

Principles of Design

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Agenda

- Shop Tour
- General principles
- Methods overviews
- Generalization and takeaways
- Design tools (if we have time)
- Open Discussion





GENERAL PRINCIPLES





Phases of Life

- Development
- Production
- Utilization (Life)
- Disposal (End of Life)





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General Problem Solving



G. Pahl, W. Beitz, J. Feldhusen and K. Grote, *Engineering Design: A Systematic Approach*, 3rd ed., K. Wallace and L. Blessing, Eds., London: Springer-Verlag London Limited, 2007.



Key principles:

- Modularity
- Mutability
- Robustness

Simpson, T.W., Lautenschlager, U. and Mistree, F.,1998, "Mass Customization in the Age of Information: The Case for Open Engineering Systems," in <u>The Information Revolution:</u> <u>Current and Future Consequences</u>, pages 49-71, (W. Read and A Porter, Eds.), Ablex Publications, Greenwich, Connecticut. Via Dr. Dirk Schaefer, Georgia Institute of Technology, ME 6102 L05-S2013 Open Engineering Systems and Reverse Engineering.



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Simpson, T.W., Lautenschlager, U. and Mistree, F.,1998, "Mass Customization in the Age of Information: The Case for Open Engineering Systems," in <u>The Information Revolution: Current</u> <u>and Future Consequences</u>, pages 49-71, (W. Read and A Porter, Eds.), Ablex Publications, Greenwich, Connecticut. Via Dr. Dirk Schaefer, Georgia Institute of Technology, ME 6102 L05-<u>S</u>2013 Open Engineering Systems and Reverse Engineering.



METHODS OVERVIEW





G. Pahl, W. Beitz, J. Feldhusen and K. Grote, Engineering Design: A Systematic Approach, 3rd ed., K. Wallace and L. Eds., London: Springer-Verlag London Limited,



V Model



Dr. Dirk Schaefer, Georgia Institute of Technology, ME 6102 L09-S2013 Engineering Systems Design.





Robolackets

Waterfall Model



Original uploader was <u>PaulHoadley</u> at <u>en.wikipedia</u> <u>http://en.wikipedia.org/wiki/File:Waterfall_model.png</u>



DFx

- Design for X
- What is X?
 - Safety
 - Assembly
 - Minimum Risk
 - Maintenance
 - Etc.





OPEN DISCUSSION

