks us to imagine the impossible such as using a jetpack to get to work
- Empathy asks us to imagine being each product and how we would perform each function
- Inversion asks us to take an inverted or reverse point of view



# Developing Product Concepts

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- Listing the sub-functions in a column of a matrix and the alternative concepts for each function in adjacent rows is called a morphological matrix.
- To stimulate alternative combinations the design team selects one concept from any column for each function proceeding down the matrix

# Analyzing Alternative Concepts

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## **Screening criteria during Concept Design Phase**

- concept function
- concept meeting the customer's minimum performance requirements
- concept surviving the operating environment
- concept satisfying other critical customer requirements
- concept being manufacture-able
- concept satisfying financial and or marketing requirements

# Evaluating Alternative Concepts

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- After screening, the remaining concepts must be evaluated in a more precise manner
- Two methods are commonly used
- Pugh's concept selection method
- The weighted-rating method

# Pugh's Method for Concept Selection

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- A matrix of the concepts and evaluation criteria is used
- One concept is labeled as the datum
- All other concepts are compared to the datum concept
- +'s, -'s, and S's are used to denote whether the concept is better or worse or the same as the datum

# Pugh's Method

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Criterion	Gears	V-Belts	Chain
High Efficiency	+	D	+
High Reliability	+	A	+
Low Maintenance	+	T	S
Low Cost	-	U	-
Light Weight	-	M	-
$\Sigma +$	3	NA	2
$\Sigma -$	2	NA	2
$\Sigma S$	0	NA	1

# Weighted-Rating Method

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- Weights are given to the criteria usually as percentages of 100
- Concepts are rated on a scale of 0-4
- Concept ratings are multiplied by the weighted criteria and summed

# Weighted-Rating Method

Criterion	Weight (%)	Gears		V-Belts		Chains		Rating	Value
		Rating	Weighted Rating	Rating	Weighted Rating	Rating	Weighted Rating		
High Efficiency	30	4	1.20	2	0.60	3	0.90	Unsatisfactory	0
High Reliability	25	4	1.00	3	0.75	3	0.75	Just tolerable	1
Low Maintenance	20	4	0.80	3	0.60	2	0.40	Adequate	2
Low Cost	15	2	0.30	4	0.60	3	0.45	Good	3
Light Weight	10	2	0.20	4	0.40	3	0.30	Very good	4
	100	NA	3.50	NA	2.95	NA	2.80		

# Design Phase Communications

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- All ideas and decisions should be documented
- The current team will find it useful to refer back to
- Subsequent design teams may find it useful for future projects



# Intellectual Property

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	Protects	Length	Application	Registration	Cost
<b>Trade Secret</b>	Formulas, recipes, processes	Indefinite	no	No	Some
<b>Contract</b>	Items specified	Length of contract	No	No	>\$500
<b>Trademark</b>	Graphical symbol or word	20 yrs. Renewable	No	Yes	>\$350
<b>Copyright</b>	Literary, musical, or art works	Author's life +70 yrs.	No	Yes	>\$30
<b>Utility Patent</b>	Function, Process	20 yrs.	Yes	Yes	>\$1,100
<b>Design Patent</b>	Appearance	14 yrs.	Yes	Yes	>\$500

