

SSLC, HSE, DIPLOMA, B.E/B.TECH, M.E/M.TECH, MBA, MCA

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OMF551 PRODUCT DESIGN AND DEVELOPMENT

DETAILED SYLLABUS

OBJECTIVE:

•The course aims at providing the basic concepts of product design, product features and its architecture so that student can have a basic knowledge in the common features a product has and how to incorporate them suitably in product.

UNIT I INTRODUCTION

Need for IPPD – Strategic importance of Product development – integration of customer, designer, material supplier and process planner, Competitor and customer – Behaviour analysis. Understanding customer – prompting customer understanding – involve customer in development and managing requirements – Organization – process management and improvement – Plan and establish product specifications.

UNIT II CONCEPT GENERATION AND SELECTION

Task – Structured approaches – clarification – search – externally and internally – explore systematically – reflect on the solutions and processes – concept selection – methodology – benefits.

UNIT III PRODUCT ARCHITECTURE

Implications – Product change – variety – component standardization – product performance – manufacturability – product development management – establishing the architecture – creation – clustering – geometric layout development – fundamental and incidental interactions – related system level design issues – secondary systems – architecture of the chunks – creating detailed interface specifications.

UNIT IV INDUSTRIAL DESIGN

Integrate process design – Managing costs – Robust design – Integrating CAE, CAD, CAM tools – Simulating product performance and manufacturing processes electronically – Need for industrial design – impact – design process – investigation of for industrial design – impact – design process – investigation of customer needs – conceptualization – refinement – management of the industrial design process – technology driven products – user – driven products – assessing the quality of industrial design.

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UNIT V DESIGN FOR MANUFACTURING AND PRODUCT DEVELOPMENT

Definition – Estimation of Manufacturing cost – reducing the component costs and assembly costs – Minimize system complexity – Prototype basics – principles of prototyping – planning for prototypes – Economic Analysis – Understanding and representing tasks – baseline project planning – accelerating the project – project execution.

OUTCOME:

- The student will be able to design some products for the given set of applications; also the knowledge gained through prototyping technology will help the student to make a prototype of a problem and hence product design and development can be achieved.

TEXT BOOK:

1. Kari T.Ulrich and Steven D.Eppinger, "Product Design and Development", McGraw-Hill International Edns. 1999.

REFERENCES:

1. Kemnneth Crow, "Concurrent Engg./Integrated Product Development", DRM Associates, 26/3, Via Olivera, Palos Verdes, CA 90274(310) 377-569, Workshop Book.
2. Stephen Rosenthal, "Effective Product Design and Development", Business One Orwin, Homewood, 1992, ISBN 1-55623-603-4.
3. Staurt Pugh, "Tool Design –Integrated Methods for Successful Product Engineering", Addison Wesley Publishing, New york, NY.