

"Thinking" Engineering/New Product Development System Prior SOP 1/5 Performance Assessment – Benchmark vs Client

2009

1.	Cost:		600 - 700 %
2.	Manpower:	What is the Impact? 200 - 3 on Revenue & Profit? 400 - 3	550 - 750 %
3.	Quality:		800 - 950 %
4.	Time:		200 - 350 %
5.	Productivity:		400 - 500 %
6.	EC/DC:		750 – 900 %
7.	Innovation:		700 – 800 %



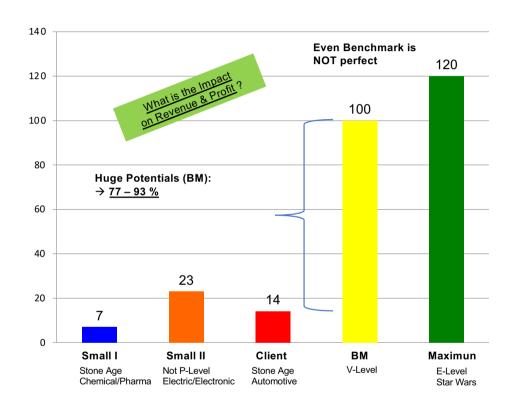
- → Performance: (prior SOP) Score 14 (Client) vs 100 (BM) vs 120 (Maximum) Not on radar !!!
- → Performance: (after SOP) Is even worse 600% >1.000% (Domino-Effects) Not on radar !!!

 $\underline{\textbf{Benchmark:}} \ \ \mathsf{Realized} \ \underline{\textbf{ALL}} \ \text{,Trade off Goals"}$

Better & Faster & Cheaper & Less Risk & More Innovation & More Customer Satisfaction & More Flexibility & More LL & More Profit & More Employee Satisfaction & Less People Turnover &



"Thinking" Engineering/New Product Development System Prior SOP 2/7 3 Performance Assessments





2/13 "Thinking" Engineering/New Product Development System "Missing Opportunities" → Huge Impact on Cost, Revenue, Profit

1.	Quality Problems 6 Months prior SOP	4,2 Mio \$
2.	Manufacturing Cost ~13% > Target Cost	4,8 Mio \$
3.	Time To Market (~100% → ~13 Mo.) ~5,5 Months too late	14,7 Mio \$
		14,7 WIO \$
4.	Late Design Changes 6 Months prior SOP	7,8 Mio \$
	6 Months prior SOP	
5.	Development Budget (FTE)	6.1 Mio \$
	~31% > Budget	6, I MIO \$
•		000 M
6.	•••	??? Mio \$

 [→] ALL Missing Opportunities + ALL Additional Costs + ... = GAP / POTENTIAL
 → Situation AFTER SOP: e.g. DC 6/9/12 Months AFTER SOP
 → Consider Cost for Total Life Cycle or Cost Impact on next New Projects (e.g. Staffing too late)
 → Purchasing Price vs Cost before vs after DC? Benchmark vs Client? WHY? E.g. Price ~57% vs Cost ~8% (via 4 DCs) !!!
 → ~83% of all "Supplier Problems" are caused by LCC-Suppliers
 → ...



Performance Initiatives NPDS (last 10 Yrs.) Client



1999 - 2009

- ♦ Various Global Benchmarking Studies (e.g. NPDS, NPD, PDP, FFE, ...)
- ♦ A major Business Re-Engineering
- ♦ Several minor / major Process Re-Engineerings (e.g. Stage Gate Process, V-Model, ...)
- → Fuzzy Front End, R&D, Innovation, Portfolio (several activities), ...
- ♦ Lessons Learned Database, Knowledge Database, ...
- ♦ New IT-Systems and Software (e.g. Virtual Design / Mock up, ...)
- ♦ Simulation Software (Design, Production, Tooling, M&E, Test, Flow, Cost, Quality, ...)
- ♦ More / Better Design Reviews / Checklists / Rigorous Control / Tracking, Central Staff Team, ...
- ♦ FMEA, SPC, DFM/A, QFD, VoC, FEA, VE, VM, TC, TQM, VSM, Fast Prototyping, Robust Design,
- ♦ Heavy Weight Program Champion, Matrix Organisation, Customer / Platform Teams, ...
- ♦ Design for Re-Use, Platform, Modularization, Standardization, Mass-Customization, ...
- ♦ Low Cost Design, Outsourcing of Design, Design Cooperation, ...
- ♦ Crossfunctional Launch / Quality Teams, Run&Rate 12 Mo prior SOP, ...
- ♦ War room, Co-Location, Frontloading, Off the Shelf, Crossfunctional Development Teams, SE/CE
- ♦ Transfer Lean Thinking / Principles / Tools from Lean Manufacturing to Engineering
- ♦ Six Sigma, Lean Six Sigma, Lean Innovation / Development, Agile Development
- ♦ These initiatives are amazing But consider the Output not the Input
- → Huge Investments But no / very little ROI
- ♦ Copy & Paste Approach But: ...
- ♦ 4 5 Steps back, Learning Curve is lower, ...





<u>Conclusion</u> NPD <u>Client</u> <u>Major Problems & Differences NPD – Benchmark vs Client</u>



- → This in not "Product Development But "Try and Error" "Just do it" Missing nearly all major pillars, …
- → Heavily "frontloaded" But now "more people" got lost in the "Fuzzy Front End". At the end added more cost only, but the result was the same
- →The "FFE" is still beyond your control. But separates the "Winners from the Losers". E.g. Drives ~80% of Total Life Cycle Cost
- → In many times if not always, the BM is moving into guite the opposite direction. Not on your radar
- → Now You are running faster But in the wrong direction (Huge Waste of Time)
- → 4-5 Leadership-Tasks done by a single person (LL5) vs We do not have these People. (Need 4-5 People + 1 for 3Cs) = 1:5/6
- → Project Leader most wanted Job#2 (CEO#1) vs You can not win, but lose only. (Not a promotion)
- → No firefighting (prior/after SOP) at all vs Huge army for firefighting Few Farmers vs Many Heros
- → Quality at SOP (1-2 w start up) was better than Quality at EOL 7-8 Yrs (6-12 m start up)
- → Same Tasks: start early/late, duration 2-4 w / 6-12m, Top Down / Bottom Up, spec at start / end, ... Same or Different Product?!
- → The current business model within Engineering that sustained you for ~50 Yrs is no longer sufficient to sustain profitability and survival for the next years
- → Applying Continuous Improvements or Business Re-Engineering will not close this gap. (3Ks)
- → Need out of the box Thinking



<u>Survive and Dominate – Turnaround – Top Performer</u> "NPDS – Profitable Growth – Quantum Jump Improvements"

3/11





<u>Survive and Dominate – Turnaround</u> "NPDS – Profitable Growth – Quantum Jump Improvements"



- ♦ This is not a fashionable trend. This is not to differentiate from your competitors
- ♦ This is survival or non survival. Either you dominate or you will be dominated
- ♦ The customer is god, timing is sacred, quality is a must, K/E is a major pillar, ...
- ♦ Create & Sustain a systematic, predictable, balanced stream of fresh and profitable NPDs, JIT/S
- ♦ The fundamental engineering problems are not natural Can be fixed
- ♦ Even the "FFE" that separates "the Winners from the Losers" is no longer out of control Benchmark!
- ♦ Create & Sustain a Vigorous Learning Machine
- ♦ Balance all Stakeholders (Customer, Employee, Shareholder, Partner, Environment, Government)
- ♦ As the Engineering Stream dominates all other sub-streams the whole business model / stream will change dramatically too,