



Design Tool Review

MCHE 201 – Spring 2019

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Phases of Design



Phases of Design



1. Problem Understanding

Phases of Design



1. Problem Understanding
2. Specification Development

Phases of Design



1. Problem Understanding
2. Specification Development
3. Conceptual Design

Phases of Design



1. Problem Understanding
2. Specification Development
3. Conceptual Design
4. Detail Design

Phases of Design



1. Problem Understanding
2. Specification Development
3. Conceptual Design
4. Detail Design
5. Production Specification

Phases of Design



1. Problem Understanding
2. Specification Development
3. Conceptual Design
4. Detail Design
5. Production Specification
6. Manufacture

Phases of Design



1. Problem Understanding
2. Specification Development
3. Conceptual Design
4. Detail Design
5. Production Specification
6. Manufacture
7. Disposal

Phases of Design



1. Problem Understanding
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7. Disposal

} Machine Design

Phases of Design



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2. Specification Development
3. Conceptual Design
4. Detail Design
5. Production Specification
6. Manufacture
7. Disposal

What we've mostly talked about.

The most nonlinear part.

Machine Design

Phases of Design



1. Problem Understanding
2. Specification Development
3. Conceptual Design
4. Detail Design
5. Production Specification
6. Manufacture
7. Disposal

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The most nonlinear part.

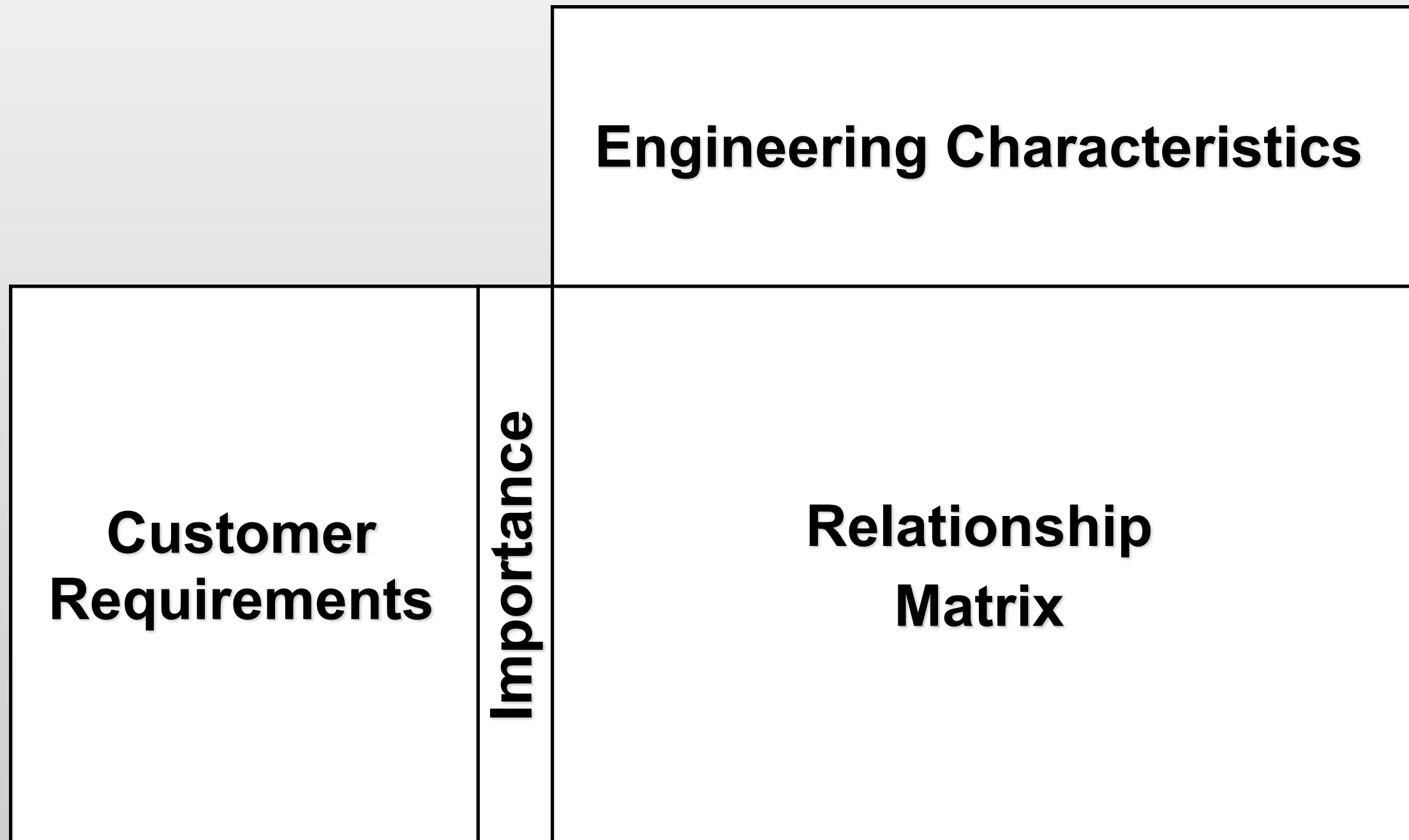
Machine Design

The entire process is iterative.

The Problem Understanding Form



- Cust. Req. are unambiguous and solution neutral
- Eng. Char. are *measurable* and solution neutral



The Problem Understanding Form



●	Strong = 9
■	Medium = 3
△	Weak = 1

Engineering Characteristics

Customer Requirements	Importance	●		■	△	
			●	■		■
		●	■		△	
		■	△			■
			●	△	●	△

The Problem Understanding Form



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Engineering Characteristics					
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Customer Requirements	5	●		■	△	
	6		●	■		■
	9	●	■		△	
	2	■	△			■
	1		●	△	●	△
Absolute Importance		132	92	34	17	25

The Problem Understanding Form



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Engineering Characteristics

Customer Requirements	5	●		■	△	
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	2	■	△			■
	1		●	△	●	△
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**sum
300**

