



THE HONG KONG
INSTITUTION OF ENGINEERS
香港工程師學會

Tea Gathering, Venereee Club, HKIE

TRIZ and Design Thinking

17th May 2017

Wednesday

10 am till 12 noon

By Ir Dr. Victor LO

Chairman and Founding Director,
Institute of Systematic Innovation, Hong Kong



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講者簡介：

- 盧興猷博士曾任教于香港大學「工業及製造系統工程系」二十多年，現為該系的榮譽講師。持有香港工程師學會資深會員資格。盧氏在過去的三十多年對工商界推廣優質管理不遺餘力。除了在國際會議及專業期刊中發表論文及報章專欄外，更特別關注管理方面的應用，以深入淺出之理論與實踐并重著稱。他特別鑽研世界級企業管理，所提倡的管理項目包括有：應用中華文化于現代管理，合理化生產，策略管理，優質管理，精益六西格瑪管理，客戶服務及創新方法等。
- 盧博士曾任香港工程師學會理事會成員、製造及工業工程部長及該部紀律委員會主席、香港大學-工業工程協會會長、香港品質管理會議獎審核委員及香港工業獎(香港政府工業貿易署) - 品質獎評判委員、IRCA註冊ISO9000審核員。現為英國標準局(太平洋) 認證諮詢委員會主席及技術專家、天祥集團-產品認證計劃委員會主席，香港認可處之技術專家、香港創新學會香港創新學會主席兼創始人、香港耀能協會（前香港痙攣協會）顧問。



创新能力建设已成我国发展的当务之急



• 2007年三月，三位老科学家向温总理写信，温总理批示“自主创新，方法先行。”

三位老科学家提出“自主创新，方法先行”，
创新方法是自主创新的根本之源。这一重要
观点应高度重视。所提三点建议，请科技
部、教育部、发改委结合实际深入研究。
有何意见谨告。

温家宝
七月三日

P問

K知

I創

R行

Customer Focus

HOW your organization engages its CUSTOMERS for long-term marketplace success, including HOW your organization listens to the VOICE OF THE CUSTOMER, builds CUSTOMER relationships, and uses CUSTOMER information to improve and to identify opportunities for INNOVATION.

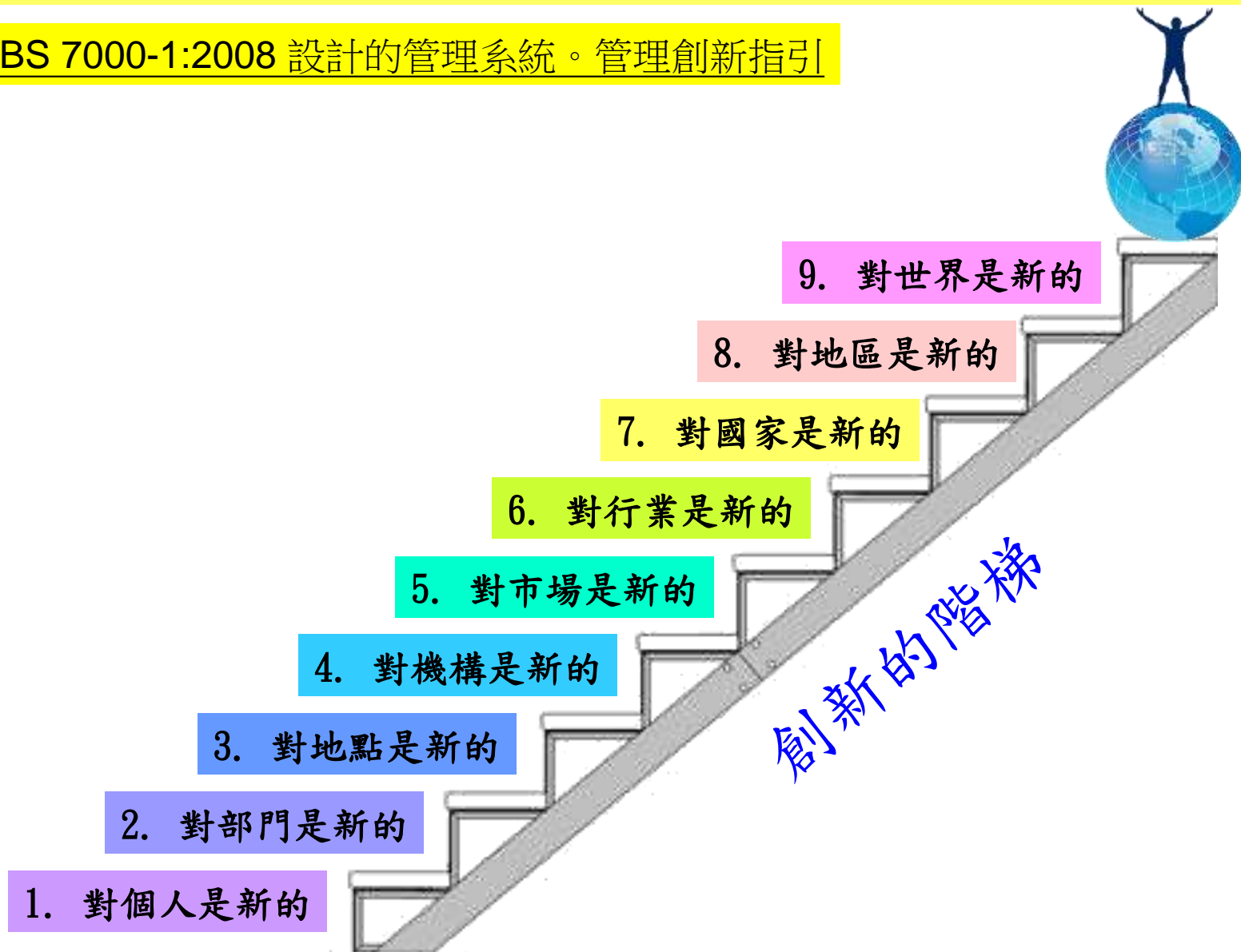


Malcolm Baldrige National
Quality Award

美國 波多里奇 國家質量獎

What is Innovation?

1. The act of introducing something new (The American Heritage Dictionary)
2. The successful exploitation of new ideas (Dept. of Trade and Industry, UK)
3. Change that creates a new dimension of performance (Peter Drucker)
4. Novel ways to solve problem that bring values (Victor Lo)





Disruptive
Innovation



Smartphone Freedom 251

Launched in India

17 FEBRUARY 2016



Tata Nano XE

Modern innovator

Selling price:

USD 3,500 or HKD 27,000

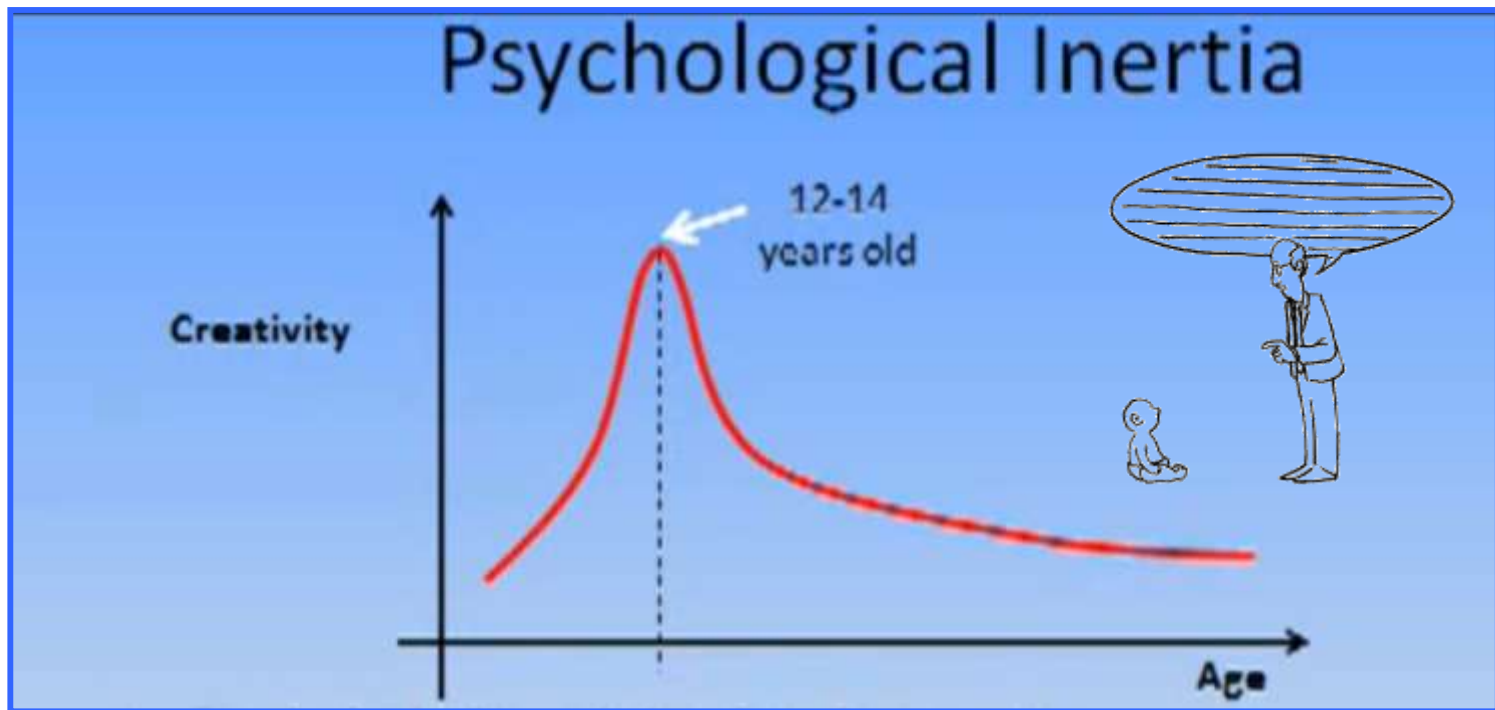


Are you creative?



