

PRODUCT DESIGN IMPROVEMENT THROUGH DESIGN FOR
MANUFACTURE AND ASSEMBLY (DFMA) AND THEORY OF INVENTIVE
PROBLEM SOLVING (TRIZ)

AFZAN BINTI ROZALI

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To my beloved parents. Thank for all your support.

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ABSTRACT

The goal of this project is to improve product design of consumer product by integrating Boothroyd Dewhurst Design for Manufacture and Assembly (DFMA) methodology with a Russian Theory of Inventive Problem Solving (TRIZ). The outcome of previous research has shown integrating several design tools has improved the reliability and reduce cost of the product.

A consumer product was selected as a case study to evaluate the integration of both design tools. The Boothroyd Dewhurst Design for Manufacture and Assembly Methodology (DFMA) is used as a quantitative improvement tools. The powerful tool can reduce parts number of a product and is expressed in percentage. While, the Russian Theory of Inventive Problem Solving (TRIZ) is used to improve the design qualitatively.

The results show that the integration of these tools can be a very powerful design tool for product design engineers in reducing cost by eliminating unnecessary parts while improving the ease of user handling and reliability of the consumer product.

ABSTRAK

Tujuan projek ini adalah untuk memperbaiki reka cipta produk bagi barangan pengguna dengan menggabungkan metodologi Boothroyd Dewhurst Design for Manufacture and Assembly (DFMA) dengan Russian Theory of Inventive Problem Solving (TRIZ). Hasil kajian terdahulu telah menunjukkan penggabungan beberapa alat reka cipta telah memperbaiki kebolehpercayaan dan menurunkan kos barangan.

Satu barangan pengguna telah dipilih untuk menilai penggabungan kedua-dua alat reka cipta tersebut. Metodologi Boothroyd Dewhurst Design for Manufacture and Assembly Methodology (DFMA) digunakan sebagai alat penambahbaikan secara kuantitatif. Alatan yang berpengaruh ini mampu mengurangkan jumlah bahagian sesuatu barangan dan dinyatakan dalam peratusan. Manakala, Russian Theory of Inventive Problem Solving (TRIZ) digunakan untuk penambahbaikan dari segi kualiti.

Hasil kajian menunjukkan bahawa penggabungan kedua-dua alat rekacipta boleh menjadi sangat berkesan untuk jurutera pereka bentuk produk dalam menurunkan kos melalui pengurangan jumlah bahagian sambil memperbaiki kemudahan pengendalian barangan pengguna.

TABLE OF CONTENTS

CHAPTER	TITLE	PAGE
	DECLARATION	ii
	DEDICATION	iii
	ACKNOWLEDGEMENTS	iv
	ABSTRACT	v
	ABSTRAK	vi
	TABLE OF CONTENTS	vii
	LIST OF TABLES	xii
	LIST OF FIGURES	xiv
	LIST OF ABBREVIATIONS	xv
	LIST OF SYMBOLS	xvi
	LIST OF APPENDICES	xvii
1	INTRODUCTION	
	1.1 Introduction to Problem	1
	1.2 Background of Research	1
	1.3 Problem statement	2
	1.4 Objective of Project	3
	1.5 Scopes of Project	3
	1.6 Significant of Research	4
	1.7 Methodology of Study	4
	1.8 Summary	7

2 LITERATURE REVIEW ON DESIGN FOR MANUFACTURE AND ASSEMBLY (DFMA)

2.1	Introduction	8
2.2	Design for Manufacture and Assembly (DFMA)	9
2.2.1	Lower Assembly Cost	10
2.2.2	Shorter Assembly Time	10
2.2.3	Increased Reliability	10
2.2.4	Shorter Total Time-To-Market	10
2.3	Summary	12

3 LITERATURE REVIEW ON THEORY OF INVENTIVE PROBLEMS SOLVING (TRIZ)

3.1	Introduction	13
3.2	Four Pillars of TRIZ	18
3.2.1	Contradictions	18
3.2.1.1	Separation in Time	19
3.2.1.2	Separation in Space	19
3.2.1.3	Separation between Parts and the Whole	19
3.2.1.4	Separation upon Condition	20
3.2.2	Ideality	23
3.2.3	Use of Resource	24
3.2.4	Functionality	24
3.2.4.1	The transition from rigid to flexible to wave technology	25
3.2.4.2	The transition from mechanical to thermal to chemical to electronic to electromagnetic fields of energy application	25
3.3	Summary	26

