# mec

### A SYSTEM ENGINEERING APPROACH TO SMART PRODUCT EXPLORATION

**GEERT WILLEMS** 



Met steun van:



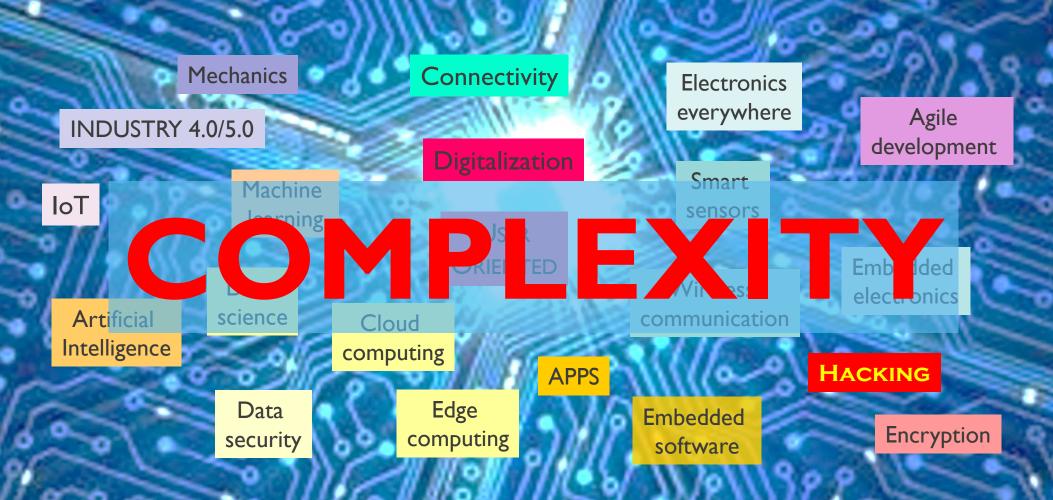
#### CONTENT

- I. Smart product challenge
- 2. Life Cycle Stages and Life Cycle Processes per ISO/IEC/IEEE 15288
- 3. New Product Exploration: mastering the Fuzzy Front End
- 4. Business/Mission Analysis
- 5. Product Research Stage Gating





# I. SMART PRODUCT CHALLENGE



# I. SMART PRODUCT CHALLENGE THREE KEY QUESTIONS

- What do our customers and stakeholders need/want?
  The NEED
- What can we offer to answer that need?
  The SOLUTION
- How can we make some money?
  The BUSINESS

# VALIDATION:

Is the solution DESIRABLE, FEASIBLE & VIABLE?

public



# A SYSTEM ENGINEERING APPROACH ISO/IEC/IEEE 24748-1 & 15288



#### SYSTEMS ENGINEERING HANDBOOK

A GUIDE FOR SYSTEM LIFE CYCLE PROCESSES AND ACTIVITIES



FOURTH EDITION

WILEY

# 2. SYSTEM LIFE CYCLE STAGES

HIGH-LEVEL VIEW ON SYSTEM DEVELOPMENT LIFE-CYCLE

New Product
Exploration
NPE

New Product
Planning
NPP

New Product
Introduction
NPI

P@C

FROD

Product at
Customer
P@C

FROD

NPI

P@C

FROD

NPI

NPI

P@C

FROD

RET

Product at
Customer
P@C

FROD

RET

RET

PROD

RET

Product at
Customer
P@C

FROD

RET

Product at
Customer
P@C

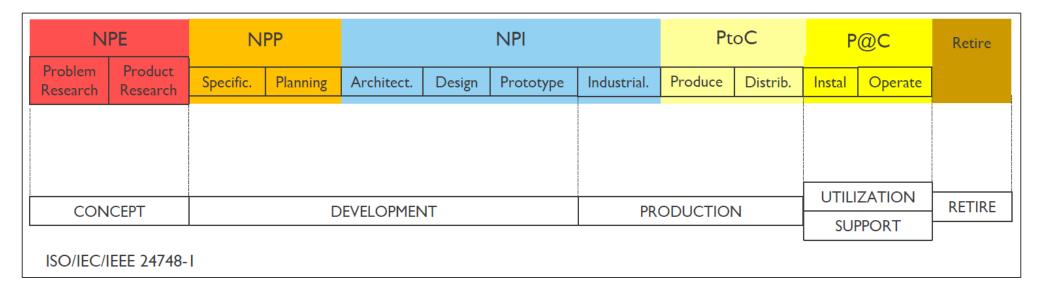
- NPE Problem/solution research: user, market, business, technical/industrial feasibility