1 -- 10

創新想象力隨着年齡減退



與小孩談論工作難題，可能令你有驚喜新意

思維與知識隨着年齡而改變

Thinking ability and knowledge change with age

學而不思則罔；

思而不學則殆。



Learning without
thought is useless;

thought without
learning is dangerous.

三十而立；三十歲時候能夠自立

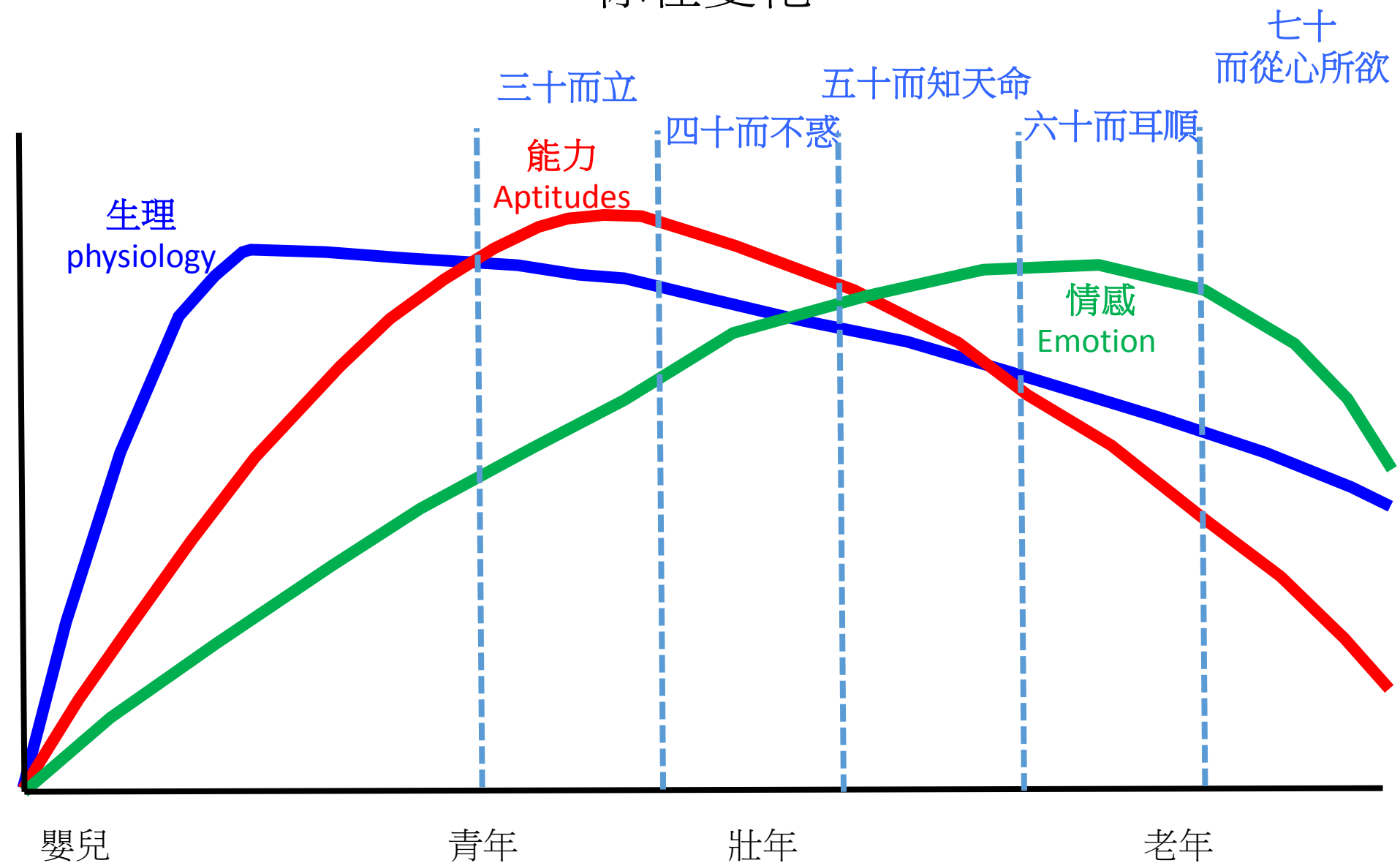
四十而不惑；四十歲的時候不再被迷惑

五十而知天命；五十歲的時候明白自己的本份

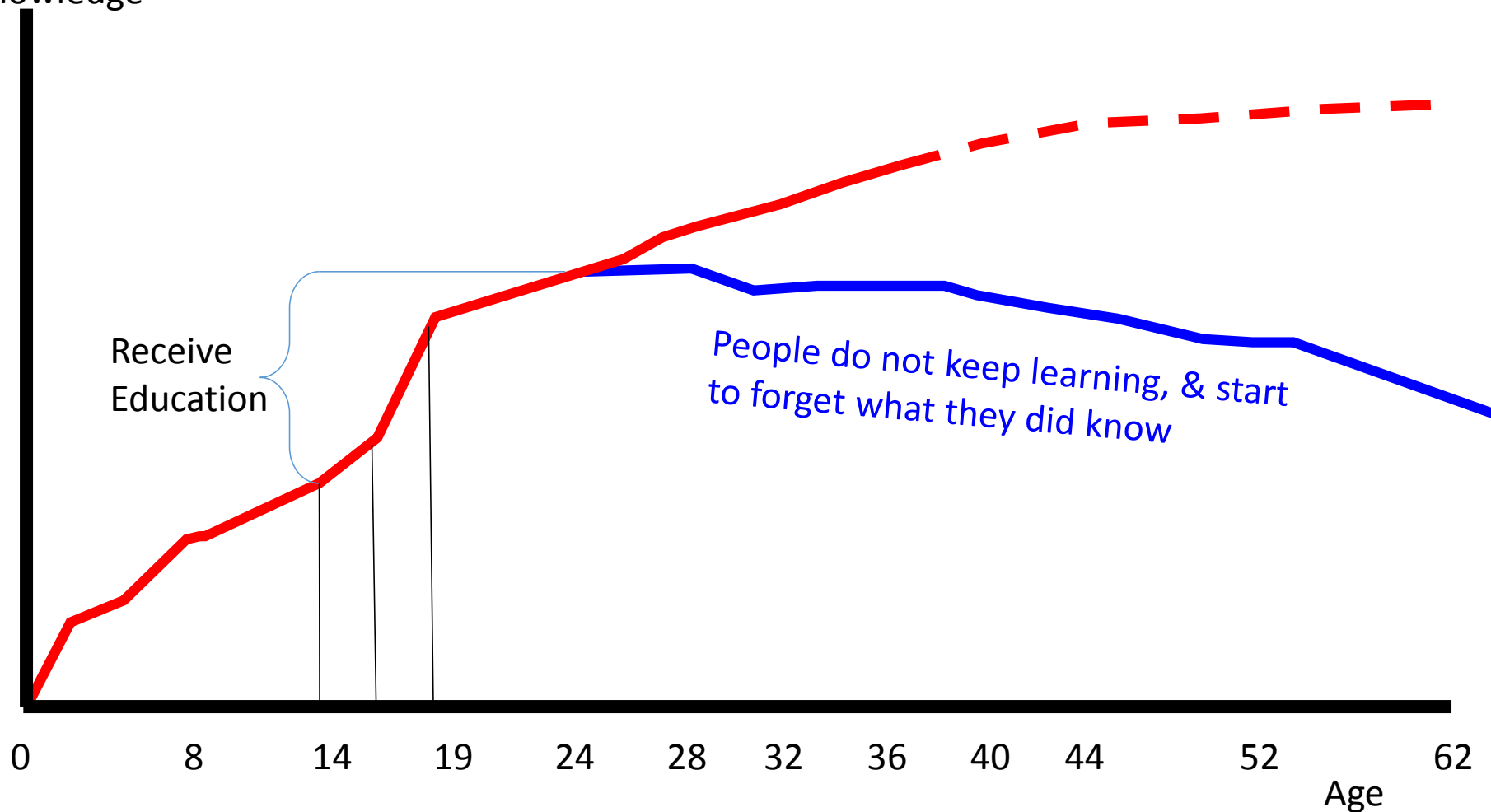
六十而耳順；六十歲的時候聽到不中聽的話不會氣憤

七十而從心所欲；七十歲的時候能夠心裡怎麼想就怎麼做

你在變化



Knowledge



Remarks:- keep learning disregard of age

Source: www.rebootyou.com

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香港競爭力...創新主要學派

香港創新時代
The Innovation era
2010 ... 2017

TRIZ 通過分析發明專利、解決技術問題

Design Thinking 從人的需求出發，為各種議題尋求創新解決方案

Design Thinking

(People Centered Innovation)



「人本創新」思維法

設計思考

是一種創新方法，而此創新方法的源頭，不是科技的進步，而是回歸到『以人為中心』的思考，以設計師的敏感度和方法，運用可行的科技，以及能轉化成顧客價值，來滿足人們的需求。





“Design Thinkers” create solutions which bring new meanings and which stimulate the various aspects (cognitive, emotional and sensory) involved in the human experience.



Tim Brown



David Kelly



Tom Kelly



同理心地圖



Empathy Map

Empathy → customers' needs

沖繩那霸的日航酒店，自助早餐有各種西式補丸供選擇。 Nov 2014

How to do it?









