

Modular Design

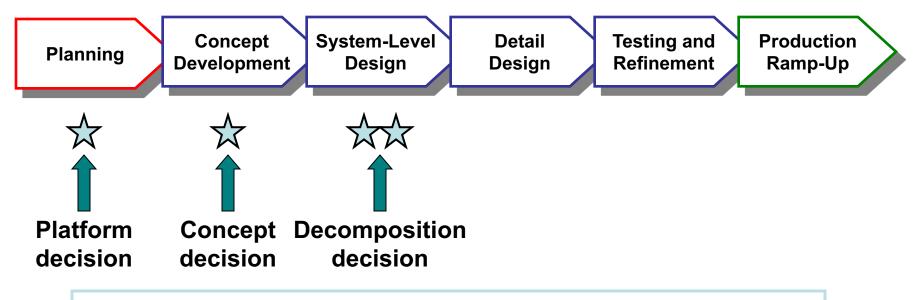


Chapter 9: Product Architecture

Product Design and Development Fourth Edition by Karl T. Ulrich and Steven D. Eppinger



Product Development Process

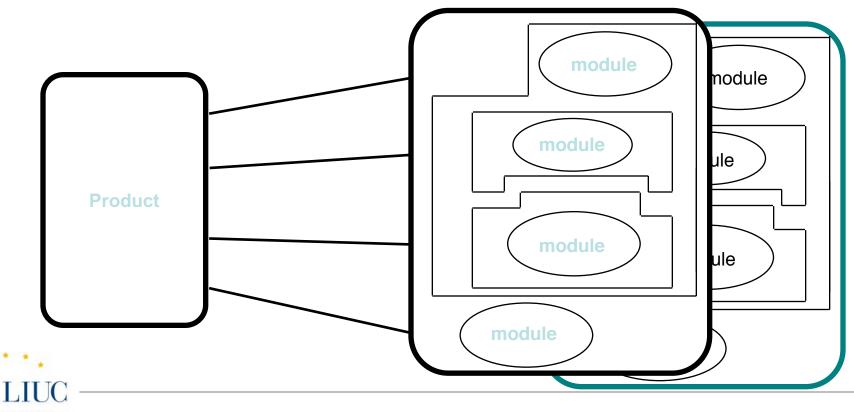


Product architecture is determined early in the development process.



Product Architecture: Definition

The arrangement of functional elements into physical chunks which become the building blocks for the product or family of products.



Aspects of Product Architecture

- Modularity
- Point of product differentiation

Importance of Product Architecture

- Decided early and drives design
- Impacts manufacturing cost
- Impacts product evolution
- Impacts organization structure of design teams



Modular Design Displays the Following Properties:

- Each physical chunk implements one or a few functional elements in their entirety
- The interactions between chunks are well defined (i.e. the interfaces are well defined)

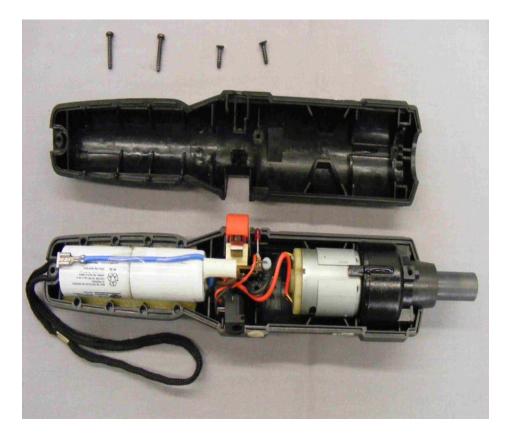


Integral Product Architectures

- Functional elements are implemented by multiple chunks, or a chunk may implement many functions.
- Interactions between chunks are poorly defined.
- Integral architecture generally increases performance and reduces costs for any specific product model.



Modular or Integral?



