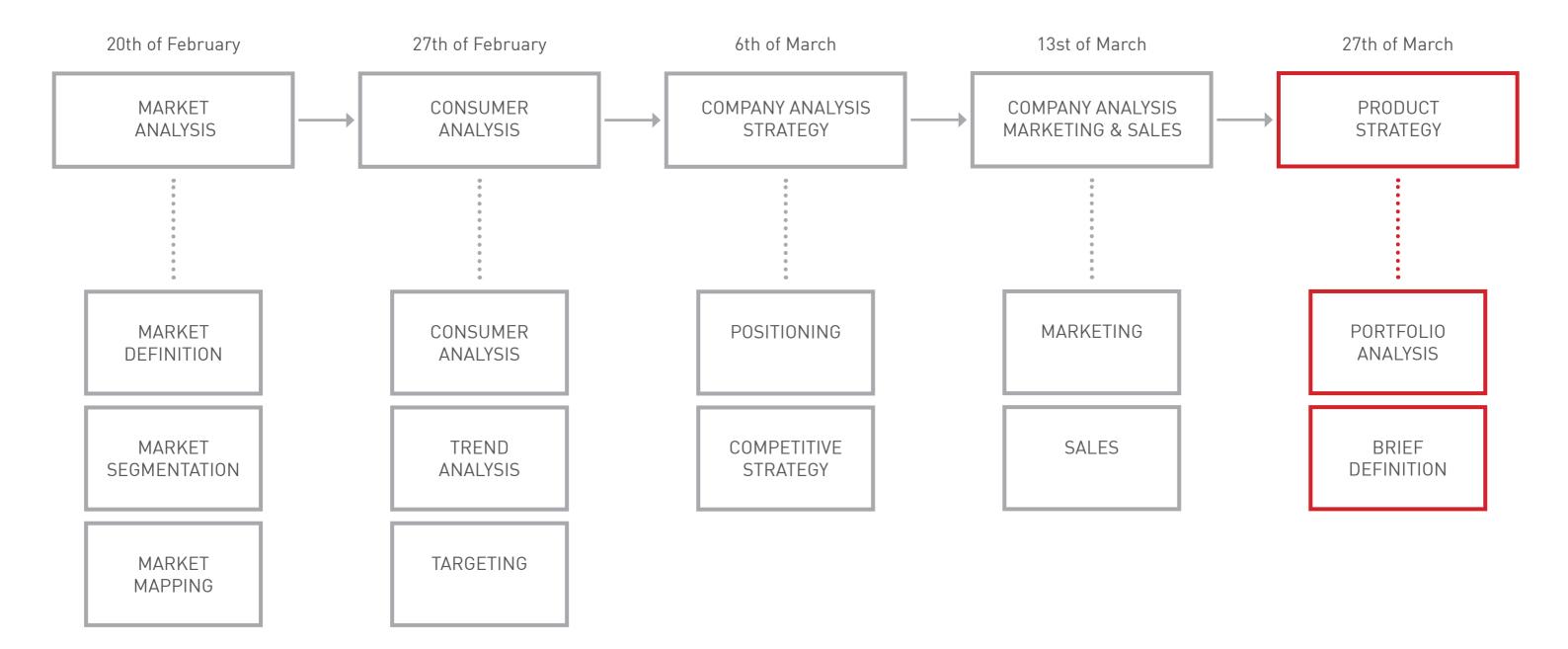
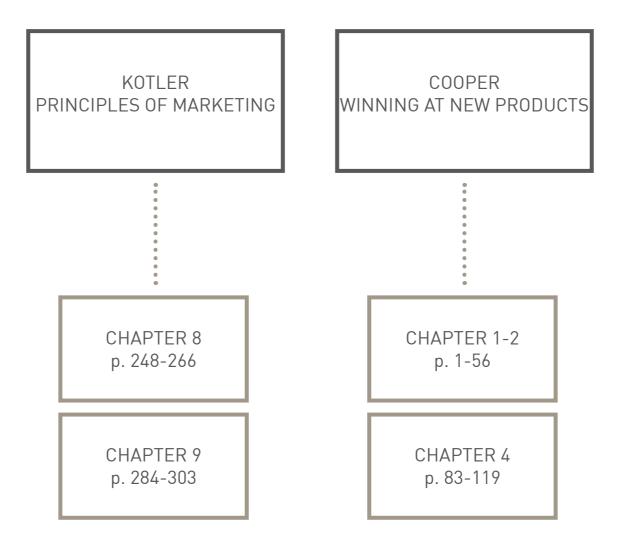
# CORSO DI LAUREA MAGISTRALE IN ECONOMIA AZIENDALE E MANAGEMENT