TRIZ

俄文：теории решения изобретательских задач

Theory of Inventive Problem Solving (TIPS)

發明家式的解決任務理論

台灣：「萃思」，取其「萃取思考」之義

大陸：「萃智」理論

My TRIZ teachers:



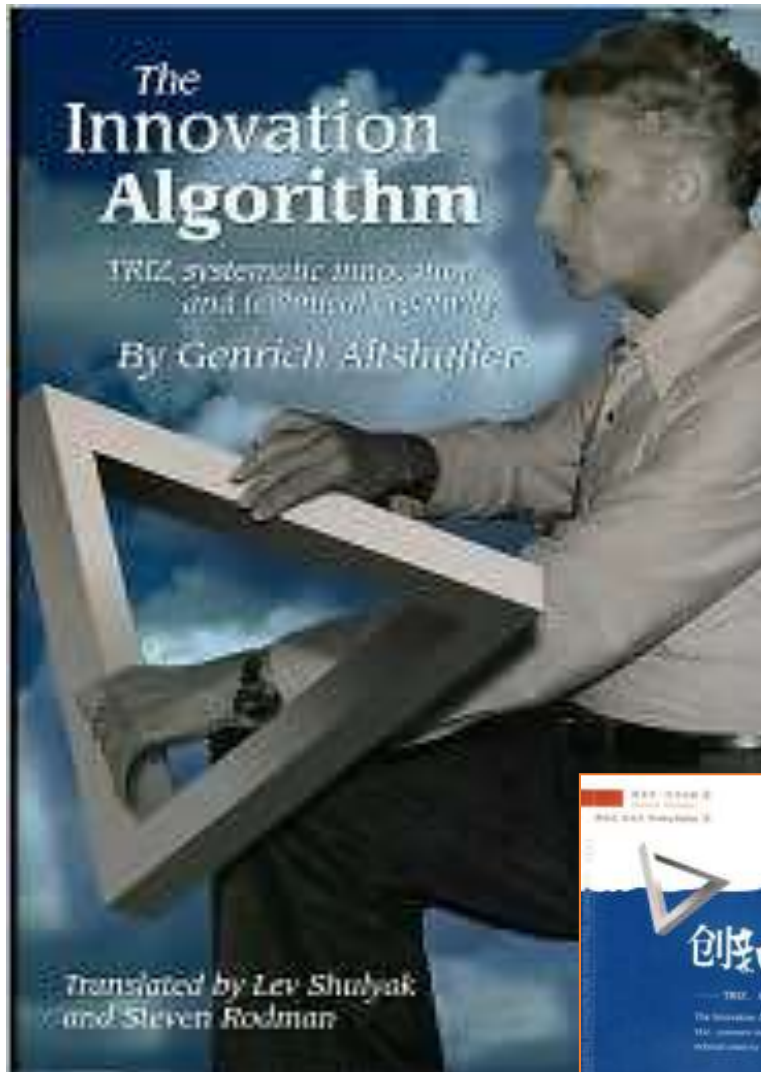
Dr. Ikovenko



Prof. Daniel Shu



Dr. Michael YH Li



Chinese translation
2008



The Innovation Algorithm - TRIZ, systematic Innovation and technical creativity

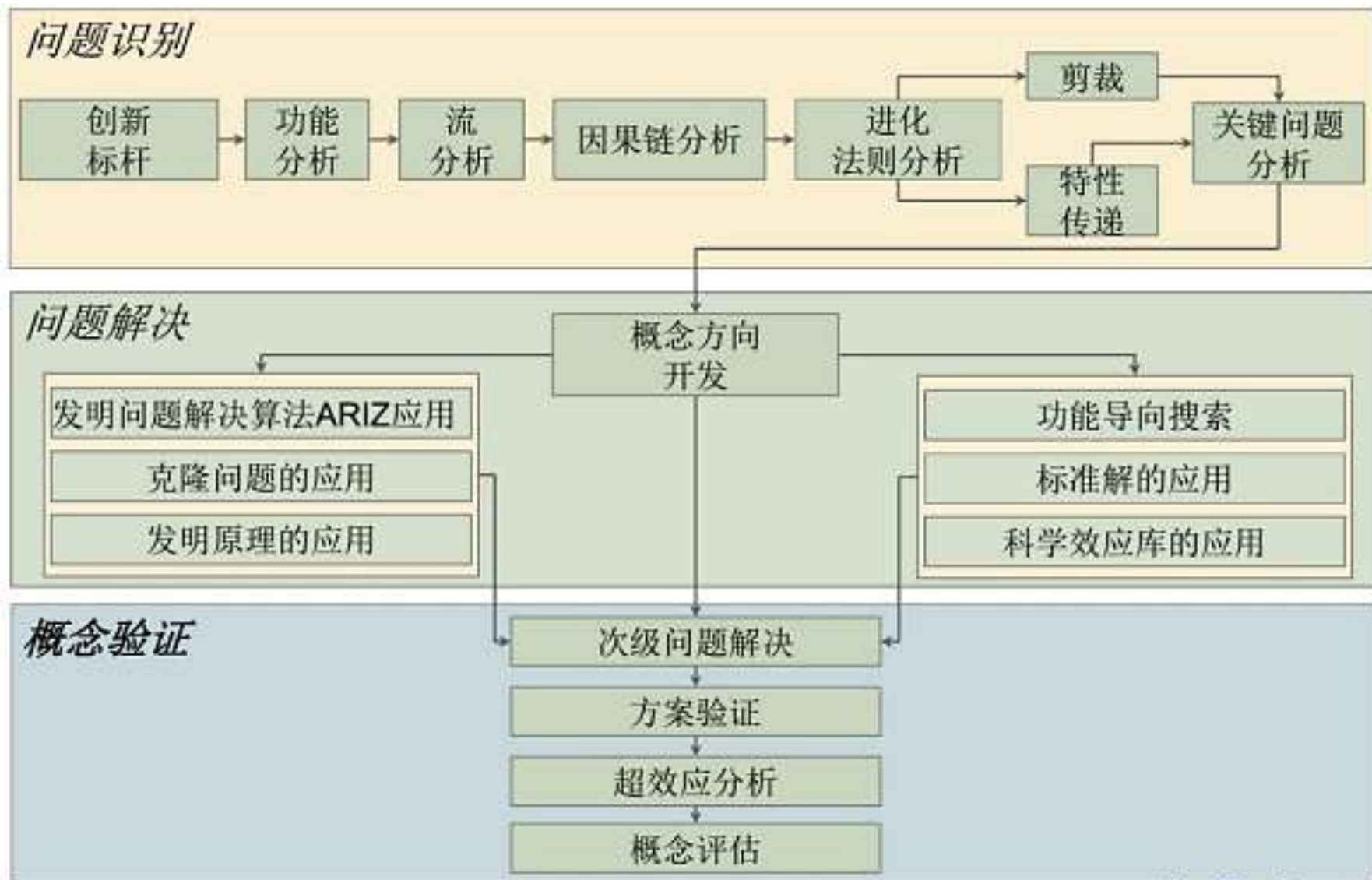
Author: Genrich Altshuller

(English)1999

本書是發明問題解決理論（TRIZ）
創新方法發展的里程碑，是二十多年
研究與分析的結果。

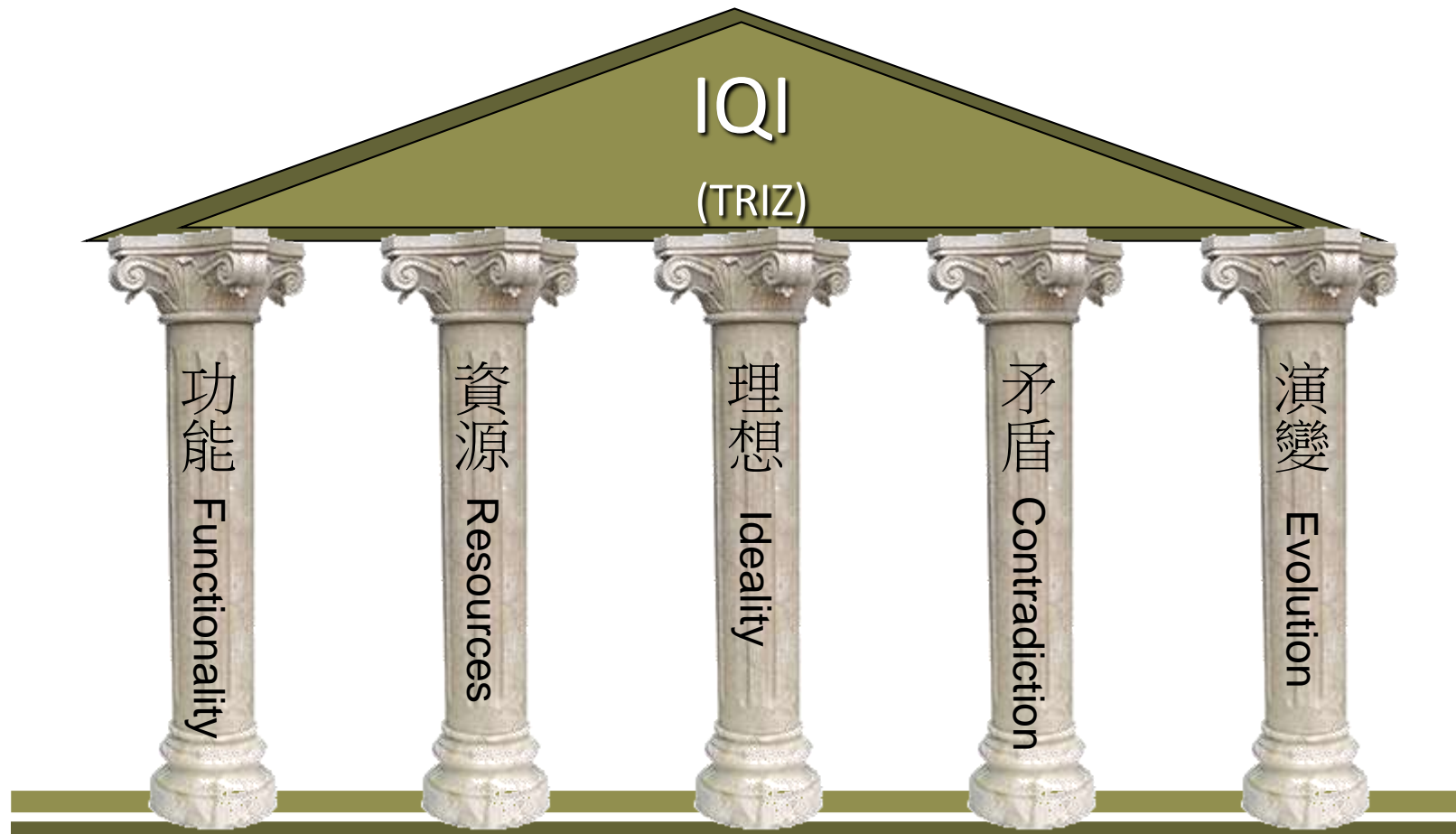
Altshuller詳細介紹了TRIZ的解決
問題的解決方案（ARIZ），可以
產生最高級別的創新。 飽含深刻的
思想，見解和例子

