

Systems Approaches we talk about today

- **Function and Physical Architecture**
 - function and physical viewpoints
 - functions and physical structures
- **Value Graph (upper half)**
 - purpose and alternative viewpoint
 - higher purposes/value and alternative ideas
- **Causal Loop Diagram**
 - cause-and-effect viewpoint
 - causes and effects
- **Customer Value Chain Analysis (CVCA)**
 - value chain viewpoint
 - stakeholders and their values

Value Graph

- Value Graph (upper half)

- purpose and alternative viewpoint
- higher purposes and alternative ideas

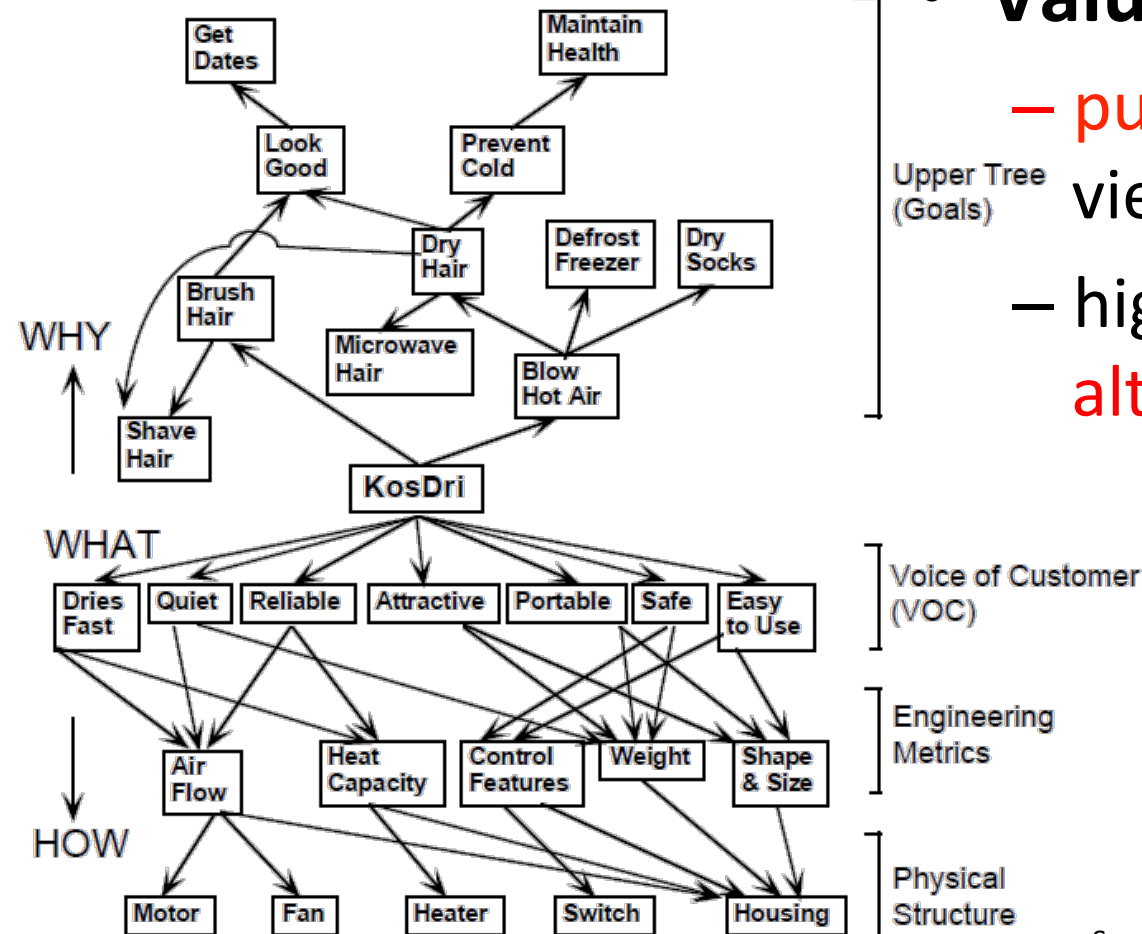


Figure 2.1.3 The Value Graph for KosDri

Source: Ishii, K and Kmenta, S. (2003) '2.1 Value Engineering (Value Identification and Functional Analysis)', ME317dfM: Product Design Value Engineering, Reader, Stanford University.

Note: The what and how questions lead to another powerful technique called *Quality Function Deployment*. We will not go into the details of QFD here, but use of the Value Graph will prepare us for the inputs and factors addressed in QFD.