**DESIGN MANAGEMENT** 

Lesson 5 - Part 1





1. YOU DO NOT DESIGN PRODUCTS IN A VACUUM.

2. YOU DESIGN AROUND PEOPLE'S NEEDS.

3. MAKE SURE YOU UNDERSTAND COMPANY POSITIONING AND STRATEGY.

4. MAKE SURE YOU KNOW WHERE AND HOW TO SELL AND DISTRIBUTE YOUR PRODUCTS.

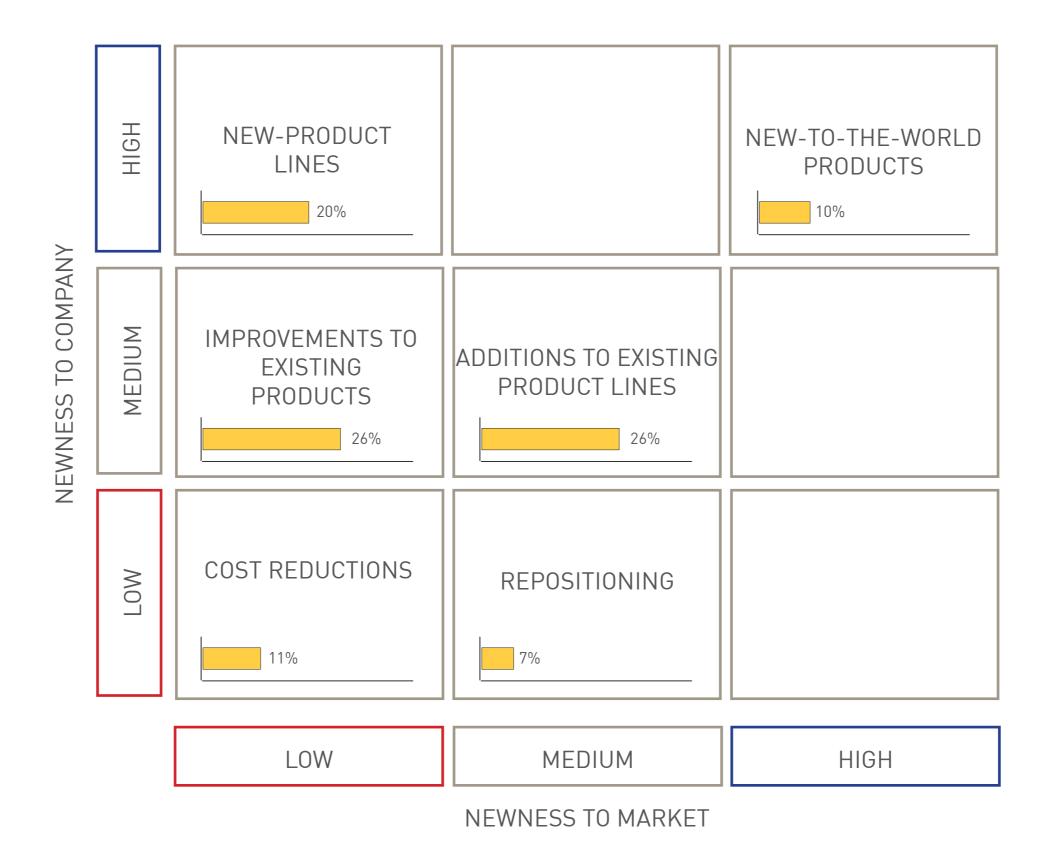
5. MAKE SURE YOU UNDERSTAND THE ROLE PLAYED BY YOUR PRODUCT IN THE COMPANY PORTFOLIO AND THAT IT IS SUPPORTED BY INVESTMENT.