這本書被許多人視為Altshuller的大
作品，他的創作和技術革命手冊。



5 個 TRIZ 支柱 - 功能，資源，理想，矛盾，演變

5 TRIZ pillars - Functionality, Resources, Ideality, Contradiction, Evolution



顧客買的是 - 功能 **Customers buy - Functions**

功能

Functionality



Not Products
而不是產品

Nor Services
也不是服務

Use Of Resources

Maximization of use of everything contained within a system.

Idle resources

Anything in the system which is not being used.

資源

Resources



最大值

理想

Ideality

$$\text{理想Ideality} = \frac{\text{所有有用的功能}}{\text{所有有害的功能}}$$



Ideal Final Result 最終理想解：

理想

Ideality

在解決問題之初，拋開各種客觀限制條件，定義出問題的IFR, 即解決處於理想狀態，從而得到解決問題的方向；最終理想解(IFR)提供了創新的目標。

最終理想解特点：

1. 消除缺陷
2. 保留優點
3. 不使更複雜
4. 不使有新的缺陷
5. 利用現有資源





- Resolve **Contradiction**, then problems will gone.
解決矛盾後，問題就不再出現.
- He found 40 solution concepts to be applied repeatedly and called them inventive principles (40 IPs). 他找出40個重複被應用的解決概念，並稱之為發明原理.

矛盾

Contradiction






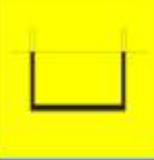



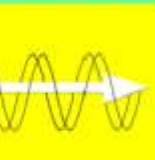








TRIZ 40 innovation principles

- | | |
|----------------------------------|------------------------------------|
| 1. Segmentation | 21. Skipping |
| 2. Taking out | 22. "Turn Lemons into Lemonade" |
| 3. Local quality | 23. Feedback |
| 4. Asymmetry | 24. 'Intermediary' |
| 5. Merging | 25. Self-service |
| 6. Universality | 26. Copying |
| 7. "Nested doll" | 27. Cheap short living objects |
| 8. Anti-weight | 28. Mechanics substitution |
| 9. Preliminary anti-action | 29. Pneumatics and hydraulics |
| 10. Preliminary action | 30. Flexible shells and thin films |
| 11. Beforehand cushioning | 31. Porous materials |
| 12. Equipotentiality | 32. Color changes |
| 13. 'The other way round' | 33. Homogeneity |
| 14. Spheroidality-Curvature | 34. Discarding and recovering |
| 15. Dynamics | 35. Parameter changes |
| 16. Partial or excessive actions | 36. Phase transitions |
| 17. Another dimension | 37. Thermal expansion |
| 18. Mechanical vibration | 38. Strong oxidants |
| 19. Periodic action | 39. Inert atmosphere |
| 20. Continuity of useful action | 40. Composite materials |



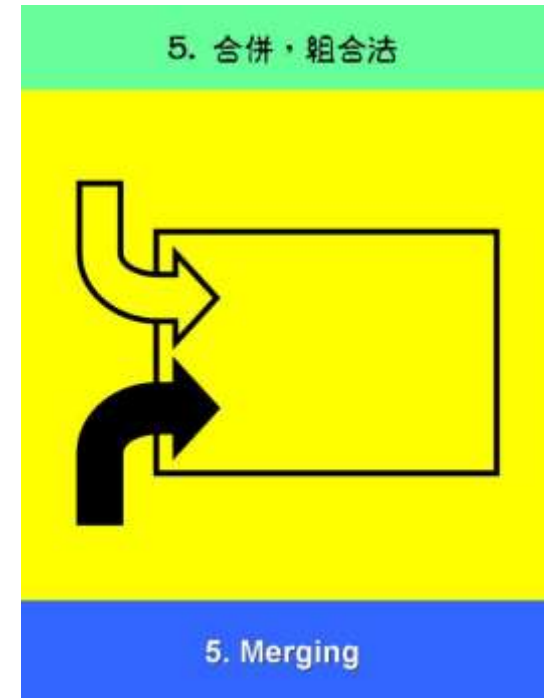
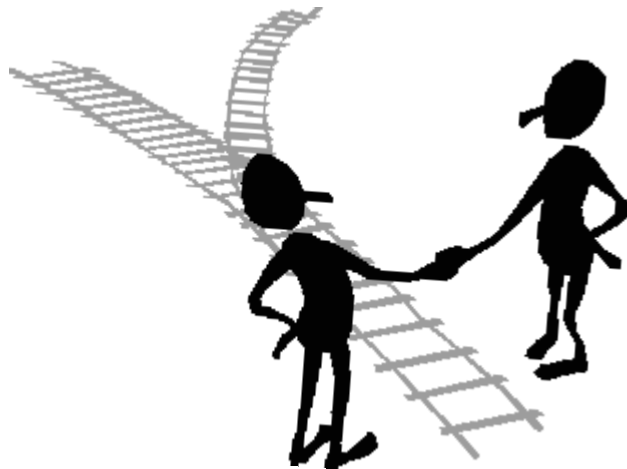
© Victor Lo

40 Innovation Principle Icons

<p>1. 分割、分離法</p>  <p>1. Segmentation</p>	<p>2. 轉像、縮放、變形法</p>  <p>2. Extraction</p>	<p>3. 局部凸出、局部平面化法</p>  <p>3. Local quality</p>	<p>4. 非對稱法</p>  <p>4. Asymmetry</p>	<p>5. 合併、組合</p>  <p>5. Merging</p>	<p>6. 多功能、一物多用</p>  <p>6. Universality</p>	<p>7. 嵌套</p>  <p>7. Nesting</p>	<p>8. 對置、置換、排法、巧排法</p>  <p>8. Counterweight</p>
<p>9. 同化原理、同化流形法</p>  <p>9. Prior Constraints</p>	<p>10. 預先作用</p>  <p>10. Prior action</p>	<p>11. 組合原理、組合結構法</p>  <p>11. Combining</p>	<p>12. 等位性、等制法</p>  <p>12. Equal potentiality</p>	<p>13. 反法、逆向操作法</p>  <p>13. Invention</p>	<p>14. 曲直化、曲解、曲化</p>  <p>14. Superficiality</p>	<p>15. 動態法</p>  <p>15. Dynamics</p>	<p>16. 前置制動、前置制動法</p>  <p>16. Evacuation or Portal action</p>
<p>17. 變步驟、一多變法</p>  <p>17. Moving to a New Dimension</p>	<p>18. 機械解法</p>  <p>18. Mechanical resonance</p>	<p>19. 週期運動、脈動法</p>  <p>19. Periodic action</p>	<p>20. 動作作用持續法</p>  <p>20. Continuity of useful action</p>	<p>21. 衝破、破法</p>  <p>21. Rushing Through</p>	<p>22. 構造成對、解耦解法</p>  <p>22. Opposite interest into Benefits</p>	<p>23. 回饋、回饋法</p>  <p>23. Feedback</p>	<p>24. 中分型、中分法</p>  <p>24. Mediator</p>
<p>25. 曲直法、曲解法</p>  <p>25. Soft services</p>	<p>26. 複製法</p>  <p>26. Copying</p>	<p>27. 泡型、雙門法</p>  <p>27. Cheap short living objects</p>	<p>28. 動作傳訊系統法</p>  <p>28. Mechanics substitution</p>	<p>29. 液壓氣壓和流體、壓力法</p>  <p>29. Pneumatics and hydraulics</p>	<p>30. 利用解耦和變形、變化法</p>  <p>30. Flexible shells and thin films</p>	<p>31. 多孔材料、孔化法</p>  <p>31. Porous materials</p>	<p>32. 改變顏色、色和法</p>  <p>32. Color changes</p>
<p>33. 同質化、同化法</p>  <p>33. Homogeneity</p>	<p>34. 拋棄解耦、由生由棄法</p>  <p>34. Discarding and recovering</p>	<p>35. 改變參數、變換、改變變換法</p>  <p>35. Parameter changes, Transformation of Properties</p>	<p>36. 變相、非同位變相、相變法</p>  <p>36. Phase transition</p>	<p>37. 熱脹法</p>  <p>37. Thermal expansion</p>	<p>38. 改變光學、透視變化法</p>  <p>38. Strong substance</p>	<p>39. 強化變法</p>  <p>39. Reinvent atmosphere</p>	<p>40. 複合材料法</p>  <p>40. Composite materials</p>

