



# ENGR 310

Lecture 16

17 Mar 2008



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**ENGINEERING**

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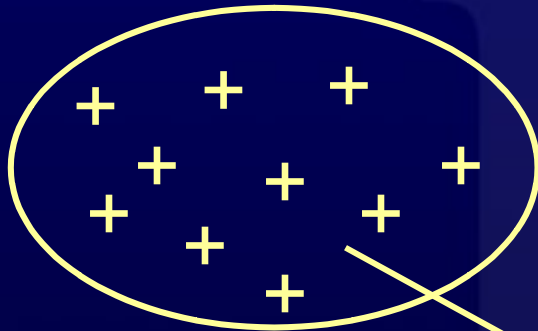
# Announcements

- No class Friday.
- Recitations meet this week
- Assignment 5 due next week
  - convergence process
  - system architecture plan



# Review: What's the problem with this approach?

generate concepts



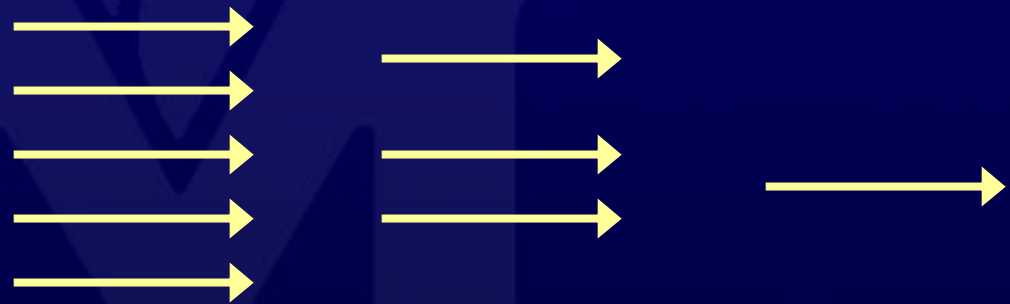
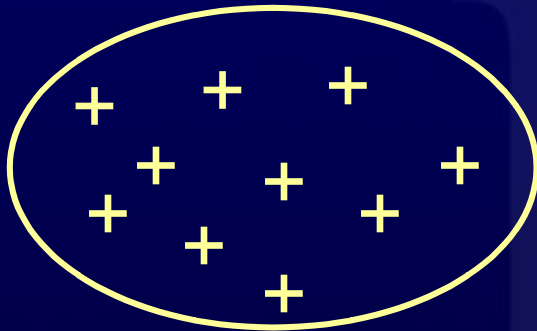
**pick one**

synthesize → analyze



# Review: Controlled Convergence Approach

generate concepts



Look at sets of design ideas...

...and eliminate the worst.

(rather than pick the best)



# Design Convergence...



...isn't usually smooth.



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# Example

Design Thinking class at Stanford

<http://www.youtube.com/watch?v=JZH70qhmEso>

(already watched first 3:45)



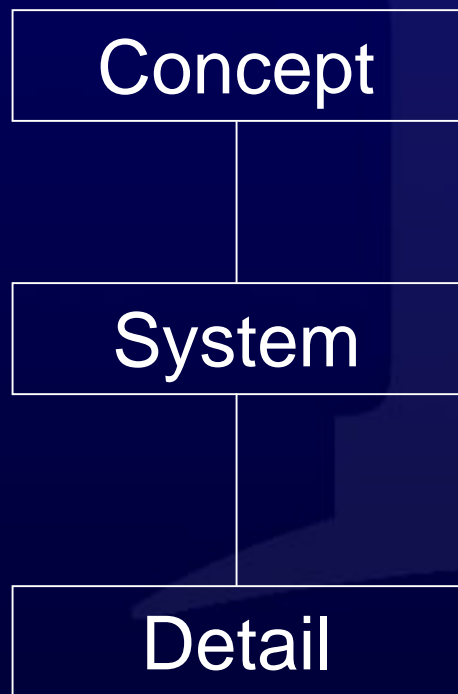
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# Review:

## System-level design bridges conceptual and detailed design



- Identify Subsystems
- Configuration
- Interfaces

**We also explore ideas here!**



# Recommended Design Approach

1. Lots of ideas!
2. Narrow through elimination, not selection.
  - Pugh evaluation matrix
3. Eliminate only when you have enough knowledge to do so.
  - additional research
  - engineering analysis
  - system architecture design





# Recommended Design Approach

4. Combine and revise ideas to generate improved designs.
5. Plan system architecture before doing detailed design work.
6. Establish feasibility before commitment.



