

UNIT 1

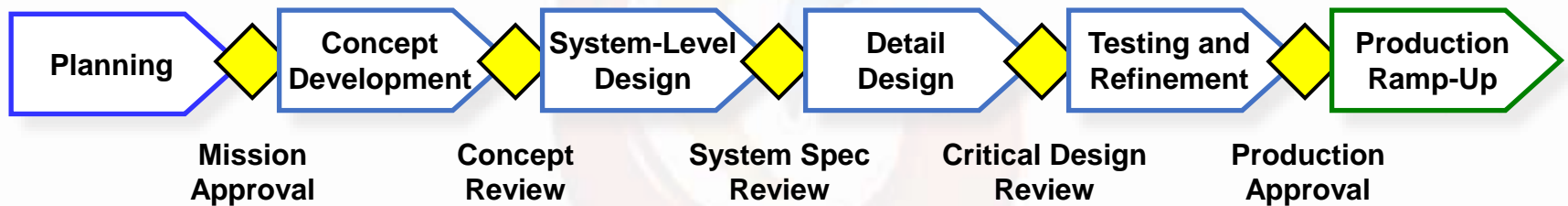
# Product Development Process and Organization

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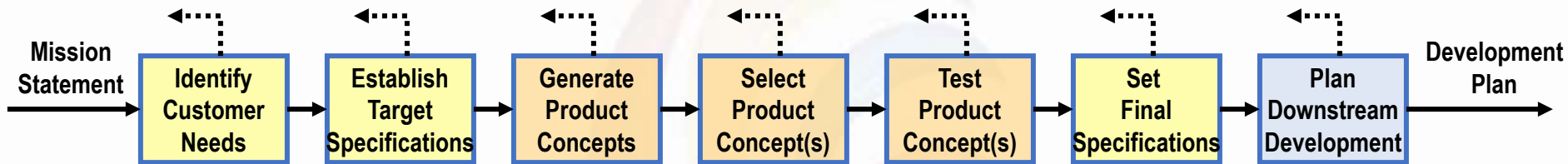
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# Generic Product Development Process



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# Concept Development Process



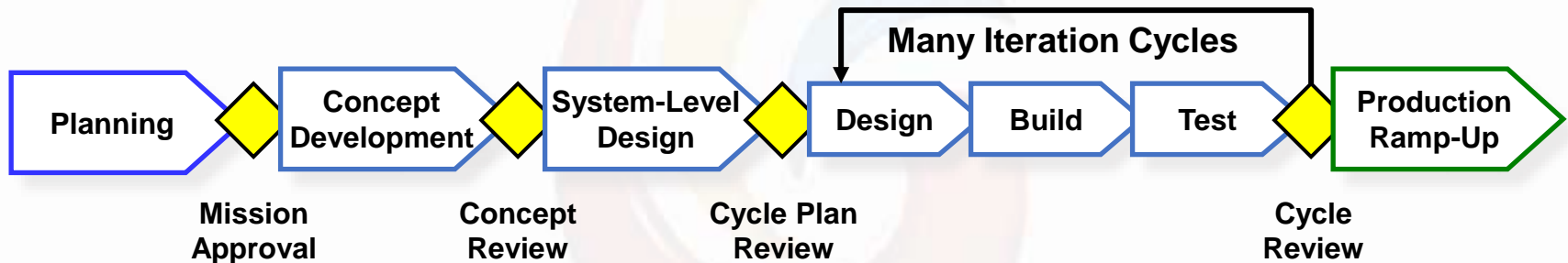
Perform Economic Analysis

Benchmark Competitive Products

Build and Test Models and Prototypes

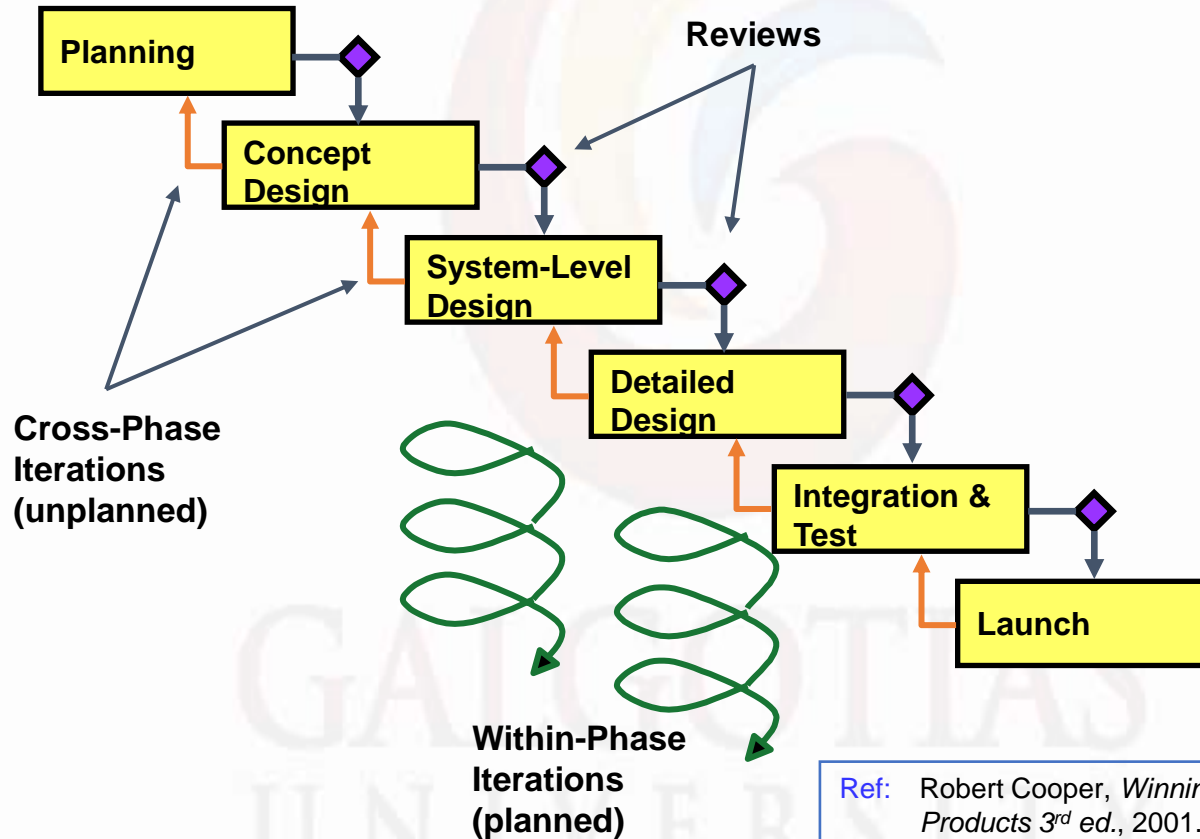
- Front-end of PD need not be a fuzzy process.
- Structured methods exist for each process step.
- This is not strictly sequential -- generally a parallel and iterative process.