合併 Merging

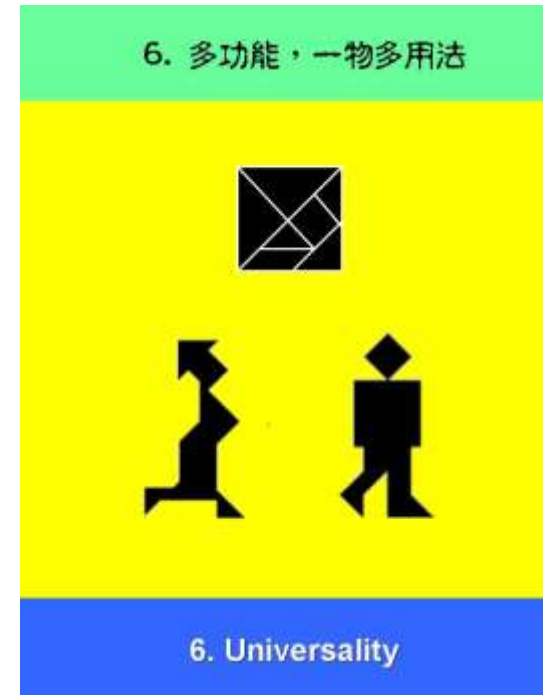
- a. 將相同或相關的物體、作業、或功能實體連接或合併
- b. 合併物體、作業、或功能，使其在時間上一起作用



IP 5

多功能 Universality

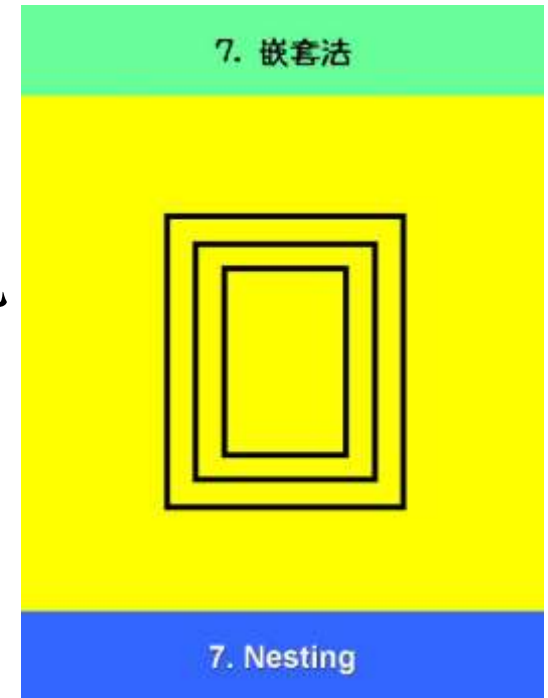
- a. 集多種功能於一身，以消除對其他系統的需求(依賴以完成功能)
- b. 使用標準功能



IP 6

嵌套法 Nesting

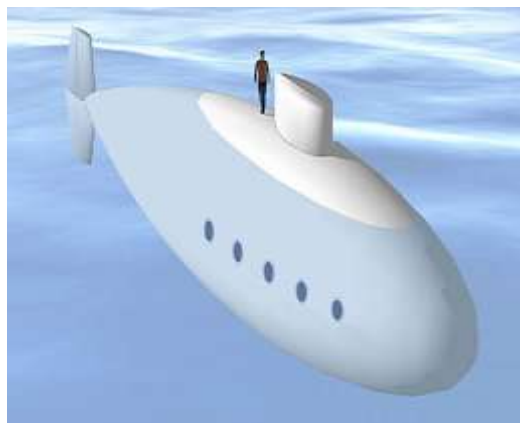
- a. 物體內可放入另一物體
- b. 將多數物體或系統放置在其他物體或系統內



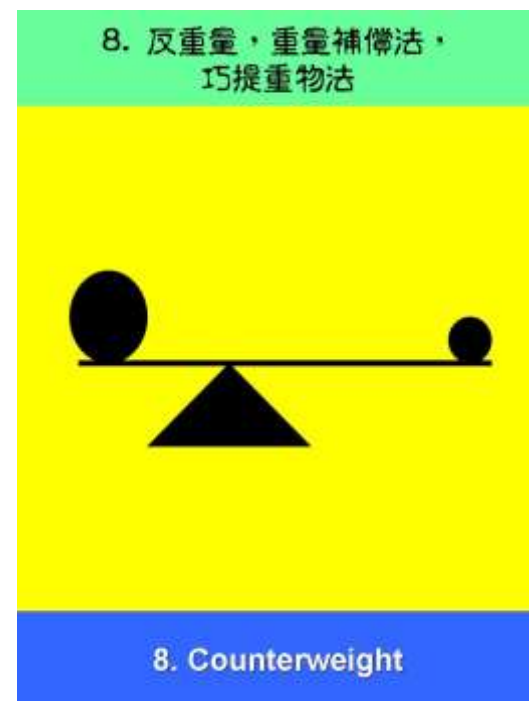
IP 7

反重量 Counterweight

- a. 結合能提供上升力量的物體，平衡物體的重量
- b. 利用環境中產生的空氣動力、水動力、浮力等，平衡物體的重量



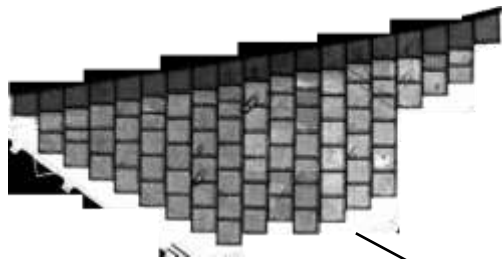
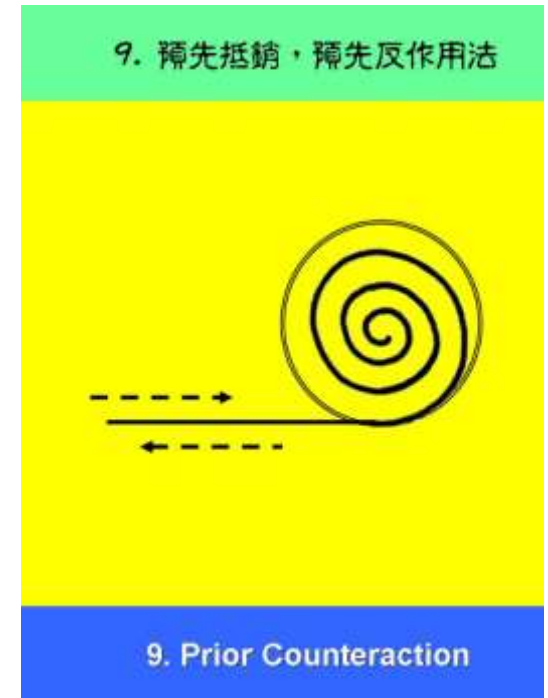
潛艇的浮潛艇氣缸



IP 8

預先抵銷 Prior Counteraction

- a. 如果一個包含有害與有用的作用，事先進行反作用的行動，以去除或降低有害的效果。
- b. 對有害的作用或事件，預先採取相反的作用。



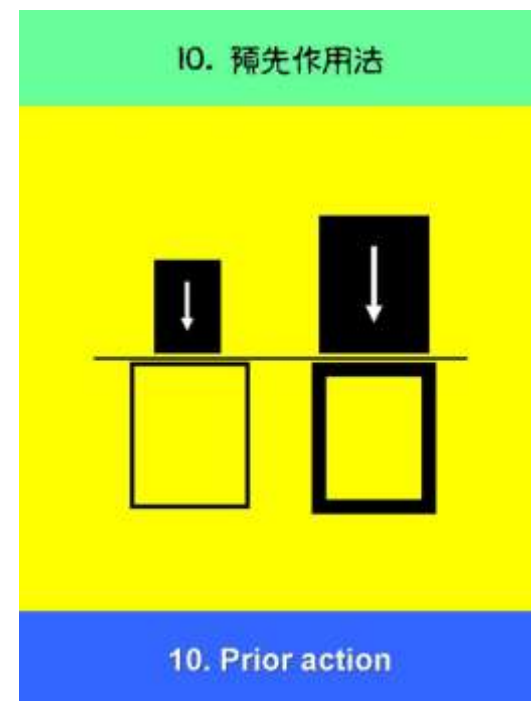
航天飛機使用的耐熱磚，以保護飛船



IP 9

預先作用 Prior action

- a. 事先準備使物體可及時並在適當的地方作用
- b. 將有用的物體預置，以便使其在必要時能立即在最方便的位置起作用



IP 10

Moving sidewalk with standing people.