  -> Validated Concept (VC)
- NPP Plan the product development, operations and business set-up

  Product Requirements Document (PRD), development, operation and business plans
- NPI Execution of product development, industrialization, operations and business roll-out -> Qualified, documented product delivered to customer.

# 2. SYSTEM LIFE CYCLE STAGES

#### TOTAL VIEW & ALIGNMENT WITH ISO/IEC/IEEE 24748-1



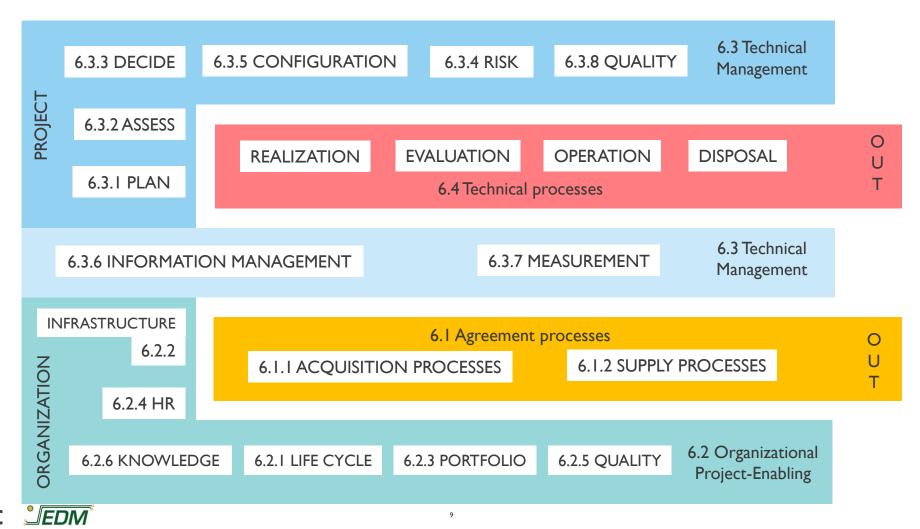
Stage- & Phase-gates

- @ major decision instances
- @ responsibility transfer instances



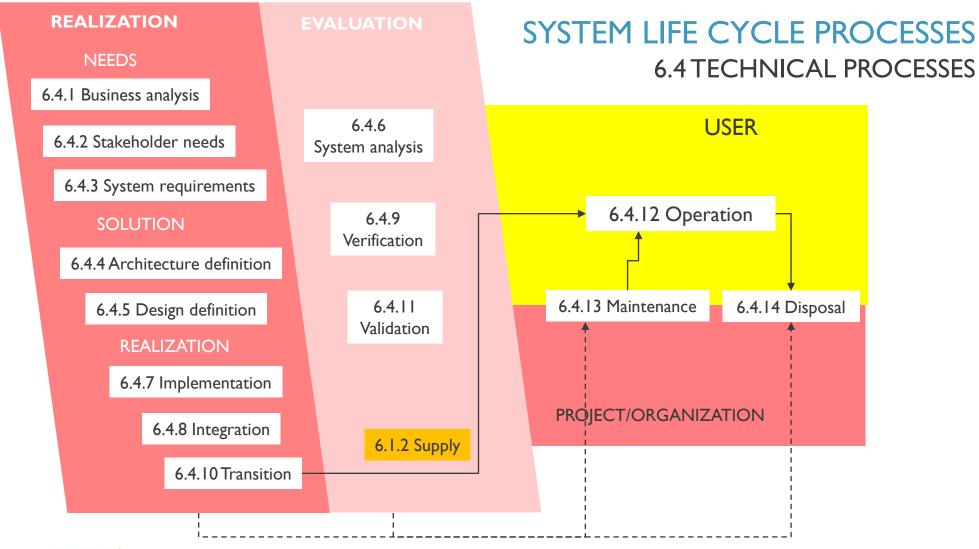


# 2. SYSTEM LIFE CYCLE PROCESSES PER ISO/IEC/IEEE 15288



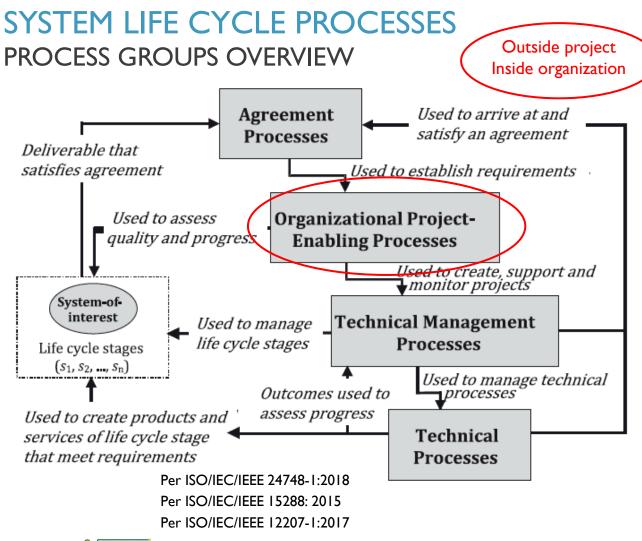


public









П

#### **System Life Cycle Processes** Agreement Technical

**Processes** Acquisition Process

(Clause 6.1.1)

Supply Process (Clause 6.1.2)

# **Processes**

Project Planning Process (Clause 6.3.1)

**Project Assessment and Control Process** (Clause 6.3.2)

**Organizational Project-Enabling** 

**Processes** Life Cycle Model Management Process (Clause 6.2.1)

Infrastructure Management Process (Clause 6.2.2)