# Rapid Iteration PD Process



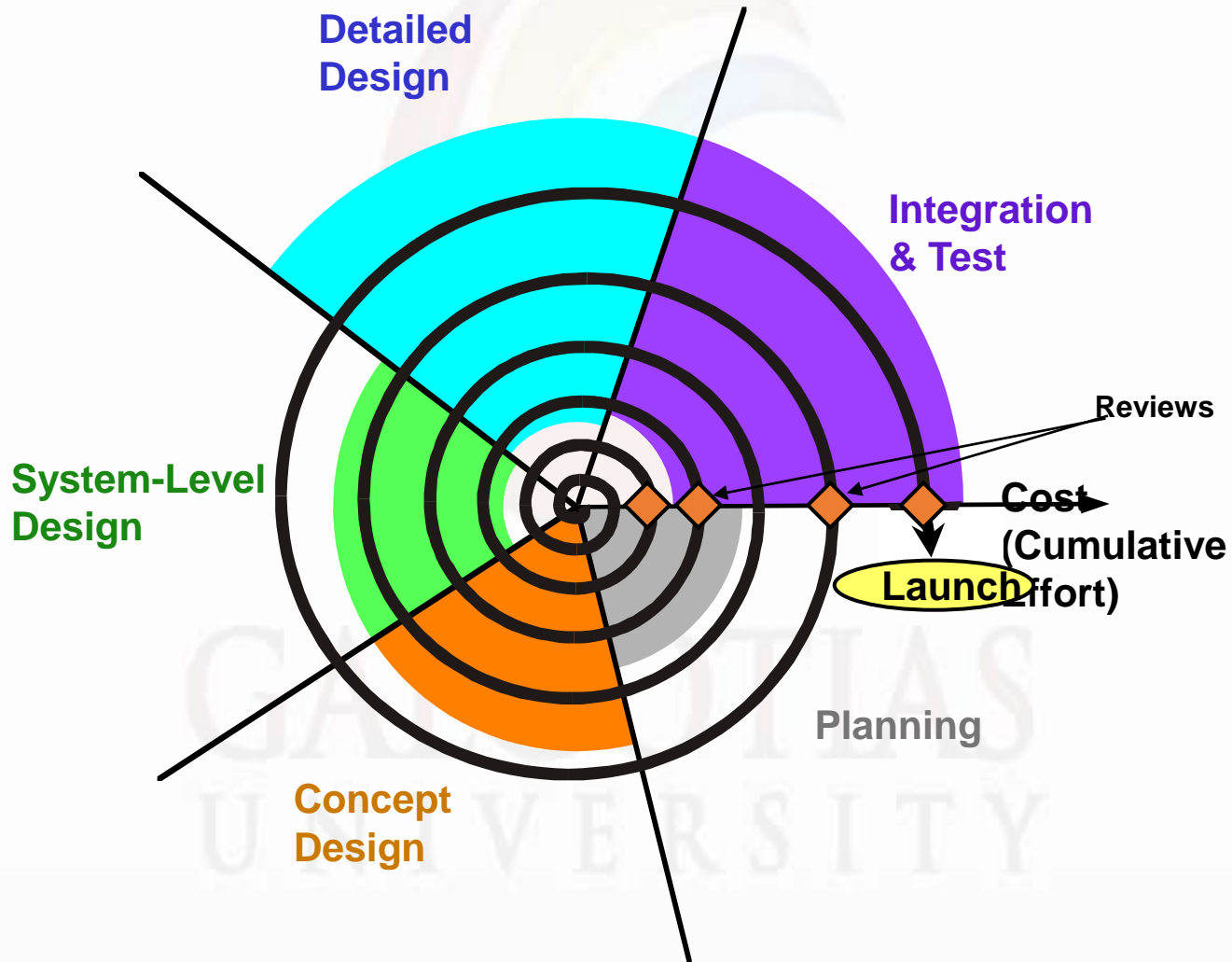
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# Staged Development Process