Value Graph

- Value Engineering (VE) is a technique that allows design teams to systematically review their objectives and the proposed design at various stages of product development.
(2.1 Value Engineering (Value Identification and Functional Analysis), 2003)
- Technique developed based on *Functional Structure Analysis* from *Value Engineering*.
 - Associates values, functions, and concept
 - Visualize the interrelationship
- Originally used for product and service design

Thinking **beyond** your first idea

- The **first design** can haunt you.
 - Often holds on to the first design developed in early stage.
 - Cannot discard the first design idea even when it may be necessary to give up.
- **Consider the higher level purpose** (“meta thinking”) and set your mind free for better design option.
 - Ask your self “**why do we need this for?**” question to clarify the higher level purposes.
- Identify different levels of purposes to help **generate alternative creative design options**.
 - By thinking how the purpose could be satisfied.

Identifying higher level purposes: Value Ladder Representation

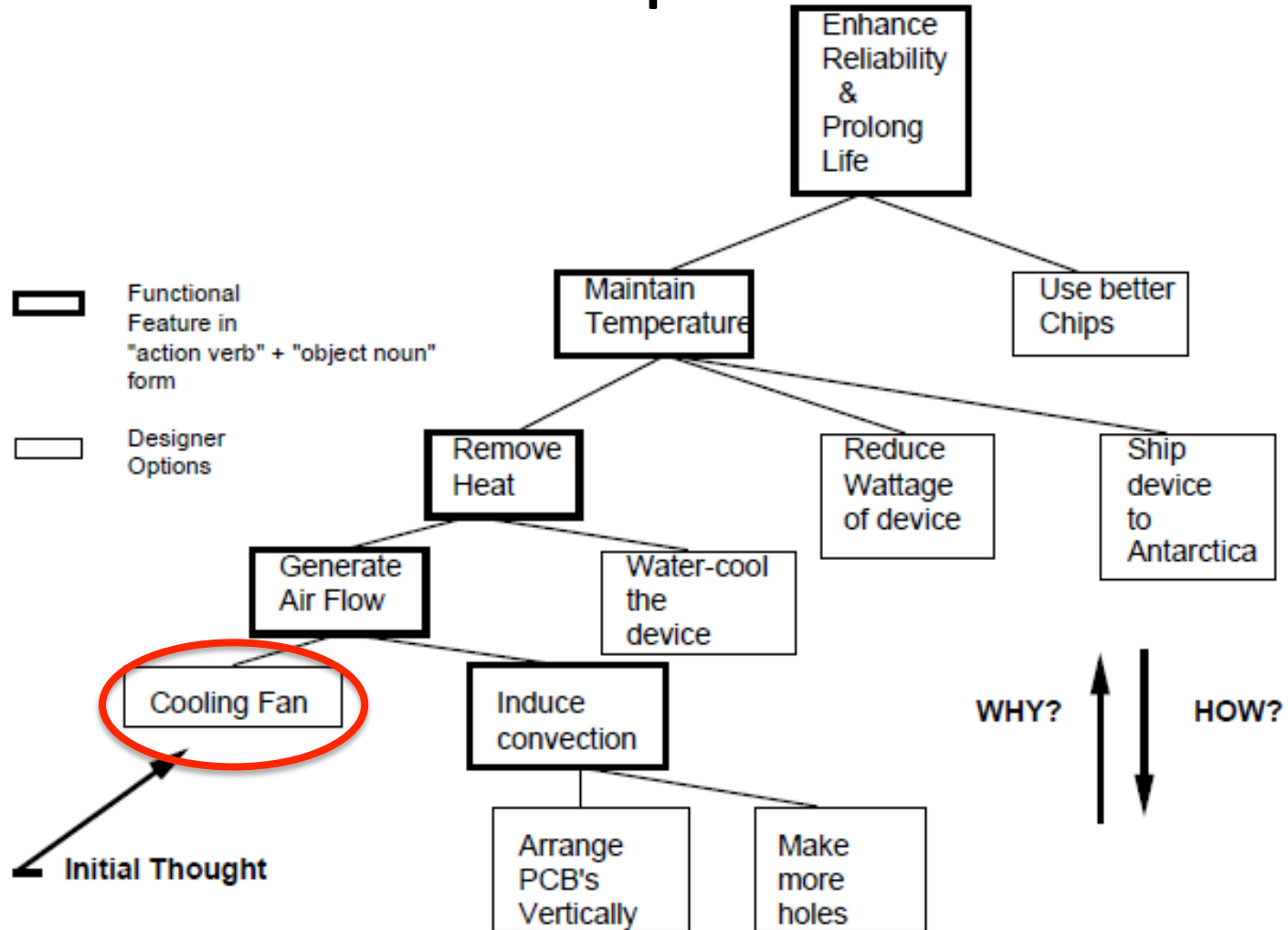
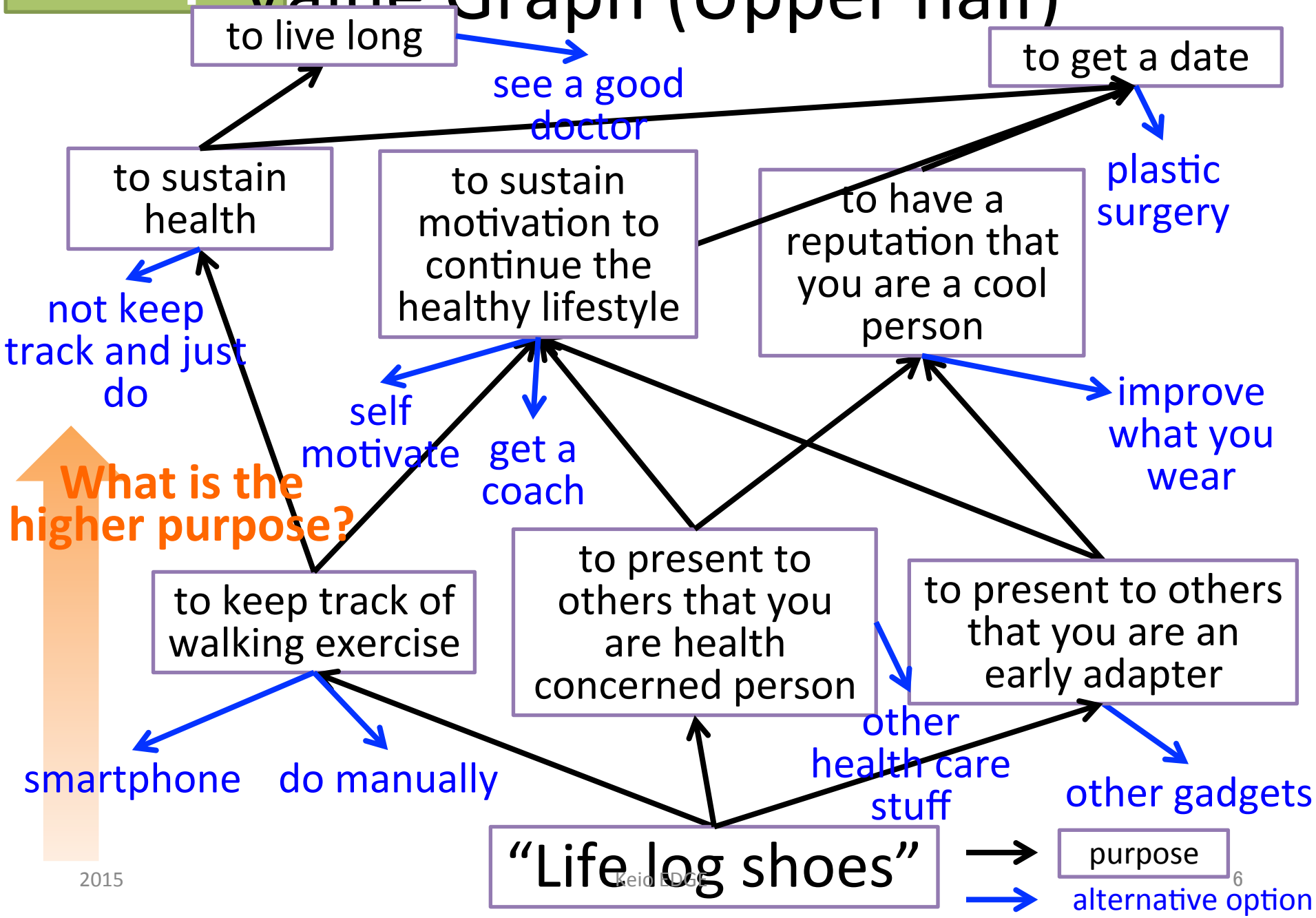