Portfolio Management Process (Clause 6.2.3)

**Human Resource** Management Process (Clause 6.2.4)

Quality Management **Process** (Clause 6.2.5)

Knowledge Management Process (Clause 6.2.6)

# Management

**Decision Management** 

**Process** (Clause 6.3.3) Risk Management

> Process (Clause 6.3.4)

Configuration Management Process (Clause 6.3.5)

Information Management **Process** (Clause 6.3.6)

Measurement Process (Clause 6.3.7)

**Quality Assurance Process** (Clause 6.3.8)

#### **Technical Processes**

Business or Mission Analysis Process (Clause 6.4.1)

Stakeholder Needs & Requirements Definition Process (Clause 6.4.2)

System Requirements **Definition Process** (Clause 6.4.3)

Architecture Definition Process (Clause 6.4.4)

**Design Definition Process** (Clause 6.4.5)

System Analysis Process (Clause 6.4.6)

Implementation Process (Clause 6.4.7)

Integration Process (Clause 6.4.8)

Verification Process (Clause 6.4.9)

**Transition Process** (Clause 6.4.10)

Validation Process (Clause 6.4.11)

Operation Process (Clause 6.4.12)

Maintenance Process (Clause 6.4.13)

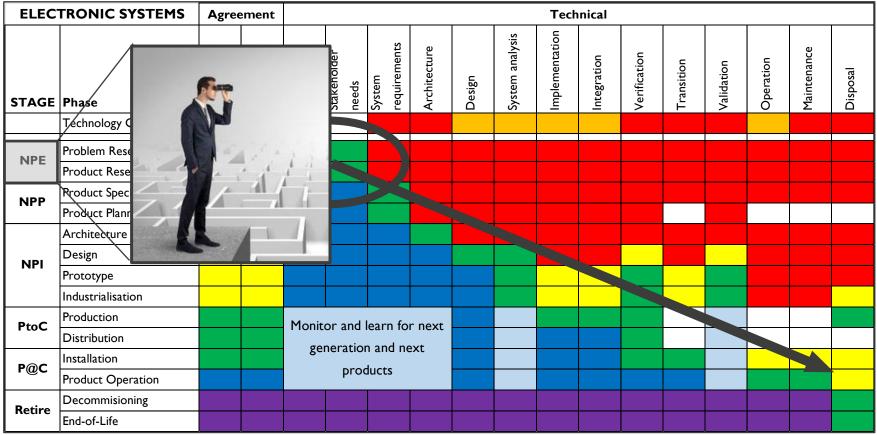
Disposal Process (Clause 6.4.14)



