## Concept Selection

## Product Development Process



## Concept Development Process



Perform Economic Analysis
Benchmark Competitive Products

## Concept Development Funnel <br> 


concept generation


## 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


## Selection Process Outcomes

- Team Consensus on Superior Concept
- "Green Light"
- Everyone "On Board"
- Conditional Consensus
- More Information on some Criteria
- Market or Technical Feedback
- Consensus on Disagreement
- No Consensus
- Criteria not Understood
- Back to Needs


## Example: Concept Screening

|  | CONCEPT VARIANTS |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| SELECTION CRITERIA | 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

|  |  | Concepts |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | (reference) Master Cylinder |  | DF <br> Lever Stop |  | E <br> Swash Ring |  | G+ <br> 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 |
|  | tal Score | 2.75 |  | 3.45 |  | 3.10 |  | 3.05 |  |
|  | Rank | 4 |  | 1 |  | 2 |  | 3 |  |
|  | Continue? | No |  | Develop |  | No |  | No |  |

## Concept Selection Exercise: Mechanical Pencils



## Retail Prices of Five Pencils

- Classic
- Side Fox
- Retro
- Plasma
- Flex Fit
\$ 13.26
\$ 2.55
\$ 0.93
\$ 6.55
\$ 4.85


## 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!

## Caveats

- Beware of the best "average" product.
- Perform concept selection for each different customer group and compare results.
- Check sensitivity of selection to the importance weightings and ratings.
- May want to use all of detailed requirements in final stages of selection.
- Note features which can be applied to other concepts.


## Next Week

- Tuesday: Teams 1 to 5
- No Class for Teams 6 to 9
- Use this time for team meeting!
- Thursday: Teams 1 to 9
- No Class for Teams 1 to 5
- Use this time for team meeting!
- Nokia?


## PD Efficiency

## The right questions will improve PD efficiency

- Identify risk in your project
- Formulate questions, that if answered, will reduce/eliminate risk
- Use models/prototypes to get the answers
- Target individual questions at first.

Repeat as necessary.
Can use other tools to answer questions.

## Further Reading

- Stuart Pugh "Total Design"