Figure 2.1.2 Identification of Product Values and Goals
(Based on Discussion Held at Apple Corporation, Cupertino, CA, March 1987)

Example

Value Graph (Upper half)



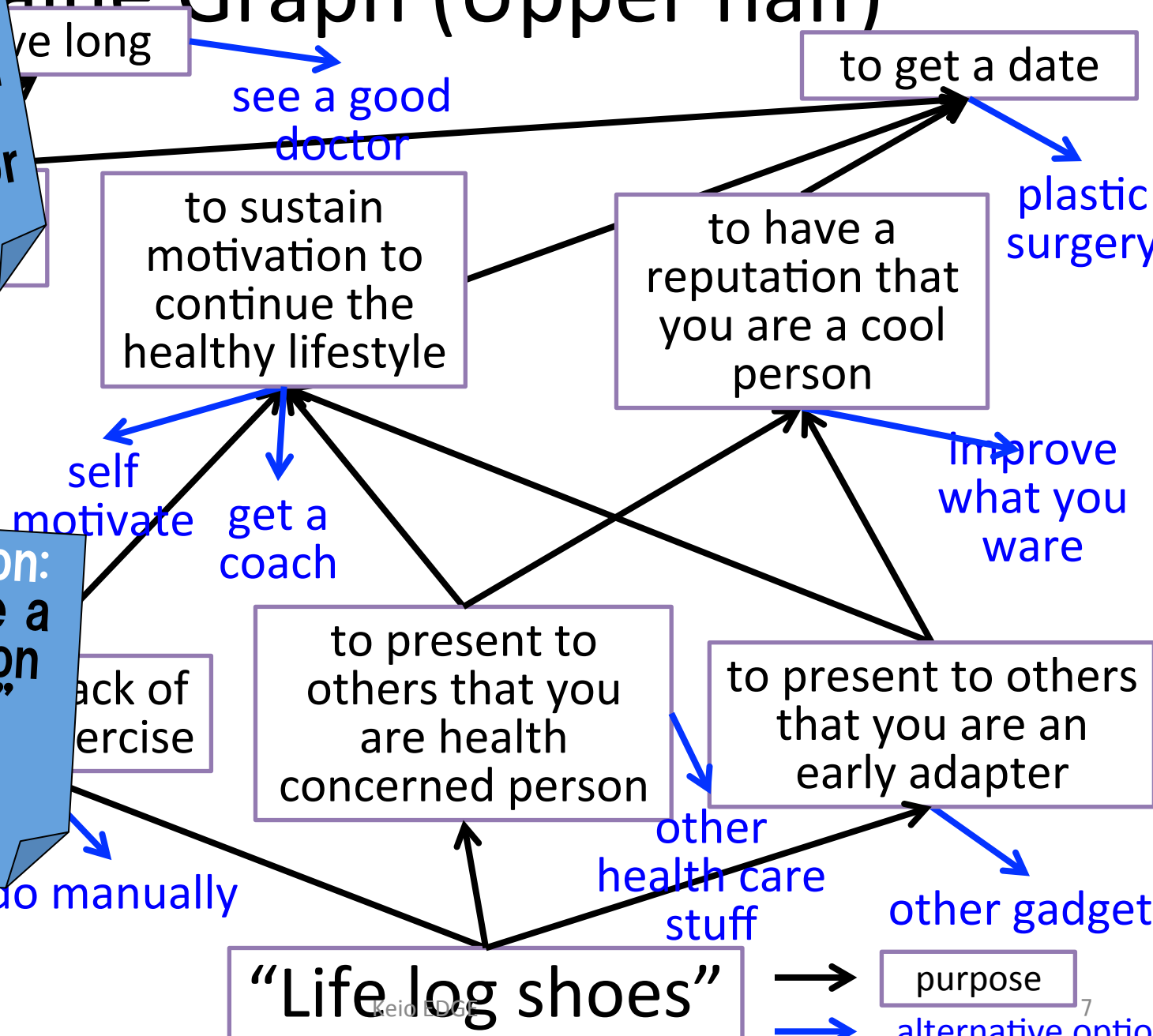
Value Graph (Upper half)

Insight: getting a date packaging and branding may be suitable for certain age group

not keep track and just do

New question: what can be a differentiation of a "shoes" type life log device?