# 2. LIFE CYCLE STAGES & PROCESSES

# PLC STAGES VERSUS PLC PROCESSES (ISO/IEC/IEEE 15288: 2015)





12





#### WHAT TO EXPLORE?



# User/stakeholder related (desirability):

User/stakeholder's problem/need vs solution

# Product related (technical feasibility)

- Technology readiness, availability, accessibility
- Feasibility of (internal) product life cycle realization and support
- Supply chain readiness and (external) enabling system readiness
- Product Life Cycle concepts: risks, scenario's, resources and costs

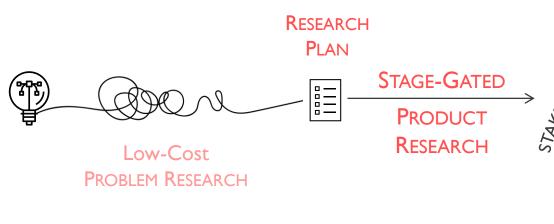
# Business related (viability)

- Company fit
- Market/competition/ecosystem/society/environment fit
- Business/revenue model

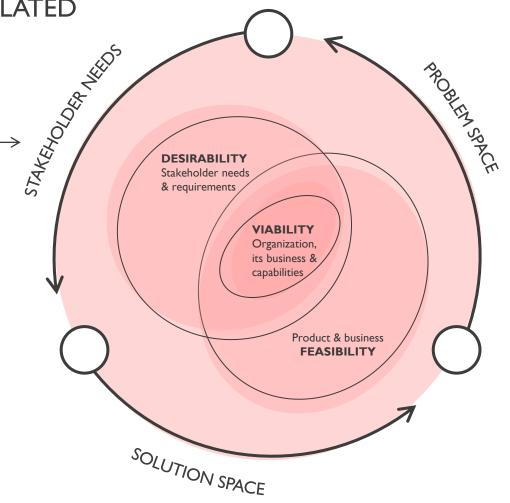




THE CHALLENGE: EVERYTHING IS INTERRELATED



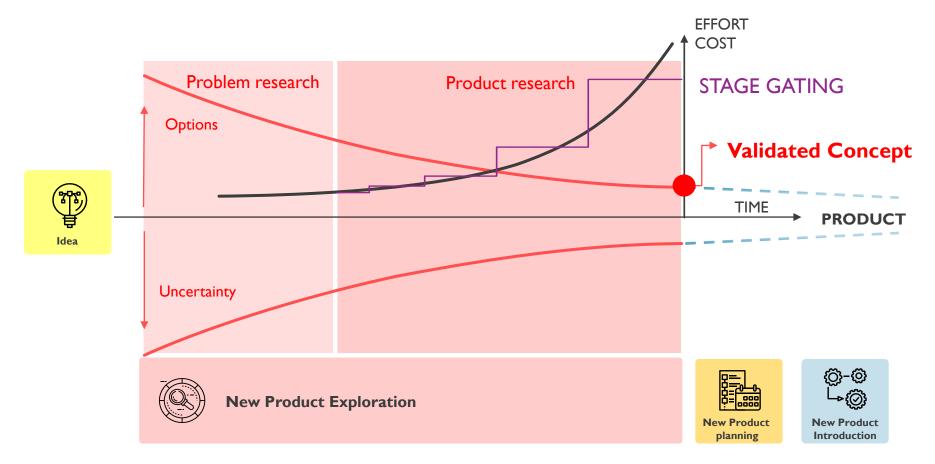
How to manage this Fuzzy Front End?