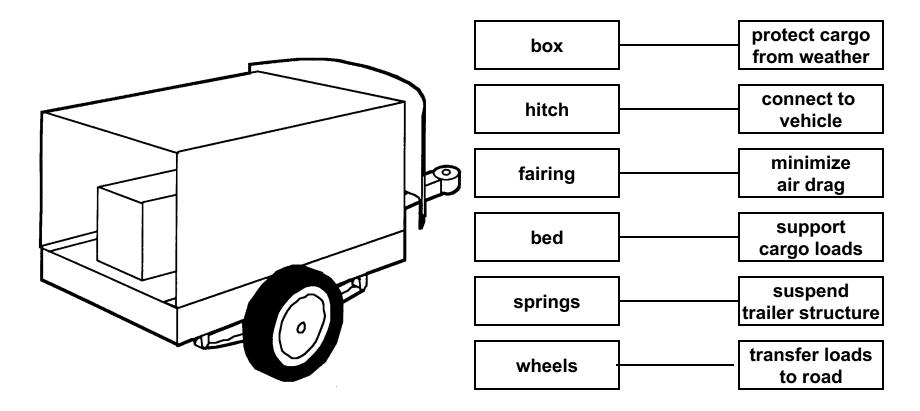


Examples

- Video Games
 - Modular: gaming systems (e.g. GameCube)
 - Integrated: stand-alone arcade games
- Power Supplies
 - Modular: power bricks
 - Integrated: on-board power converter

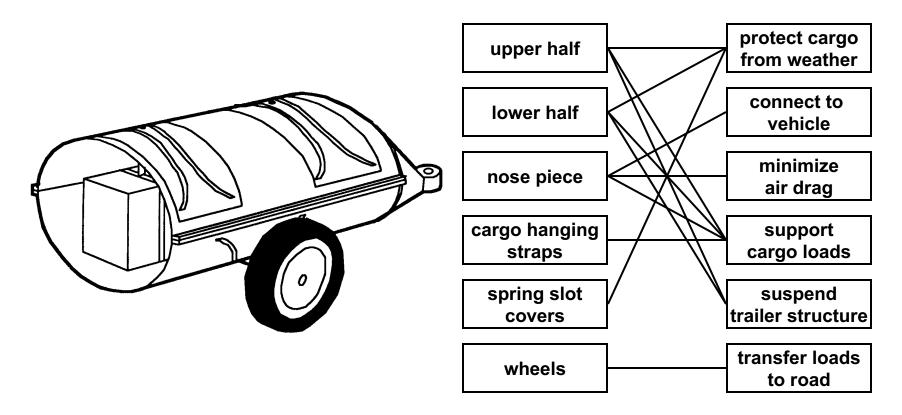


Trailer Example: Modular Architecture





Trailer Example: Integral Architecture





Integral vs. Modular

Integral

- Higher system performance
- Tightly coupled design teams
- Hard to change

Modular

- Reduced performance
- Decoupled design teams
- Requires clear definition of interfaces
- Increased flexibility
- Accommodates made-toorder products