smartphone do manually

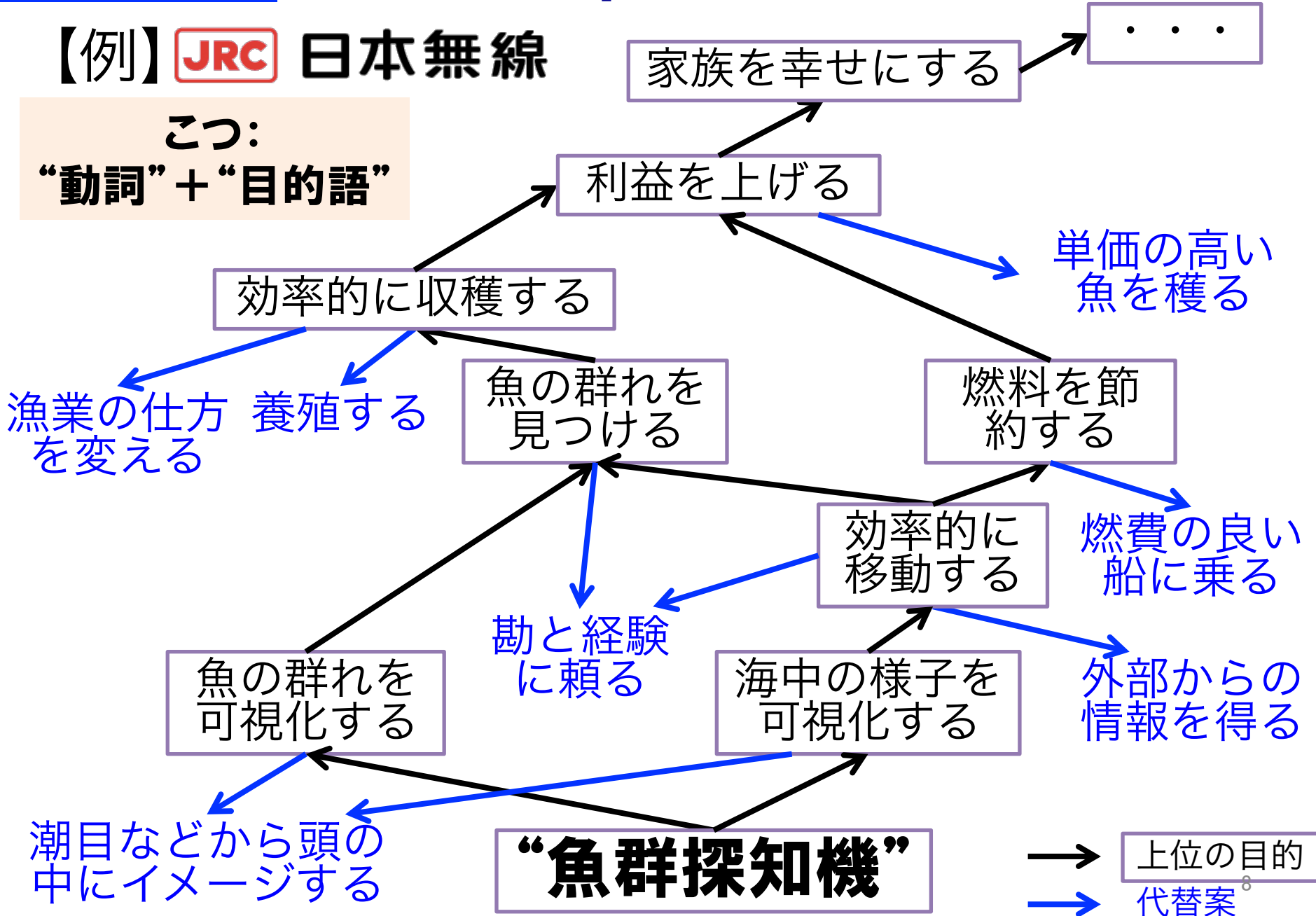


→ purpose
 → alternative option

Example Value Graphの上部構造を考える

【例】 JRC 日本無線

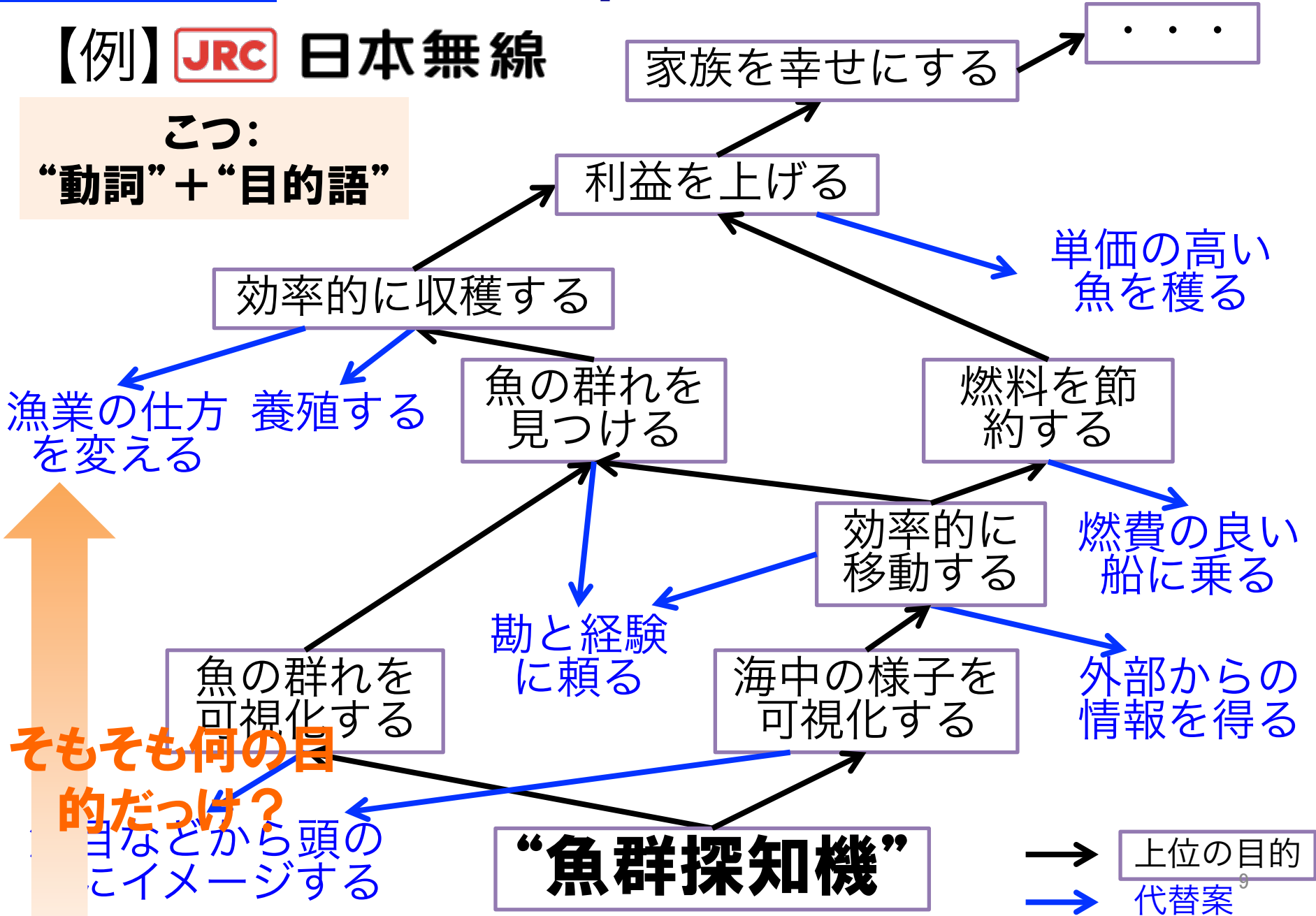
こつ：
“動詞” + “目的語”