#### **FUNNELING THE OPTIONS**







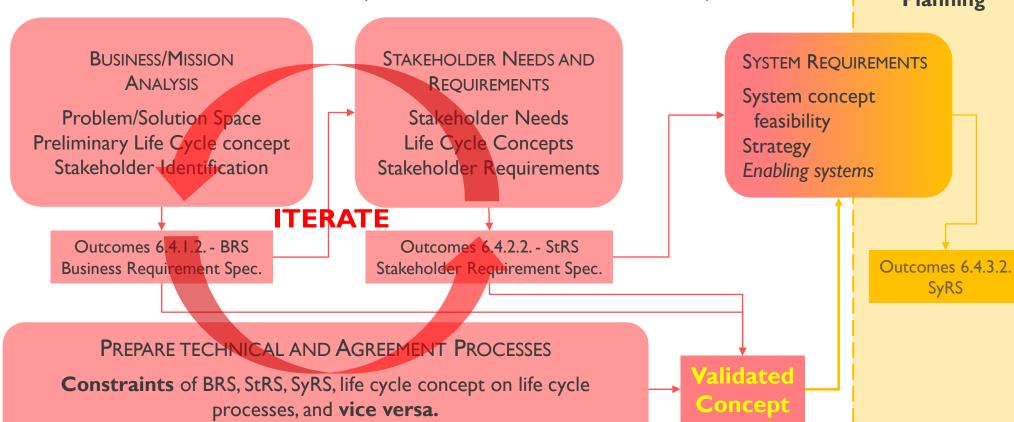


A SYSTEM ENGINEERING VIEW (INCOSE – ISO/IEC/IEEE 15288)

**Availability** of competence, capability, and enabling systems

New **Product Planning** 

**SyRS** 



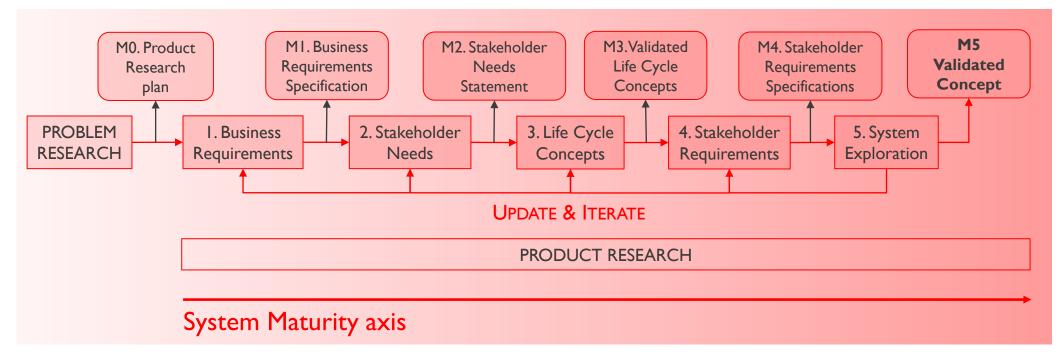
# 3. NEW PRODUCT EXPLORATION PROBLEM RESEARCH (PRE-STUDY)

- First low-cost assessment of all relevant topics: desk research et al.
- Identification of problem/need solution options
- First "filtering"
- Identification of items that require further exploration and validation.
- Obtain go for investment in further exploration: PRODUCT RESEARCH.





#### MILESTONE BASED STAGE GATING:



STAGE GATE DECISIONS:

continue phase - go to next phase - return to previous phase - hold - stop



# 4. BUSINESS/MISSION ANALYSIS WHAT IS ADDRESSED?

WHAT problem do we want to solve? What opportunity do we want to address?

→ Problem/Opportunity statement

#### Problem contexts:

- Internal problem/opportunity: ex. Industry 4.0 upgrade of in-house production.
- Customized solution for external customer: ex. ODM & EMS services, infrastructure project...
- Product or service to a market of customers: ex. product sales

#### Organization contexts:

- Mission/vision, strategic plan, Concept of Operation (ConOps), competences/capabilities...
- Constraints: competition, ecosystem, environment, society...