The Problem Understanding Form



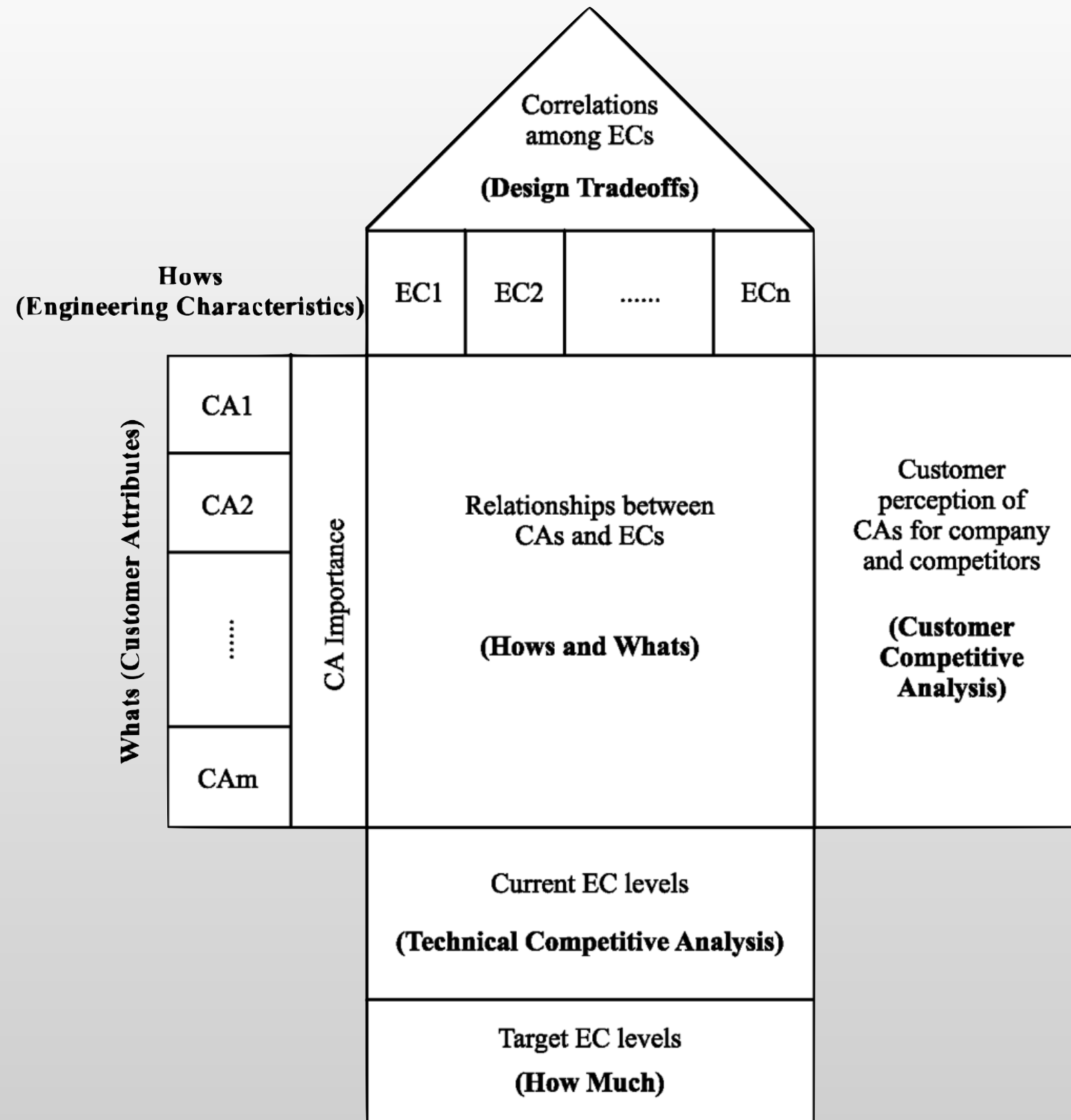
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Engineering Characteristics

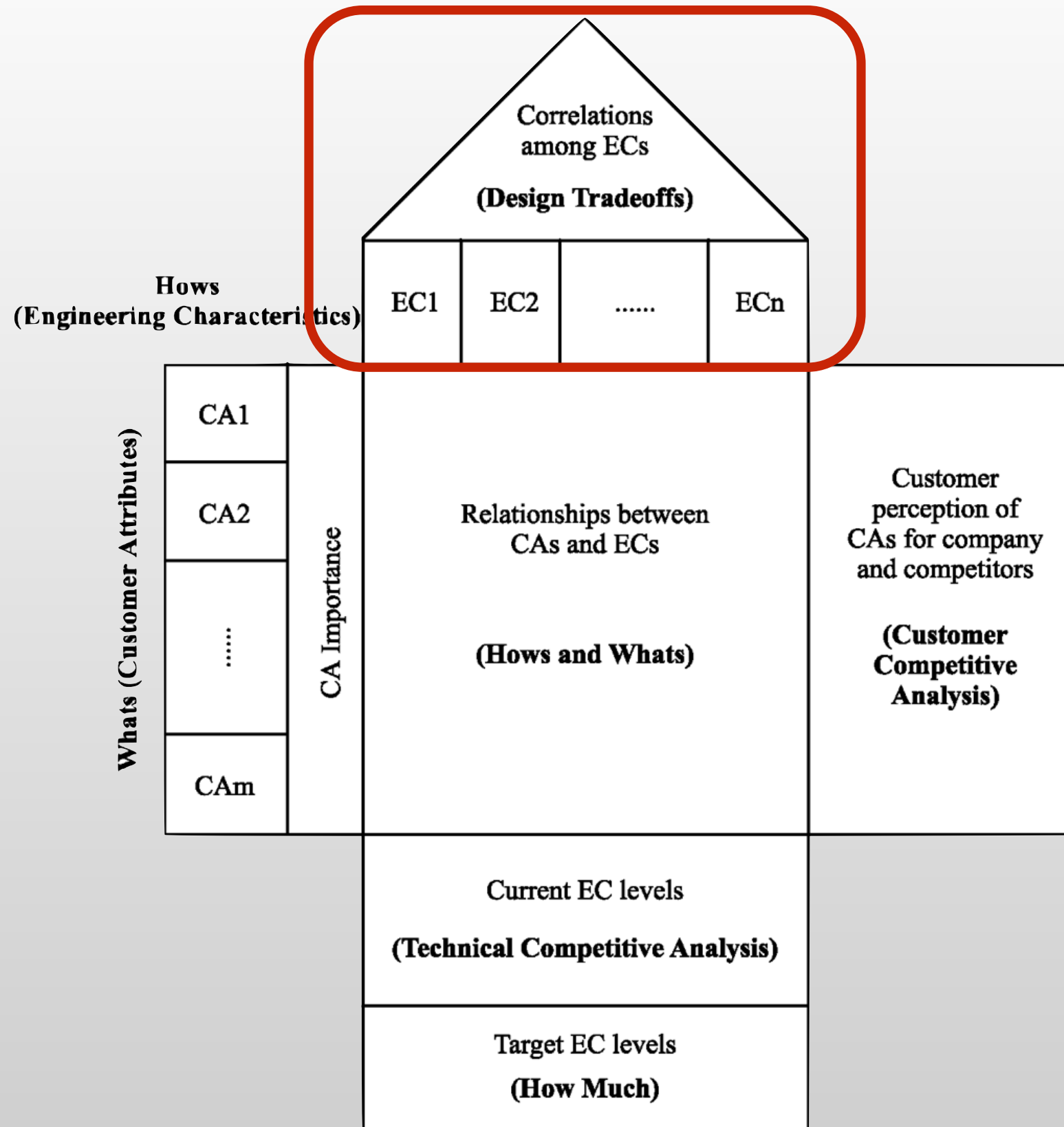
Customer Requirements	5	●		■	△	
	6		●	■		■
	9	●	■		△	
	2	■	△			■
	1		●	△	●	△
Absolute Importance		132	92	34	17	25
Relative Importance		0.44	0.31	0.11	0.06	0.08

**sum
300**

The HoQ Correlation Matrix



The HoQ Correlation Matrix



The HoQ Correlation Matrix



How do improvements toward the goal affect others?