移動人行道與站立的人

13. 反向，逆向運作法



13. Inversion

IP 13

13.2) Make movable parts (or the external environment) fixed, and fixed parts movable. 把一個可移動的物體固定，把一個固定的物體讓它變成可移動。

Walking exercise machine



步行運動機

13. 反向，逆向運作法



13. Inversion

IP 13

13.2) Make movable parts (or the external environment) fixed, and fixed parts movable. 把一個可移動的物體固定，把一個固定的物體讓它變成可移動。

TRIZ 39 System Parameters Quick Reference

1. Weight of moving object	21. Power
2. Weight of nonmoving object	22. Waste of energy
3. Length of moving object	23. Waste of substance
4. Length of nonmoving object	24. Loss of information
5. Area of moving object	25. Waste of time
6. Area of nonmoving object	26. Amount of substance
7. Volume of moving object	27. Reliability
8. Volume of nonmoving object	28. Accuracy of measurement
9. Speed	29. Accuracy of manufacturing
10. Force	30. Harmful factors acting on object
11. Tension, pressure	31. Harmful side effects
12. Shape	32. Manufacturability
13. Stability of object	33. Convenience of use
14. Strength	34. Reparability
15. Durability of moving object	35. Adaptability
16. Nonmoving object Durability	36. Complexity of device
17. Temperature	37. Complexity of control
18. Brightness	38. Level of automation
19. Energy spent by moving object	39. Productivity
20. Energy spent by nonmoving object	

TRIZ 39 System Parameters Quick Reference Cards by Victor Lo

39 System Parameters 系統特徵參數 © Victor Lo	<p>1. Weight of moving object</p> <p>The mass of the object in a platform tool. The less the tool's weight, the less the object's weight.</p> <p>移動物重量</p>	<p>2. Weight of stationary object</p> <p>The mass of the object in a platform tool. The less the tool's weight, the less the object's weight.</p> <p>固定物重量</p>	<p>3. Length of moving object</p> <p>The length of the object in a platform tool. The less the tool's length, the less the object's length.</p> <p>移動物長度</p>	<p>4. Length of stationary object</p> <p>The length of the object in a platform tool. The less the tool's length, the less the object's length.</p> <p>固定物長度</p>	<p>5. Area of moving object</p> <p>The area of the object in a platform tool. The less the tool's area, the less the object's area.</p> <p>移動物面積</p>	<p>6. Area of stationary object</p> <p>The area of the object in a platform tool. The less the tool's area, the less the object's area.</p> <p>固定物面積</p>	<p>7. Volume of moving object</p> <p>The volume of the object in a platform tool. The less the tool's volume, the less the object's volume.</p> <p>移動物體積</p>	<p>8. Volume of stationary object</p> <p>The volume of the object in a platform tool. The less the tool's volume, the less the object's volume.</p> <p>固定物體積</p>
	<p>9. Speed</p> <p>The velocity of an object in a platform tool. The less the tool's velocity, the less the object's velocity.</p> <p>速度</p>	<p>10. Force</p> <p>The force of an object in a platform tool. The less the tool's force, the less the object's force.</p> <p>力量</p>	<p>11. Stress or pressure</p> <p>The stress or pressure of an object in a platform tool. The less the tool's stress or pressure, the less the object's stress or pressure.</p> <p>壓力、應力</p>	<p>12. Shape</p> <p>The shape of an object in a platform tool. The less the tool's shape, the less the object's shape.</p> <p>形狀</p>	<p>13. Reliability of the object's composition</p> <p>The reliability of the object's composition in a platform tool. The less the tool's reliability, the less the object's reliability.</p> <p>結構穩定性</p>	<p>14. Strength</p> <p>The strength of an object in a platform tool. The less the tool's strength, the less the object's strength.</p> <p>強度</p>	<p>15. Rotation of action for a moving object</p> <p>The rotation of action for a moving object in a platform tool. The less the tool's rotation, the less the object's rotation.</p> <p>移動物轉動</p>	<p>16. Rotation of action for a stationary object</p> <p>The rotation of action for a stationary object in a platform tool. The less the tool's rotation, the less the object's rotation.</p> <p>固定物轉動</p>
	<p>17. Temperature</p> <p>The temperature of an object in a platform tool. The less the tool's temperature, the less the object's temperature.</p> <p>溫度</p>	<p>18. Illumination intensity</p> <p>The illumination intensity of an object in a platform tool. The less the tool's illumination intensity, the less the object's illumination intensity.</p> <p>亮度</p>	<p>19. Power of action for a moving object</p> <p>The power of action for a moving object in a platform tool. The less the tool's power, the less the object's power.</p> <p>移動物功率</p>	<p>20. Use of energy for stationary object</p> <p>The use of energy for a stationary object in a platform tool. The less the tool's use of energy, the less the object's use of energy.</p> <p>固定物能量</p>	<p>21. Power</p> <p>The power of an object in a platform tool. The less the tool's power, the less the object's power.</p> <p>功率</p>	<p>22. Loss of energy</p> <p>The loss of energy of an object in a platform tool. The less the tool's loss of energy, the less the object's loss of energy.</p> <p>能量損失</p>	<p>23. Loss of substance</p> <p>The loss of substance of an object in a platform tool. The less the tool's loss of substance, the less the object's loss of substance.</p> <p>物質損失</p>	<p>24. Loss of information</p> <p>The loss of information of an object in a platform tool. The less the tool's loss of information, the less the object's loss of information.</p> <p>資訊損失</p>
	<p>25. Line of Time</p> <p>The line of time of an object in a platform tool. The less the tool's line of time, the less the object's line of time.</p> <p>時間線</p>	<p>26. Quantity of substance for action</p> <p>The quantity of substance for action of an object in a platform tool. The less the tool's quantity of substance, the less the object's quantity of substance.</p> <p>物質數量</p>	<p>27. Reliability</p> <p>The reliability of an object in a platform tool. The less the tool's reliability, the less the object's reliability.</p> <p>可靠性</p>	<p>28. Movement accuracy</p> <p>The movement accuracy of an object in a platform tool. The less the tool's movement accuracy, the less the object's movement accuracy.</p> <p>運動準確度</p>	<p>29. Reliability of action</p> <p>The reliability of action of an object in a platform tool. The less the tool's reliability of action, the less the object's reliability of action.</p> <p>動作穩定性</p>	<p>30. Reliability of action for a moving object</p> <p>The reliability of action for a moving object in a platform tool. The less the tool's reliability of action, the less the object's reliability of action.</p> <p>移動物動作穩定性</p>	<p>31. Reliability of action for a stationary object</p> <p>The reliability of action for a stationary object in a platform tool. The less the tool's reliability of action, the less the object's reliability of action.</p> <p>固定物動作穩定性</p>	<p>32. Reliability of action for a moving object</p> <p>The reliability of action for a moving object in a platform tool. The less the tool's reliability of action, the less the object's reliability of action.</p> <p>移動物動作穩定性</p>
	<p>33. Rate of operation</p> <p>The rate of operation of an object in a platform tool. The less the tool's rate of operation, the less the object's rate of operation.</p> <p>操作速率</p>	<p>34. Rate of repair</p> <p>The rate of repair of an object in a platform tool. The less the tool's rate of repair, the less the object's rate of repair.</p> <p>修復速率</p>	<p>35. Reliability of repair</p> <p>The reliability of repair of an object in a platform tool. The less the tool's reliability of repair, the less the object's reliability of repair.</p> <p>修復穩定性</p>	<p>36. Reliability of repair for a moving object</p> <p>The reliability of repair for a moving object in a platform tool. The less the tool's reliability of repair, the less the object's reliability of repair.</p> <p>移動物修復穩定性</p>	<p>37. Reliability of repair for a stationary object</p> <p>The reliability of repair for a stationary object in a platform tool. The less the tool's reliability of repair, the less the object's reliability of repair.</p> <p>固定物修復穩定性</p>	<p>38. Reliability of repair for a moving object</p> <p>The reliability of repair for a moving object in a platform tool. The less the tool's reliability of repair, the less the object's reliability of repair.</p> <p>移動物修復穩定性</p>	<p>39. Reliability of repair for a stationary object</p> <p>The reliability of repair for a stationary object in a platform tool. The less the tool's reliability of repair, the less the object's reliability of repair.</p> <p>固定物修復穩定性</p>	<p>40. Reliability of repair for a moving object</p> <p>The reliability of repair for a moving object in a platform tool. The less the tool's reliability of repair, the less the object's reliability of repair.</p> <p>移動物修復穩定性</p>



Worsening Parameters

改進的參數 Improving Parameters

[illegible]

