LIUC – Università Cattaneo

VALUE ENGINEERING

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Systematic application of known techniques for:

- identifying the functions of a product or service
- assigning an economic value to the functions
- ensuring the required functions at the lowest possible total cost

Society of American Value Engineers

*** VALUE ENGINEERING AND ANALYSIS**

VALUE ENGINEER-ING

creative discipline and organized for the optimization of the value of a product **under development**

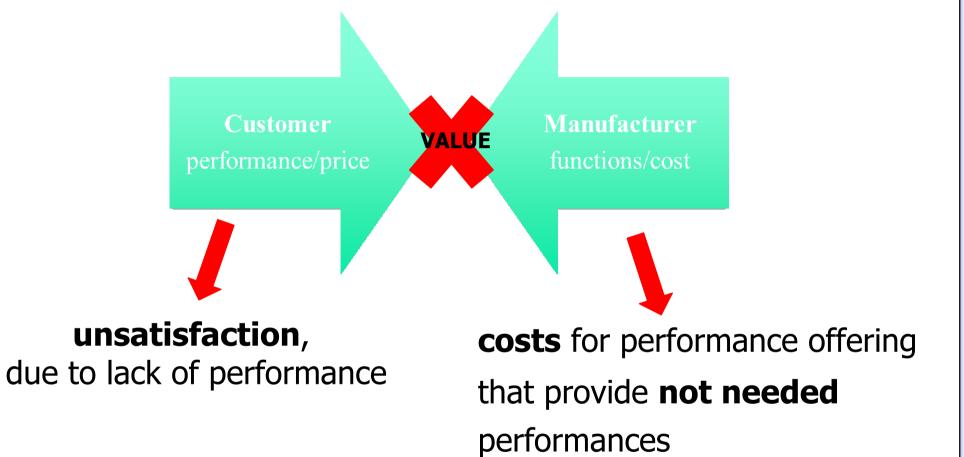
VALUE ANALYSIS

creative discipline and organized for the increase in the value of a product already developed

The idea is developed in 40s by Lawrence D. Miles (*Techniques of Value Analysis and Engineering*, McGraw Hill, 1961), manager at General Electric, immediately recognized by U.S *Navy Bureau of Ships* in 1954.

From that moment the development was not confined to the manufacturing industry

***VALUE ENGINEERING** Customer Manufacturer **VALUE** performance/price functions/cost



The analysis starting point consists in playing the role of the **customer** that, when buying a product, asks himself:

Which functions am I buying?
Which functions di I really wish or need?
Is there an existing products satisfying
these carachteristics at a lower price?

The **manufacturer**, in order to effectively set the new product design, should ask himself:

What is it? (product description)
What does it do? (function identification)
How much doeas it cost? (give costs to functions)
Is it possible providing the same functions with another product? (creative process)
How much would it cost? (value research)

* WORKPLAN

- Setting of the study
- Info and documents collection
- Functions and costs analysis
- Search for alternatives (creative phase)
 - Alternatives evaluation
- Detailed presentation of alternatives
 - Implementation of the project

*** SETTING OF THE STUDY**

Choice of the scope

Project selection

Priority definition

Objective definition

Workgroups setting

Resource planning

*** INFO AND DOCUMENTS COLLECTION**

Needs, performance requirements and customer opinions

Design evolution

Production means

Regulations and laws

Control/test criteria

Management control

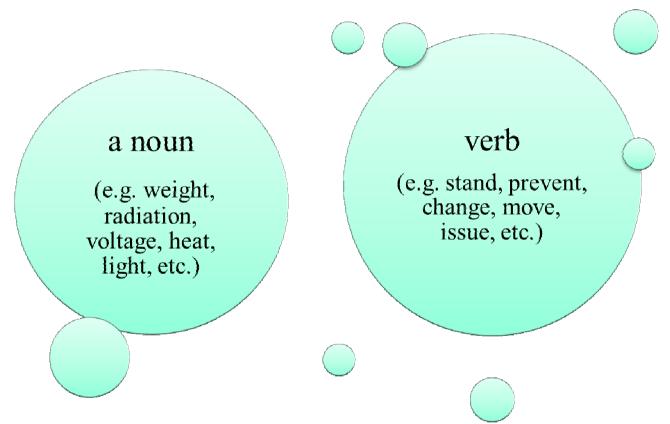
The function is what makes a product (service) for use / sell