# Why do design projects fail?

1. Misunderstanding what the customer needs.
2. Committing to a solution too early.
3. Lack of teamwork: esp. communication & conflict resolution, and across disciplines.
4. Poor system architecture, especially interfaces.
5. Poor planning.

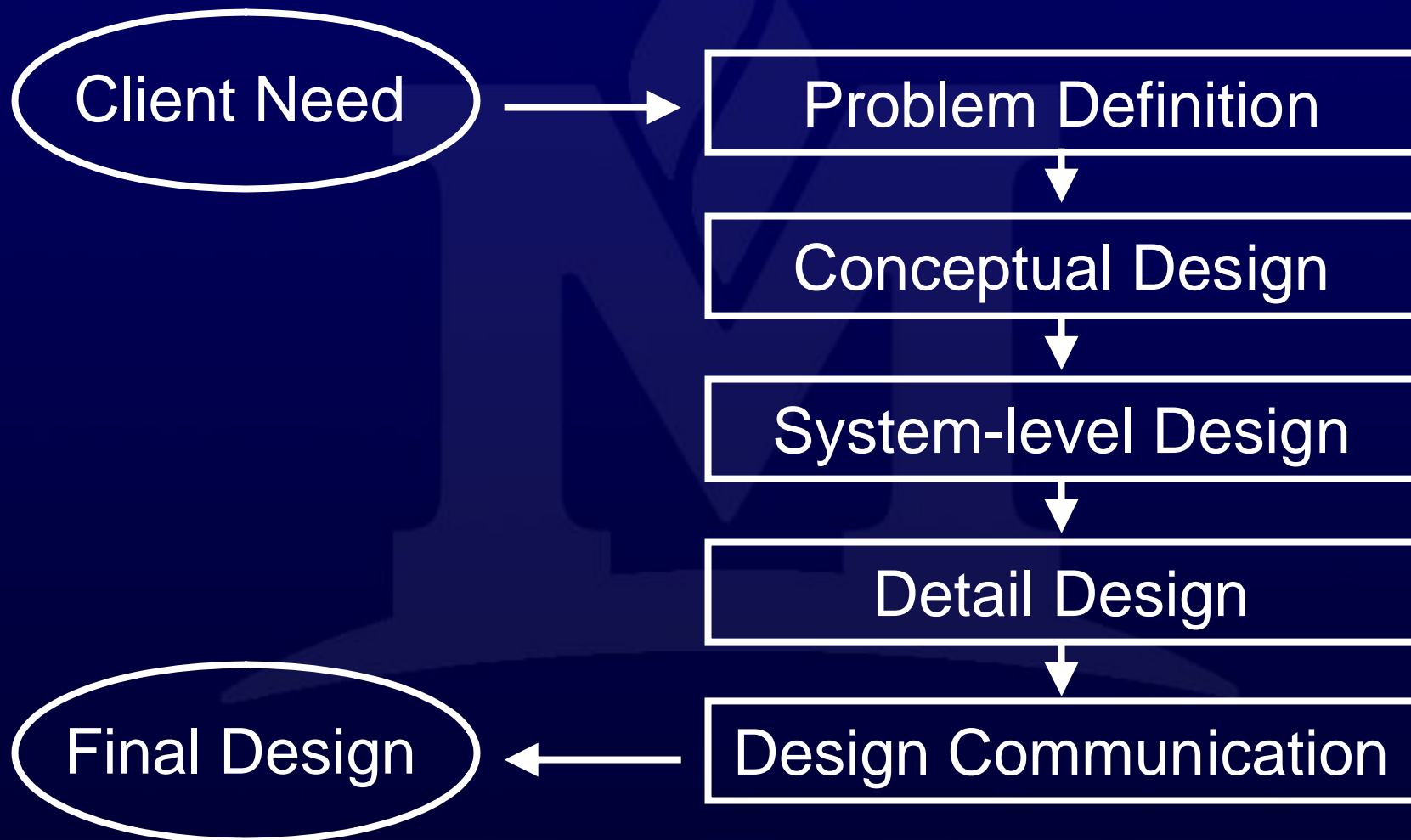


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# An Engineering Design Process



specs + design alt's



**System-level  
Design**



**system architecture**

Identify principle attributes of leading design concepts:

