# PRODUCT DESIGN

### Reference Text:

- William Stevenson, Operations Management —13th ed., McGraw Hill Education, NY
  - Chapter-4: Product and Service Design
- Chase, Shanker and Jacobs, Operations and Supply Chain Management, 15<sup>th</sup> Ed.
  Tata McGraw Hills.
  - Chapter 3: Design of Products and Services
- The Elements of Value, E. Alamquist, J. Senior and N Bloch, 2016, Harvard Business Review

## What is a Product?

- Anything that can be offered to the market to satisfy a 'need' or 'want'.
  - E.g., cereals, beverages, furniture, automobile, events, experiences, place & property, organizations, information, systems, ideas etc.

Need: A basic requirement for survival (e.g. physiological needs).

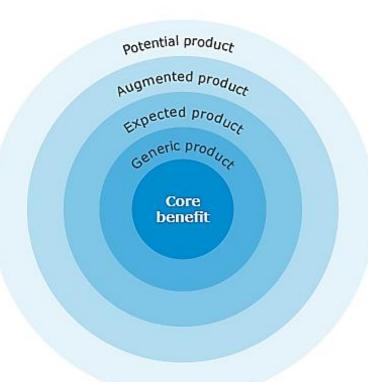
Want: A specific requirement or desire of products to satisfy a need.

Demand: A set of wants or desire plus the ability to pay for the product.

### **Product Levels:**

Five Product levels given by Philip Kotler

- Core Benefits: The Fundamental Requirement
- Generic Product: Absolutely basic attributes of a product to make it work.
- Expected Outcome: Product Attributes tailored to specific customer needs.
- Augmented Product: Product Attributes tailored to specific customer needs and differentiated from competitors.
- Potential Product: Augmentations required for future to satisfy emerging needs of the market.



#### The Elements of Value (in Goods & Services)

- **Functional Value**
- **Emotional Value**
- Life Changing Value
- **Social Impact**
- ...Environmental Impact...





Selftranscendence

#### LIFE CHANGING





**Provides** hope

Selfactualization







Motivation

Heirloom

Affiliation/ belonging

#### **EMOTIONAL**











Reduces anxiety

Rewards me

Nostalgia

Design/ aesthetics

Badge value









Wellness

Therapeutic value

Fun/ entertainment

Attractiveness

Provides access

#### FUNCTIONAL















Saves time

Simplifies

Makes money

Reduces risk

Organizes

Integrates

Connects



Avoids hassles













Reduces effort

Reduces cost

Quality

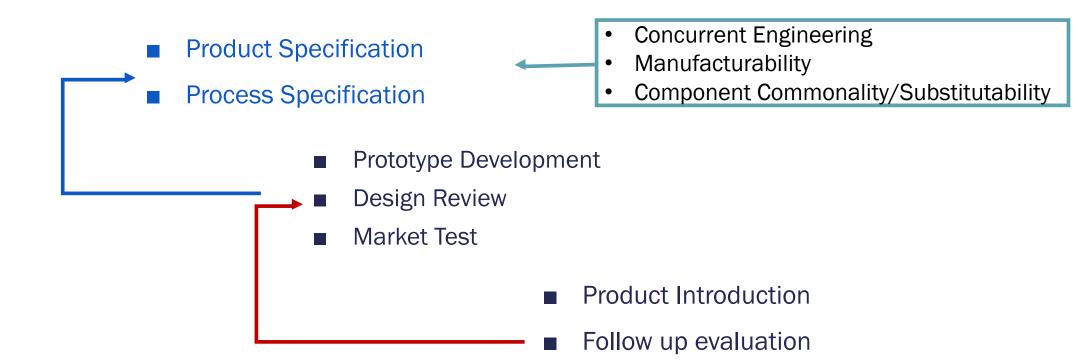
Variety

Sensory appeal

Informs

## Phases in Product Design and Development

■ Feasibility Analysis (demand, capacity, quality & cost)



# Idea generation

- Market Research
- R&D/Innovation
- Reverse Engineering

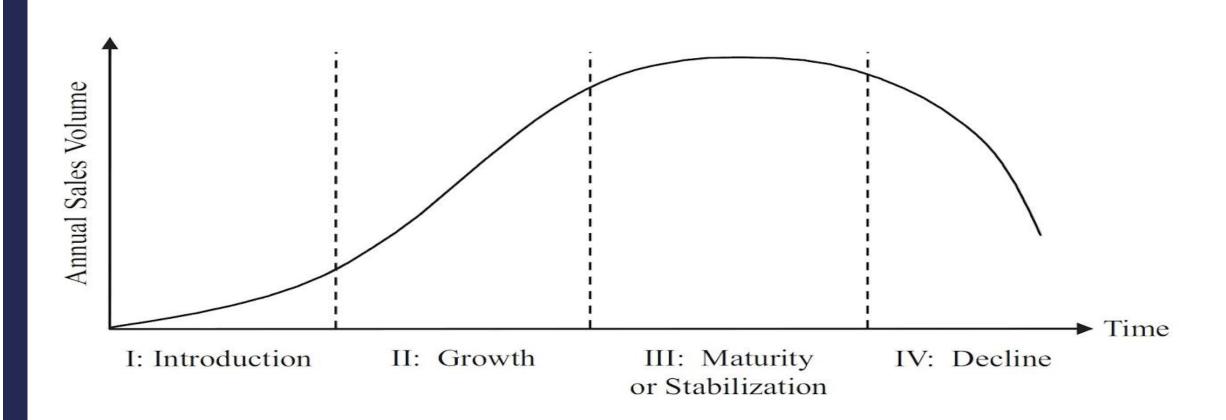
## Key Considerations for a product design:

- 1. Norms of sustainability
  - Cradle to Grave Assessment
  - End of Life Program
  - 3Rs: Reduce, Reuse and Recycle

- 2. Legal and ethical concerns (product liability)
- 3. Cultural factors

- 4. Product Lifecycle (PLC)
- 5. Degree of standardization
- 6. Mass customization
- 7. Reliability
- 8. Robustness

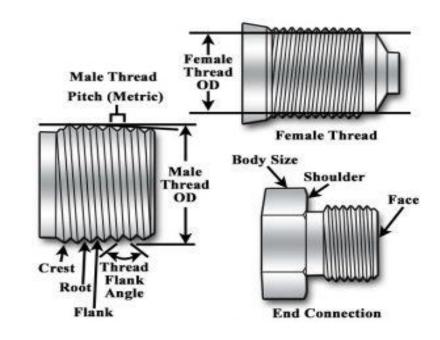
## Product Lifecycle: Design Considerations?



## Design for Standardization

Standardization: A way of introducing technical standards with the consensus of multiple stakeholders in a given Industry.

- Standardization helps:
  - Uniformity of procedures
  - Interchangeability of parts/components
  - Scalability; Mass Production
  - Compatibility (or components across different assemblies)
  - Efficiency; Less time to market
  - Product with shorter lifecycle



- STANDARD DIMENSIONS
- STANDARD MATERIAL
- STANDARD MANUFACTURING PROCESS

## Mass Customization

A strategy to allows consumer to co-design products that fit their individual needs by using different design and style options. Customers are provided with a basic (standardized) product and a range of (modular) features that they can add or subtract to get a unique product of individual need at the same price.

#### Example:

- Netflix customized recommendation
- Assembled products
- ERP systems etc.

#### Implementation:

- Delayed Differentiation
- Modular Design

Modular Design of a software system

