

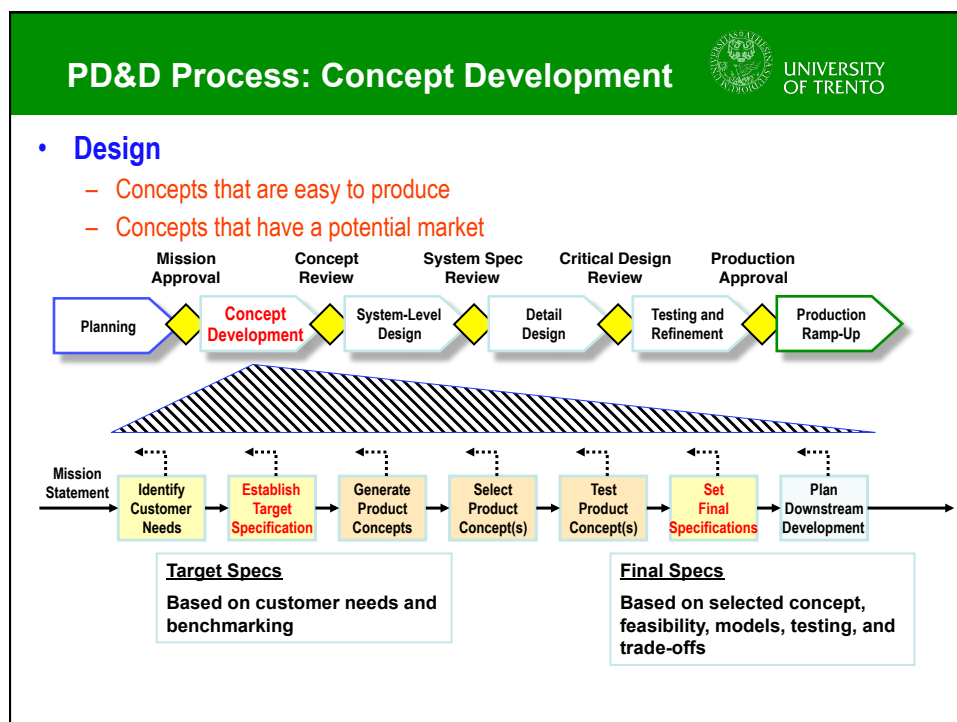
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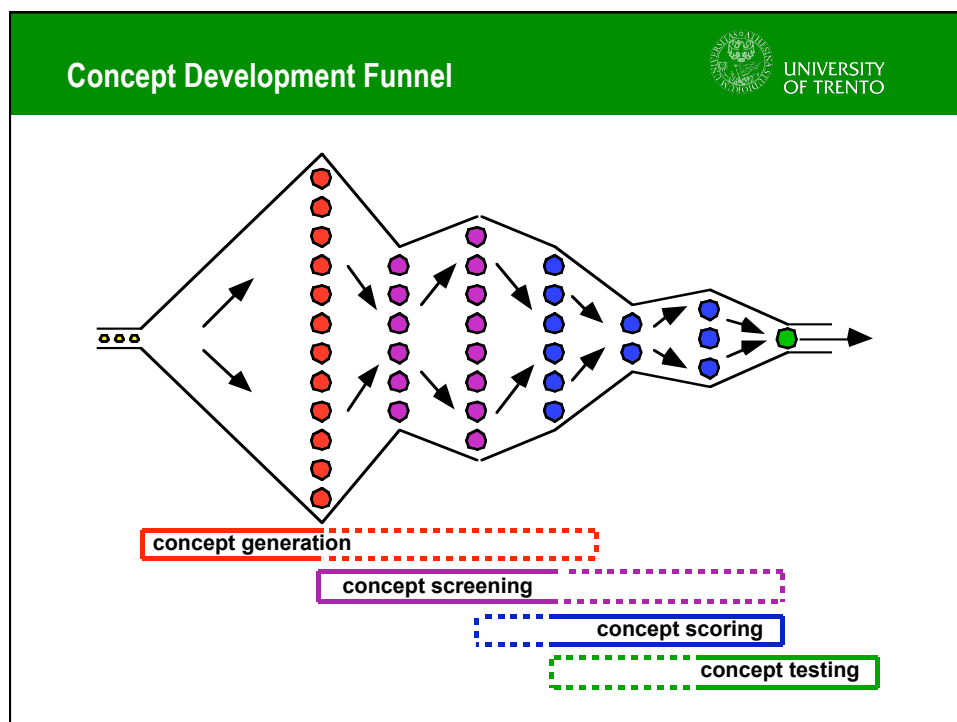
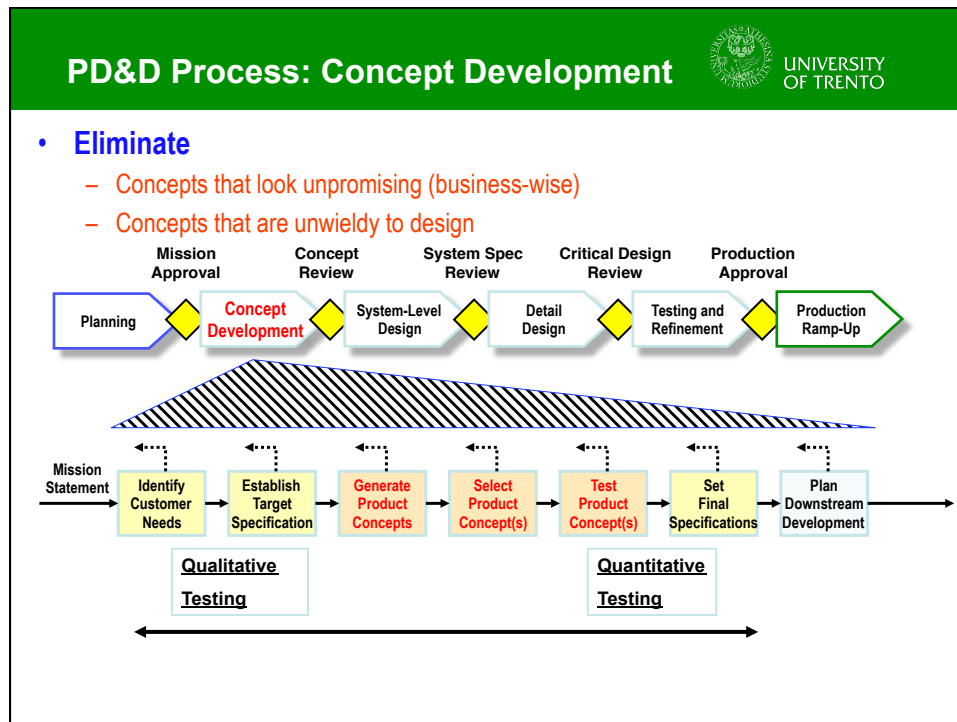
ICT Innovation – Spring 2018