S 曲線演變趨勢

演變
Evolution

Performance

帆船

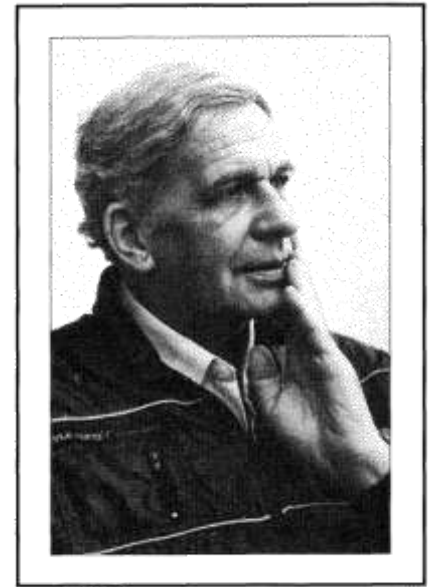
划艇

time

S 形曲線



S Curve



Genrich Saulovich Altshuller
October 15, 1926 to September 24, 1998

1956 First TRIZ paper published by Altshuller

1980 First TRIZ Conference in USSR

1993 TRIZ becomes known outside of USSR

1993 TRIZ imported in USA

1996 TRIZ Journal founded

1997 International TRIZ Association was founded G. S. Altshulle

1999 The establishment of Altshuller Institute for TRIZ Studies (USA)

1999 MA TRIZ was officially registered as an international organization

2000 The establishment of European TRIZ Association

2008 First Chinese translated book published

2010 The establishment of Institute of Systematic Innovation, Hong Kong.



Innovation methods

**People /
Empathy**

**Science /
Engineering**

Two main school
of thought

**People centered
Innovation**

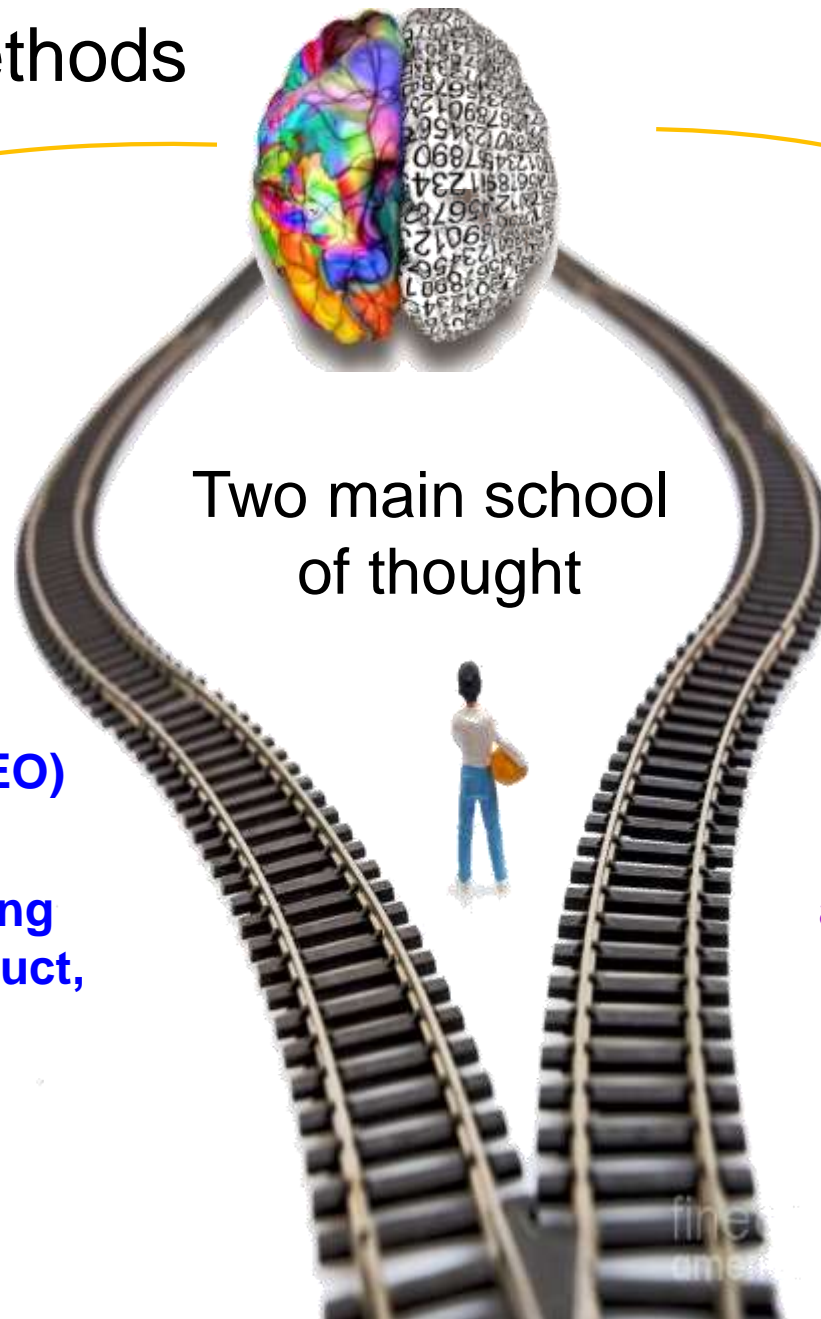
(Design thinking - IDEO)

TRIZ

**Theory of Inventive
Problem Solving
(TIPS)**

**Suitable for developing
new ideas on product,
process and
customer
relationship**

**algorithmic approach to
solving problems,
most suitable for
technical system
innovation**

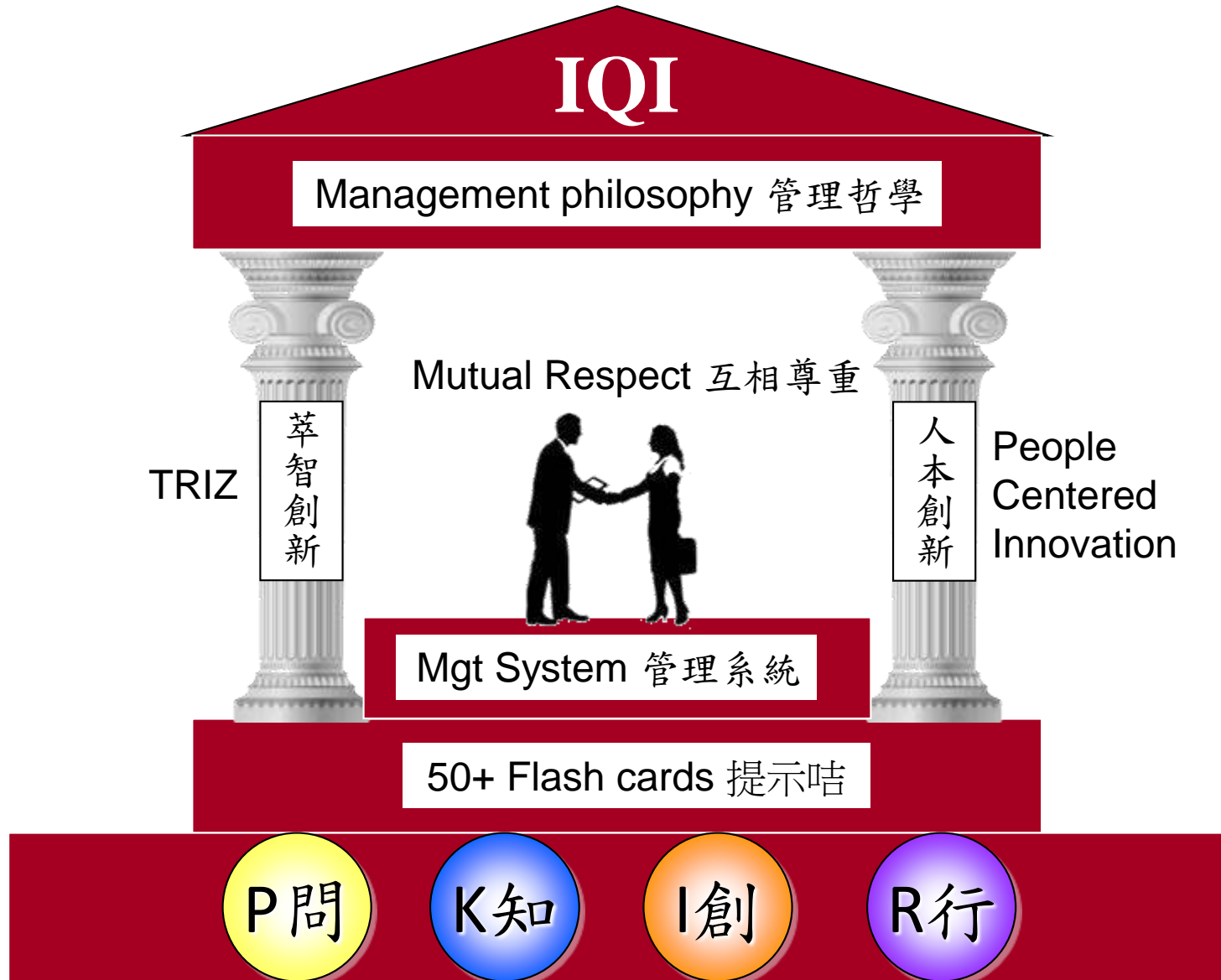




创新方法 各式其式

取决于用家

集大成？



Problem identification → **K**nowledge acquisition → **I**deation → **R**ealization