Example Value Graphの上部構造を考える

【例】 JRC 日本無線

こつ：
“動詞” + “目的語”

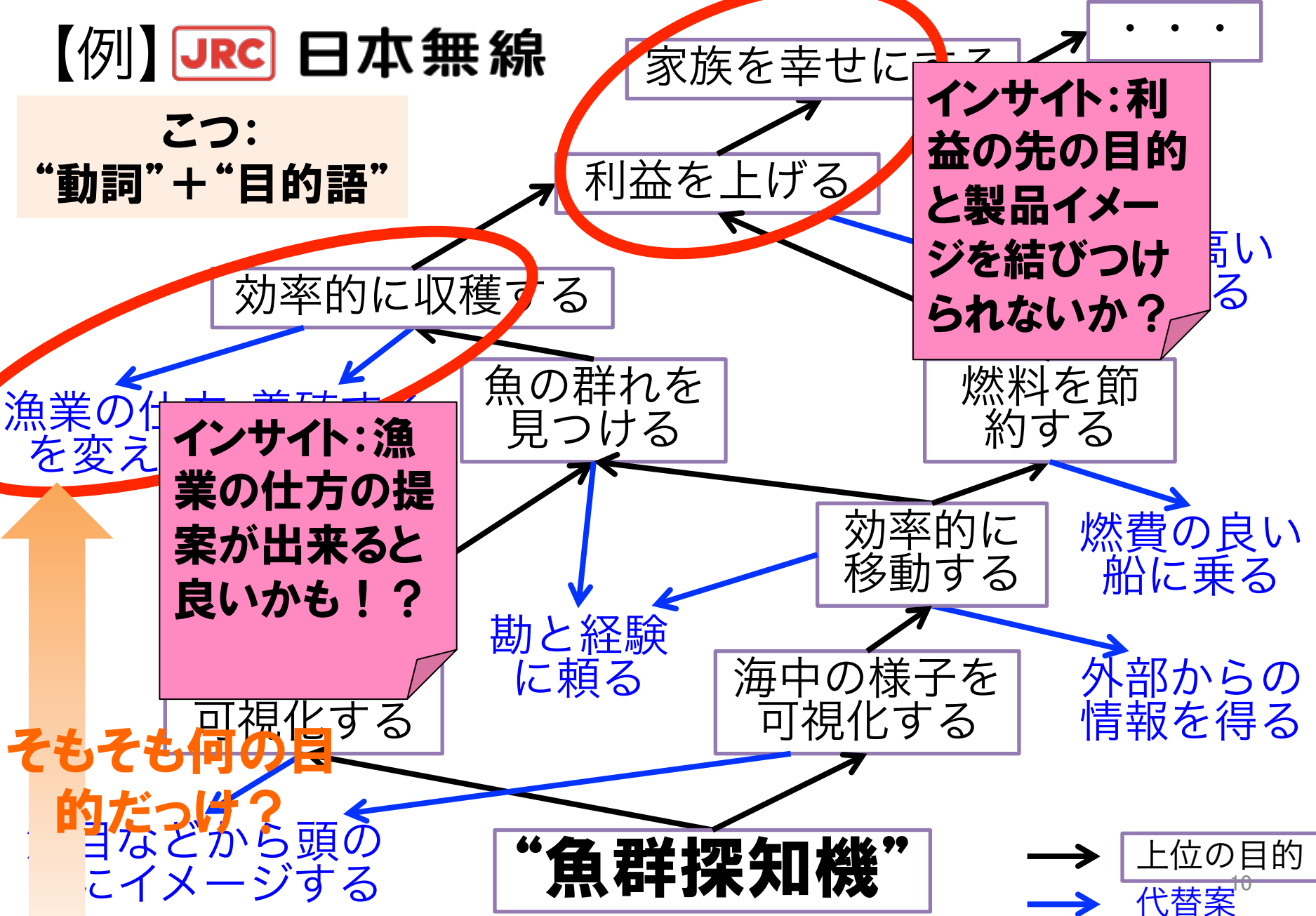


そもそも何の目的だっけ？

Example Value Graphの上部構造を考える

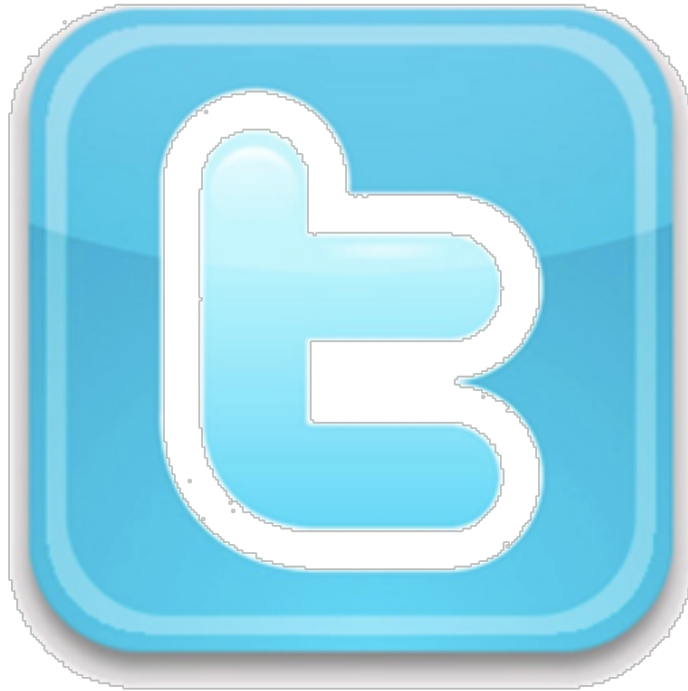
【例】 **JRC** 日本無線

こつ：
“動詞” + “目的語”



Practice

Value Graph (Upper Half) Creation Practice



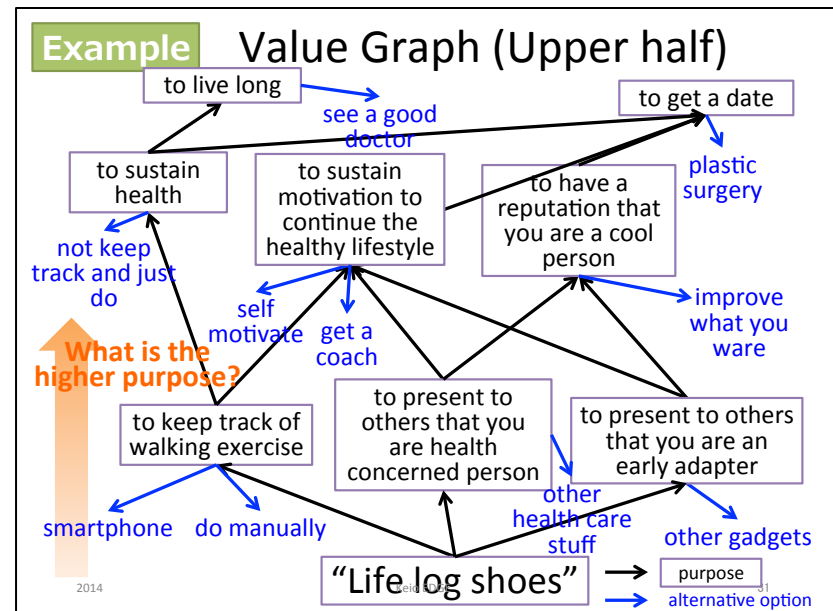
twitter