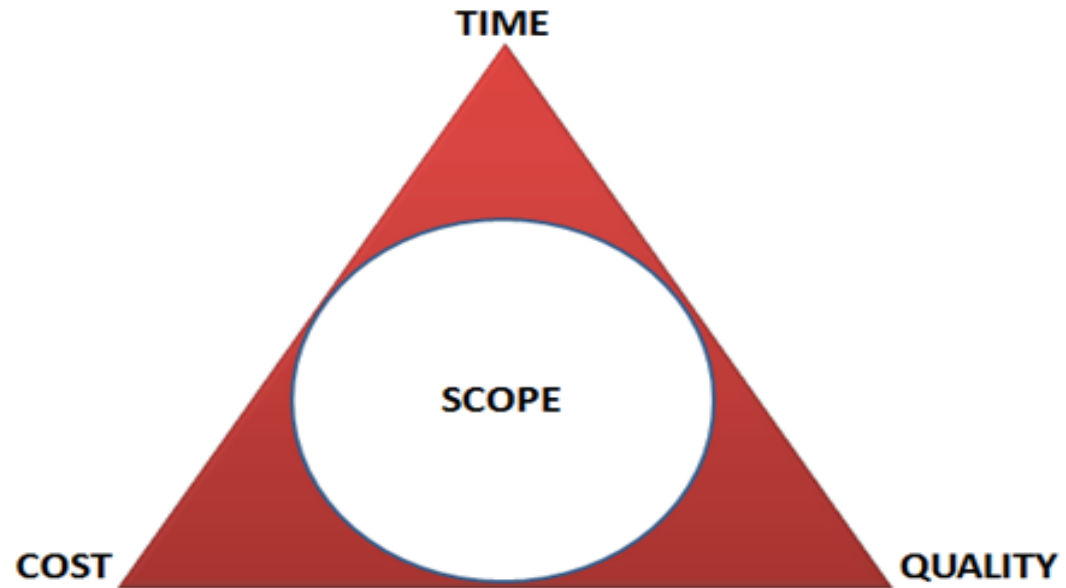
# Chapter 14

## Project, Teamwork, Ethics

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### Project

- Unique sequence of activities (work tasks) undertaken ONCE to achieve a specific set of objectives.
- Changing the length of any leg of the pr affects the other legs!
- cost work
- scope
- quality
- time