# 4. BUSINESS/MISSION ANALYSIS

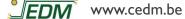
#### WHO: IDENTIFY STAKEHOLDERS

### WHO are the target customers/users? WHO are the stakeholders?

#### Identify stakeholders

- 1. System OEM organization: organization that engineers and markets the system.
- 2. System OEM **shareholders**: owners of the system OEM.
- 3. System OEM management: management of the system OEM.
- System OEM employees: employees of the system OEM.
- 5. System OEM **partners**: partners of the system OEM.
- 6. System OEM **suppliers**: product and service suppliers of the system OEM.
- 7. System **user**: uses/operates the system.
- 8. System **owner**: owns the system. This can be the customer or the system OEM organization itself operating in a XAAS-model.
- 9. System **customer**: buys the system provided by the system OEM organization.
- 10. System service customer: buys services from a service provider that uses the system to provide these services.
- **II. Society** and its representatives.
- 12. Environment and its representatives.
- 13. Others...





# 4. BUSINESS/MISSION ANALYSIS

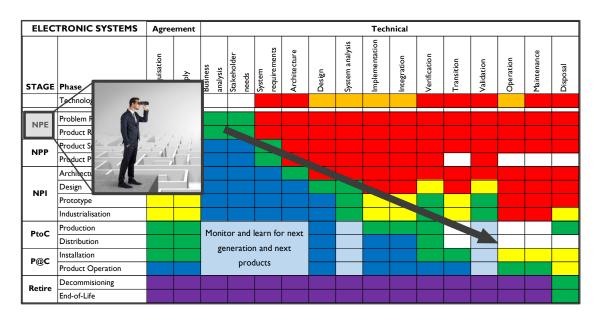
#### HOW: SOLUTION CHARACTERIZATION

# HOW will the problem be addressed? Solution candidates

#### LIFE CYCLE CONCEPTS

- Operational Concept (OpsCon)
- Development
- Supply chain, production, transition to user
- Operations, support & maintenance
- End-of-Life

CANDIDATE SOLUTION CLASSES





# 5. PRODUCT RESEARCH STAGE GATING THE COFFEE CASE – BUSINESS ANALYSIS

#### WHAT for WHO?

"Quality coffee with a value adding experience for the active professional in a work context."

Business/revenue models:

equipment sales (1), coffee & accessories sales (2), Coffee-As-A-Service (3), community membership...

HOW: Life Cycle concepts aligned with the type of business

- I. Equipment production, retail sales, after sales service...
- 2. Consumable sales orientation, active community, coffee promotion...
- 3. Service concept, 24/7 online user support, preventive maintenance...

•••



### THE COFFEE CASE: SOLUTION CLASSES













# PHASE I: BUSINESS REQUIREMENTS

# MILESTONE I: BUSINESS REQUIREMENTS SPECIFICATION (BRS):

Defines business framework, constraints, business & revenue models...

# BRS: Example

- Coffee machine production is and remains core business.
   High-end: in-house, limited capacity. Low-end: subcontracted, no capacity limits.
- Search for large(r) margin revenue besides machine sales. Target: 30% by 2030.
- After sales department to become service department.
- No buy/sales of coffee & accessories. Partnership is an option.
- •





#### PHASE 2: STAKEHOLDER NEEDS

The view of the stakeholders on what is needed MILESTONE 2: STAKEHOLDER NEEDS STATEMENT.

A need is something that is wanted or required.

"Quality coffee with a value adding experience for the active professional in a work context."

#### STAKEHOLDER NEEDS STATEMENT: example

- What is "quality" for the professional?
- What "experience" is expected by the professional? What are the constraints (time)?
- What "experience" is expected by management? What are their goals and constraints?
- What are acceptable operational scenarios in the work context?
- Drop "Vintage" solution class: not compatible with work context's time constraints.
- ...





#### PHASE 3: LIFE CYCLE CONCEPTS

#### MILESTONE 3: VALIDATED LIFE CYCLE CONCEPTS DEFINITION

# LIFE CYCLE CONCEPTS: example

- Explore & validate operational concepts:
  - Coffee bar concept (bar tender interviews)
  - 2. Self-service concept (Wizard of Oz testing of user experience)
- Supply, service, support, maintenance, (cost) management, etc., concepts
- Solution classes
  - 1. Coffee bar: Smart Barista
  - 2. Self-service: Clooney
- Alignment with BRS:Two markets acceptable? Priorities? ...