Diagram illustrating a HoQ Correlation Matrix structure, showing a grid of 11 columns and 11 rows. A large bracket on the left side of the grid indicates the area of interest for the question: "How do improvements toward the goal affect others?"

▲	▼	▲									x
Eng. Char 1	Eng. Char 2	Eng. Char 3									Eng. Char N

The HoQ Correlation Matrix



How do improvements toward the goal affect others?

Goal: 

Maximize – ▲

Minimize – ▼

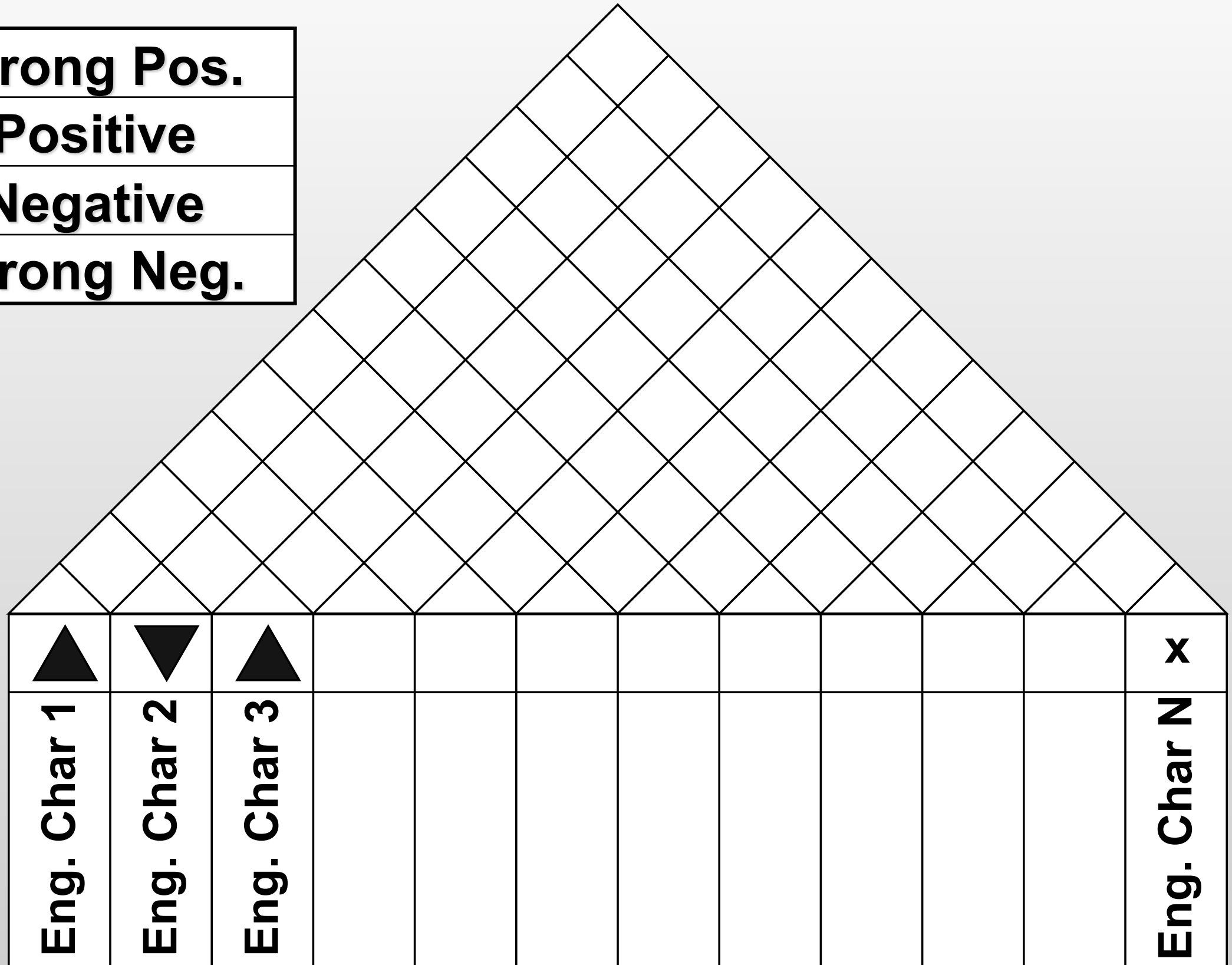
Meet Target – x

▲	▼	▲									x
Eng. Char 1	Eng. Char 2	Eng. Char 3									Eng. Char N

The HoQ Correlation Matrix



++	Strong Pos.
+	Positive
-	Negative
--	Strong Neg.



The HoQ Correlation Matrix



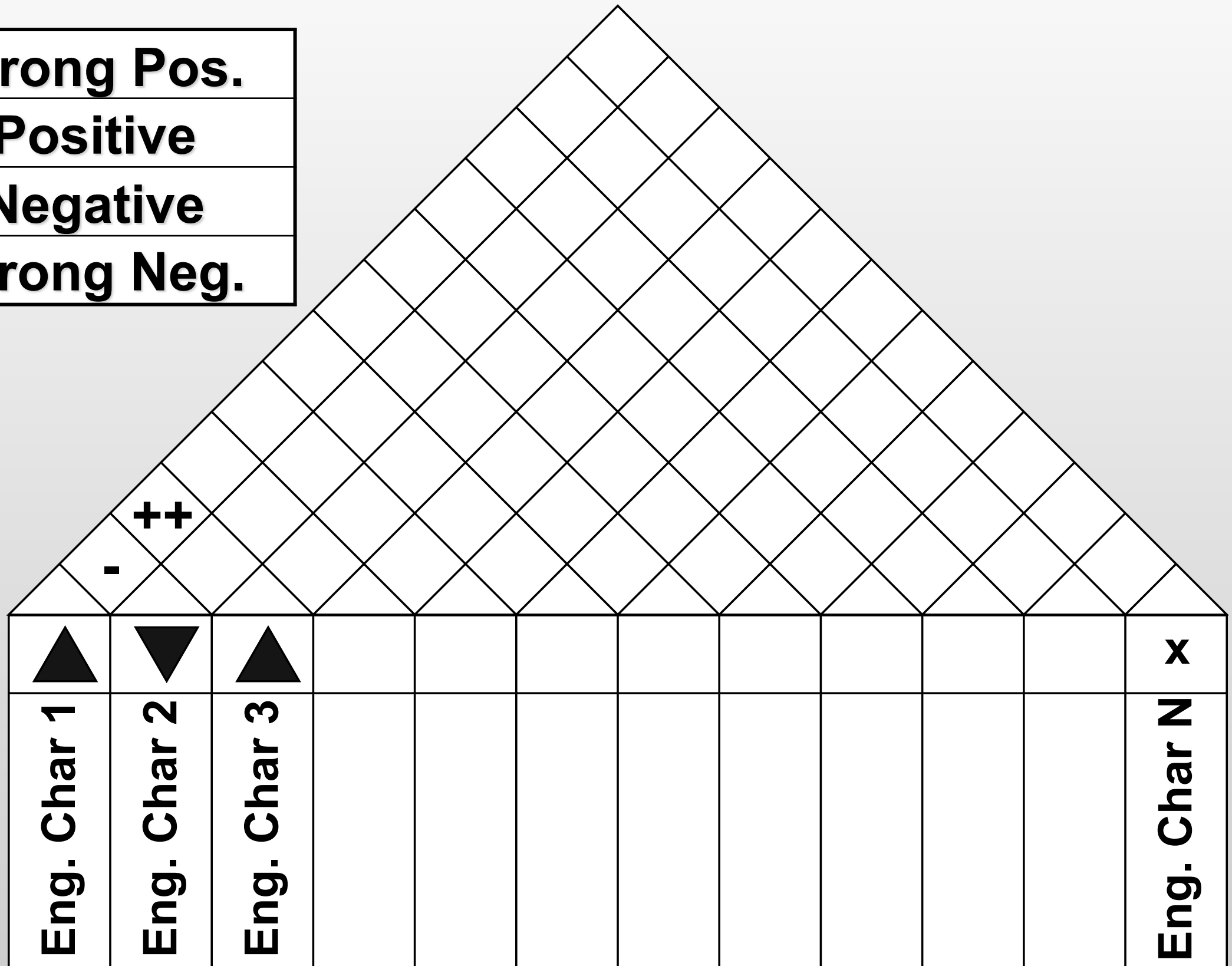
++	Strong Pos.
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--	Strong Neg.