Determination of the **relationships** between features and cost

Function classification

Identification of the functions **performed** by the product **desired** by the client

FUNCTIONS IDENTIFICATION



NOTE: The number of words used to describe the function is inversely proportional to the understanding of the concept that expresses

FUNCTION CLASSIFICATION

PRINCIPA

• performs specifically for the primary purpose of the product or service

SECONDA RY • fulfills a complementary need

OBLIGED

•responds to an OBLIGED technical constraint or responds to a regulatory imposed constraint

FUNCTION CLASSIFICATION

Each object can perform several functions, the classification between primary and secondary may depend on your point of view.

The same functions can be performed by multiple objects.

FUNCTION CLASSIFICATION

Component	Function	Principal	Secondary	Obliged
Pencil	Draw signs	X		
Rubber	Delate signs		X	
Bushing Body	Hold the rubbe Improve the a Allow the grip transmit force Contain the leading of the contain the leading of th	ppearance and	X X	X X
Paint	Protect wood Improve the a	ppearance	X X	
Lead	Draw signs	x		

FUNCTION CLASSIFICATION COSTS/FUNCTIONS MATRIX (costs expressed in € cent.)

Component Draw Delete Hold Impr. Grip & Give Cont. Protect segns segns rubber aspect force info lead wood

Rubber 43

Bushing 15 10 Body 47 9

Body 47 9 38 Paind 5

Lead 120

Pencil 120 43 15 15 47 9 38 5

Total 292

FUNCTION CLASSIFICATION COSTS/FUNCTIONS MATRIX (costs expressed in % of costs)

Component	Draw segns			Impr. aspect	•			Protec wood	t
Rubber Bushing Body Paint Lead	100	100	60	40 50	50)	10	40	50
Pencil	42	15	6	5 (6 16	5	3	13	2

THE CAUSES OF COSTS NOT REQUIRED TO LEAD THE VALUE DECREASE:

Lack of information

Lack of ideas

Lack of time

Erroneous beliefs

Habits and attitudes

Changes in customer requests

Lack of communication and coordination

Specifications and Standards not updated

* SEARCH FOR ALTERNATIVES (CREATIVE PHASE)

Concepts and alternatives that did not necessarily rely on acquired knowledge or previous experience are formulated. The research is conducted in groups. Among the tools to use, **BRAINSTORMING** is founded on:

Freedom from psychological conditioning

Overcoming habits and mental obstacles that block the creative process

Look for the quantity before quality

Prohibition of criticism

Exploitation of other people's ideas as a starting point for further proposals

*** ALTERNATIVE EVALUATION**

Elimination of nonsense ideas



Unification and synthesis of similar ideas



Choosing the best solutions, their evaluation and comparison on the advantages and disadvantages, feasibility

*** ALTERNATIVE EVALUATION**

FEASIBLE ALTERNATIVES IN THE SHORT TERM

(to be discussed soon): lack of substantial changes to the current project

FEASIBLE ALTERNATIVES FOR THE

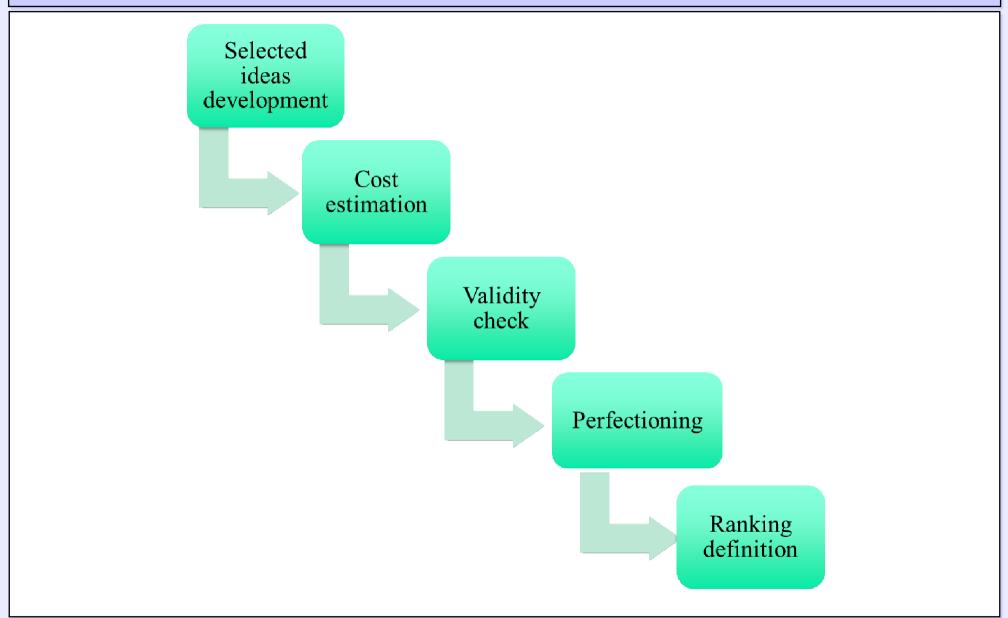
MEDIUM TERM: need for substantial changes to the current project