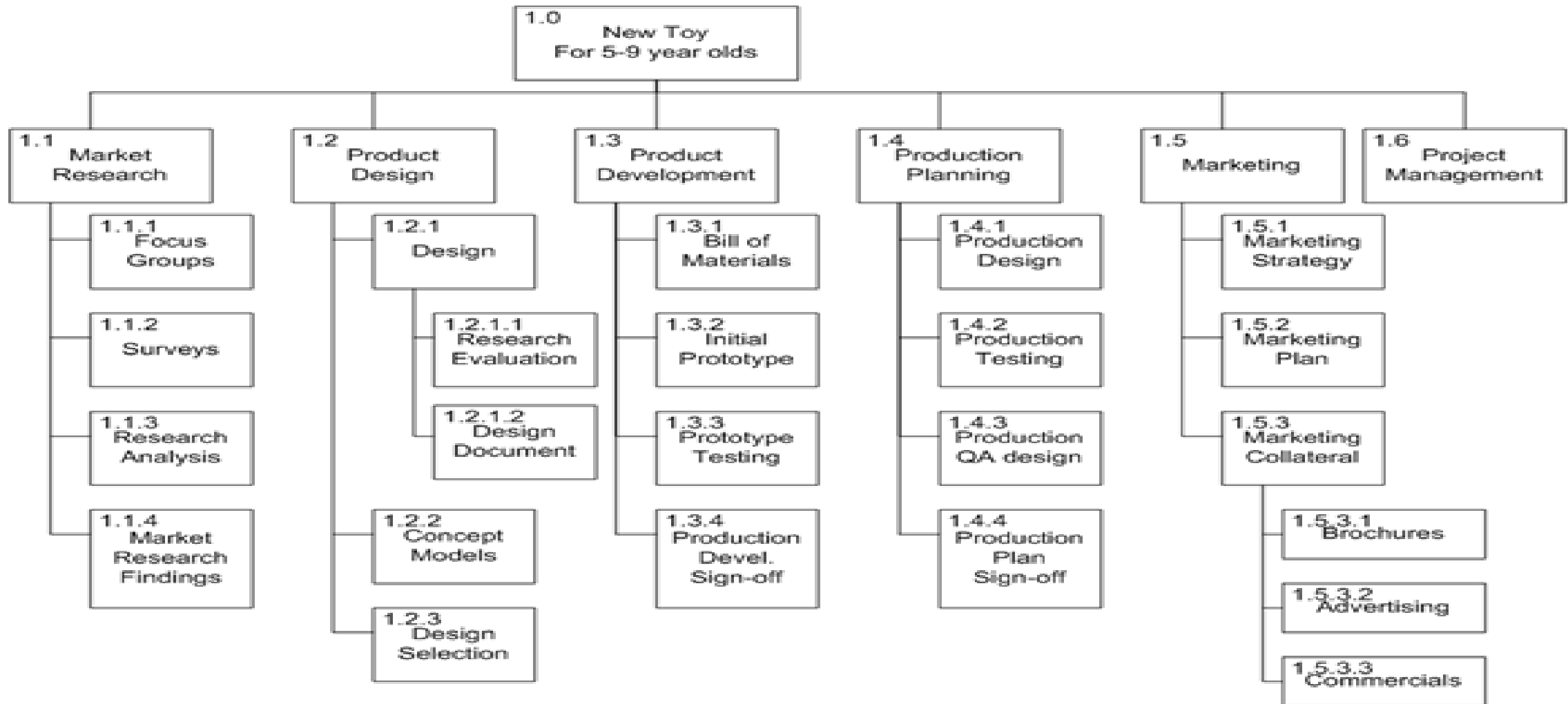


# Planning a Project

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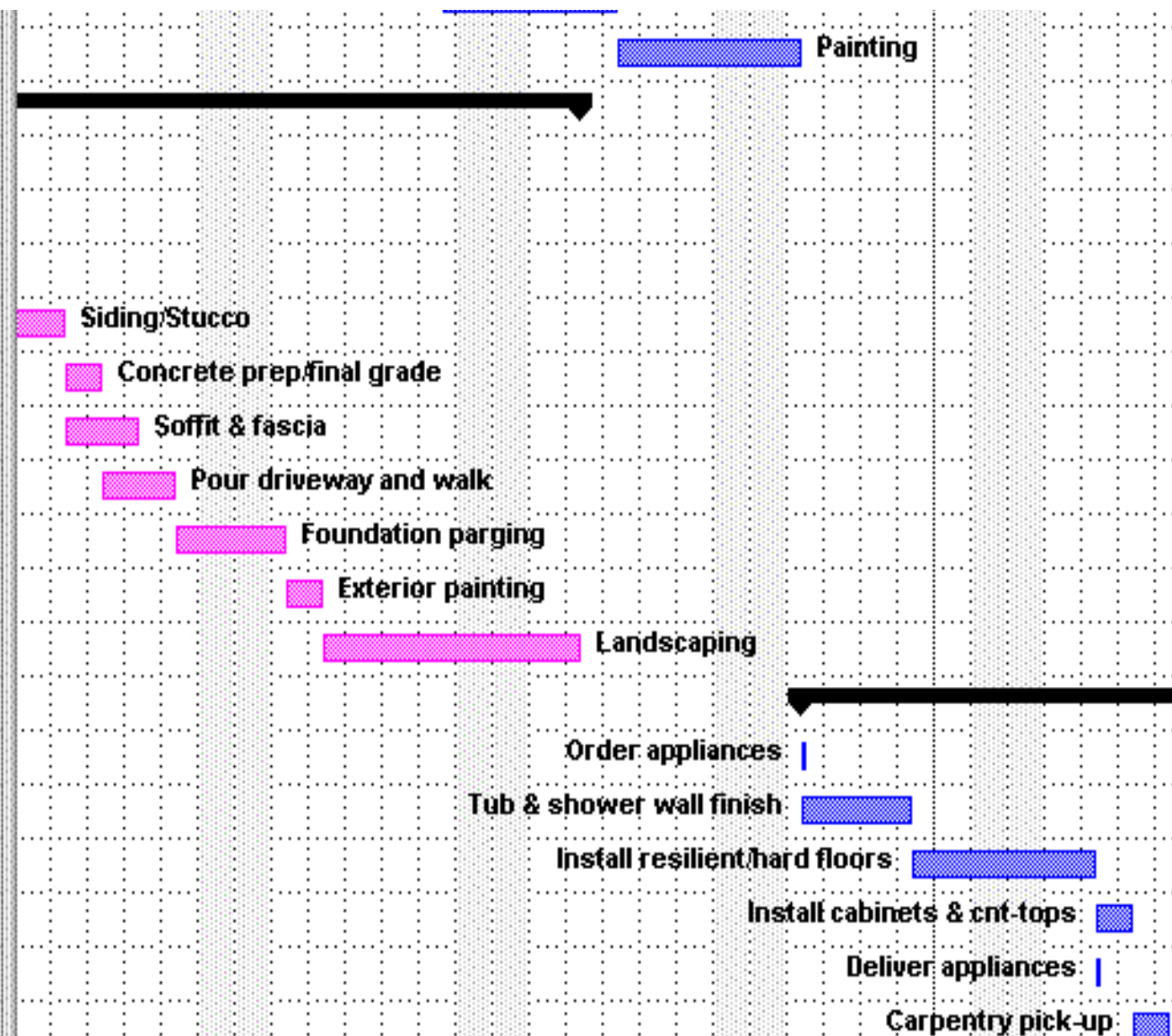
- Problem statement
- Mission statement
- Project objectives
- Work Breakdown Structure(WBS)
- Scope of work
- Responsibilities table
- Organization chart
- Budget
- Schedule
- Risk assessment