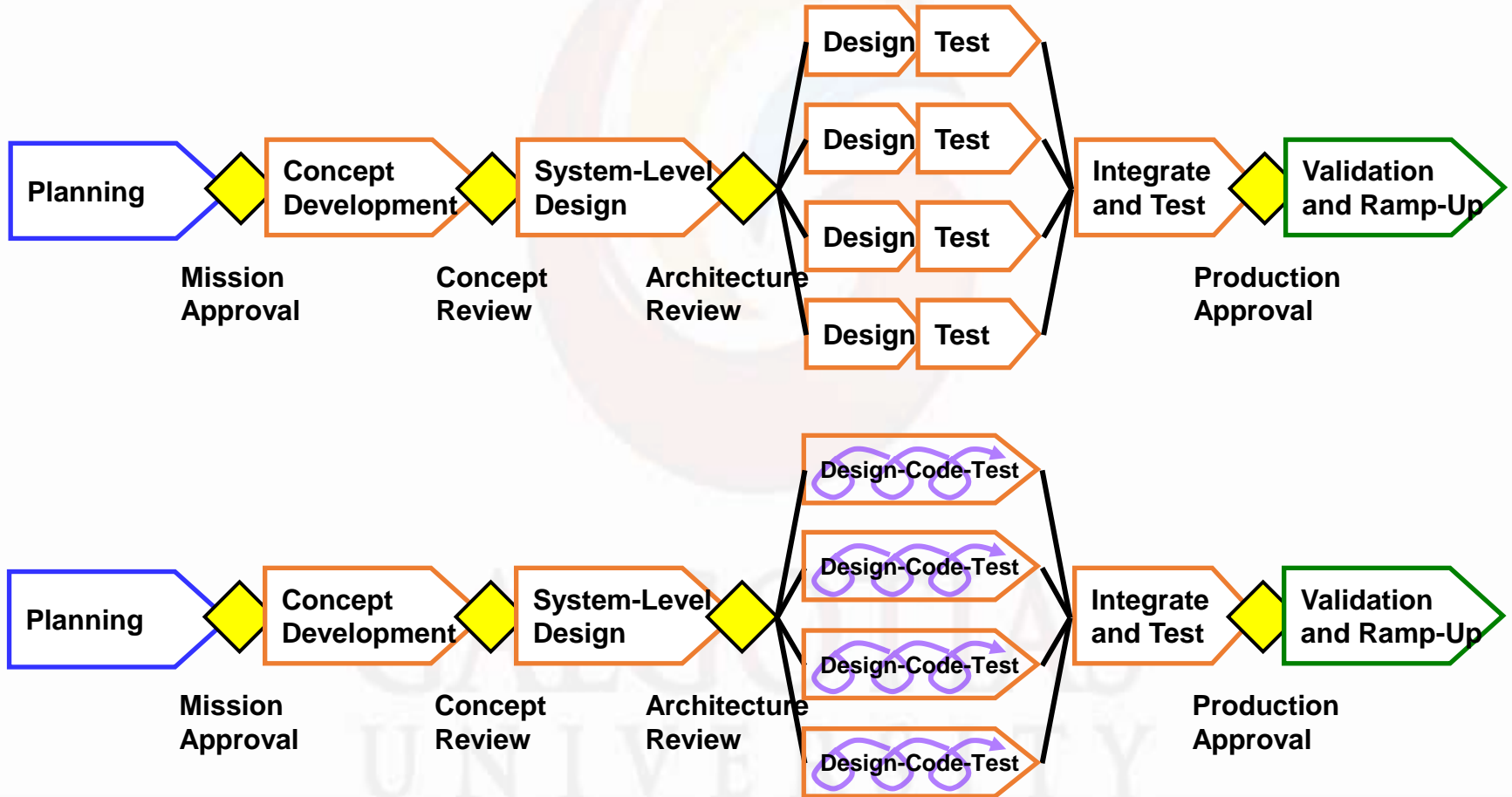


# Spiral PD Process

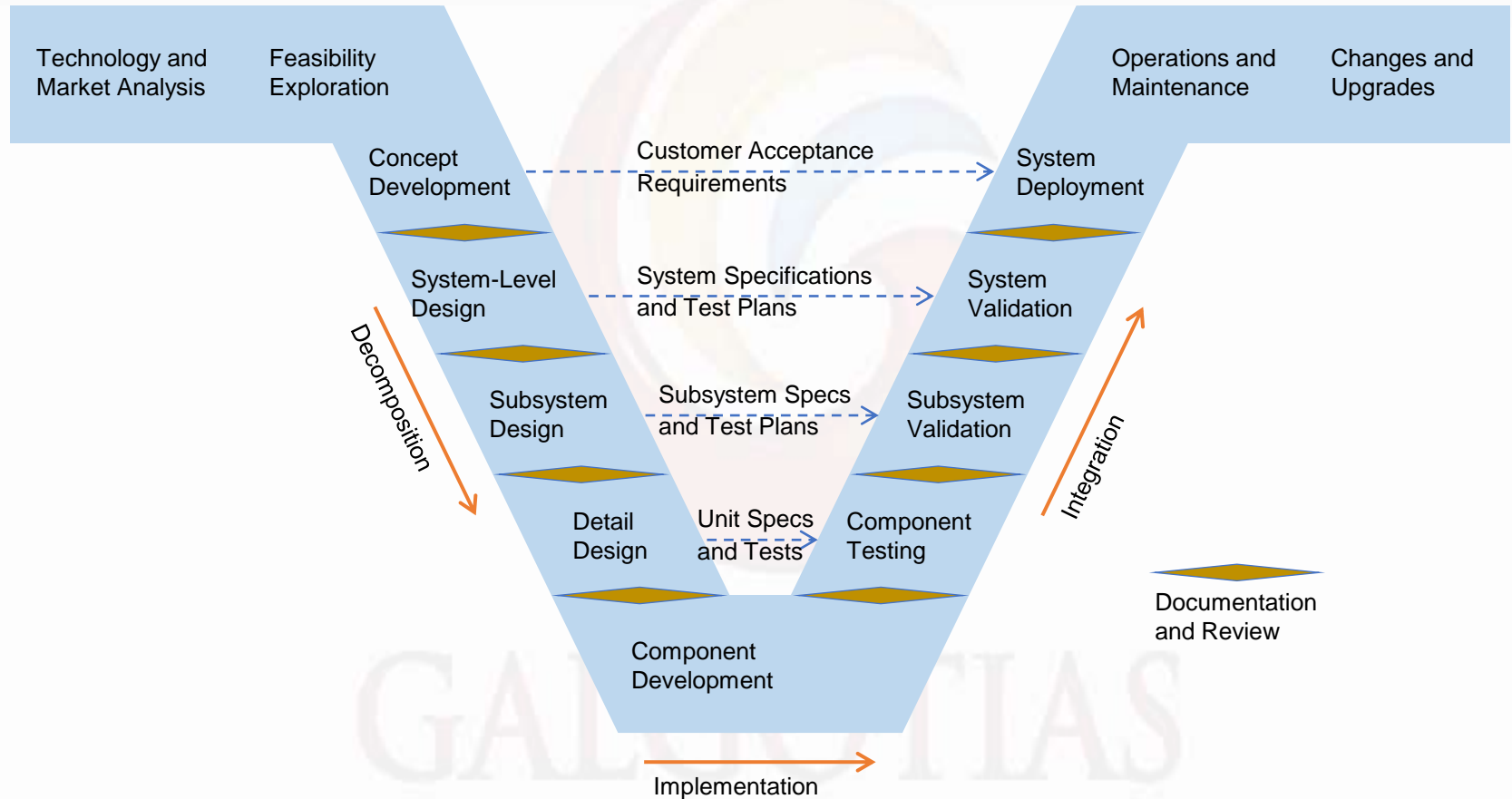




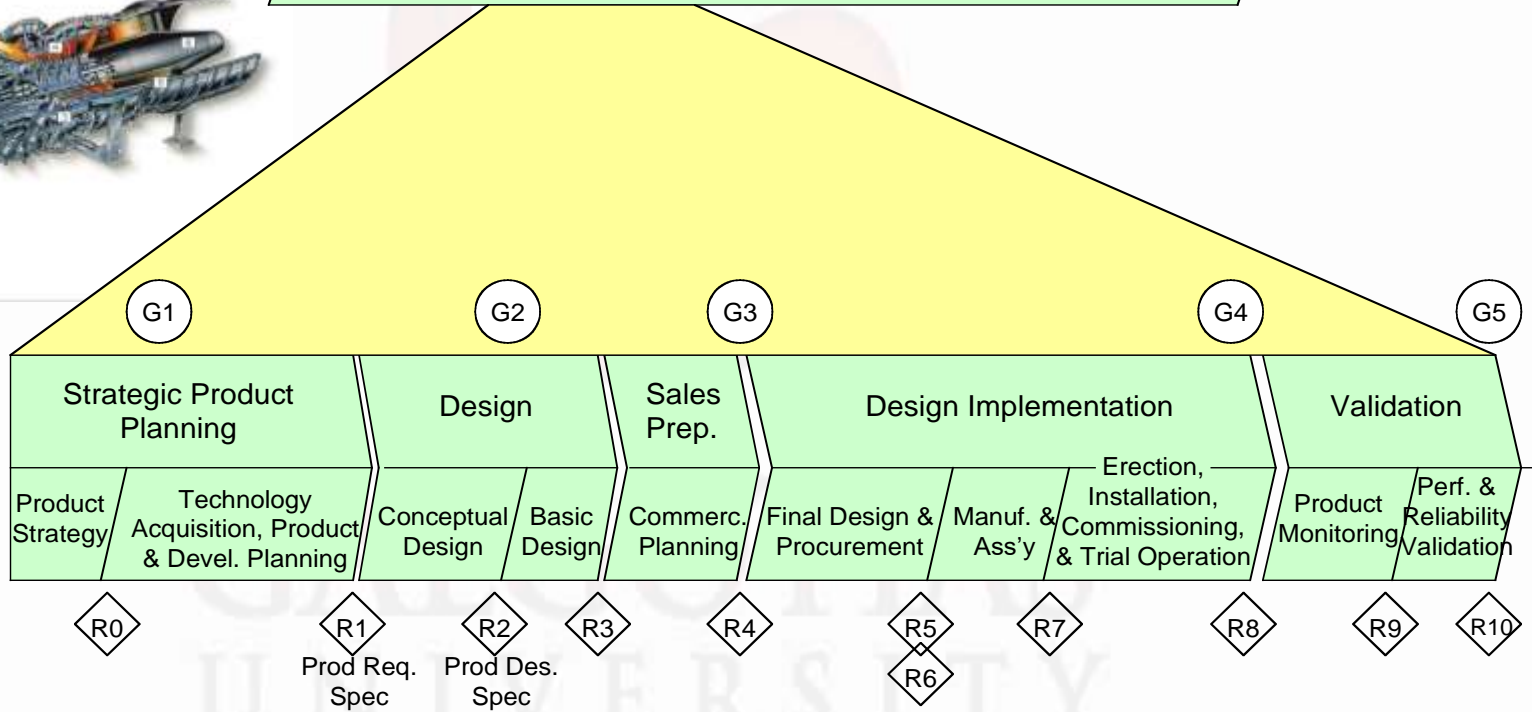