PHASE 4: STAKEHOLDER REQUIREMENTS

MILESTONE 4: STAKEHOLDER REQUIREMENTS SPECIFICATIONS (STRS)
A requirement is a statement that can be verified and validated.

# STAKEHOLDER REQUIREMENTS: example

- Quality: Fairtrade, premium brands.
- Constraints:

   FAIRTRADE
   max. cost/coffee, self-service max. order+brew time, min. four tastes...
- Safety: no glass or ceramic, closed coffee cups for take-away...
- Automatic ordering of supplies, tracking of servings and waste...







#### PHASE 5: SYSTEM EXPLORATION

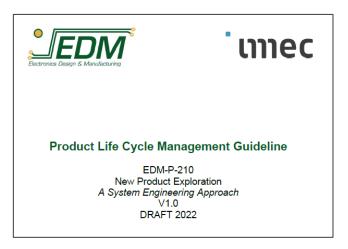
#### MILESTONE 5: VALIDATED CONCEPT

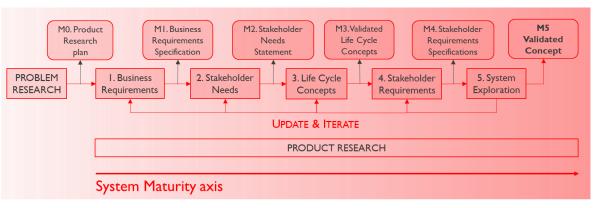
### SYSTEM CONCEPTS: example

- Explore feasibility of system concepts and prove the realizability.
  - Sensing systems availability and cost
  - User interface development competences
  - Software development capabilities
- Define preliminary System Requirements.
- Create a **Validated Concept dossier** describing the validated life cycle (M3), system and system element concepts, consistent with BRS (M1), Stakeholder needs (M2) and StRS (M4).
- Draft a preliminary development project plan.



#### NPE GUIDELINE





#### Table of Contents

The Product Life Cycle Management Guideline	
Acknowledgement	
1. Applicable Documents	
ISO/IEC Systems and Software Engineering – Lifecycle profiles for Very Sma	
2. Applicability of the PLCM Guideline EDM-P-210	
3. The Electronics Product Life Cycle: an overview	
3.1. Definitions	
3.2. Top-view on Product Innovation Stages	
3.3. New Product Exploration Stage in a nutshell	
4. Product Life Cycle Processes in the NPE stage	9
4.1. Alignment with ISO/IEC/IEEE System Engineering standards	9
4.2. Needs versus Requirements	10
4.3. Business/Mission Analysis per ISO/IEC/IEEE 15288	
4.4. Stakeholder Needs and Requirements per ISO/IEC/IEEE 15288	12
4.5. System Requirements Definition per ISO/IEC/IEEE 15288	13
4.6. Validation per ISO/IEC/IEEE 15288	14
4.7. Life cycle Process preparation	14
5. New Product Exploration stage gating	17
5.1. Project Management of the New Product Exploration stage	17
5.2. Problem Research phase	18
5.3. Product Research phase	
6. Exploration and validation techniques	20
6.1. Generic Low-Cost techniques	20
6.2. Modeling and simulation	
6.3. Problem Space exploration	
6.4. Solution Space characterization	
6.5. Stakeholder Needs and Requirements: Desirability	
6.6. Feasibility of the solution	
6.7. Viability	
7. Electronics in the NPE stage	
7.1. Electronics as exploration and validation tool	
7.2. Electronics as system element in the solution	
Use of System Engineering standards by SME	31
Appendix A: System Stakeholders	
A.1. List of typical stakeholders of system solutions	
A.2. Business Requirements	
A.3. Stakeholder Needs and Requirements	
A.4. Life Cycle concept	
A.5. System Life Cycle roles	
Appendix B: Product Research Stage gating	
B.1. Phase 1: Business Requirements	
B.2. Phase 2: Stakeholder Needs	
B.3. Phase 3: Life Cycle Concepts	
B.4. Phase 4: Stakeholder Requirements	
B.5. Phase 5: System Exploration	
Revisions	41





# THANK YOU



# embracing a better life



Geert.Willems@imec.be ++32-498-919464