#### BREAKDOWN OF DEVELOPMENT PORTOFLIOS BY PROJECT TYPE - THEN AND NOW

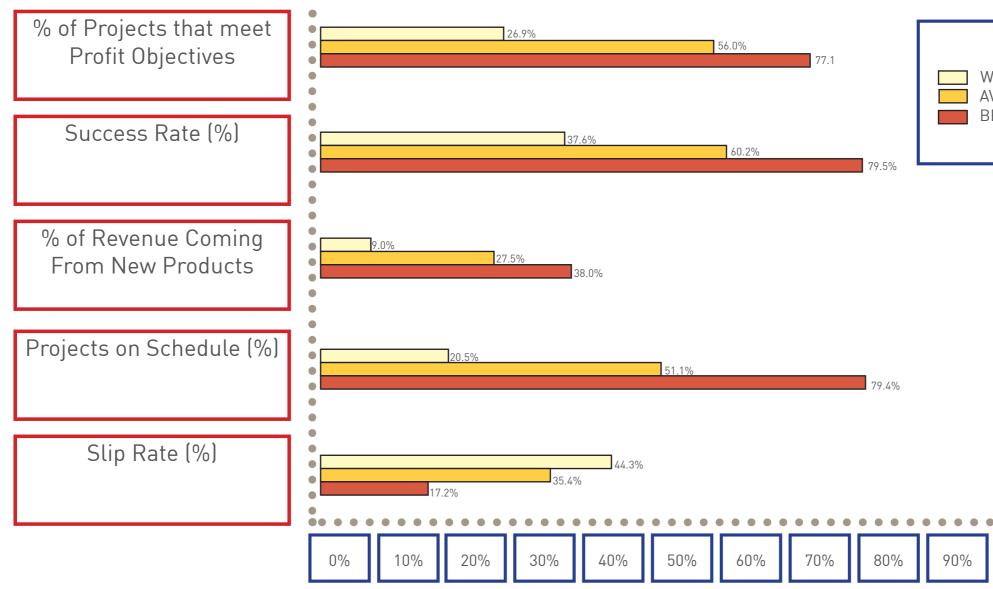
## % OF PROJECTS IN THE AVERAGE DEVELOPMENT PORTFOLIO

DEVELOPMENT PROJECT TYPE	1990s	2000s
New-to-world, new-to- market innovations	20,4%	11,5%
New-product lines to the company	38,8%	27,1%
Additions to existing product line in company	20,4%	24,7%
Improvements & modifications to existing company products	20,4%	36,7%
Total	100,0%	100,0%