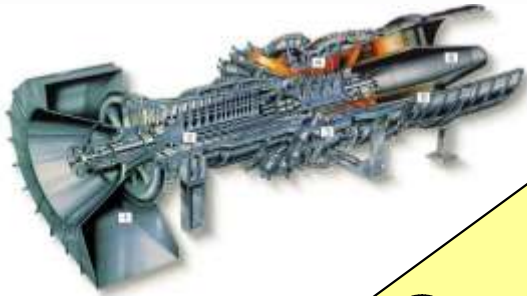
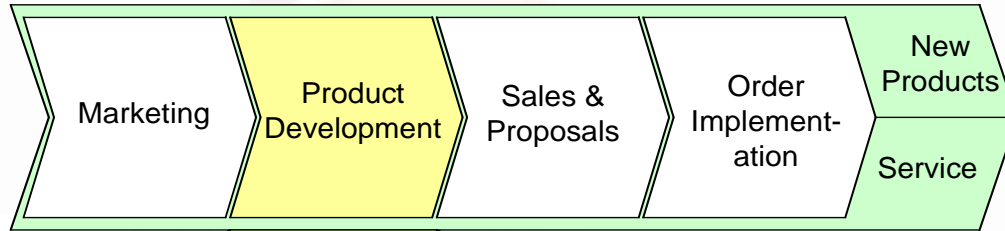
# Complex System PD Process