Integral vs. Modular

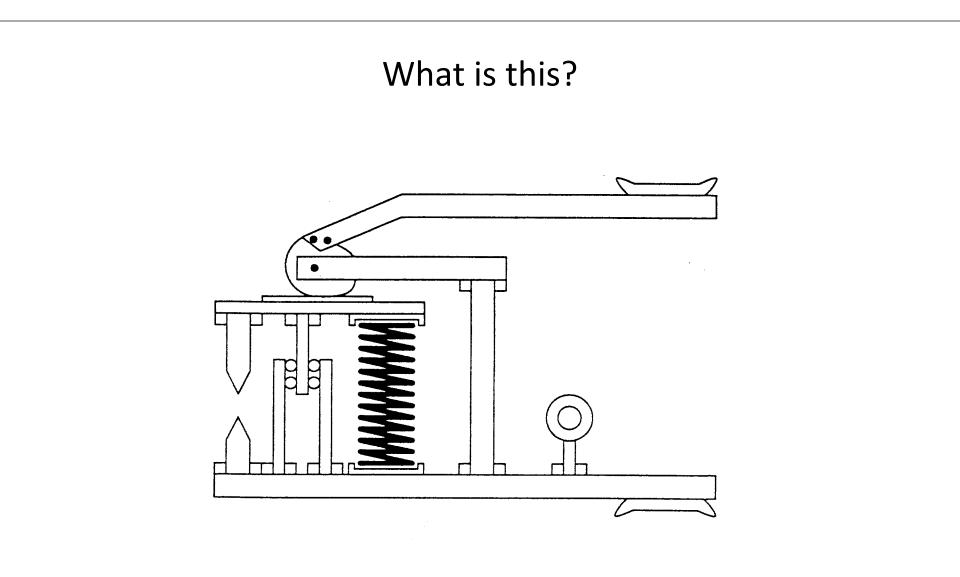
Integral

- Higher system performance
- Lower system cost (in large volume)
- Tightly coupled design teams
- Expensive Tooling
- Hard to change

Modular

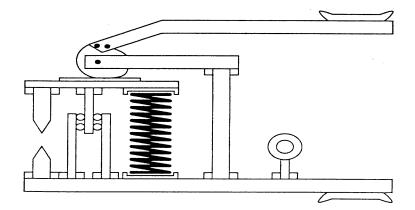
- Changeability
- Decoupled design teams
- Reduced performance
- Requires flexible manufacturing
- Cheaper at low volumes

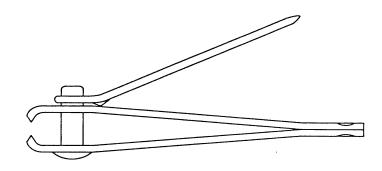






Nail Clippers?







Modular or Integral Architecture?



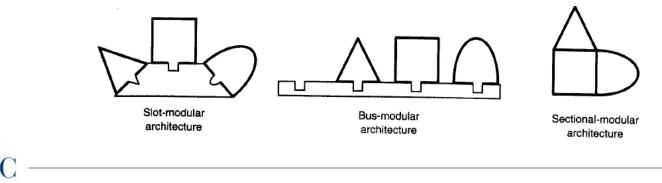
Motorola StarTAC Cellular Phone

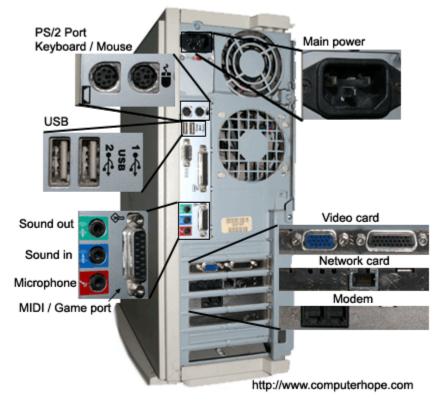
Ford Explorer Rollerblade In-Line Skates

Types of Modularity

- Slot-Modular Architecture
 - unique interfaces for attachment to a base element (e.g. pacemaker leads)
- Bus-Modular Architecture

- common interfaces for attachment to a base element (e.g. USB connectors on a computer)
- Sectional-Modular Architecture
 - Common interfaces between elements without a base element (e.g. legos & piping)





Back of computer case and each connection

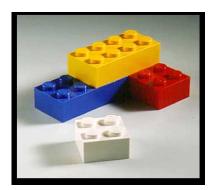
Bus? Slot? Sectional?













Choosing the Product Architecture

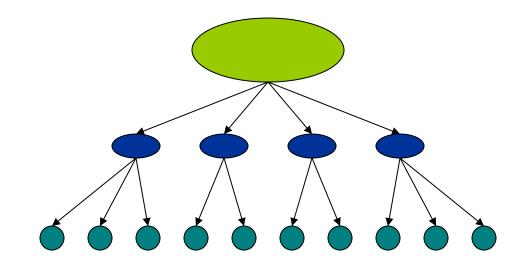
Architecture decisions relate to product planning and concept development decisions:

- Product Change (copier toner, camera lenses)
- Product Variety (computers, automobiles)
- Standardization (motors, bearings, fasteners)
- Performance (racing bikes, fighter planes)
- Manufacturing Cost (disk drives, razors)
- Project Management (team capacity, skills)
- System Engineering (decomposition, integration)



