

SPECIAL NOTE: The design of this course is such that topics in "Managing Research" and "Managing Design" serve as potential topics for team research projects and presentations. Consequently, instructor notes are limited to an extremely brief overview.

MANAGING ENGINEERING RESEARCH AND DESIGN

DEFINITION OF TERMS

RESEARCH

**directed toward achievement and/or
application of knowledge**

DEVELOPMENT

**use of research results
to produce something**

DESIGN

creating a model of something new

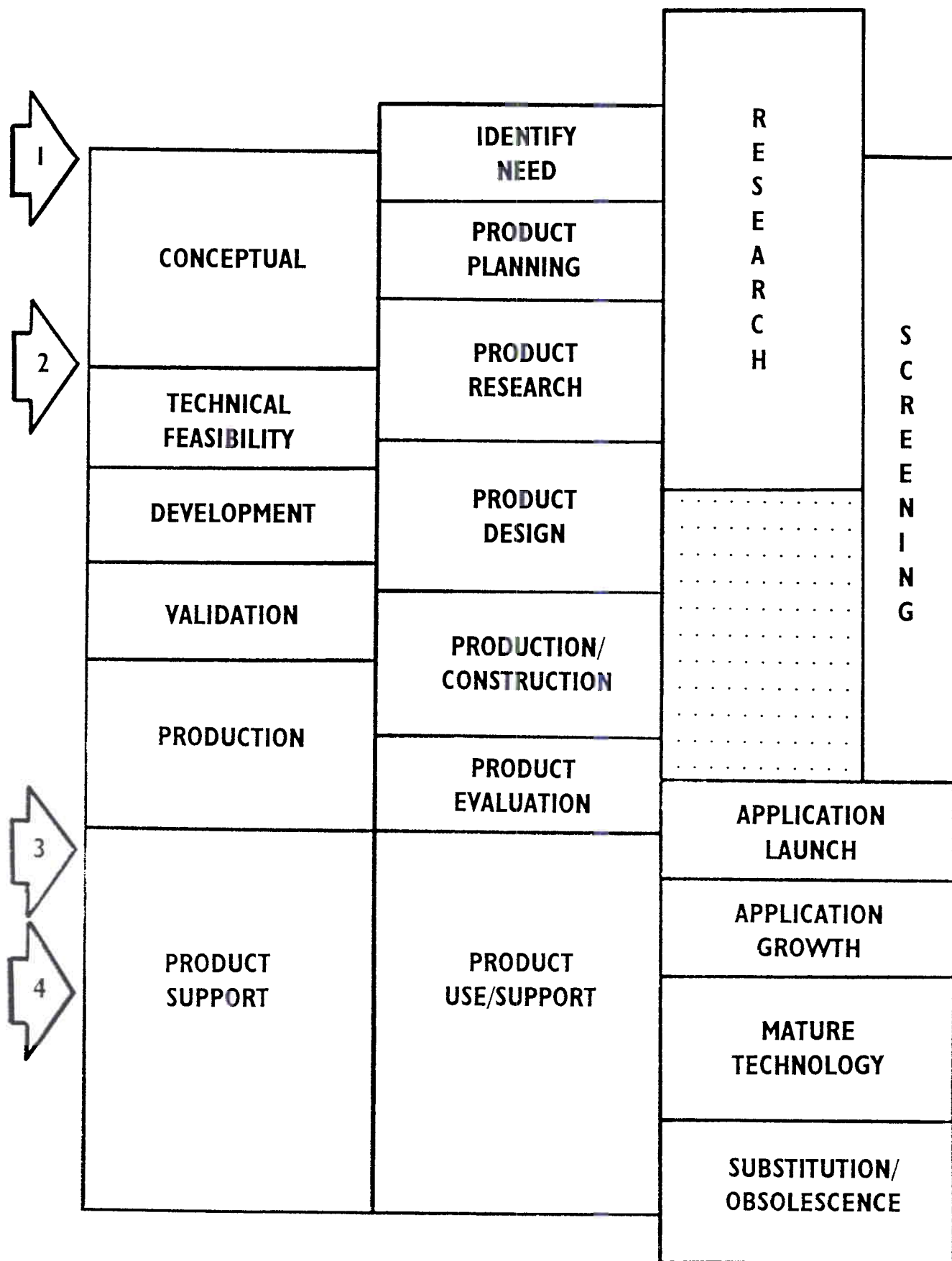
CYCLES AND PHASES

Product Life Cycle

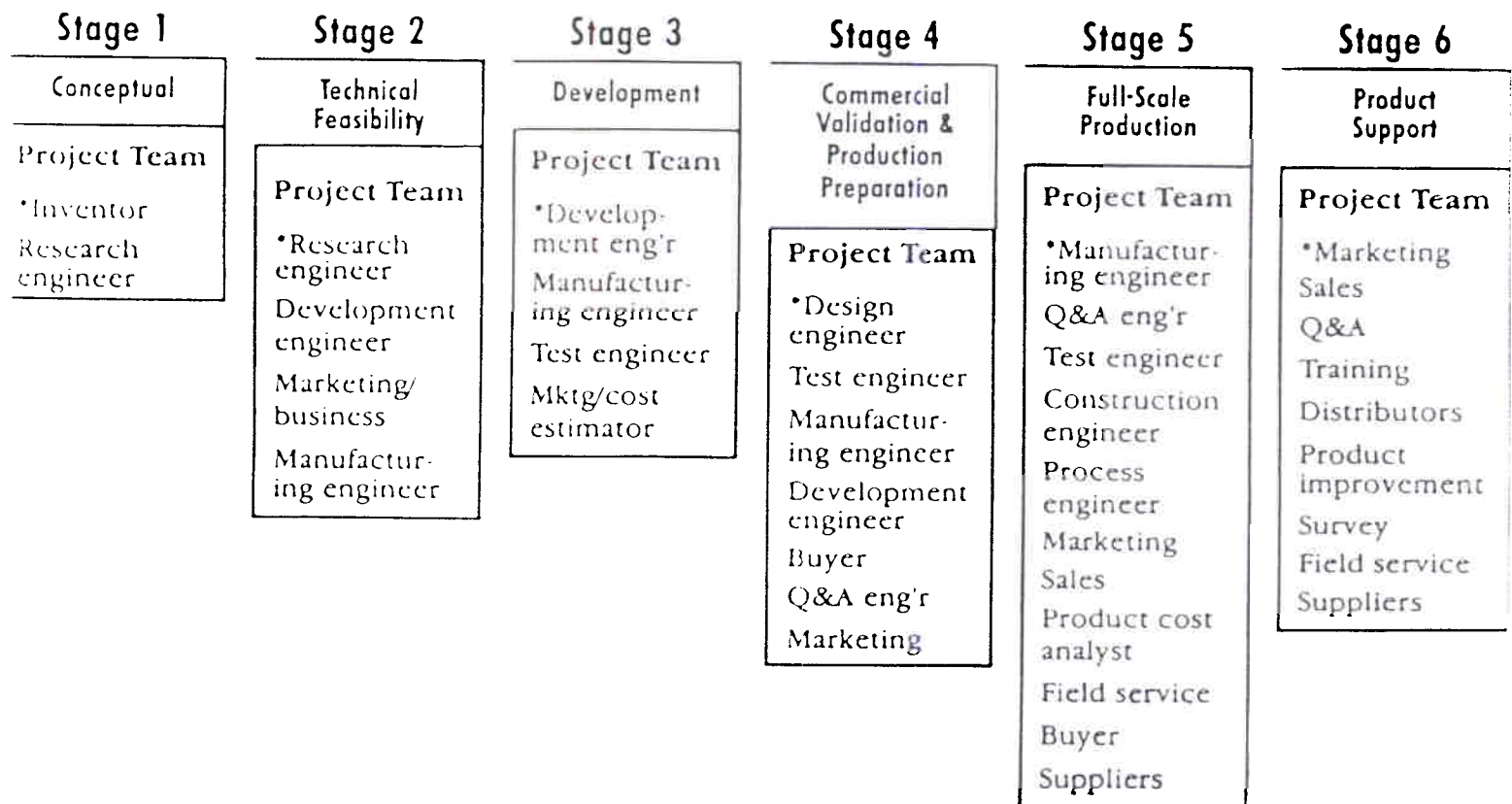
Technology Life Cycle

New Product Development Phases

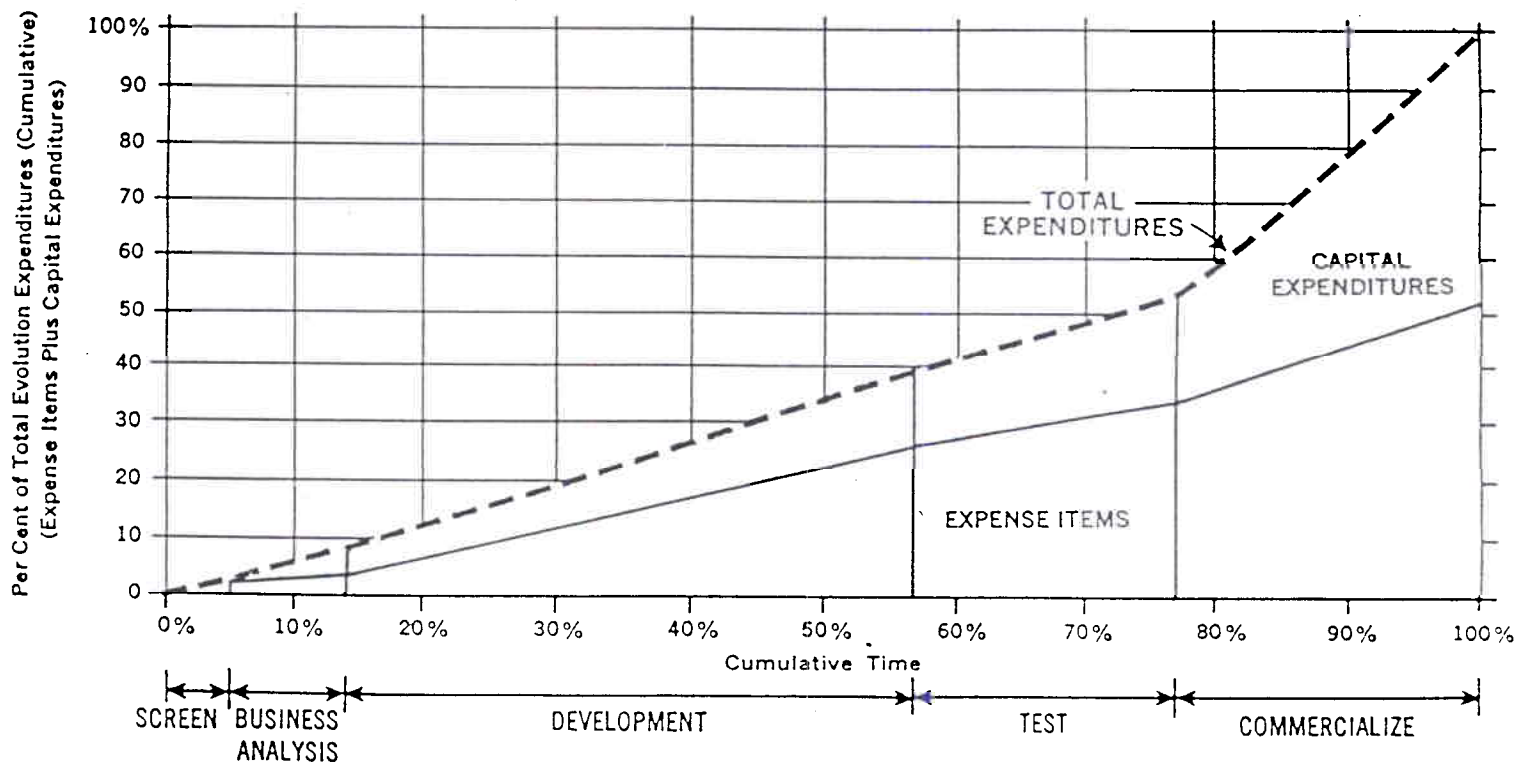
Systems Engineering Phases



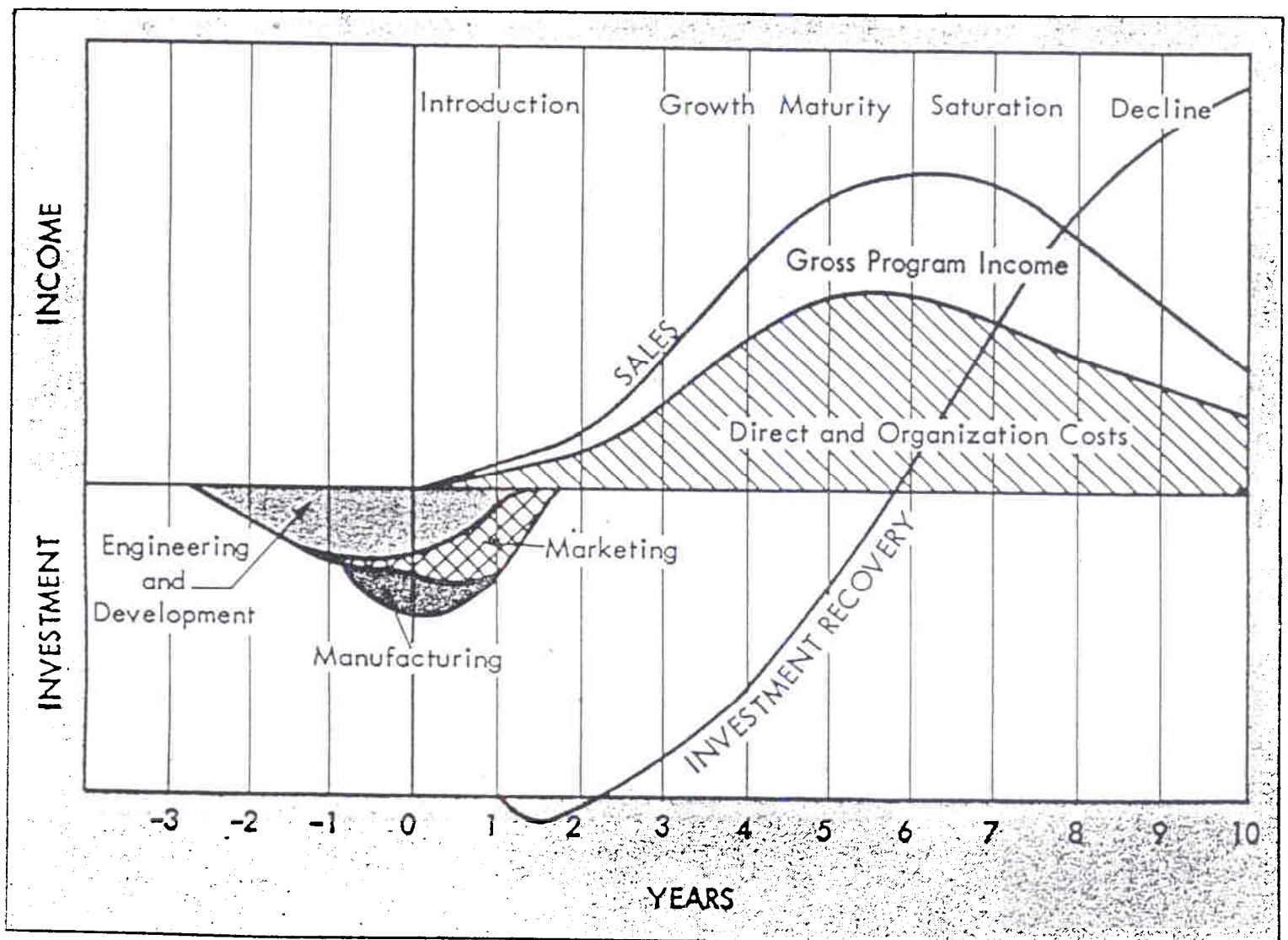
CONCURRENT or SIMULTANEOUS ENGINEERING (NSPE Phases)



PRODUCT DEVELOPMENT TIME and COST



PRODUCT DEVELOPMENT INVESTMENT RECOVERY



PROTECTION OF IDEAS

Patents

Utility, Design, Plant

Marks

Trade, Service, Certification, Collective

Copyrights

Trade Secrets

"THE ILITIES"

PART ONE

RELIABILITY

The probability that a system will demonstrate specified performance for a stated period of time when operated under specified conditions

MAINTAINABILITY

The probability that a failed system will be restored to specified performance within a stated period of time when maintained under specified conditions

AVAILABILITY

The probability that a system, when used under specified conditions, will operate satisfactorily at any point in time when called upon to do so

"THE ILITIES"

PART TWO

LIABILITY

Legal responsibility for all aspects of performance, most frequently with respect to safety

ERGONOMICS

Application of biological and engineering data to problems of relating people and machines

PRODUCIBILITY (DFM, DFA)

The extent to which the product can be produced, and produced as economically as possible

VALUE ANALYSIS

Assessment of product components for the purpose of decreasing life cycle costs