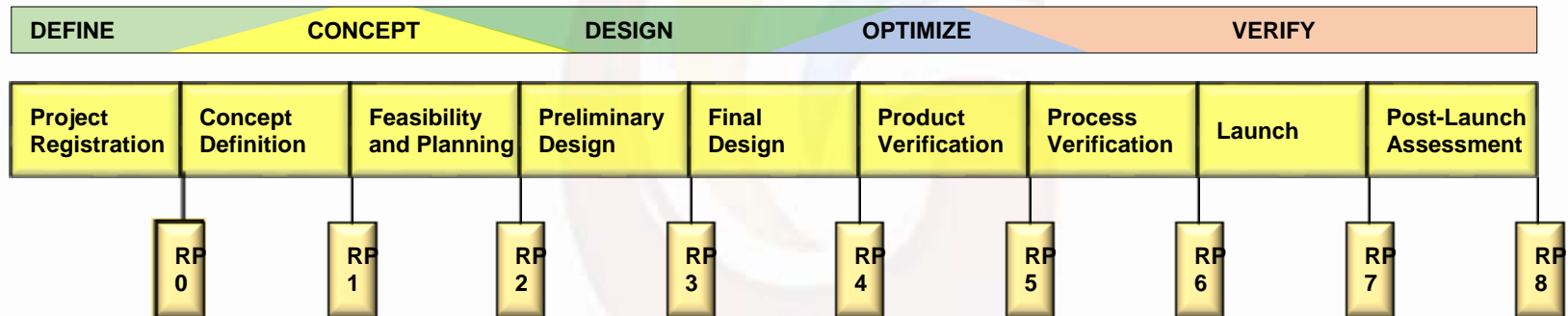
# System Engineering V Model



# Siemens Westinghouse *Stage Gate* PD Process



# Tyco International *Rally Point* PD Process



**tyco**

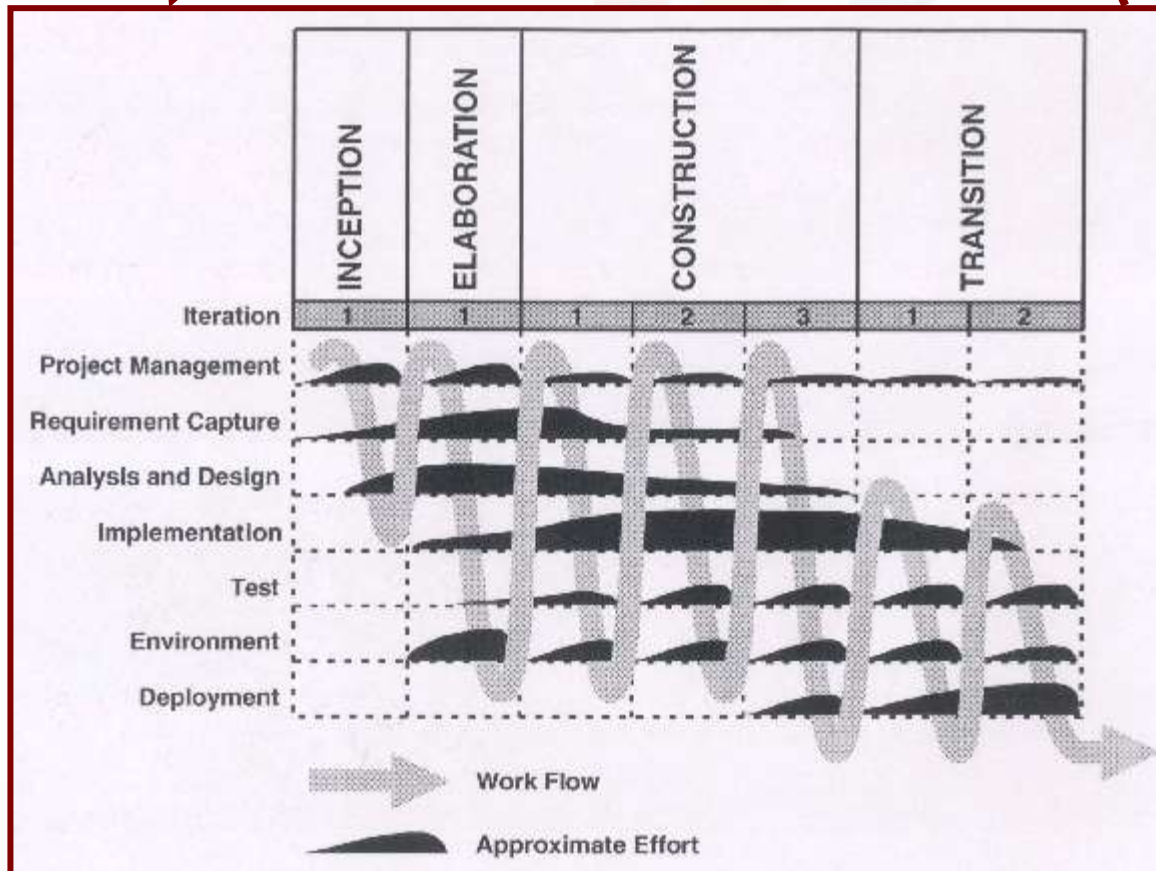
Source: Tyco International

# Tyco International *Rally Point* PD Process

Rally Point Phase	0. Project Registration	1. Concept Definition	2. Feasibility and Planning	3. Preliminary Design	4. Final Design	5. Product Verification	6. Process Verification	7. Launch	8. Post-Launch Assessment
<b>Primary Goal</b>	Define project and business unit needs	Develop project concept and charter	Create product description	Create preliminary detailed design	Detail and optimize design	Demonstrate product performance	Demonstrate process performance	Launch product	Identify lessons learned
<b>Marketing and Sales</b>	Identify customers and market size	Capture voice of the customer	Develop marketing and sales plans	Review concepts with customer		Initialize field trials	Complete field trials	Finalize pricing and sales forecasts	Solicit customer feedback and satisfaction ratings
	Describe competitive features and benefits	Analyze customer needs	Creates phase-in and phase-out plans				Finalize training plans	Complete sales and service training	Measure sales vs. forecast
	Identify target cost and price	Document customer needs							Complete phase-in and phase-out
<b>Engineering</b>	Identify project risks	Identify critical-to-quality specs	Create functional specification and performance metrics	Conduct a preliminary design review	Freeze hardware and software design	Finalize design documentation	Obtain regulatory approvals	Finalize product metrics	
		Develop and select concepts	Review concept selection	Build and test alpha prototypes	Complete engineering documentation	Complete beta prototype and field testing			
		Update project risks	Define product architecture	Assess product failure modes	Draft technical documentation	Apply for regulatory approvals			
			Assess technical failures modes		Secure beta prototypes				
<b>Quality Assurance</b>			Create preliminary test plan		Test beta prototypes for robustness	Complete quality assurance testing	Conduct process verification testing		
<b>Manufacturing</b>				Begin manufacturing process development	Finalize bill of materials (BOM)	Update manufacturing control plans	Run manufacturing pilots		Register obsolete and scrap products
				Conduct a preliminary manufacturing process review	Develop manufacturing control plans		Finalize manufacturing control plans		
<b>Purchasing</b>				Create a supplier participation matrix	Identify long lead-time items		Verify supply chain readiness		
				Assess suppliers for certification					
<b>Legal</b>		Search patents	Identify trade compliance issues	Identify potential patents	Prepare patent applications	Assure trade compliance			
<b>Financial</b>	Prepare preliminary business case	Refine business case	Complete financial package						Monitor return on investment
<b>Project Management</b>	Identify project timing, resources, and capital	Assess team capabilities/skills	Plan integrated product development schedule	Update RP1-2 deliverables	Update RP1-3 deliverables	Update RP1-4 deliverables	Update RP1-5 deliverables	Finalize all deliverables	Document best practices
	Prepare RP0 checklist & submit for approval	Identify development team members	Assign a project manager	Prepare RP3 checklist & submit for approval	Prepare RP4 checklist & submit for approval	Prepare RP5 checklist & submit for approval	Prepare RP6 checklist & submit for approval	Finalize launch plans and documentation	Prepare RP8 checklist & submit for approval
		Select a Rally Point process variant	Update RP1 deliverables					Update RP1-6 deliverables	
		Prepare RP1 checklist & submit for approval	Prepare RP2 checklist & submit for approval					Prepare RP7 checklist & submit for approval	