Flash cards



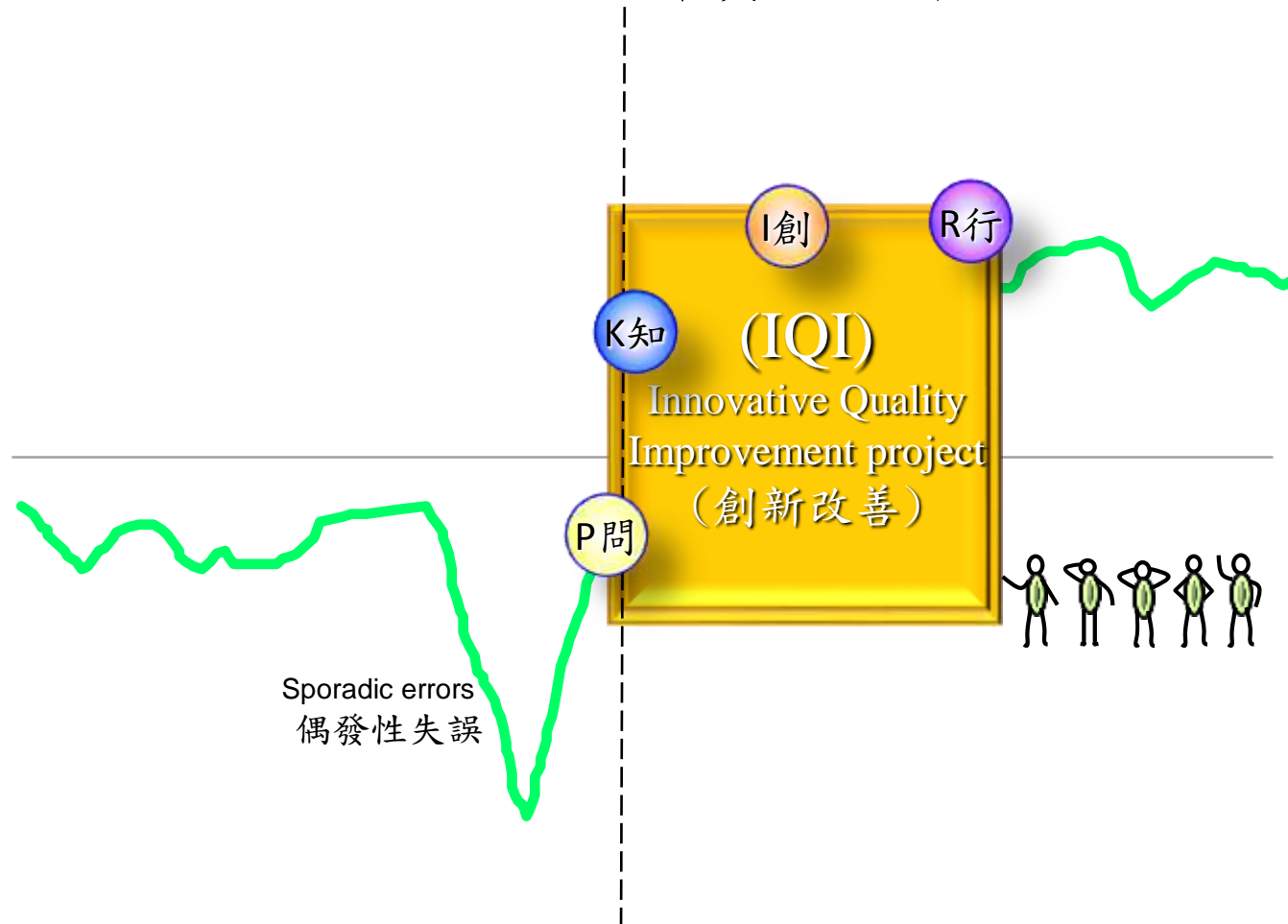
Innovate with Phronesis

實踐道德創新的智慧

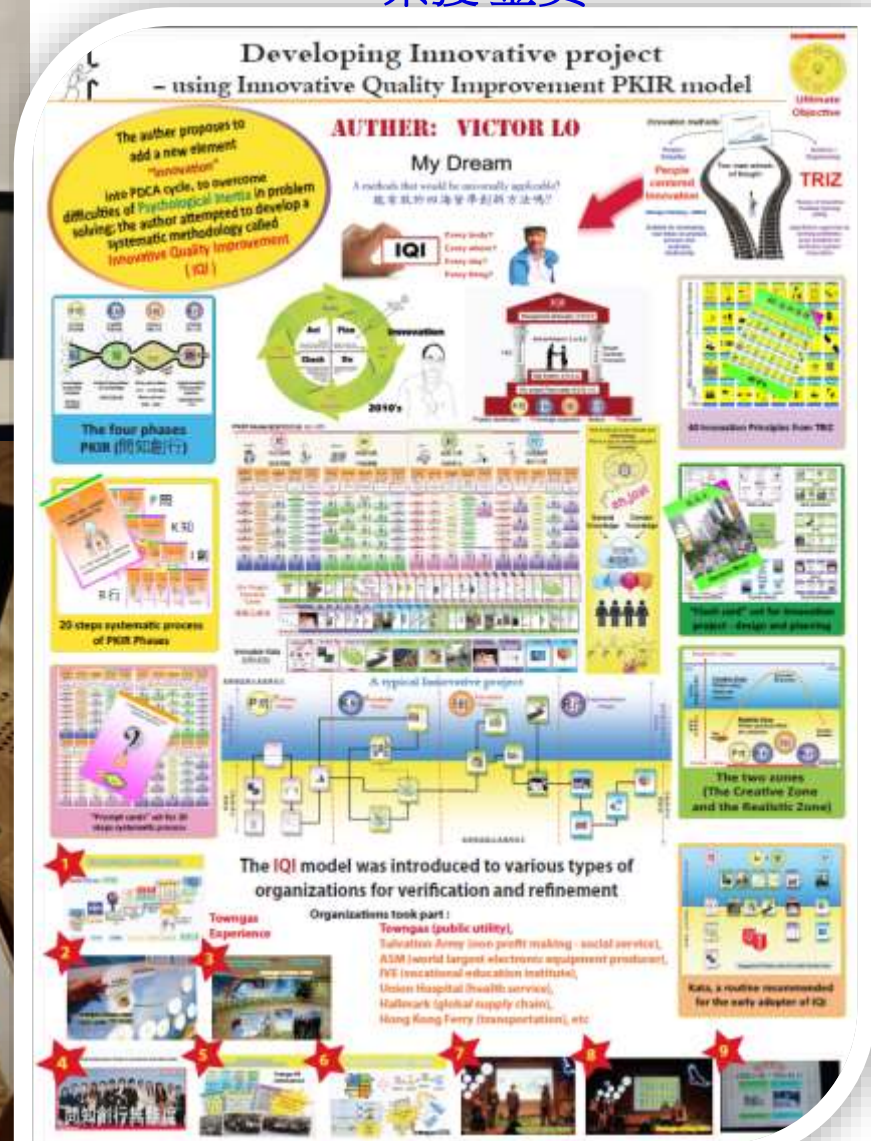
就是在實際處境中，辨別和決定應如何用新方法行事的智慧

以創新的思維去达到目标的智慧

通過 Innovative Quality Improvement (IQI) 項目提升質量水平



第五屆全球系統創新大賽 (2015) 榮獲 金獎

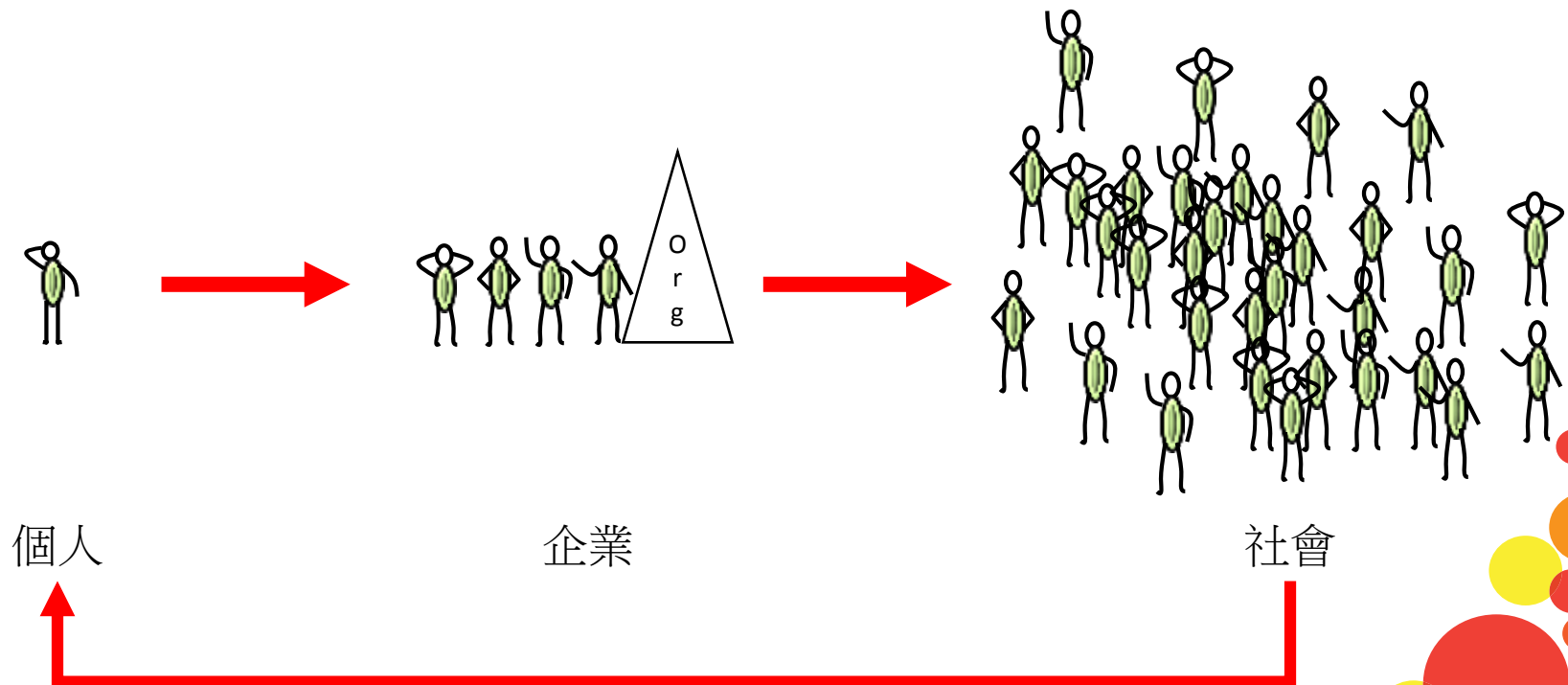


Gold Medal Award at The 5th Global Competition on Systematic Innovation (2015)

How to do things better (value adding)?



└─▶ Problem solving





優質
Quality

Act

Keep the improvement in place once it has delivered the results.

Plan

Design a project that meets the needs of the client.

Check

Monitor the project through implementation and ultimately find out if the project has delivered the results.

Do

Implement the project involving the client's team.

Innovation

追求的終極幸福生活

生活
life

創意
Innovation

靈感
Inspiration



2010's

Era of innovative Quality Improvement

By Victor Lo

We can change the world by enabling innovation

Make everyone to innovate

Enhance Quality

Decrease risk

Increase engineering success

Make life fun again

我們可以通過使創新改變世界

讓每個人都能創新

提高產品質量

減少風險

加大工程界成功

再次讓生活樂趣

讓我們一起
推動創新



Victor reminds you !

謝謝大家



V = Visualize your objectives

I = Identify what you want to achieve

C = Cross check with your current practices

T = Target the causes of gaps

O = Organize ‘問知創行’ projects

R = Reiterate these steps





THE HONG KONG
INSTITUTION OF ENGINEERS
香港工程師學會

Tea Gathering, Venere Club, HKIE

Should do ... must do

Restart of what we do by planting innovation in ourselves

學而優則做，做而優則創