7. Establish system architecture
8. Model and evaluate alternatives
9. Converge to best alternative



# System-level Design

- Identify subsystems of the concept
- Investigate alternative configurations
- Think through interface issues
  - between subsystems
  - with user
  - with environment



# System-level Design, cont.

- Choose configuration based on the best interfaces
- Plan the system architecture
  - subsystem configuration / layout
  - interface design / specifications (detailed!)



# Example

<http://www.youtube.com/watch?v=8J6gv0vtdVk>



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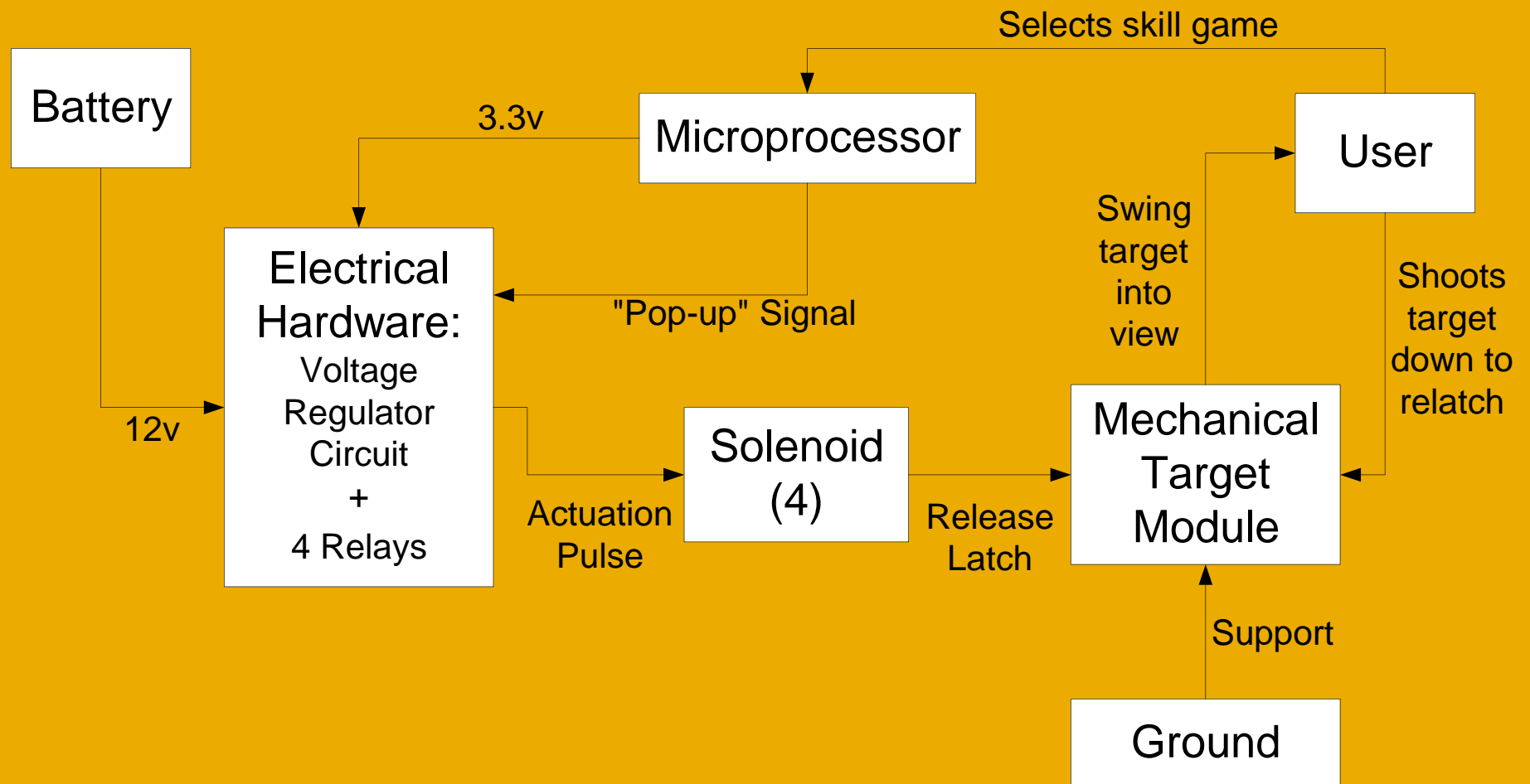
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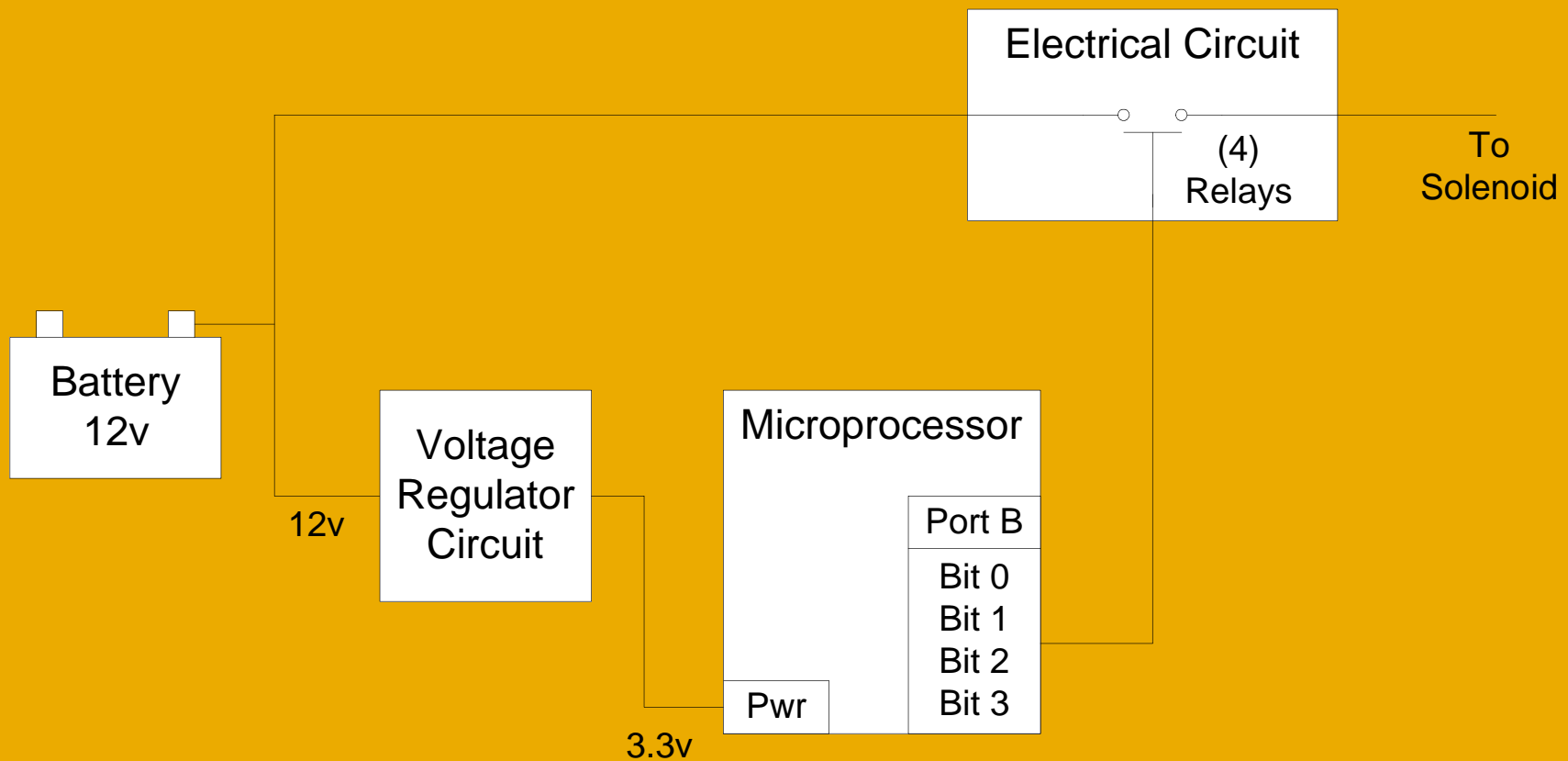
# Block Diagram