#### TYPES OF NEW PRODUCTS ON TWO DIMENSIONS -NEW TO THE COMPANY AND NEW TO THE MARKET



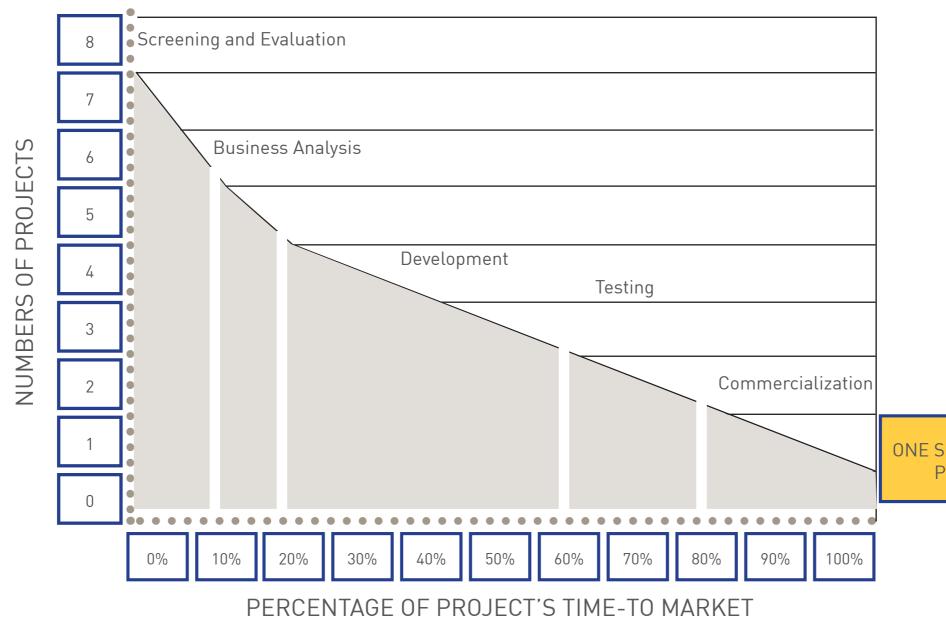
#### HOW THE BEST BUSINESSES PERFORM IIN PRODUCT INNOVATION VERSUS THE REST



#### WORST PERFORMERS AVERAGE PERFORMERS BEST INNOVATORS

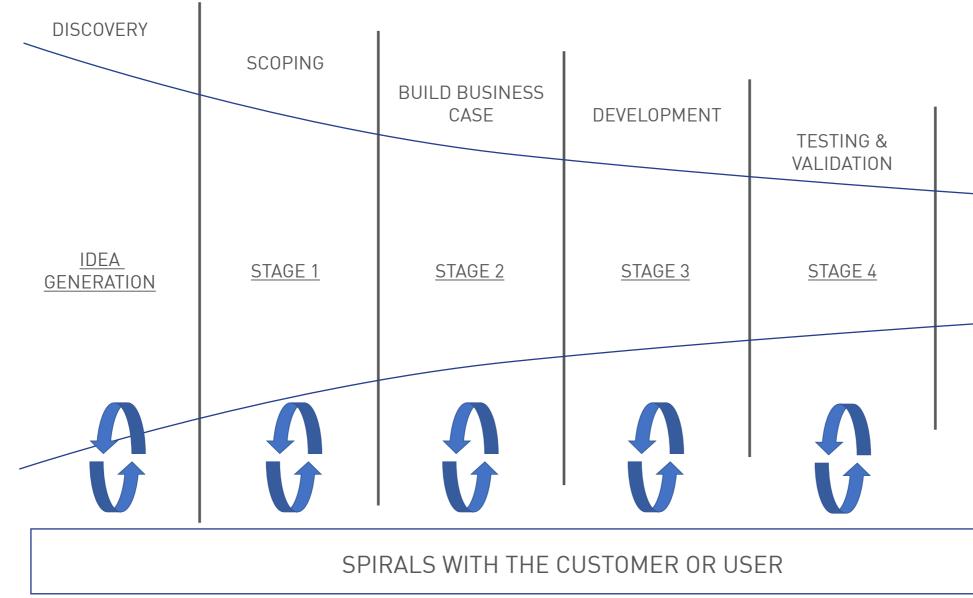


#### THE ATTRITION RATE OF NEW-PRODUCT PROJECTS



ONE SUCCESSFULL PRODUCT

THE FIVE STAGES IN THE TYPICAL IDEA-TO-LAUNCH STAGE-GATE SYSTEM



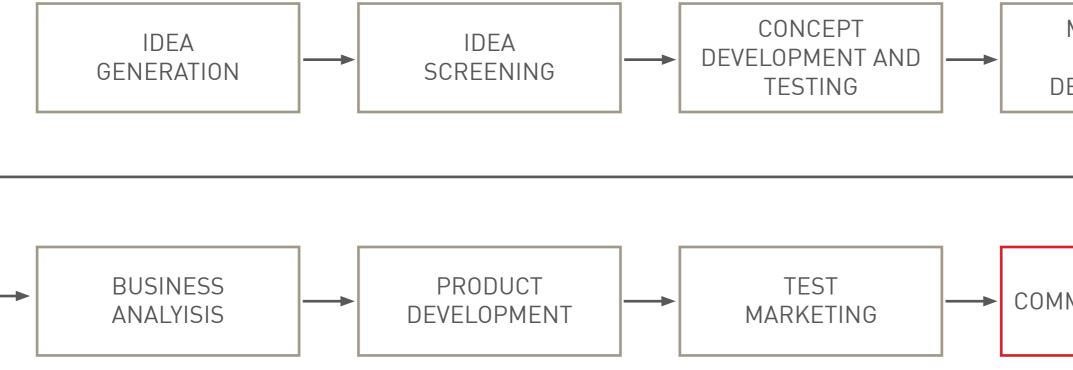
Source: WINNING AT NEW PRODUCTS by Cooper, Robert G., p. 101, Fig. 4.7 The Five Stages in the Typical Idea-toLaunch Stage-Gate System - from Discovery (Ideation) Through to Launch