# Work breakdown structure



# Project Schedule

62	Painting	3 days	Wed 7/23/03	Mon 7/28/03
63	<b>Phase 4 Exterior Finish</b>	<b>20 days</b>	<b>Tue 6/24/03</b>	<b>Tue 7/22/03</b>
64	Install housewrap	1 day	Tue 6/24/03	Wed 6/25/03
65	Roofing	3 days	Wed 6/25/03	Mon 6/30/03
66	Masonry	5 days	Wed 6/25/03	Wed 7/2/03
67	Siding/Stucco	4 days	Wed 7/2/03	Tue 7/8/03
68	Concrete prep/final grade	1 day	Tue 7/8/03	Wed 7/9/03
69	Soffit & fascia	2 days	Tue 7/8/03	Thu 7/10/03
70	Pour driveway and walk	2 days	Wed 7/9/03	Fri 7/11/03
71	Foundation parging	1 day	Fri 7/11/03	Mon 7/14/03
72	Exterior painting	1 day	Mon 7/14/03	Tue 7/15/03
73	Landscaping	5 days	Tue 7/15/03	Tue 7/22/03
74	<b>Phase 5 Interior Finish</b>	<b>16.33 days</b>	<b>Mon 7/28/03</b>	<b>Tue 8/19/03</b>
75	Order appliances	2 hrs	Mon 7/28/03	Mon 7/28/03
76	Tub & shower wall finish	3 days	Mon 7/28/03	Thu 7/31/03
77	Install resilient/hard floors	3 days	Thu 7/31/03	Tue 8/5/03
78	Install cabinets & cnt-tops	1 day	Tue 8/5/03	Wed 8/6/03
79	Deliver appliances	2 hrs	Tue 8/5/03	Tue 8/5/03
80	Carpentry pick-up	1 day	Wed 8/6/03	Thu 8/7/03



# Planning and Control Processes

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## **Risk**

- anything not in the project plan that may occur and cause your project to be late, cost more or compromise its quality/performance.
- Risk is an opportunity as well as a threat

# Four Steps to Minimize Engineering Risk

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## 1. Identification

- Anticipate the risk
- List the risks, event triggers, symptoms

## 2. Analysis

- Evaluate probability, impact
- Qualitative Vs Quantitative

## 3. Risk Response

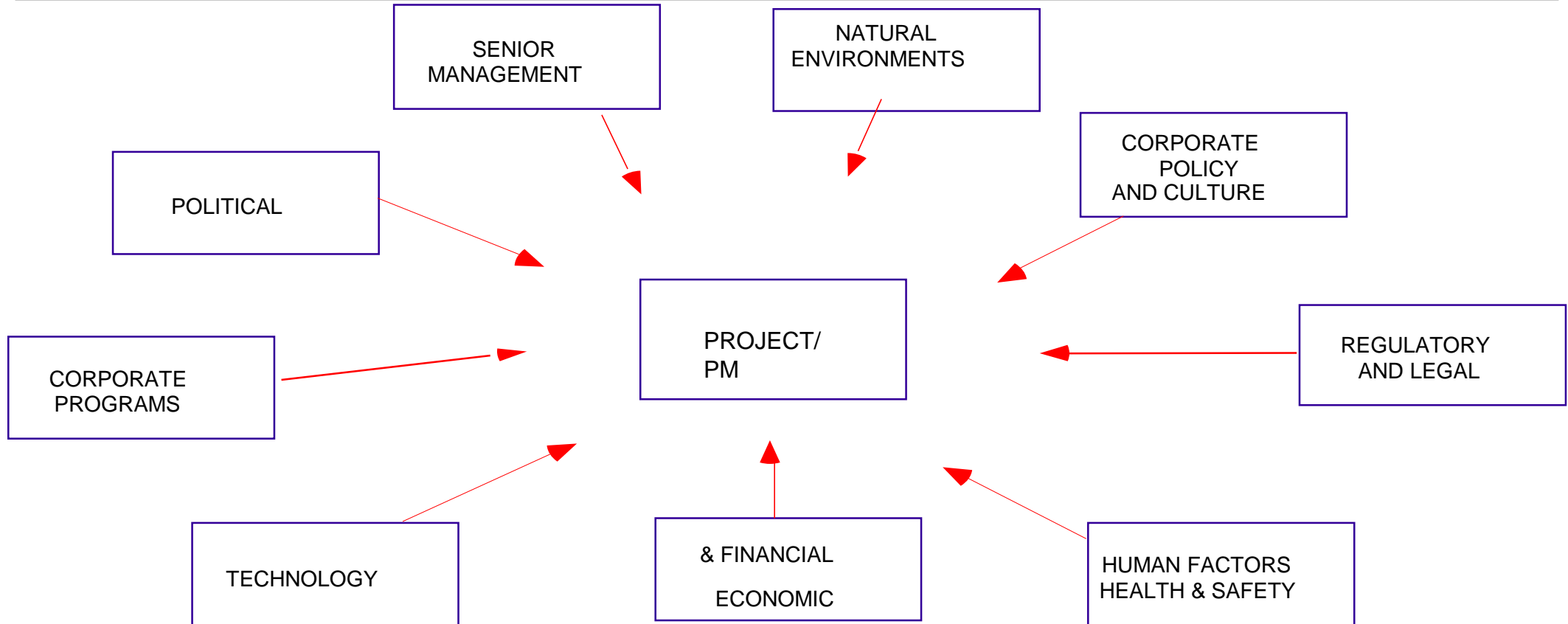
*Strategy Development to mitigate the risk:*