MSc in Computer Science and MEng Telecom. Engineering
EIT Masters ITA, S&P, SDE
Management of Innovation

Lecture 07 – Concept Development – Selection and Testing

Prof. Fabio Massacci





Concept Selection Process



- **Prepare the Matrix**
 - Criteria
 - Reference Concept
 - Weightings
- **Rate Concepts**
 - Scale (+ – 0) or (1–5)
 - Compare to Reference Concept or Values
- **Rank Concepts**
 - Sum Weighted Scores
- **Combine and Improve**
 - Remove Bad Features
 - Combine Good Qualities
- **Select Best Concept**
 - May Be More than One
 - Beware of Average Concepts
- **Reflect on the Process**
 - Continuous Improvement

Concept Selection Example:



Example: Concept Screening



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SELECTION CRITERIA	CONCEPT VARIANTS							
	A	B	C	D	E	F	G	REF.
Ease of Handling	0	0	–	0	0	–	–	0
Ease of Use	0	–	–	0	0	+	0	0
Number Readability	0	0	+	0	+	0	+	0
Dose Metering	+	+	+	+	+	0	+	0
Load Handling	0	0	0	0	0	+	0	0
Manufacturing Ease	+	–	–	0	0	–	0	0
Portability	+	+	–	–	0	–	–	0
PLUSES	3	2	2	1	2	2	2	
SAMES	4	3	1	5	5	2	3	
MINUSES	0	2	4	1	0	3	2	
NET	3	0	–2	0	2	–1	0	
RANK	1	3	7	5	2	6	4	
CONTINUE?	Yes	Yes	No	No	Yes	No	Yes	

Example: Concept Scoring



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		Concepts							
		A (reference)		DF		E		G+	
		Master Cylinder		Lever Stop		Swash Ring		Dial Screw+	
Selection Criteria	Weight	Rating	Weighted Score	Rating	Weighted Score	Rating	Weighted Score	Rating	Weighted Score
Ease of Handling	5%	3	0.15	3	0.15	4	0.2	4	0.2
Ease of Use	15%	3	0.45	4	0.6	4	0.6	3	0.45
Readability of Settings	10%	2	0.2	3	0.3	5	0.5	5	0.5
Dose Metering Accuracy	25%	3	0.75	3	0.75	2	0.5	3	0.75
Durability	15%	2	0.3	5	0.75	4	0.6	3	0.45
Ease of Manufacture	20%	3	0.6	3	0.6	2	0.4	2	0.4
Portability	10%	3	0.3	3	0.3	3	0.3	3	0.3
Total Score		2.75		3.45		3.10		3.05	
Rank		4		1		2		3	
Continue?		No		Develop		No		No	