#### LAUNCH

STAGE 5



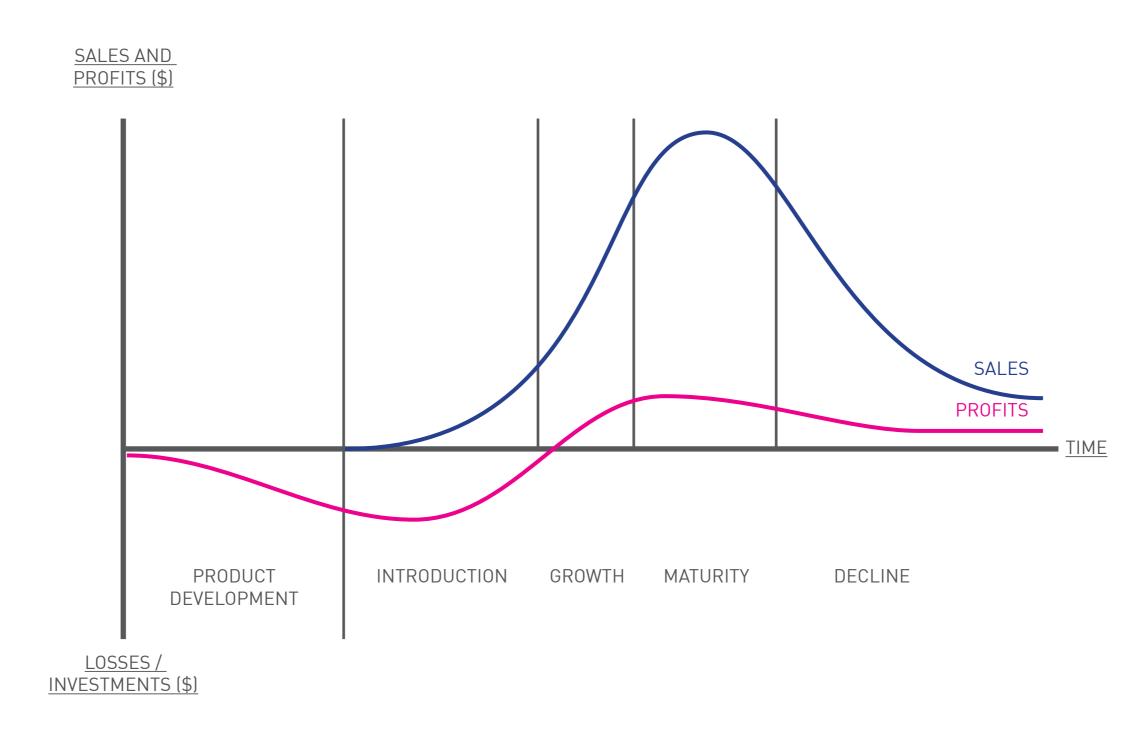
THE NEW-PRODUCT DEVELPOMENT PROCESS



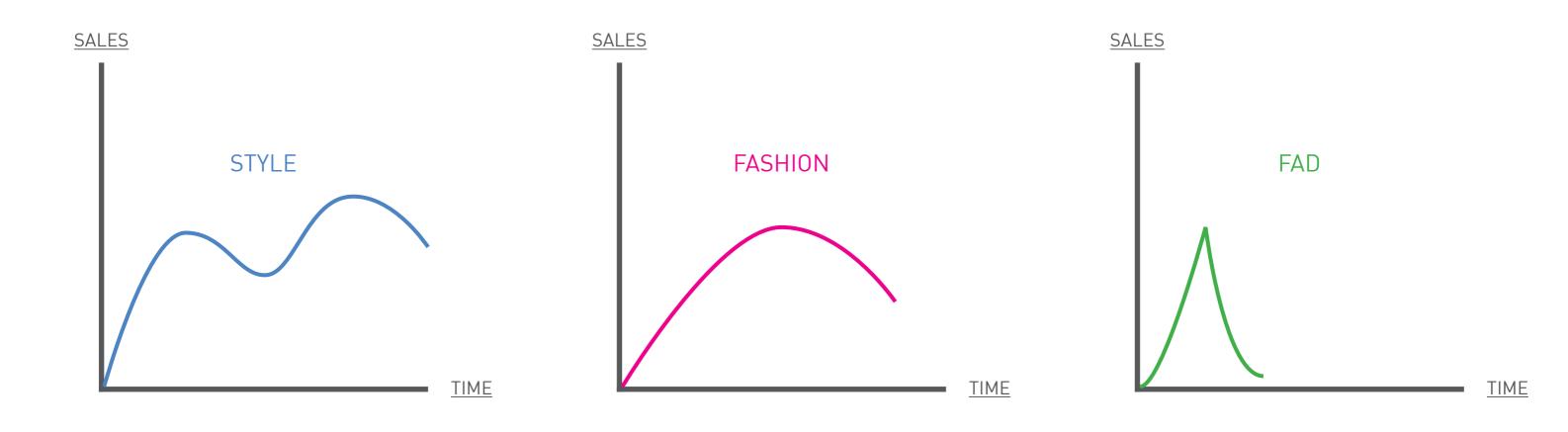
### MARKETING STRATEGY DEVELOPMENT

COMMERCIALIZATION

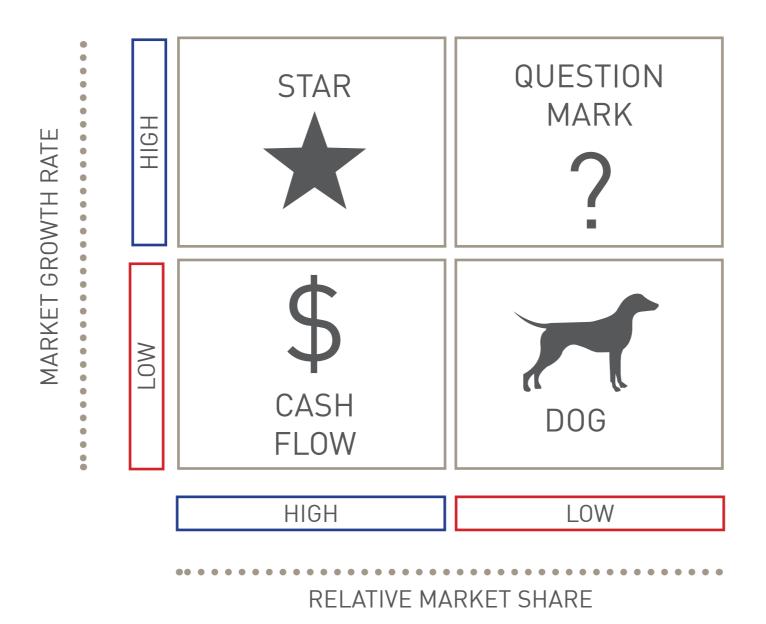




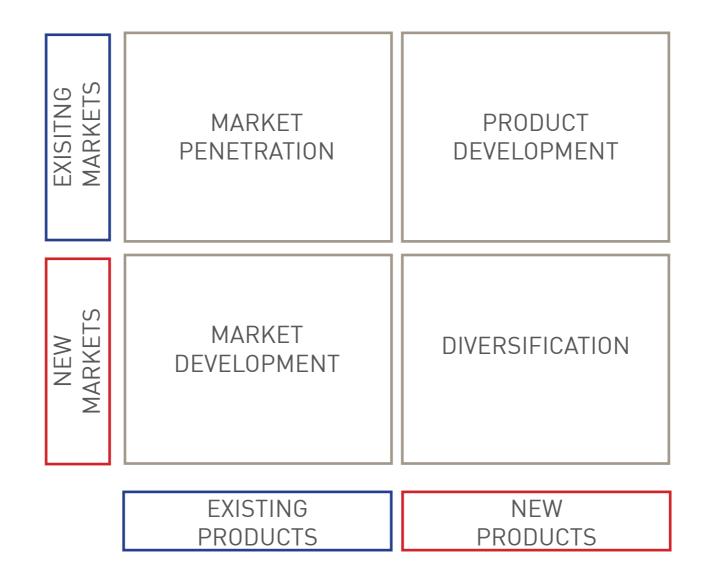
### STYLES, FASHIONS, AND FADS



BCG GROWTH SHARE MATRIX



PRODUCT/MARKET EXPANSION GRID



# CORSO DI LAUREA MAGISTRALE IN ECONOMIA AZIENDALE E MANAGEMENT

**DESIGN MANAGEMENT** 

Lesson 5 - Part 2

IN-CLASS CASE AND FINAL EXERCISE

SEE POWERPOINT FILE