		.										
▲	▼	▲										x
Eng. Char 1	Eng. Char 2	Eng. Char 3										Eng. Char N

The HoQ Correlation Matrix



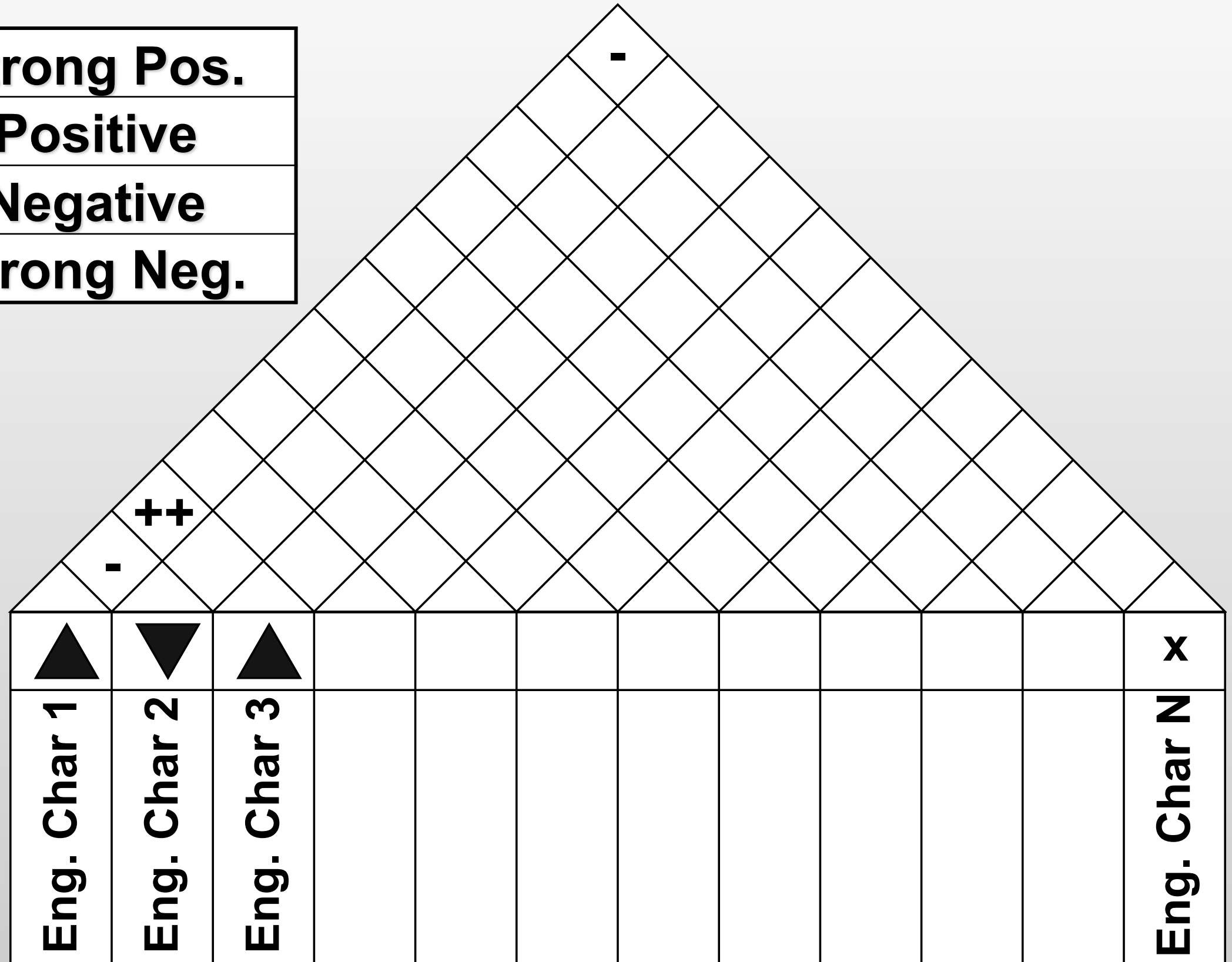
++	Strong Pos.
+	Positive
-	Negative
--	Strong Neg.