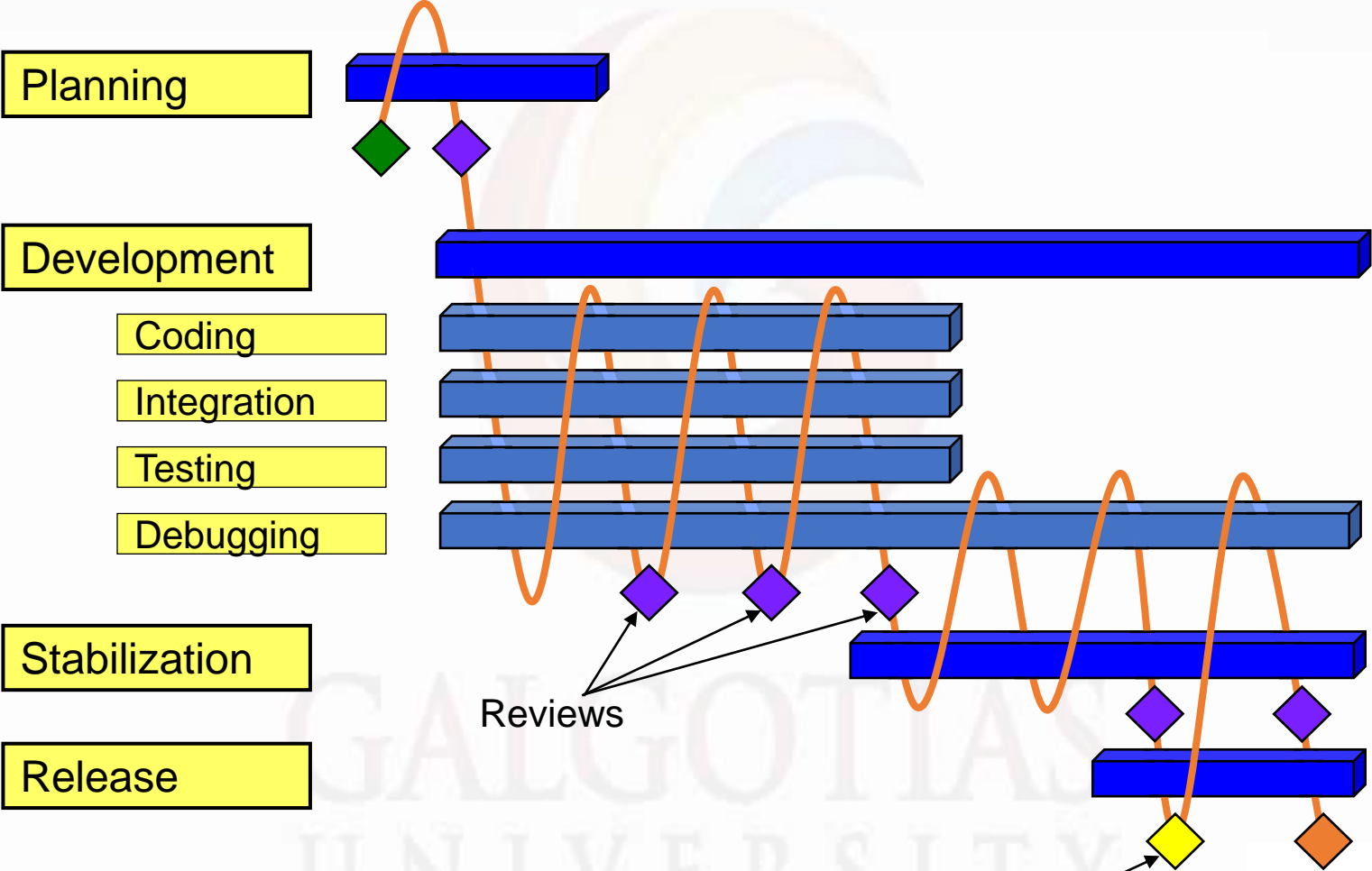


# Xerox *Time-to-Market* (TTM) Process

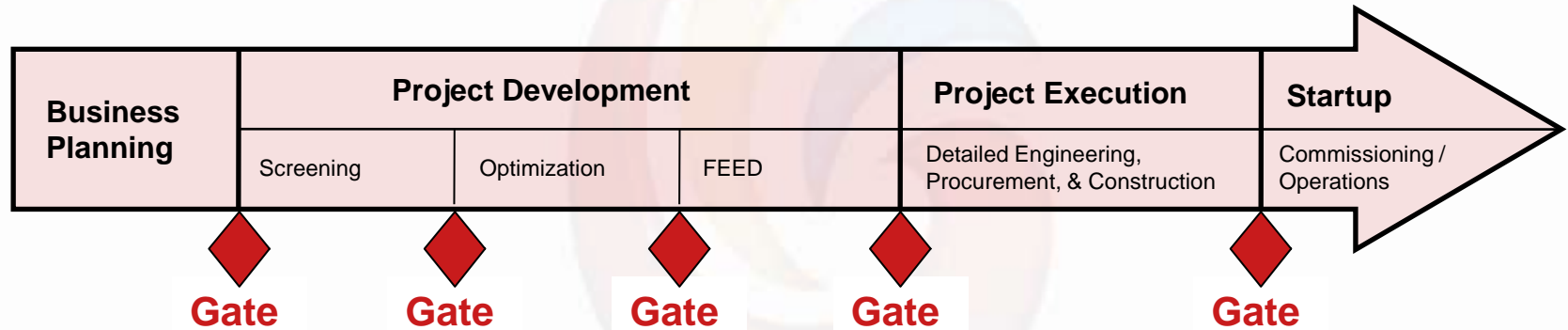


Software Development Sub-Process

# Microsoft *Milestone Build* Spiral Process



# Staged Development Process Example: ExxonMobil



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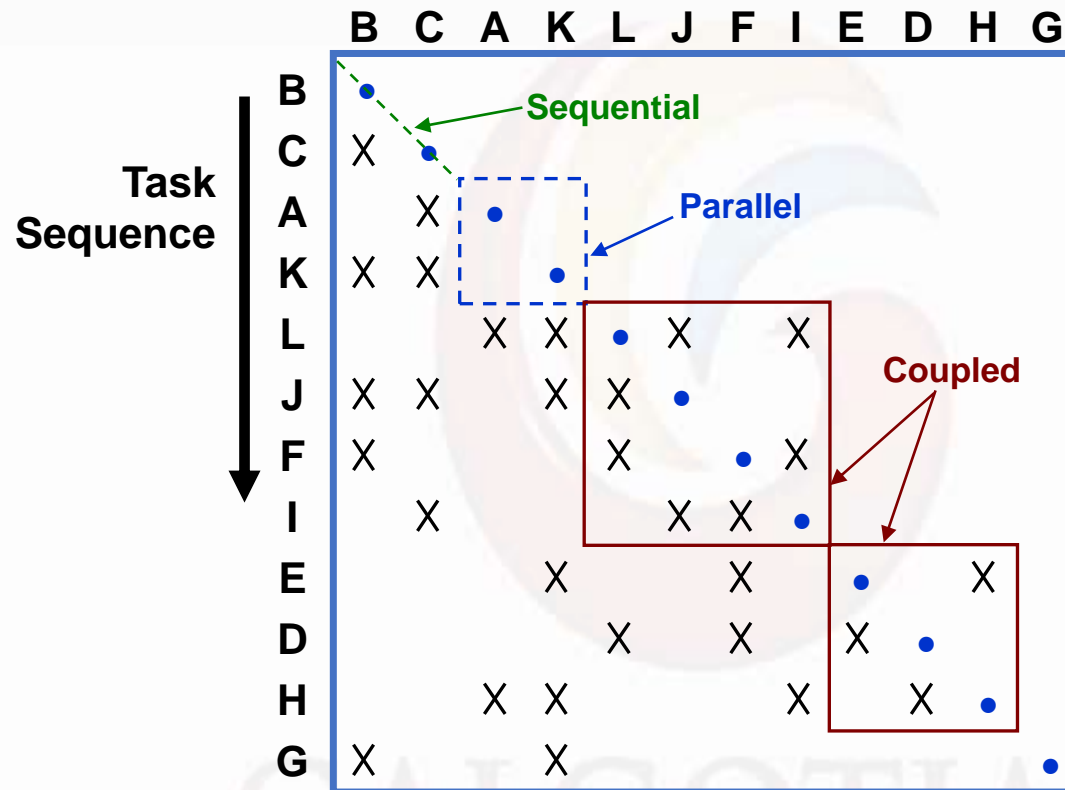
**ExxonMobil**

Source: ExxonMobil Research and Engineering



# Design Structure Matrix:

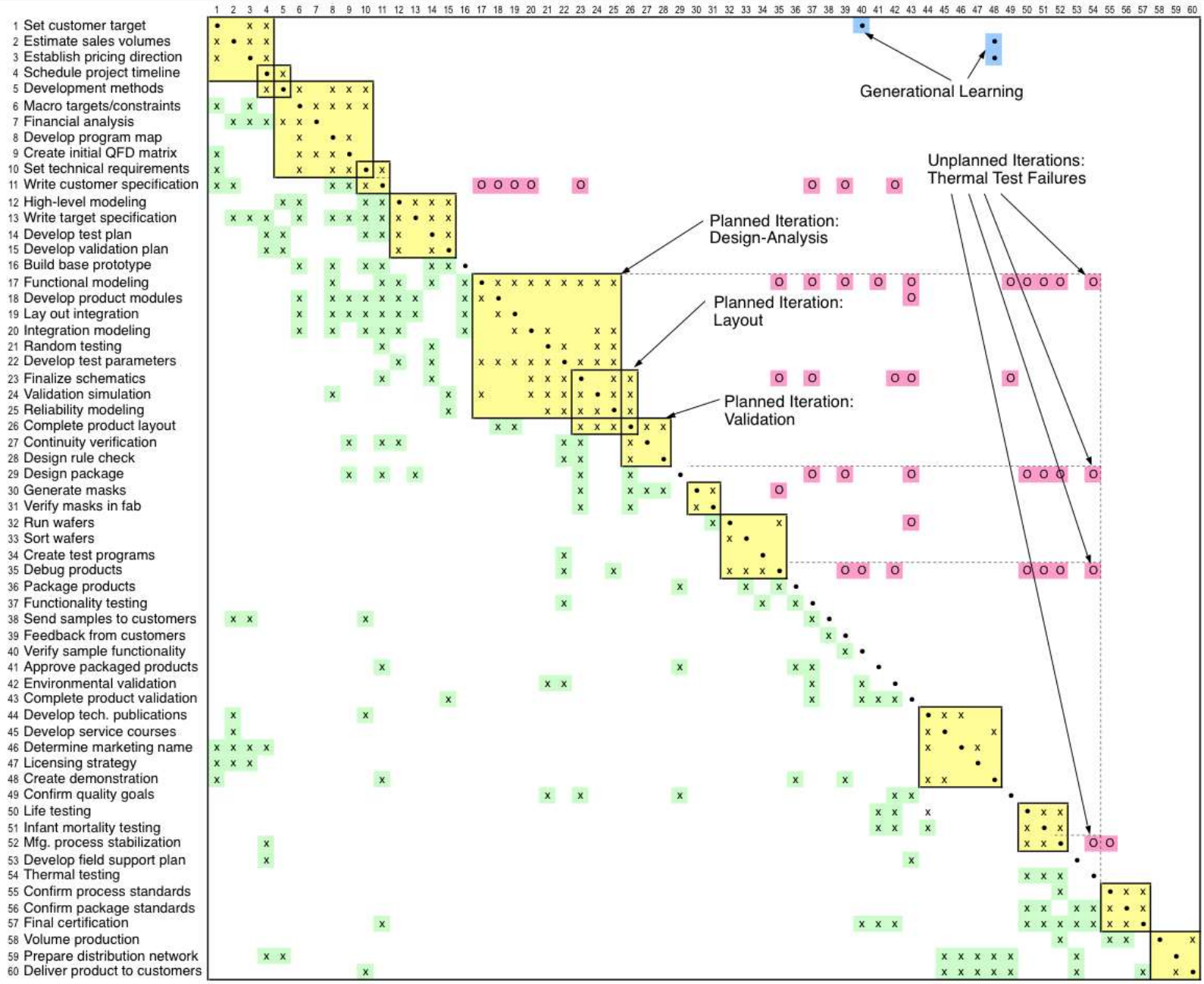
## A view of PD process architecture



Note:

- Coupled tasks can be identified uniquely.
- The display of the matrix can be manipulated to emphasize certain features of the process flow.
- DSM analysis software implements partitioning algorithms.