Concept Selection Exercise: Mechanical Pencils




Mechanical Pencils: Customer Needs – Students Evaluation in Class



- **Easy to grip for writing - 3**
 - Comfortable in handling
- **Lightweight - 5**
- **Easy to change - 2**
- **Eraser on the back – 1 (low quality)**
- **Looks beautiful – 2-4 (man-woman difference)**
- **Different colors – Important but hard to rate**
- **Cheap - 5**
- **Button on top or side for the point?**
 - (lead you don't have to change but you consume it)
- **Clip – 4**
- **Easy to operate after dropping - 3**

Mechanical Pencils: Customer Needs – Students Evaluation in Class	 UNIVERSITY OF TRENTO
<ul style="list-style-type: none"> • Easy to grip for writing - 3 <ul style="list-style-type: none"> – Comfortable in handling • Lightweight - 5 • Easy to change - 2 • Eraser on the back – 1 (low quality) • Looks beautiful – 2-4 (man-woman difference) • Different colors – Important but hard to rate • Cheap - 5 • Button on top or side for the point? <ul style="list-style-type: none"> – (lead you don't have to change but you consume it) • Clip – 4 • Easy to operate after dropping - 3 	

Pen Criteria	 UNIVERSITY OF TRENTO
<ul style="list-style-type: none"> • Smoothness of writing --- 7 • Ink or gel • Easy of handling 8 • Fashionable – Instills pride - 2 • Writing thickness - 11 • Clickable - 1 • Long lasting • Robustness, Durability 7 • Weight – 3 • Angle of writing • Level of ink visible • Ease of manufacturing -> implies cost (usually) 	

Pens for writing



	InkJoy	SoftFeel	Pilot G-2
Smoothness of writing	+6, +	+5, -7 -	+8, -6 +
Easy to Use	+1, -8 -	+12, -1 +	+12, -1 +
Robust/Durable	+6, -3 +	+8, -12 -	+14, +
Ease of Manufacturing	+16, +	+8, +	-17 -

PLUS	3	2	3
SAME			
MINUS	1	2	1
NET	2	0	0
RANK	1	2	1

Pens for writing (2017)



	InkJoy	QConnect	SoftFeel	Pilot G-2	Pilot P
<i>Smoothness of writing</i>	+++++	---	-	+++++	-
<i>Easy to Use</i>	+++	----	++++	+++++	-
<i>Robust/Durable</i>	-+++	----	+++	++++	+
<i>Ease of Manufacturing</i>	++-	+++++	---	----	-

PLUS	12	5	7	14	1
SAME					
MINUS	3	6	4	5	2
NET	+9	-1	+3	+9	-1
RANK					

Pens for writing (2017)



	InkJoy	Lion	Pilot G-2
Smoothness of writing	+6, +	+5, -7 -	+8, -6 +
Easy to Use	+1, -8 -	+12, -1 +	+12, -1 +
Robust/Durable	+6, -3 +	+8, -12 -	+14, +
Ease of Manufacturing	+16, +	+8, +	-17 -

PLUS	3	2	3
SAME			
MINUS	1	2	1
NET	2	0	0
RANK	1	2	1

Remember...



- The goal of concept selection is not to
 - Select the best concept.
- The goal of concept selection is to
 - Develop the best concept.
- So remember to combine and refine the concepts to develop better ones!
- But beware of the best "average" product.
 - Perform concept selection for each different customer group and compare results.
 - Check sensitivity of selection to relative weightings and ratings

Usage Model is key for concept selection



- **Recall VHS vs Betamax main issue**
 - Betamax and VHS essentially based on similar technology
 - There is margin for improvement. Which feature to select?
- **Betamax intended usage → live videocamera recording**
 - **Small size is best**
 - you don't want to carry out heavy and unwieldy cameras
 - **Duration not so important**
 - you are not going to continuously record live stuff, can change easily tape
- **VHS intended usage → unattended TV recording**
 - **Long duration is best**
 - you don't want to go back home or wake up in middle of night to change tape
 - **Size immaterial**
 - recorder is laying together with TV set which is likely much bulkier
- **"Average" concept utterly useless**

Concept Testing is Used for Several Purposes



- **Ok, you selected a concept, how do you test it?**
 - Ask the customers!
- **What market to be in?**
 - Benchmarking
 - Forecasting demand
- **Which feature exactly?**
 - Selecting among alternative concepts
 - Confirming concept selection decision
 - Soliciting improvement ideas
- **Ready to launch?**
 - Go/no-go decisions