The HoQ Correlation Matrix



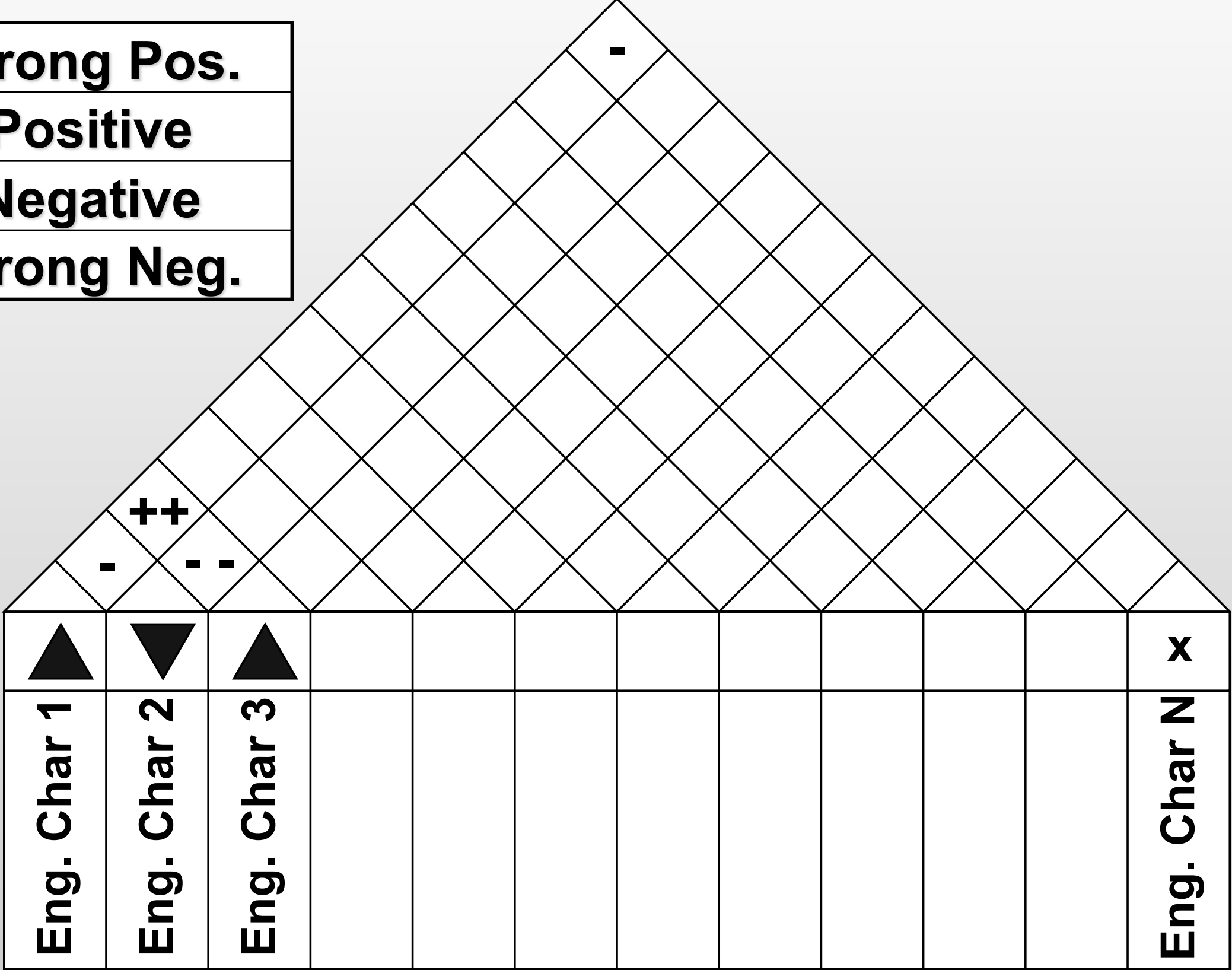
++	Strong Pos.
+	Positive
-	Negative
--	Strong Neg.



The HoQ Correlation Matrix



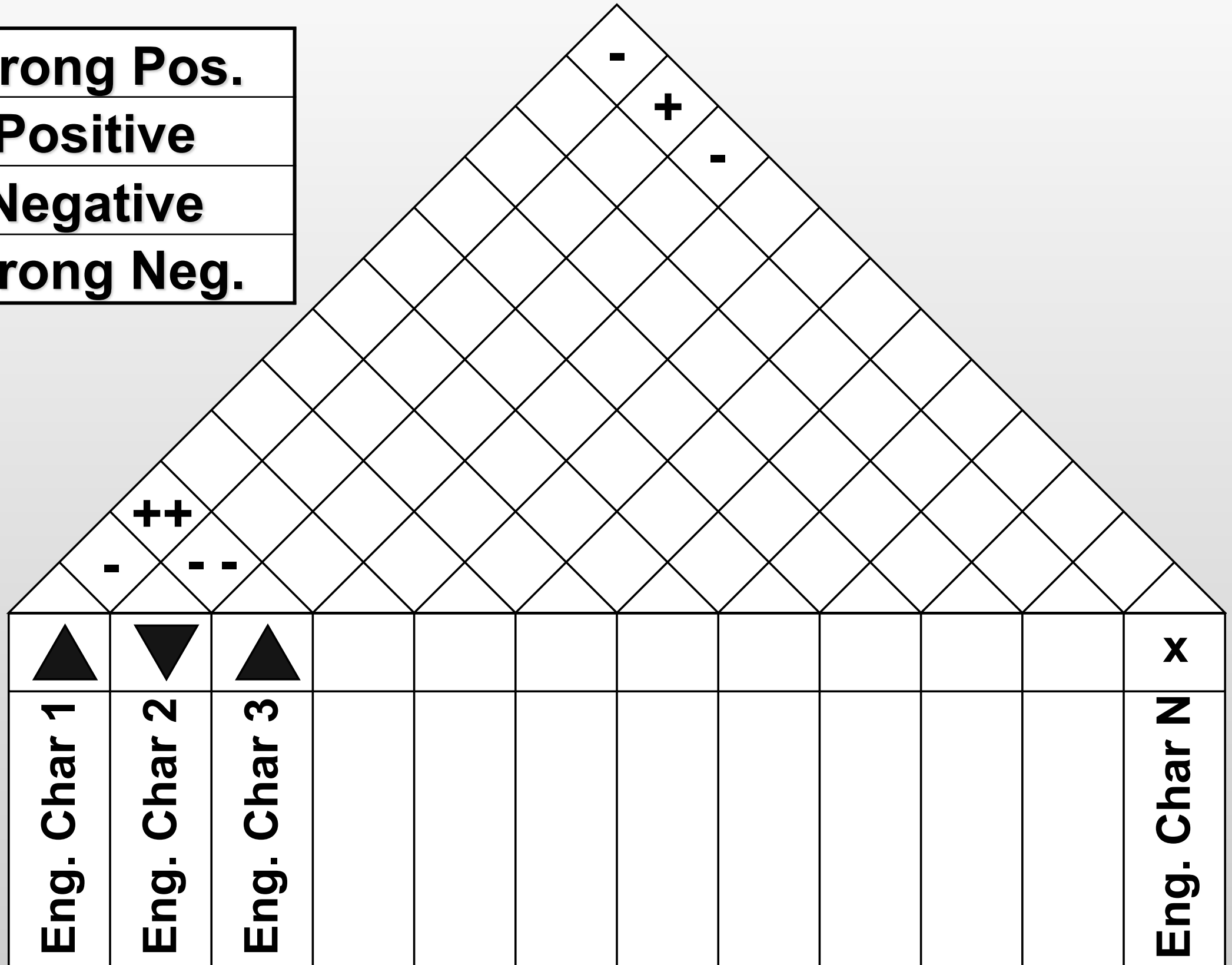
++	Strong Pos.
+	Positive
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The HoQ Correlation Matrix



++	Strong Pos.
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-	Negative
--	Strong Neg.