- Eliminate the risk or reduce impact
- Contingency planning

## 4. Risk Control

- Monitor
- Update lists, strategies
- Action the contingency plan
- Fight the fires

# Risk Identification: Inputs



***History of past Similar Projects***



# Risk Assessment

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## Risks might exist

- What is likely to go wrong with the project?
- What could prevent us from achieving our objectives?

## Consider and recommend a variety of contingency plans

- Recognizing key risks in project.
- Having a couple of ready fallback plans.



# Team Notebook

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## **Project Notebook**

- Identification sheet
- Design problem formulation
- Alternative generation, analyses, and evaluation
- Project engineering
- Vendor information

# Project Proposal

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- Design project proposal
- Introduction
- Scope of team
- Schedule
- Budget
- Project management
- Appendix

# Executing a Project

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- Individual work
- Work in group
- Monitoring project expenditures

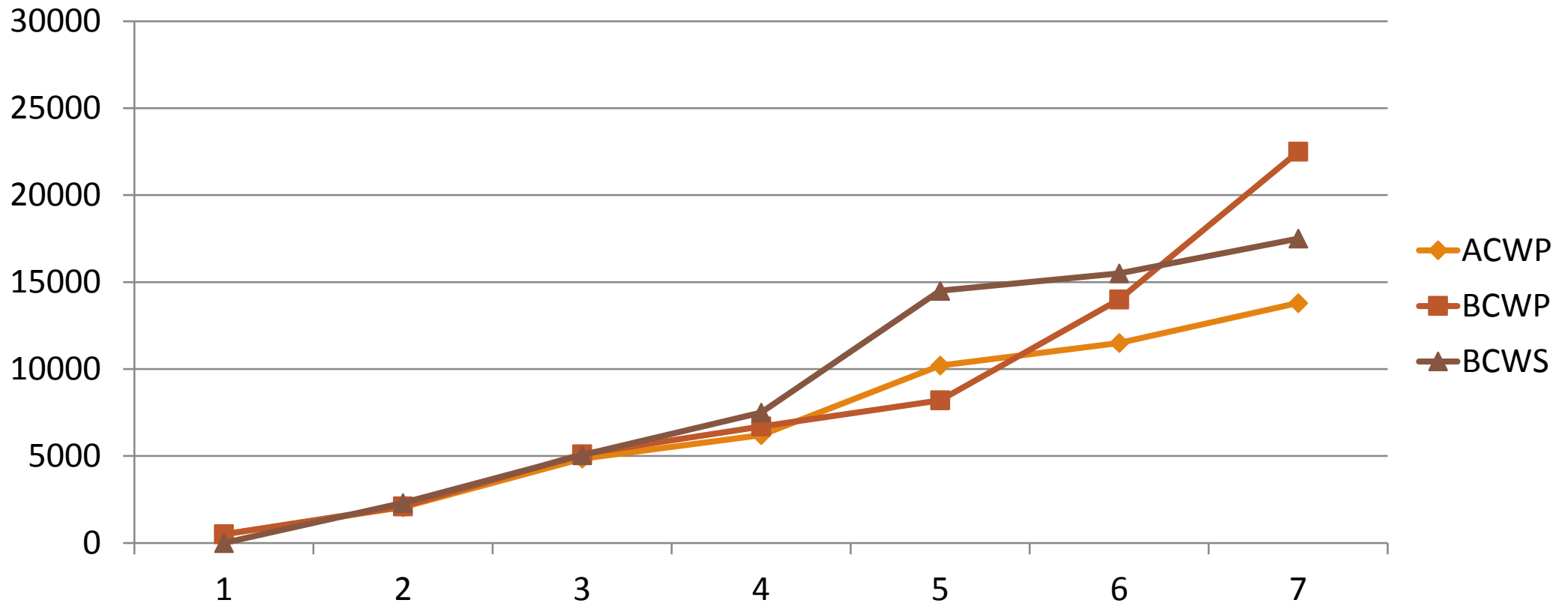


# Earned-Value Analysis

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1. Budget cost of work scheduled (BCWS)
2. Actual cost of work performed (ACWP)
3. Budget cost of work performed (BCWP)
4. Schedule Variance ( $BCWP - BCWS$ ) and Cost Variance ( $BCWP - ACWP$ )

# Earned-Value Analysis



# Project Control

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## Project control

- comparing project progress to the plan that corrective action can be taken when deviation from planned performance occurs.



# Closing a Project

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- What we did well
- What we could have done better
- What were our mistakes



# Team & Teamwork

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## TEAM

Consists of a group of people who

- Have complementary skills & knowledge
- Work together toward common goals
- Hold each other mutually accountable

## PRODUCT DEVELOPMENT TEAM

- Sales
- Marketing
- Engineering
- Design
- Purchasing
- Manufacturing engineering
- Production
- Distribution

# Teamwork Features

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## TEAMWORK BREAKS DOWN DUE TO

- Personality issues
- Poor timing
- Lack of attention

## TEAMWORK FEATURES

- Communication
- Decision making
- Collaboration
- Self-management

# Teamwork Skills

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## **Collaboration**

Understand & commit to team goals

Participate actively in team activities

Accept criticism

Respect individual viewpoints/differences

Assist other teammates

## **Communication**

Listen attentively to team members

Provide constructive feedback

Communicate clearly/ concisely

# Teamwork Skills

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## **Decision Making**

Make decisions based on facts

Anticipates problems

Contribute to meeting

## **Self- Management**

Monitor self- progress

Complete individual tasks thoroughly

Complete individual task on time

Ask for help when needed

# Team Development Stages

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## 1. Forming

- Transition
- Nature of tasks
- Project goals
- Work styles & personalities

## 2. Storming

- Enormity realization
- Difference recognition
- Occurrence of tension, conflicts, scapegoating

## 3. Norming

- Cooperation
- Weaknesses & strengths
- Main goals focus
- Open communication
- Standard behavior & conflict resolution

## 4. Performing

- High productivity & satisfaction
- Accountability
- United, trust, mutual support

# Effective Team Meeting & Rules

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## 1. well-planned

- Time-framed agenda

## 2. Well-executed

- Punctuality
- Practice listening skills
- Facilitate the facilitator
- Come prepared
- Discuss facts not fiction
- Take action
- Take minutes
- Draft next agenda
- Turn off cell phones

## 3. Rules

- Commitment
- Accurate performance
- Respect
- Assistance and active participation
- Guidelines
- Focus
- Constructive conflict resolution
- Clear comments

# Ethics & Code of Ethics

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## **Professional ethics**

- standards of conduct followed by every member of the profession

## **Importance of codes of ethics**

- Systematic collection of rules of guidance
- Encouragement of value-laden decisions for the public good
- Working environment to resist the pressure of unethical practices
- Professional protection from harm caused by other fellows
- Sustainability of the moral reputation of the profession

# Ethical Values

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## **Integrity**

- Exercising good judgment in the practice of our profession

## **Honesty**

- Telling the truth, being sincere

## **Fidelity**

- Being loyal to employee, clients, public, profession

## **Responsibility**

- Being reliable, dependable, accountable, trustworthy



# Ethical Dilemmas Resolution

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- Obtain the facts of the situation
- List stakeholders with an interest in the outcome
- Consider stakeholders' motivation
- Formulate alternative solutions considering ethical values
- Evaluate alternatives and reject unethical ones
- Seek assistance from co-workers, supervisors, ombudsmen
- Select the alternative that satisfies the highest ethical values
- Implement the selected solution through chain of command
- Monitor the outcome
- If unsatisfactory, contact legal counsel, professional society, the media

# References

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