The concepts of integral and modular apply at several levels:

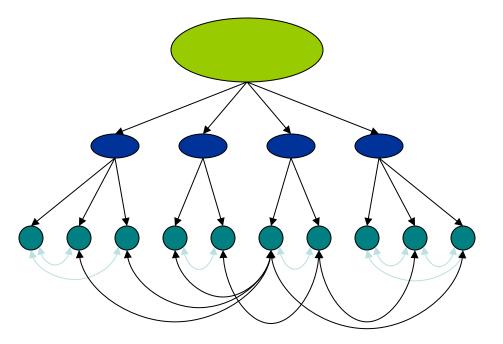
- system
- sub-system
- component





Product Architecture = Decomposition + Interactions

- Interactions within chunks
 - Interactions across
 - 🗭 chunks





Product Architecture Example: Hewlett-Packard DeskJet Printer

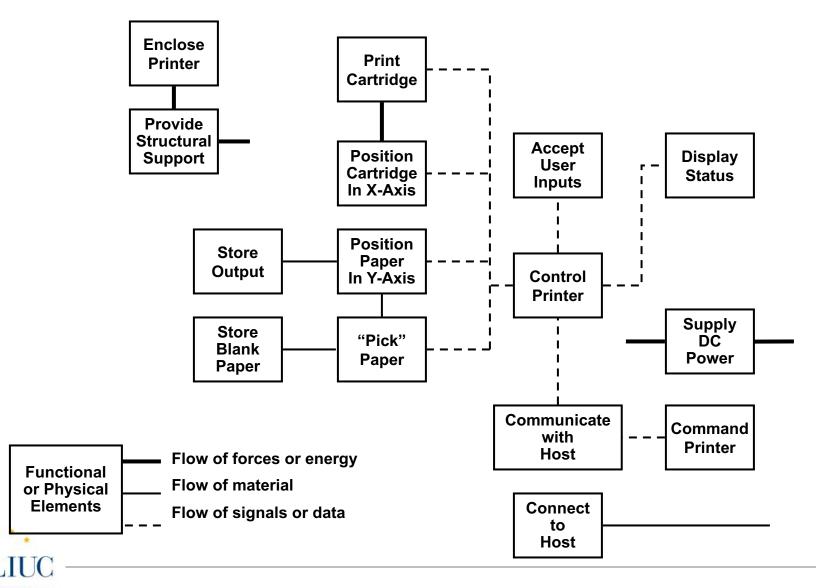


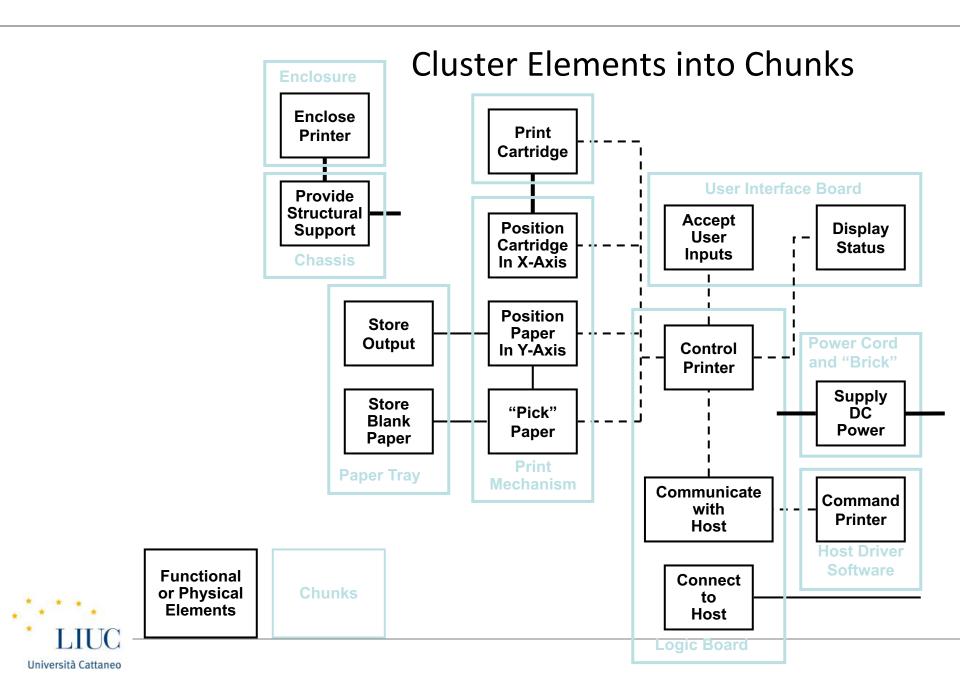


Establishing the Architecture

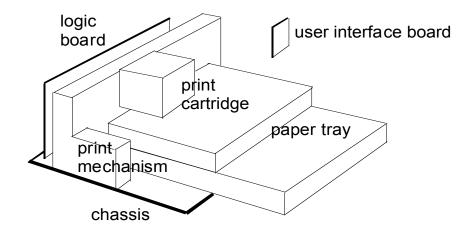
To establish a modular architecture, create a schematic of the product, and cluster the elements of the schematic to achieve the types of product variety desired.

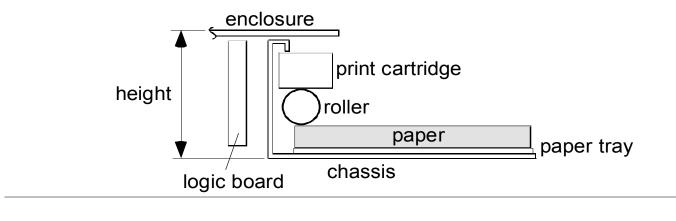
DeskJet Printer Schematic