▲	▼	▲										x
Eng. Char 1	Eng. Char 2	Eng. Char 3										Eng. Char N

Design Specifications



Design Specifications



- Map Eng. Char. to engineering specifications

Design Specifications



- Map Eng. Char. to engineering specifications
 - ex) System Mass \rightarrow Mass $<$ 250g

Design Specifications



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 - ex) System Mass \rightarrow Mass $< 250\text{g}$
 - ex) Nominal Velocity \rightarrow Moves $> 1.5\text{m/s}$

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- Derived from:

Design Specifications



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- Derived from:
 - Standards

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- Derived from:
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 - Customer requirements

Design Specifications



- Map Eng. Char. to engineering specifications
 - ex) System Mass \rightarrow Mass $< 250\text{g}$
 - ex) Nominal Velocity \rightarrow Moves $> 1.5\text{m/s}$
- **Numerical targets** that *all* possible concepts must meet
- Derived from:
 - Standards
 - Customer requirements
 - Engineering Analysis

The Spec. Sheet



		For: PRODUCT NAME	Issued: mm/dd/yy	
			Page x of N	
Changes	D/W	Requirements	Resp.	Source

The Spec. Sheet



		For: PRODUCT NAME	Issued: mm/dd/yy	
			Page x of N	
Changes	D/W	Requirements	Resp.	Source
		Requirements, sorted by category.		

The Spec. Sheet



		For: PRODUCT NAME	Issued: mm/dd/yy	
			Page x of N	
Changes	D/W	Requirements	Resp.	Source
	Demand or Wish?			

Requirements, sorted by category.

The Spec. Sheet



		For: PRODUCT NAME	Issued: mm/dd/yy	
			Page x of N	
Changes	D/W	Requirements	Resp.	Source
	Demand or Wish?	Requirements, sorted by category.		What is the source of this requirement?

The Spec. Sheet



		For: PRODUCT NAME	Issued: mm/dd/yy	
			Page x of N	
Changes	D/W	Requirements	Resp.	Source
	Demand or Wish?	Requirements, sorted by category.	Who is responsible?	What is the source of this requirement?

The Spec. Sheet



		For: PRODUCT NAME	Issued: mm/dd/yy	
			Page x of N	
Changes	D/W	Requirements	Resp.	Source
Date of last change.	Demand or Wish?	Requirements, sorted by category.	Who is responsible?	What is the source of this requirement?

Function Trees



- Break large, difficult design process into many small easy ones

Function Trees



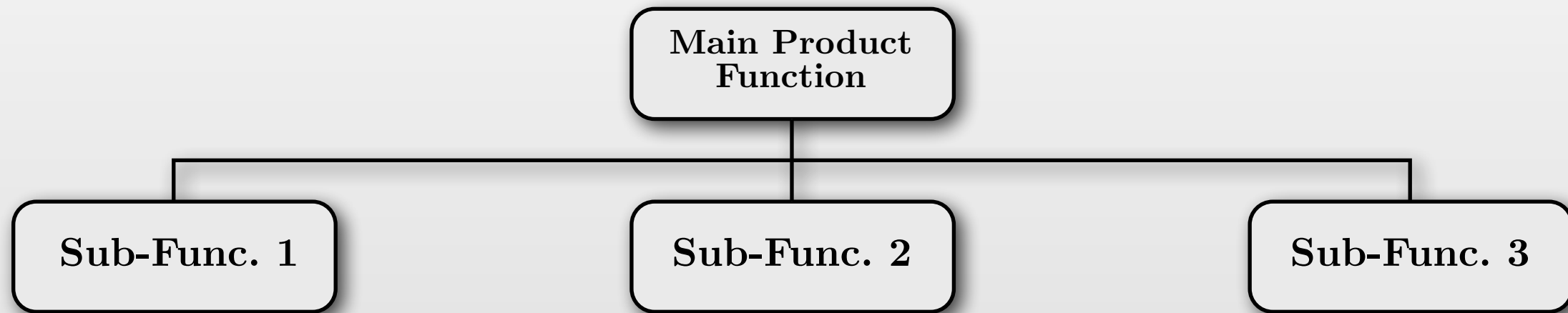
- Break large, difficult design process into many small easy ones

Main Product
Function

Function Trees



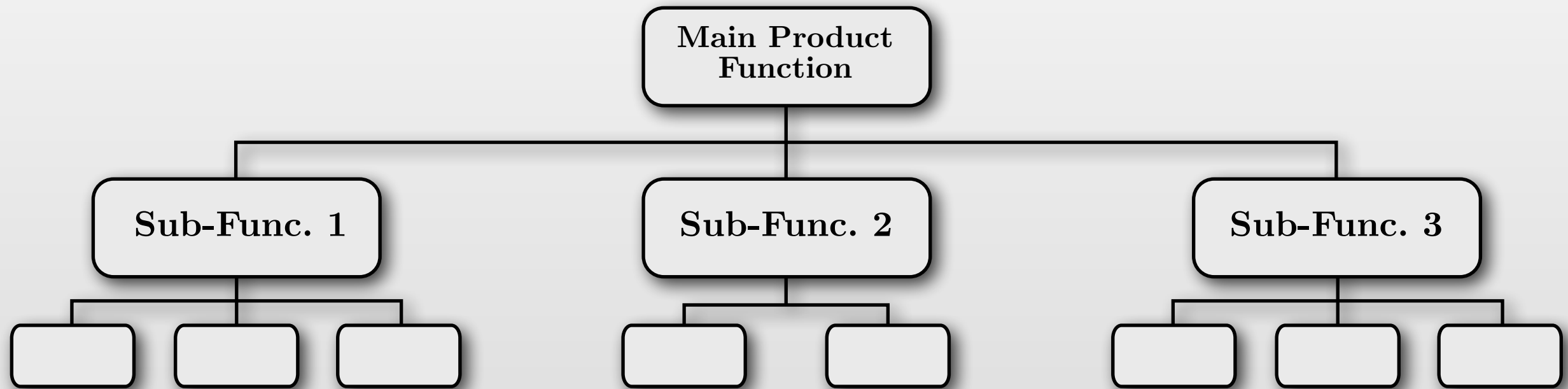
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Function Trees



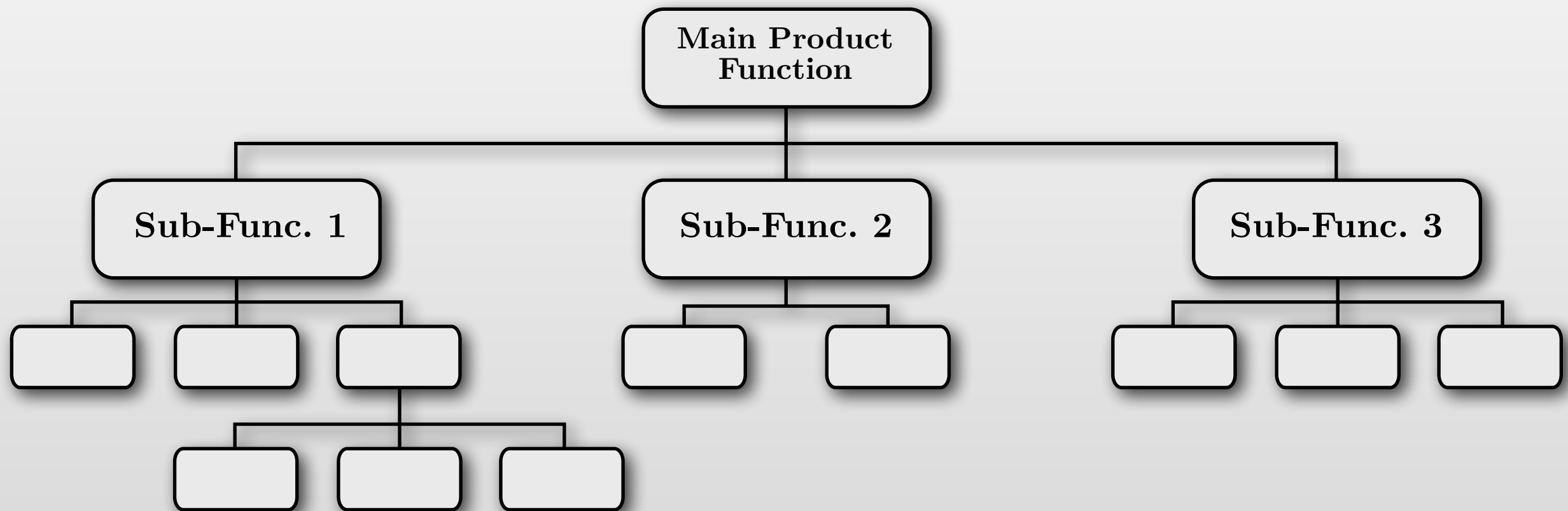
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Function Trees