4 BOOTHROYD DEWHURST DESIGN FOR MANUFACTURE AND ASSEMBLY (DFMA) METHODOLOGY

4.1	Introduction	27
4.2	Boothroyd Dewhurst DFA Methodology	28
4.3	Boothroyd Dewhurst DFMA Principles	28
4.3.1	Minimize Part Count	29
4.3.2	Make Parts Multi-Functional	30
4.3.3	Reduce the Number of Screws and Screw Types	31
4.3.4	Facilitate Parts Handling	31
4.3.4.1	Size / Thickness	32
4.3.4.2	Weight	32
4.3.4.3	Nestling / Tangling	32
4.3.4.4	Flexibility	33
4.3.4.5	Fragility	33
4.3.4.6	Slipperiness / Stickiness	33
4.3.5	Use Standard Parts and Hardware	34
4.3.6	Encourage Modular Assembly	35
4.3.7	Use Stack Assemblies	35
4.3.8	Design Parts With Self-Locating Features	35
4.3.9	Minimize Number of Surfaces	36
4.3.10	Assemble in the Open	36
4.3.11	Simplify and Optimize the Manufacturing Process	37
4.3.12	Eliminate Interfaces	38
4.3.13	Design for Part Interchangeability	39
4.3.14	Design Tolerances to Meet Process Capability	39
4.4	Part Symmetry	40
4.5	Summary	42

5 THEORY OF INVENTIVE PROBLEM SOLVING (TRIZ) METHODOLOGY

5.1	Introduction	44
5.2	TRIZ Methodology	44
5.2.1	Identify functions	44
5.2.2	Contradictions	45
5.2.3	Look up principle numbers in the matrix	46
5.2.4	Look up principles	47
5.2.5	Use resources to apply the principles	47
5.3	TRIZ 40 Principles	48
5.4	Summary	55

6 COMBINED DFMA AND TRIZ METHODOLOGY

6.1	Introduction	56
6.2	A structured DFMA and TRIZ method	57
6.3	Summary	60

7 QUANTITATIVE DESIGN IMPROVEMENT USING DESIGN FOR MANUFACTURE AND ASSEMBLY (DFMA)

7.1	Introduction	61
7.2	Case Studies	62
7.2.1	Introduction	62
7.2.2	Analyze the design for assembly efficiency	63
7.2.3	Critique the design from an assembly point of view	66
7.2.4	Redesign the part for improved assembly operations	74
7.3	Calculation of Design Efficiency	78
7.4	Summary	82

8	QUALITATIVE DESIGN IMPROVEMENT USING RUSSIAN THEORY OF INVENTIVE PROBLEM SOLVING (TRIZ)	
8.1	Introduction	83
8.2	Case Study	84
8.2.1	Application of TRIZ	84
8.2.1.1	Contradictions	84
8.2.1.2	Look up principle numbers in the matrix	88
8.2.1.3	Look up principles	90
8.2.1.4	Use resources to apply the principles	92
8.3	TRIZ design improvement	92
8.4	Summary	95
9	RESULTS AND DISCUSSION	
9.1	Introduction	96
9.2	Results	97
9.3	Discussion	97
9.4	Summary	105
10	CONCLUSIONS	
10.1	Introduction	107
10.2	Recommendations for Future Work	110
	REFERENCES	111
	APPENDICES	112 - 131

LIST OF TABLES

TABLE NO.	TITLE	PAGE
3.1	40 inventive contradiction principles of TRIZ	21
3.2	39 Parameters of TRIZ	22
4.1	Boothroyd Dewhurst DFMA Principles for mechanical design	29
5.1	Contradiction Table for Parameter 21 by 1	46
7.1	Numbering of each part	65
7.2	Dimension and orientation of insertion of each part	67
7.3	The critique of design of each part from an assembly point of view	69
7.4	The improvement of design of Price Label Exit Guide	75
7.5	The improvement of design of Gear Shield	76
7.6	The improvement of design of Stamped Price Label Feeder Roller Stand	77

7.7	The design for assembly worksheet of original design	79
7.8	The design for assembly worksheet of improved design	81
8.1	The contradiction of identified problem	87
8.2 (a)	The contradiction of identified problem of Price Label Rest	88
8.2 (b)	The contradiction of identified problem of Base Cover Clip	89
8.2 (c)	The contradiction of identified problem of Side Covers	89
8.2 (d)	The contradiction of identified problem of Price Label Horizontal Align	89
8.2 (e)	The contradiction of identified problem of Handle	90
8.3	The Design for Assembly Worksheet of Old Design through TRIZ	93
8.4	The Design for Assembly Worksheet of Improved Design through TRIZ	94
9.1	The Design Efficiency of the three design stages	97
10.1	The Time Reduction	108
10.2	Summary of Degree of Improvement through DFMA	109
10.2	Summary of Degree of Improvement through DFMA and TRIZ	109