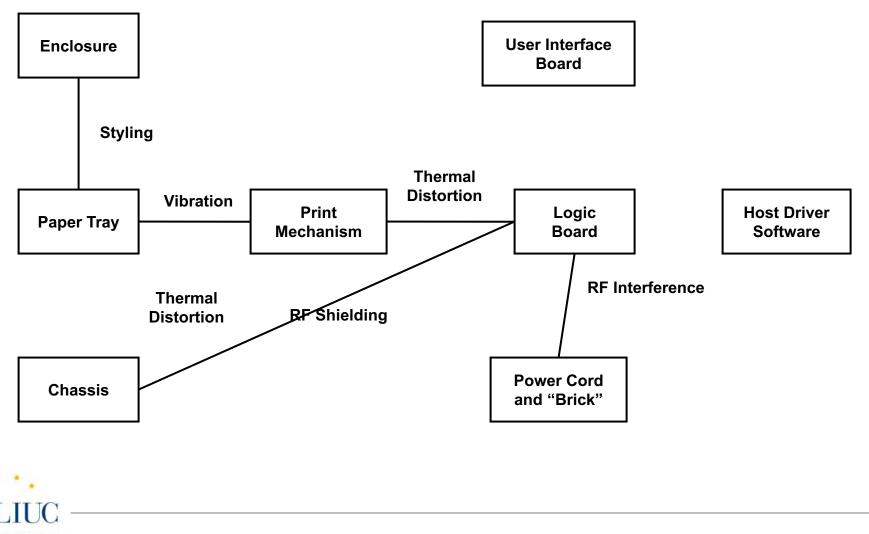


Geometric Layout





Incidental Interactions



Additional Advantage to Modular Design: HP products are designed to be recycled. Recycling design features include:

- Modular design to allow components to be removed, upgraded or replaced
- Eliminating glues and adhesives, for example, by using snap-in features
- Marking plastic parts weighing more than 25g according t ISO 11469 international standards, to speed up materials identification during recycling
- Reducing the number and types of materials used
- Using single plastic polymers
- Using molded-in colors and finishes instead of paint, coatings or plating
- Relying on modular designs for ease of disassembly of dissimilar recyclable materials