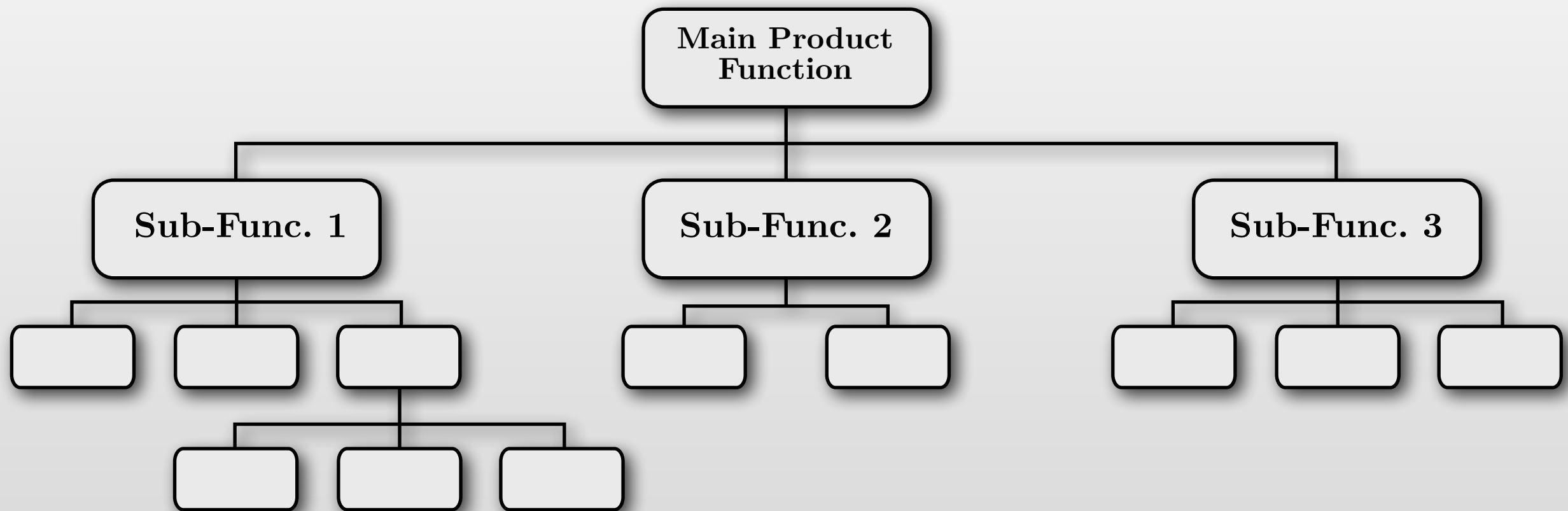
- Break large, difficult design process into many small easy ones



Function Trees



- Break large, difficult design process into many small easy ones



- Continue until the sub-functions are almost trivial

Function Trees (cont.)



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- Functions are actions the concept is capable of *doing*

Function Trees (cont.)



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- Function Tree levels represent complexity not time ordering (It's not a flow chart.)

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 - Specific solutions – *e.g.* “Move arm 180 deg.”

Function Trees (cont.)



- Functions are actions the concept is capable of *doing*
- Function Tree levels represent complexity not time ordering (It's not a flow chart.)
- Functions are *NOT*
 - Specific solutions – *e.g.* “Move arm 180 deg.”
 - Constraints or specs – *e.g.* “Be smaller than...”

Morphological Charts



	Idea 1	Idea 2	Idea 3
Sub func 1							
Sub func 2							
Sub func 3							
...							
...							
...							

Morphological Charts



	Idea 1	Idea 2	Idea 3	⋮	⋮	⋮	⋮
Sub func 1	<p>Each cell is a sketch.</p> <p>Simple representation of the idea.</p> <p>Allows for quick, visual comparisons.</p>						
Sub func 2							
Sub func 3							
⋮							
⋮							
⋮							

Morphological Charts



	Idea 1	Idea 2	Idea 3
Sub func 1							
Sub func 2							
Sub func 3							
...							
...							
...							