# Intel Semiconductor Development Process



x = Information Flows    [Yellow Box] = Planned Iterations    (Pink Circle) = Unplanned Iterations    [Blue Square] = Generational Learning

# Recent Trends in PD Processes

- **Design Thinking**
  - user-centered approach to design, ideation, iteration, and testing
- **Development Speed**
  - using digital design, analysis, and collaboration tools to develop products faster
- **Platform Leverage**
  - open product architecture provides value by allowing multiple providers to use the platform
- **Complexity Management**
  - engineering complex systems through analysis of interaction networks
- **Outsourcing/Offshoring**
  - taking advantage of partner skills, operations, and access to global markets
- **Lean Principles**
  - improving efficiency by applying lean production, lean startup, and agile development methods
- **Open Innovation**
  - using the Internet to bring more people and their ideas into the process
- **Sustainability**
  - considering environment and social issues in responsible design of new products
- **Business Model Innovation**
  - new revenue models, e.g. multi-sided platforms, freemium, subscription, product-service systems

# Apple vs. Google



**Try it out.**

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# Research and Development



## Basic Research

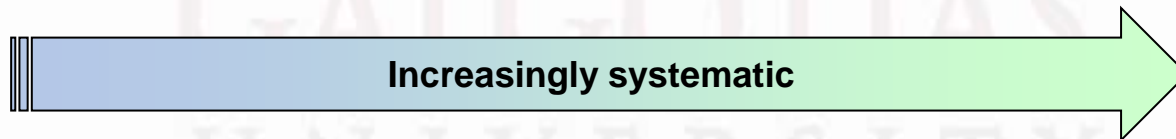
- Discovery process
- No set timing
- Unpredictable returns
- Long term

## Technology Development

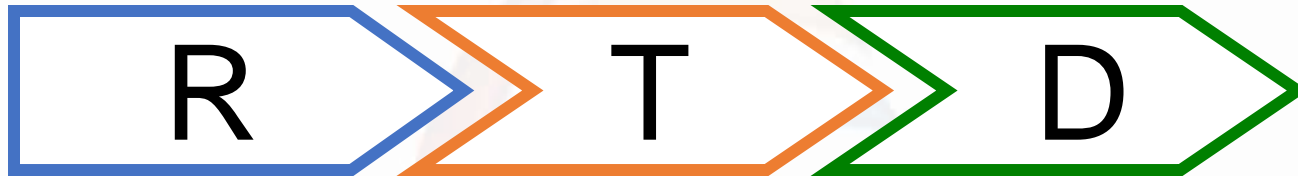
- Loosely structured
- Difficult to plan
- Less predictable
- Medium term

## Product/Service Development

- Structured methods
- Planned timing
- Predictable outcome
- Short term



# Linking R through T into D



## Basic Research

- Acoustics
- Noise cancellation
- Vibration reduction

## Technology Development

- Components
- Robustness
- Demonstration

## Product/Service Development

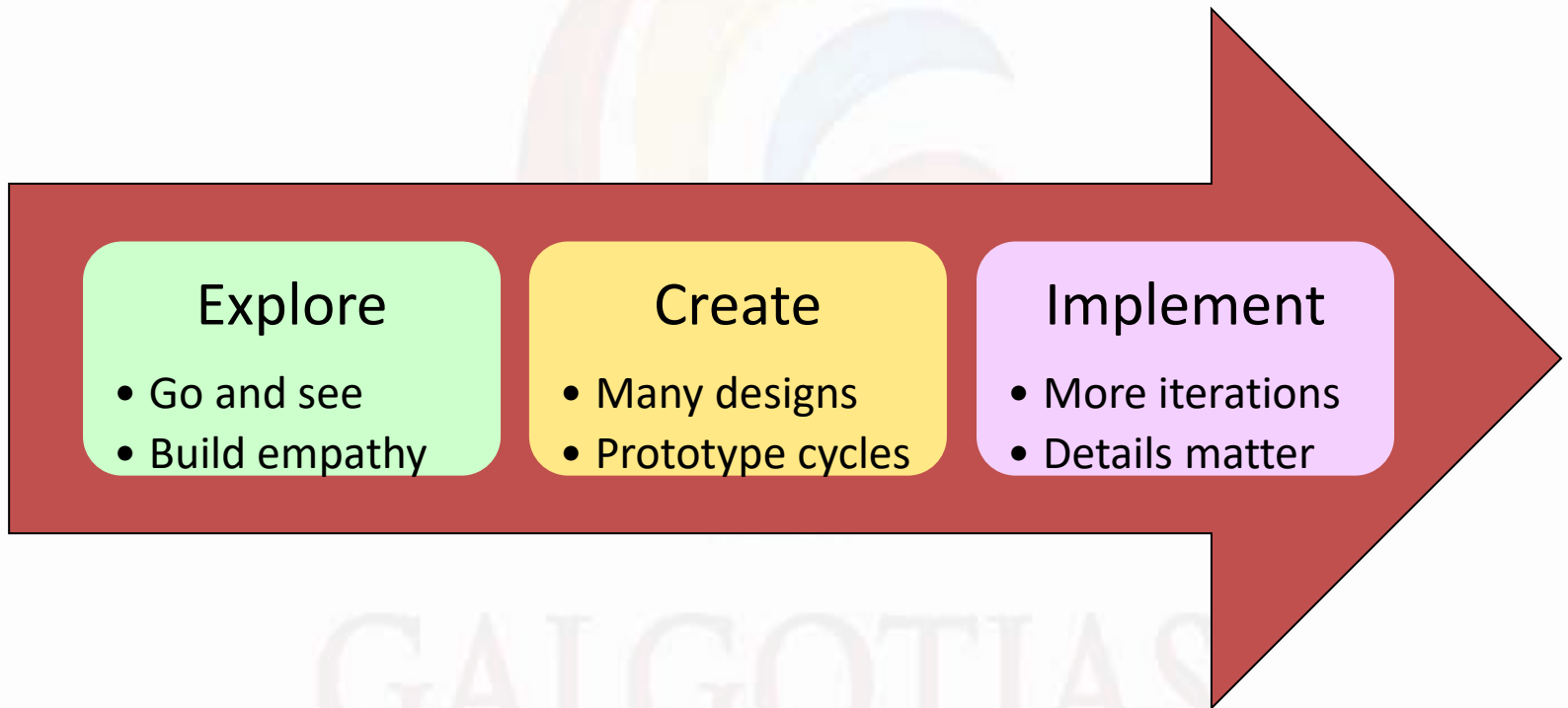
- Headphones
- Home audio systems
- Auto OEM sound packages