Planning a Modular Product Line: Commonality Table

Chunks	Number of Types	Family	Student	SOHO (small office, home office)
Print cartridge	2	"Manet" Cartridge	"Picasso" Cartridge	"Picasso" Cartridge
Print Mechanism	2	"Aurora" Series	Narrow "Aurora" series	"Aurora" series
Paper tray	2	Front-in Front-out	Front-in Front-out	Tall Front-in Front-out
Logic board	2	"Next gen" board with parallel port	"Next gen" board	"Next gen" board
Enclosure	3	Home style	Youth style	"Soft office" style
Driver software	5	Version A-PC Version A-Mac	Version B-PC Version B-Mac	Version C

Differentiation versus Commonality

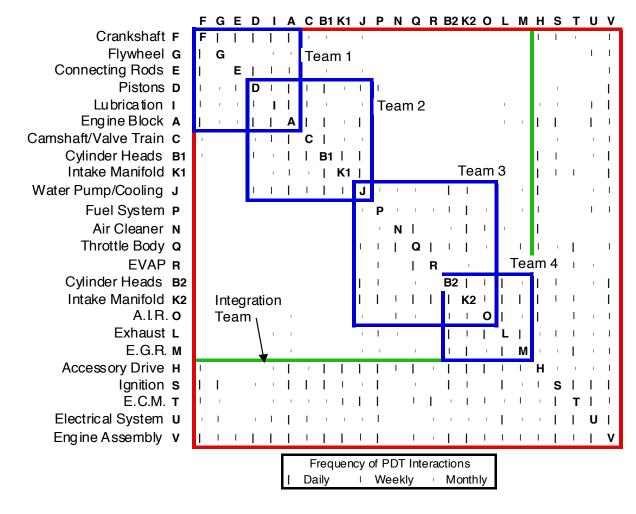
Trade off product variety and production complexity

Fundamental Decisions

- Integral vs. modular architecture?
- What type of modularity?
- How to assign functions to chunks?
- How to assign chunks to teams?
- Which chunks to outsource?



System Team Assignment Based on Product Architecture



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From "Innovation at the Speed of Information", S. Eppinger, HBR, January 2001.

Practical Concerns

- Planning is essential to achieve the desired variety and product change capability.
- Coordination is difficult, particularly across teams, companies, or great distances.
- Special attention must be paid to handle complex interactions between chunks (system engineering methods).

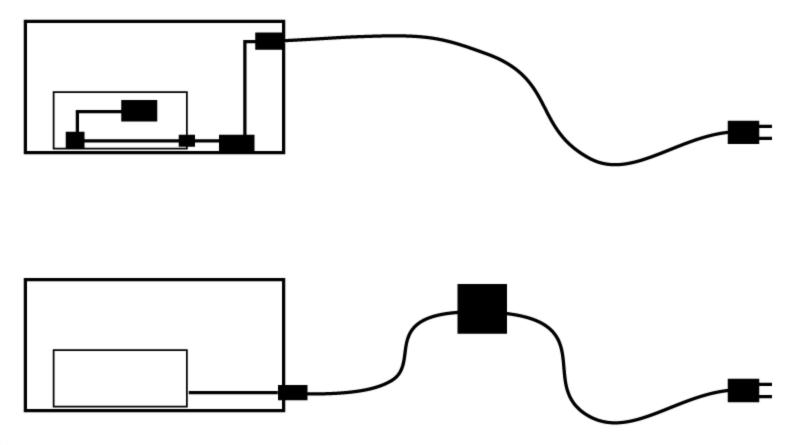


Product Architecture: Conclusions

- Architecture choices define the sub-systems and modules of the product platform or family.
- Architecture determines:
 - ease of production variety
 - feasibility of customer modification
 - system-level production costs
- Key Concepts:
 - modular vs. integral architecture
 - clustering into chunks
 - planning product families



Power Bricks are annoying to most consumers. Why are they viewed as a good example of modular design?



