

Lean PD  
Chicago  
2006  
10/22/2006 - v24

**Slide 1 Objectives**  
Define lean PD  
That allow discussion of systemic Structures TMC

**Slide 2 ? What is Lean?**

Machine that Changed World  
 Slide 3 Historic Perspective  
 Slide 4 Do Like Toyota  
 Womack, Jones, Roos  
 Lean Manufacturing Focus  
 Value Stream Focus  
 From Customer Hands  
 All Essential Actions required to bring product through main flows Manufacturing Product Creation  
 Continuous Improvement  
 At Toyota Always do it Better  
 Waste Elimination  
 Ohno's 7 Categories of Waste  
 Waiting  
 Overproduction  
 Transportation  
 Over Processing  
 Inventory  
 Motion  
 Correction  
 Just in Time  
 The Next Process is the "Customer"  
 Deming  
 Everyone involved  
 Everyone has customer  
 Supply  
 What is needed  
 Supply when needed

**Slide 6 ? Is There Physical Product in PD?**

Important Difference  
 Manufacturing Finish to Start  
 Linear Relationship  
 PD Simultaneous Many activities  
 Digital Prototypes  
 Cad Drawings  
 FEM  
 3d Simulations Package  
 Physical Prototypes  
 Conceptual  
 Detailed  
 Not Products  
 Only provide means to create/transmitt knowledge about product

**Slide 5 ? Can We Map to Lean PD?**

Knowledge  
 Explicit  
 Can be Codified  
 We can know more than we can tell Polanyi  
 Subtle  
 Learned by Doing  
 Intuitive  
 Difficult to Transfer  
 Cannot Explicate

**Slide 7 Product of PD not Physical**

Lean PD is  
 Toyota Principals  
 Application  
 Knowledge Creation  
 Knowledge Employment

**Slide 9 ? What is Gemba ? Where is Gemba?**

Slide 10 Work Place "Real Place"  
 Value Stream is What Happens  
 Gemba is Where it Happens  
 At Toyota & Honda  
 Go to Gemba  
 Actual Part  
 Actual Place  
 Actual Situation  
 Slide 11 Why is Gemba Important?  
 Filter Amplifier  
 Decision goes out of Conference Room To people Effected  
 Free Star Story

**Important Value Stream Concept**

If we can assume this is true we can apply Ohno's principl

**Slide 20 What are Cultural Aspects of Lean**

Slide 21 Digital Networks Ride on top of Social Networks  
 Trust Community  
 Useless Without  
 Reciprocity  
 Supplier Study Story  
 Series of Transaction  
 Engineer  
 Shared Resource  
 Trust & Priority Issues  
 Quality  
 Analyst  
 Design  
 Trust & Priority Issues  
 Trust & Priority Issues  
 Slide 22 Transactional Design Model  
 Slide 23 Lean Design Model  
 Minimum Shared Resource  
 Highest Learning Opportunity

**Slide 12 Creating a Lean Knowledge Engine**

Do things right.  
 Do right things  
 Slide 13 Drucker  
 Slide 14 Lean at Intersection  
 Plant Story  
 Like religion  
 Used for Everything  
 Starts with Plan(action)  
 Slide 16 Deming Cycle  
 System of Thought  
 Slide 17 How Important is PDCA  
 Drives Continuous Improvement  
 Is the Knowledge Engine for Shelf  
 Creates Value Proposition  
 Communicates Needs  
 Does Shopping(shelf)  
 Integrates for Customer  
 Slide 18 Customer Expert as Leader  
 Slide 15 Three KE Concepts  
 Enables Deep Tacit Learning  
 Rapid Inch-up  
 Slide 19 Part to Learn  
 Is at Multiple Timing Levels  
 Shelf Enables Set Based  
 With Point Base cannot abandon poor design

Shelf does not create an Inventory of parts- It continually creates "New Knowledge" that is applied to subsequent designs