- Identifies key subsystems and interfaces

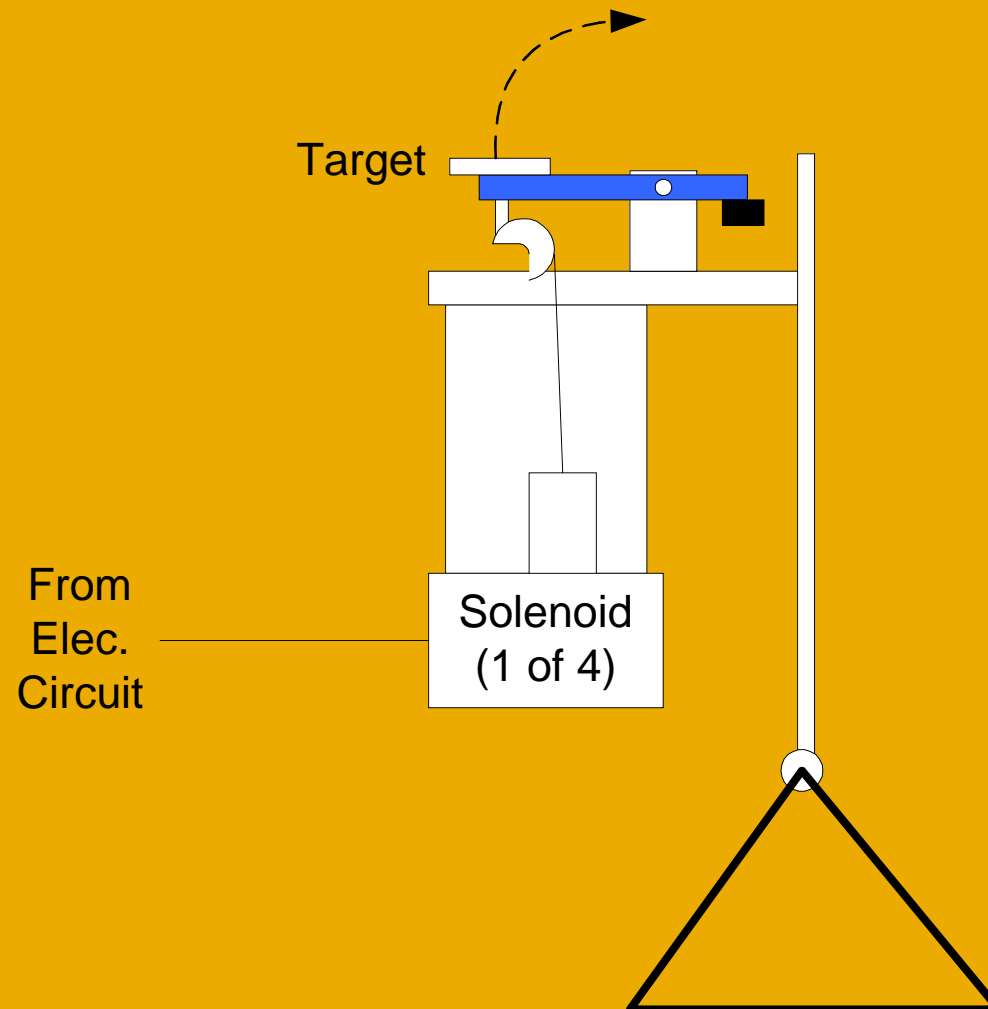


# System Architecture Plan

- Adds interface details to block diagram



# System Architecture Plan



# Exercise

In your teams, for one of your top concept alternatives:

- Create a block diagram
- Brainstorm the best way to interface:
  - between subsystems
  - with users
  - with environment