* From *Product Design and Development* by Karl Ulrich and Steven Eppinger (McGraw-Hill/Irwin)

Product Structure

- Make to order (Dell Computers)
- Make to stock (Roaster Pans)
- Delayed Differentiation (Washing Machines)



Design Conflict: Low Cost vs. Large Variety

- Integral Design
 - Focused mission/manufacturing
 - Example conventional screwdriver
- Modular Design
 - Flexible
 mission/manufacturing
 - Example bit holder and driver bits







Point of Product Differentiation

The point in the manufacturing process where a product can only be made into a specific stock keeping unit (SKU)



Delayed Point of Product Differentiation

- The point in the manufacturing process where an item is limited to use for a single specific product is called the "Point of Product Differentiation"
- Delaying the point of product differentiation is called "Late Point Product Differentiation"



Delayed differentiation or **Postponement** is a concept in supply chain management where the manufacturing process starts by making a generic or family product that is later differentiated into a specific end-product. This is a widely used method, especially in industries with high demand uncertainty, and can be effectively used to address the final demand even if forecasts cannot be improved.

An example would be Benetton and their knitted sweaters that are intially all white, and then dyed into different colored only when the seasons customer color preference/demand is know. It is usually necessary to redesign the products specifically for delayed differentiation, and resequence to modify the order of product manufacturing steps.

From Wikipedia





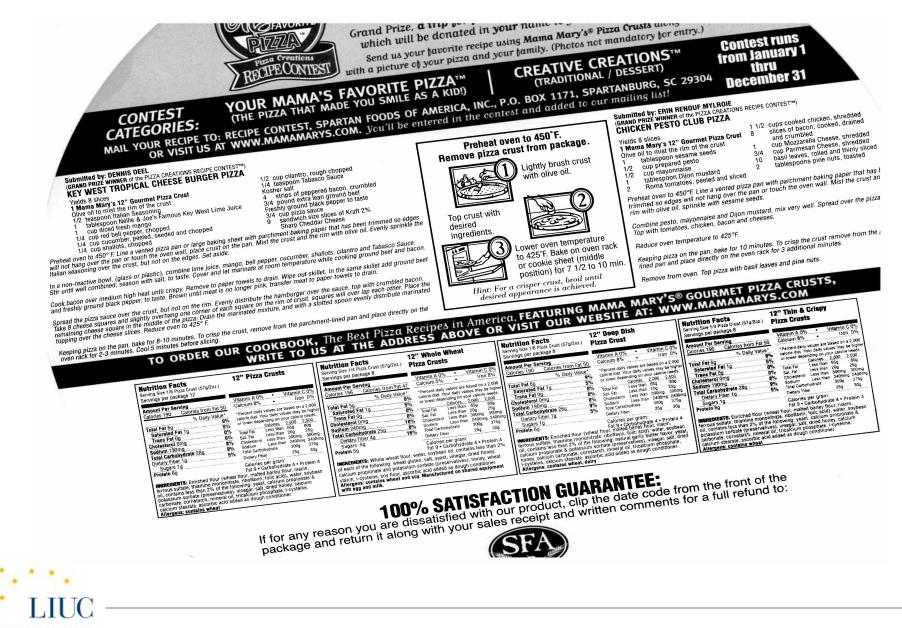
Advantages of Late Point Product Differentiation