LIST OF FIGURES

FIGURE NO.	TITLE	PAGE
1.1	Methodology of Study	6
3.1	Four basic structure of TRIZ	17
3.2	Four Pillars of TRIZ	18
4.1	Alpha and beta rotational symmetry for various parts	41
4.2	Effect of symmetry on the time required to handle a part	42
7.1	Kano Price Labeller	62
7.2	The main parts of the Price Labeller	64
7.3	Product tree structure of Price Labeller	66

LIST OF ABBREVIATIONS

DFMA	-	Design for Manufacture and Assembly
TRIZ	-	Theory Inventive Problem Solving
D.E	-	Design efficiency
TM	-	Total manual assembly time
CM	-	Total cost of manual assembly
NM	-	Theoretical minimum number of parts
No.	-	Number

LIST OF SYMBOLS

α	-	Alpha rotational symmetry
β	-	Beta rotational symmetry

LIST OF APPENDICES

APPENDIX	TITLE	PAGE
A	Kano Price Labeller User Manual	112
B	Boothroyd Dewhurst Manual Handling Table	114
C	Boothroyd Dewhurst Manual Insertion Table	115
D	TRIZ Contradiction Table	116

CHAPTER 1

INTRODUCTION

1.1 Introduction to Problem

The significant demands made on engineers to reduce assembly time, improve performance and reliability at a reduced cost requires the ability to improve the design of the existing product. It necessitates the improvement of the existing design to reduce the number of parts and ease of user handling. In addition, the improved design needs to be performing the same function or more with ease of assembly, reduce in cost and ease of handling.

1.2 Background of Research

Engineering product design and improvement are crucial tools to provide reliable performance with a minimum numbers of parts and minimum production cost. In engineering production area, the constraints of the existing product are nearly always associated with the number of parts and assembly time. In the design of consumer product, increases in number of parts are closely related to cost of the

product. In order to compete with other, the manufacturer needs to manipulate the selling price of their product and offer more reliable and better functioning product. In suit to the reduced in selling price, the manufacturer must reduce the cost. In addition, survival of a consumer product relies on the ease of product handling and more practical.

The evaluation on a selected consumer product will be used to support this premise and examples the use of techniques to aid the definition of the design problem and control the premature criticism of the design concept.

1.3 Problem Statement

It is crucial to improve the design of products, reducing costs, improving quality and gaining competitive advantage. As the basis of competition has now shifted significantly towards the quick delivery of more and more innovative products manufacturers are looking for ways to enhance their technical innovation and creative problem solving techniques without losing control over product cost and quality.

Most product manufacture problems faced are designing parts that are hard to manufacture. Manufacture difficulties will increase the manufacturing and fabrication cost. An increase in cost will directly raise the selling price.

Another common product manufacture problems faced are wrong parts material chosen. Unsuitable material will affect the performance of the product. While using superior materials than the part should be will increase the material cost.

Parts face difficulties during assembly are another root cause of product manufacture problems. Difficulties during assembly will increase the assembly time and so the cost. Many designs require more than necessary number of parts to perform its functions. Malfunction parts will increase assembly time should be eliminated.

The reliability of product is the supplementary to the product shelf lifetime. So the improvement in design should in consideration of the product reliability and serve the consumer more practical and functioning product but still a lower price.

1.4 Objective of Project

The objective of this project is to improve product design through Design for Manufacture and Assembly (DFMA) methodology and Theory of Inventive Problem Solving (TRIZ) approach.

1.5 Scopes of Project

Scopes of this project are limited to:

- i. Application of Boothroyd Dewhurst Design for Manufacture and Assembly (DFMA) methodology in product assembly time as quantitative improvement on product design problem using manual assembly

- ii. Integrate the quantitative improvement by Boothroyd Dewhurst DFMA to qualitative improvement by Theory of Inventive Problem Solving (TRIZ)
- iii. Integration for improvement on mechanical part of a selected consumer product as case study assuming using manual assembly

1.6 Significant of Research

The research finding shall be indispensable of improving the existing product design in terms of cost, minimize parts numbers and ease of handling. The capability of Boothroyd Dewhurst DFMA methodology should help product design engineer to increase product design efficiency. Additional Theory Inventive Problem Solving (TRIZ) strategies should usefully deploy to qualitatively enhance Boothroyd Dewhurst DFMA capability.

With the application of DFMA and TRIZ methodology this research will benefits design engineering as a guide on how to apply this two powerful design tools for a more reliable and better functional products at a lower cost. This will indirectly benefit the consumer and the environments.