Concept Testing Process




- **Define the test**
 - Define the purpose of the test
 - Choose a survey population
 - Choose a survey format
- **Execute test**
 - Communicate the concept
 - Measure customer response
- **Interpret the results**
 - Reflect on the results and the process

emPower Electric Scooter




- **Purpose of concept test:**
 - What market to be in?
- **Sample population:**
 - College students who live 1-3 miles from campus
 - Factory transportation
- **Survey format:**
 - Face-to-face interviews




Communicating the Concept

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- **Verbal description**
- **Sketch**
- **Photograph or rendering**
- **Storyboard**
- **Video**
- **Simulation**
- **Interactive multimedia**
- **Physical appearance model**
- **Working prototype**

Verbal Description

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- **What it is**
 - The product is a lightweight electric scooter that can be easily folded and taken with you inside a building or on public transportation.
- **How it works**
 - The scooter weighs about 25 pounds. It travels at speeds of up to 15 miles per hour and can go about 12 miles on a single charge.
- **Key feature**
 - The scooter can be recharged in about two hours from a standard electric outlet.
- **Key benefit**
 - The scooter is easy to ride and has simple controls — just an accelerator button and a brake.

Various Presentational Formats



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Sketch



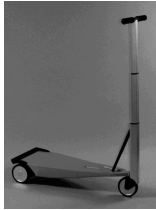
Rendering




Storyboard



3D CAD Model




Appearance Model




Working Prototype


Survey Format


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- **PART 1, Qualification**
 - How far do you live from campus?
 - <If not 1-3 miles, thank the customer and end interview.>
 - How do you currently get to campus from home?
 - How do you currently get around campus?
- **PART 2, Product Description**
 - <Present the concept description.>
- **PART 3, Purchase Intent**
 - If the product were priced according to your expectations, how likely would you be to purchase the scooter within the next year?




I would definitely not purchase the scooter.



I would probably not purchase the scooter.




I might or might not purchase the scooter.



I would probably purchase the scooter.

↑

“second box”



I would definitely purchase the scooter.

↑

“top box”

Survey Format



- **PART 4, Comments**
 - What would you expect the price of the scooter to be?
 - Price point!
 - What concerns do you have about the product concept?
 - Can you make any suggestions for improving the product concept?
- **Thank you.**

Interpreting the Results: Forecasting Sales



- $Q = N \times A \times P$
 - Q = sales (annual)
 - N = Potential number of (annual) purchases
 - A = awareness x availability (fractions)
 - P = probability of purchase (surveyed)
 - C = Conversion Rate “will buy” to “actually buy”
 - F = Fraction of people who answered
- $$= C_{def} \times F_{definitely} + C_{prob} \times F_{probably}$$
- ↑
 “top box”

↑
 “second box”

Forecasting Example:

• **Campus**

- N = off-campus grad students (200,000)
- A = 0.2 (realistic) to 0.8 (every bike shop)
- $P = 0.4 \times \text{top-box} + 0.2 \times \text{second-box}$
- $Q = 200,000 \times 0.2 \times [0.4 \times 0.3 + 0.2 \times 0.2]$

• **Total sales: 6400 units/yr**• **Price point: \$795**• **Factories**

- N = current bicycle and scooter sales to factories (150,000)
- A = 0.25 (single distributor's share)
- $P = 0.4 \times \text{top-box} + 0.2 \times \text{second-box}$
- $Q = 150,000 \times 0.25 \times [0.4 \times 0.3 + 0.2 \times 0.2]$

• **Total sales: 6000 units/yr**• **Price point: \$1500**

emPower's Market Decision: Factory Transportation



You also have to sell it and to make it...

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<ul style="list-style-type: none"> • Starting Point <ul style="list-style-type: none"> – Total sales: 6400 units/yr – Price point: \$795 • Price Bites <ul style="list-style-type: none"> – 40-50% off Resellers <ul style="list-style-type: none"> • Before final price – 50% off Distributor <ul style="list-style-type: none"> • Before retailers • 25% off before final price • Production Costs <ul style="list-style-type: none"> – Margin: 	<ul style="list-style-type: none"> • Starting Point <ul style="list-style-type: none"> – Total sales: 6000 units/yr – Price point: \$1500 • Price Bites <ul style="list-style-type: none"> – 35-45% off Distributors <ul style="list-style-type: none"> • before final price • Production Costs <ul style="list-style-type: none"> – Margin:
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Textbook

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Product Design and Development
 Karl T. Ulrich and Steven D. Eppinger
 5th edition, Irwin McGraw-Hill, 2012

1. Introduction
2. Development Processes and Organizations
3. Opportunity Identification
4. Product Planning
5. Identifying Customer Needs
6. Product Specifications
7. **Concept Generation**
8. **Concept Selection**
9. **Concept Testing**
10. Product Architecture
11. Industrial Design
12. Design for Environment
13. Design for Manufacturing
14. Prototyping
15. Robust Design
16. Patents and Intellectual Property
17. Product Development Economics
18. Managing Projects