Exercise

Value Graph Exercise 1

- Discuss and create a Value Graph (Upper Half) of your idea.

- More abstract purposes?
- Whose purpose?
- Multiple purposes?
- Alternative options?

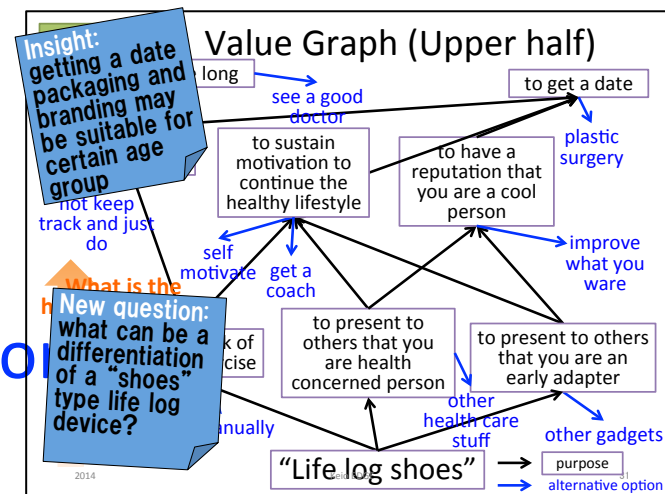


Structurizing and visualizing your purposes and alternative options to expand the solution space