- Reduced inventories
- More easily respond to demand variation

Late Point Differentiation Examples

- Paint where pigment is added at the store
- Benetton sweaters
- HP printers





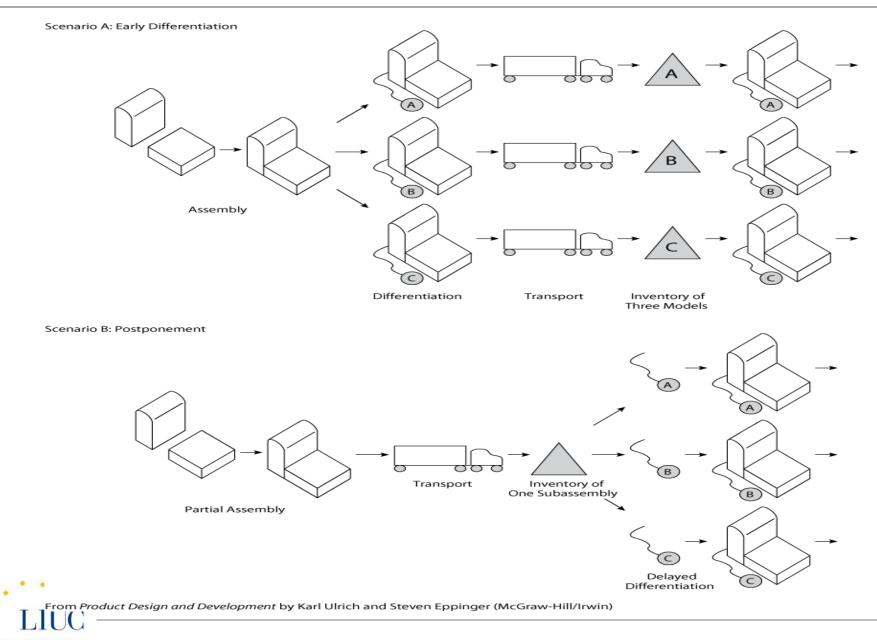
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Modular Design allows for Late Point Differentiation

Benefits of Late Differentiation

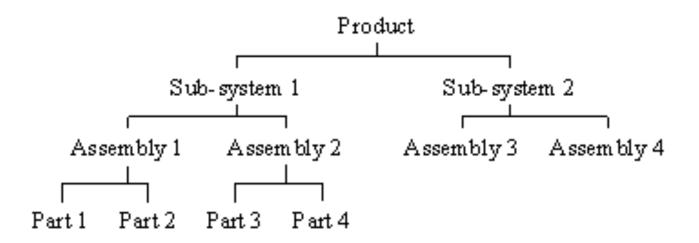
- Easier to control
- Faster reaction to customer requirement
- Lower inventory costs
- Fewer interfaces



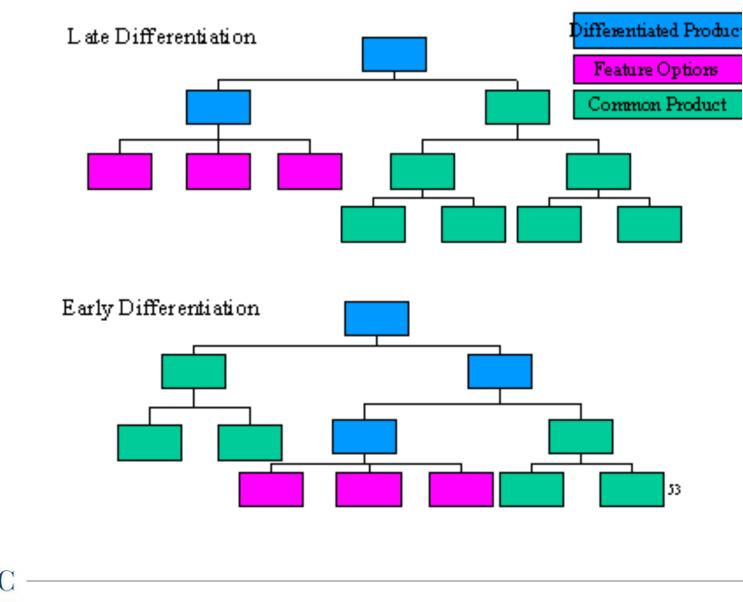


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Assembly Sequence







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Late Point Differentiation Principles

- The differentiating elements of the product must be concentrated in one or a few chunks
- The product and production process must be designed so that the differentiating chunk(s) can be added to the product near the end of the supply chain.



Platform Planning

The process of deciding what should be shared across products and what should be unique across products?

For example:

 How many driveshafts should you have for a Ford F150?



Platform Planning

- Attempts to resolve the tension between
 - 1. Differentiating the product for various customers
 - 2. Taking advantage of the economic benefits of using common components
- Product architecture will determine what trade-offs are available... if no good options are available, see if the options can be improved by changing the product architecture