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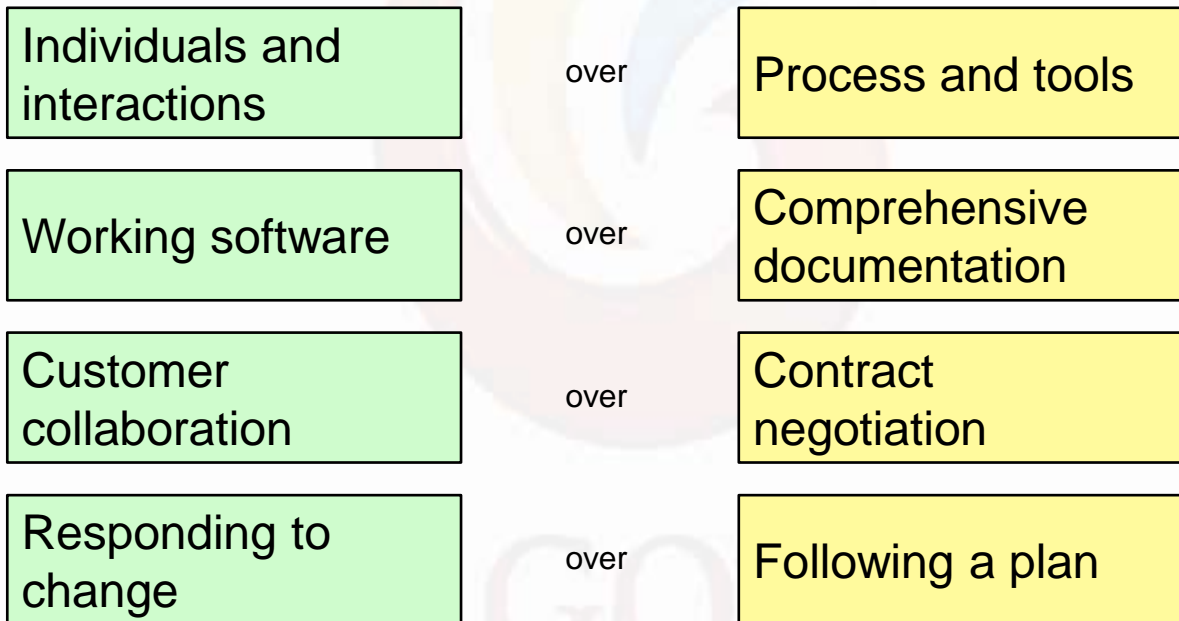
# Design Thinking Skills



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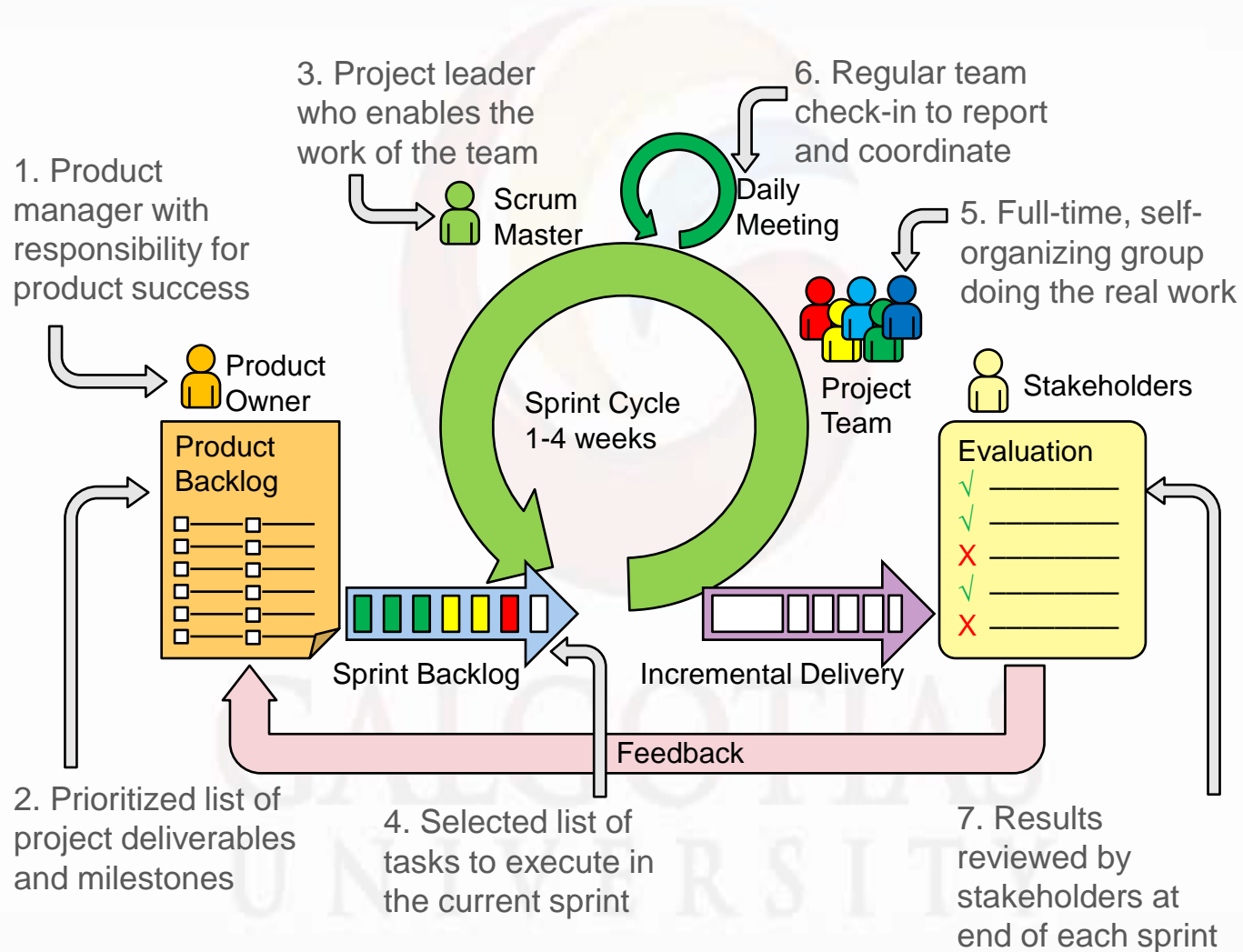
# The Agile Manifesto:

A statement of software project values





# Scrum Development Process



## Demonstration of a Scrum Meeting

How a PD team uses Scrum to:

- Focus on value to customers
- Stay informed of status and actions
- Understand project risks

... in a daily stand-up meeting



## Demonstration of a Kanban Board

How a PD team uses Visual Management to:

- Prioritize the Product Backlog
- Keep track of tasks in the Sprint
- Know what everyone is doing
- See what is done!

... using Trello or Jira



# Trello Boards for Inspiration

www.trello.com

- Scrum Project Management Board  
<https://trello.com/b/0xzkRjTH/scrum-project-management-board>
- Product Roadmap  
<https://trello.com/b/kZsVVrc8/front-product-road>
- Subnautica Development  
<https://trello.com/b/yxoJrFgP/subnautica-development>
- SaaS Development Board  
<https://trello.com/b/jBSQMmXr/saas-development-board>
- Agile Board  
<https://trello.com/b/DnZvFigA/agile-board>





# References

1. Karl T. Ulrich and Steven D. Eppinger (2009), Product Design and Development, 4<sup>th</sup> Edition, Tata McGraw-Hill Publishing Company Limited, ISBN: 978-0-070-14679-2
2. Stephen C. Armstrong (2005), Engineering and Product development Management– The Holostic Approach, Cambridge University Press, ISBN: 978-0-521-01774-9.
3. IbrahimZeid (2006), Mastering CAD/CAM, 2<sup>nd</sup> Edition, Tata McGraw-Hill, ISBN: 978-0-070-63434-3.
4. [Anoop Desai](#), [Anil Mital](#) and [Anand Subramanian](#) (2007), Product Development: A Structured Approach to Consumer Product Development, Design, and Manufacture, 1<sup>st</sup> Edition, Butterworth-Heinemann, ISBN: 978-0-750-68309-8.

**Thank you**

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