Value Graph Exercise 2

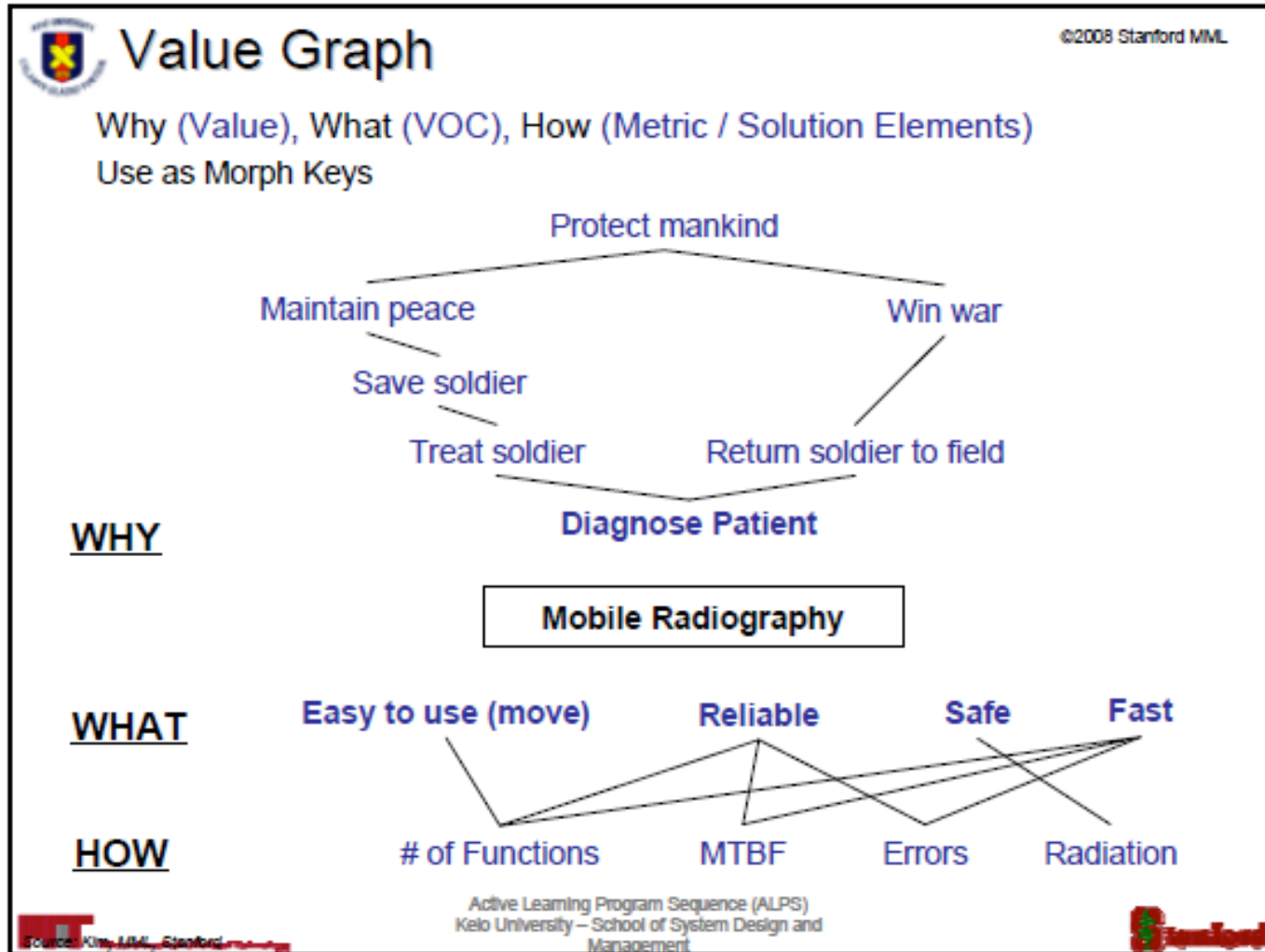
- Discuss about your Value Graph (Upper Half) session. Both process and output.
- Jot down **interesting finding** and **new questions found** during the discussion. They may be important insights.

- ❑ Interesting upper purpose?
- ❑ Interesting alternative options?
- ❑ Interesting propose design?
- ❑ Interesting competition/collaboration?
- ❑ Chance to re-define your concept?



Look for insights that helps you to refine/ update/redefine your concept or idea.

Value Graph Ex.: Mobile Radiography



Value Graph Related Reading Materials

- Ishii, Kosuke, and S. Kmenta. 2.1 Value Engineering (Value Identification and Functional Analysis). ME317 dfM: Product Definition Value Engineering, 2003.
- Kim, Sun K., Kosuke Ishii, and Kurt Beiter. "Scenario-Based Design for Amorphous Systems". Proceedings of ASME International Mechanical Engineering Congress and Exposition. 2008.