1.7 Methodology of Study

The methodology of study begins with literature review on both design tools DFMA and TRIZ. The scrutinized on the combination of these two tools on previous researches are also conducted to see the effectiveness of design improvement.

A consumer product is selected after clear view on the application of latter tools. The selected product is firstly is analysed using DFMA methodology. Then, by application of DFMA, a better design is proposed.

The improved design through DFMA is then again improved by integrating with TRIZ. The Design Efficiency of DFMA methodology is used to evaluate the latest improved design.

The Design Efficiency is used as quantitative tool and stressed upon discussion and conclusion of the finding.

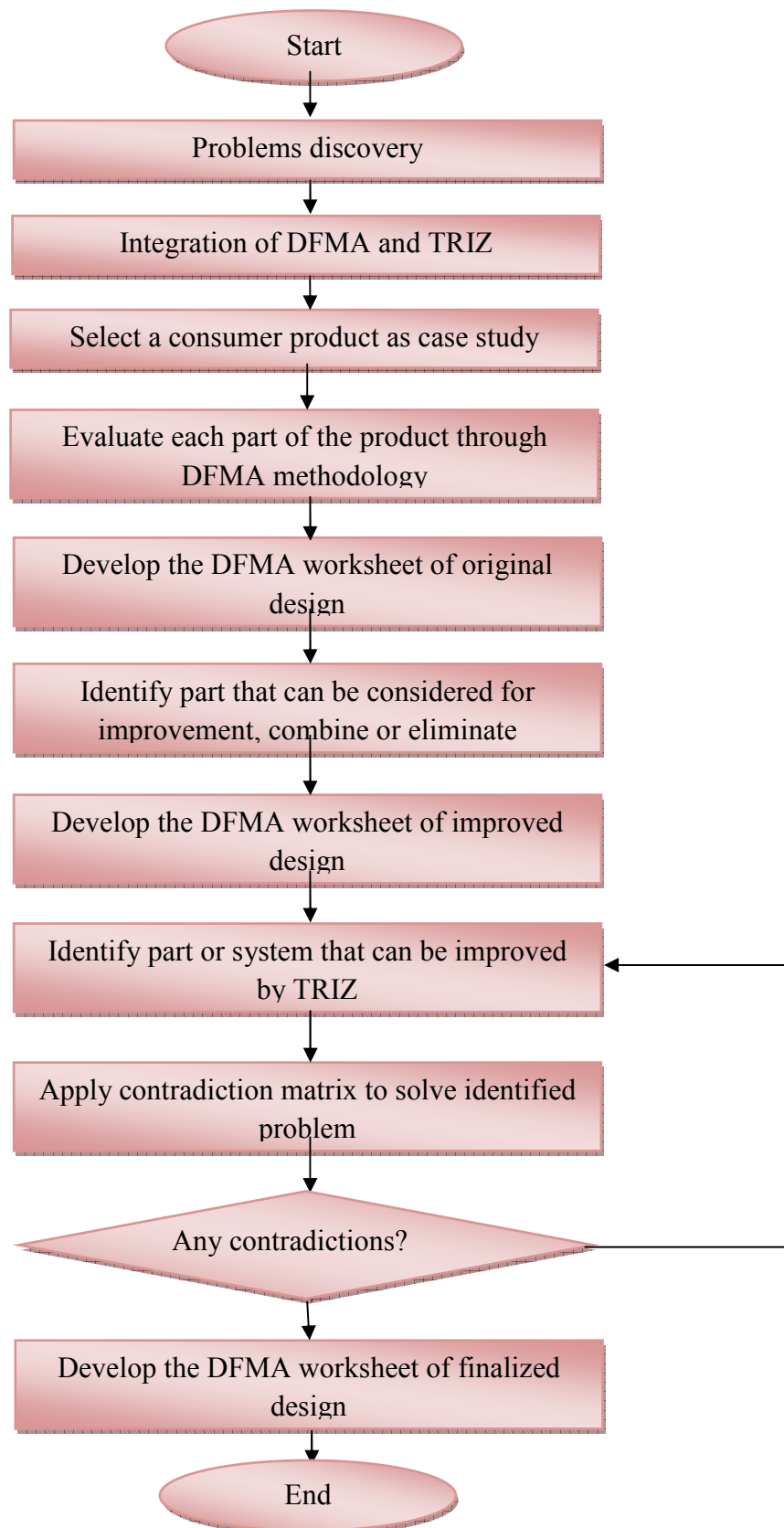


Figure 1.1: Methodology of Study

1.8 Summary

DFMA and TRIZ could be considered as combined design tool that can solve many product design problems during early design stage which capable to deliver simple design with same or better functioning. The outcomes are seen as one of the most reliable after sales.