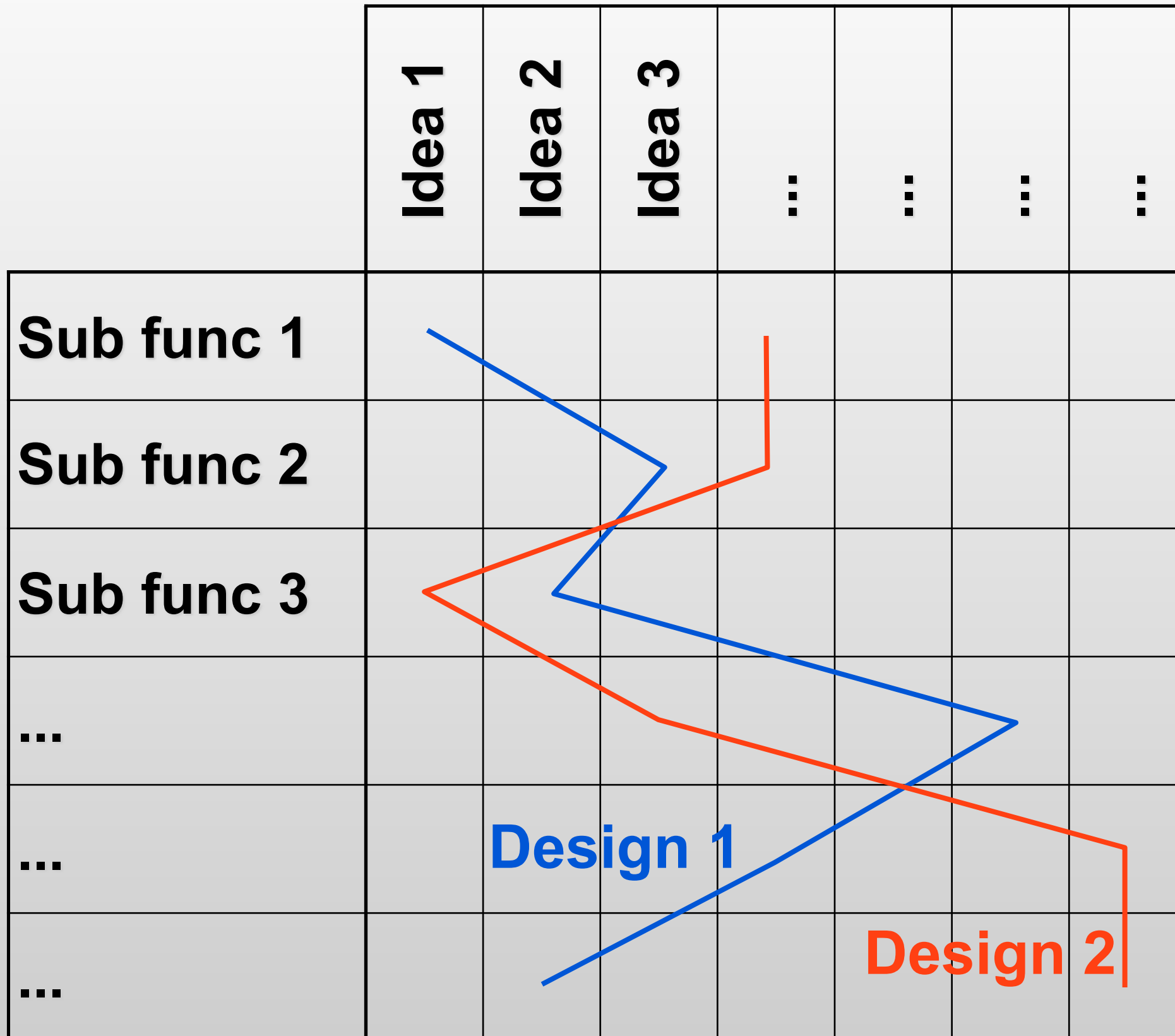
Morphological Charts



	Idea 1	Idea 2	Idea 3
Sub func 1							
Sub func 2							
Sub func 3							
...							
...							
...							

Design 1

Morphological Charts



The Problem Understanding Form



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Engineering Characteristics

Customer Requirements	5	●		■	△	
	6		●	■		■
	9	●	■		△	
	2	■	△			■
	1		●	△	●	△
Absolute Importance		132	92	34	23	73
Relative Importance		0.37	0.26	0.1	0.06	0.21

The Problem Understanding Form








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Engineering Characteristics

<div style="border: 2px solid orange; border-radius: 50%; padding: 20px; width: fit-content; margin: 0 auto;"> <p>Customer Requirements</p> </div>	5	●		■	△	
	6		●	■		■
	9	●	■		△	
	2	■	△			■
	1		●	△	●	△
Absolute Importance	132	92	34	23	73	
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3rd-Level Evaluation Matrix



						
Customer Requirements	5					
	6					
	9					
	2					
	1					






3rd-Level Evaluation Matrix



						
Customer Requirements	5					
	6					
	9					
	2					
	1					






3rd-Level Evaluation Matrix



						
Customer Requirements	5 →					
	6					
	9					
	2					
	1					






3rd-Level Evaluation Matrix



						
Customer Requirements	5					
	6					
	9					
	2					
	1					






3rd-Level Evaluation Matrix



						
Customer Requirements	5	7				
	6					
	9					
	2					
	1					






3rd-Level Evaluation Matrix



						
Customer Requirements	5	7	6	9	5	4
	6	0	7	10	5	2
	9	3	2	3	10	8
	2	5	6	5	8	0
	1	6	9	2	0	3

3rd-Level Evaluation Matrix



						
Customer Requirements	5	7	6	9	5	4
	6	0	7	10	5	2
	9	3	2	3	10	8
	2	5	6	5	8	0
	1	6	9	2	0	3
Absolute Total						

Design “Scores”



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- Absolute Total

$$\text{Absolute Total} = \sum_{\text{col}} (\text{Design Performance} \times \text{Customer Importance})$$

Design “Scores”



- Absolute Total






$$\text{Absolute Total} = \sum_{\text{col}} (\text{Design Performance} \times \text{Customer Importance})$$

- Relative Total

$$\text{Relative Total} = \frac{\text{Absolute Total}}{\text{Max. Possible}}$$






3rd-Level Evaluation Matrix



						
Customer Requirements	5	7	6	9	5	4
	6	0	7	10	5	2
	9	3	2	3	10	8
	2	5	6	5	8	0
	1	6	9	2	0	3
Absolute Total		78	111	134	161	107

3rd-Level Evaluation Matrix



						
Customer Requirements	5	7	6	9	5	4
	6	0	7	10	5	2
	9	3	2	3	10	8
	2	5	6	5	8	0
	1	6	9	2	0	3
Absolute Total		78	111	134	161	107
Relative Total		0.34	0.48	0.58	0.7	0.47

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 - Can identify weaknesses in otherwise good designs

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 - Promotes “cross pollination” of ideas

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 - *ITERATE!*

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 - Can identify weaknesses in otherwise good designs
 - Promotes “cross pollination” of ideas
 - *ITERATE!*

Phases of Design – Tools Used



Phases of Design – Tools Used



1. Problem Understanding

Phases of Design – Tools Used



1. Problem Understanding

a. Problem Understanding Form

Phases of Design – Tools Used



1. Problem Understanding
 - a. Problem Understanding Form
 - b. House of Quality

Phases of Design – Tools Used



1. Problem Understanding
 - a. Problem Understanding Form
 - b. House of Quality

2. Specification Development

Phases of Design – Tools Used



1. Problem Understanding
 - a. Problem Understanding Form
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2. Specification Development
 - a. Specification Sheet

Phases of Design – Tools Used



1. Problem Understanding
 - a. Problem Understanding Form
 - b. House of Quality

2. Specification Development
 - a. Specification Sheet
 - b. Function Tree

Phases of Design – Tools Used



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 - a. Problem Understanding Form
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3. Conceptual Design

Phases of Design – Tools Used



1. Problem Understanding
 - a. Problem Understanding Form
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2. Specification Development
 - a. Specification Sheet
 - b. Function Tree

3. Conceptual Design
 - a. Morphological Chart

Phases of Design – Tools Used



1. Problem Understanding
 - a. Problem Understanding Form
 - b. House of Quality

2. Specification Development
 - a. Specification Sheet
 - b. Function Tree

3. Conceptual Design
 - a. Morphological Chart
 - b. Concept Evaluation

Phases of Design – Tools Used



1. Problem Understanding
 - a. Problem Understanding Form
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2. Specification Development
 - a. Specification Sheet
 - b. Function Tree

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 - a. Morphological Chart
 - b. Concept Evaluation

**The entire process
is iterative,
including the
tools!**