ALTERNATIVES CONSIDERED VALID FOR

THE FUTURE (To be taken from the documentation): The need for comprehensive review of the project

ALTERNATIVES CONSIDERED UNFEASIBLE

***ALTERNATIVE EVALUTION**



*** DETAILED PRESENTATION OF ALTERNATIVES**

Illustrate the "before" and "after"

Evaluate the advantages and disadvantages

Propose the final choice

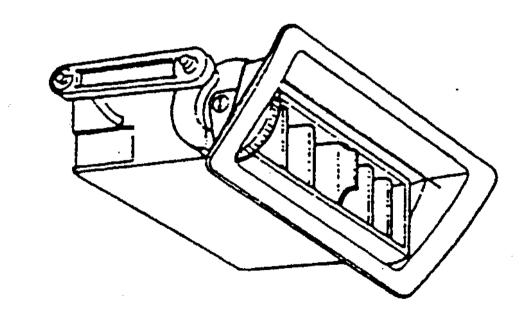
Require approval

Program implementation

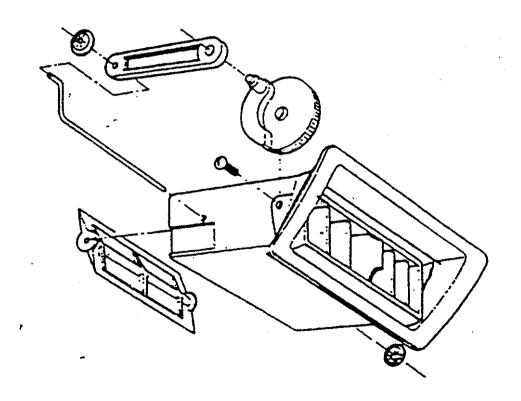
Propose a responsible

INTAKE AIR FLOW FOR AIR CONDITIONING OR HEATING

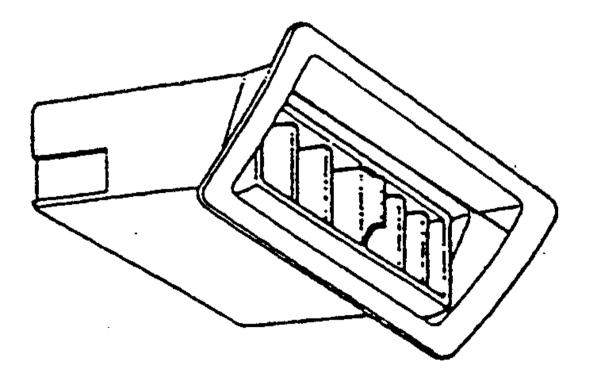
Original design



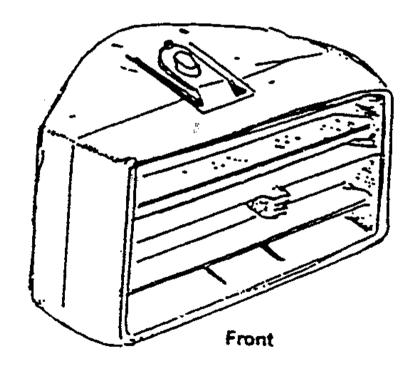
Explosed original design



New design



New model (front view)



New model (rear view)

