COLLABORATION, INNOVATION and INTERACTIVITY

The Power of Simulation and Software Design!

Bill Dresselhaus, IDSA

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Corporate BuzzWord Propaganda

Ease-of-Use

Total Quality

Customer-Based

INNOVATION

User Friendly

Core Competency

Out-of-the-Box

Six Sigma

Empowerment

COLLABORATION

Saying is NOT doing!!!!

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"We are implementing continuous improvement processes across our entire enterprise for promoting innovation and collaborative creativity as we increase productivity and customer quality with our integrated, cross-functional TQM, JIT, CRM and ERP teamwork for IT solutions."

"Me design good product, Make money."

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THE INNOVATION KITCHEN



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THE REAL BUSINESS OF BUSINESS . . .

generating

new ideas

and

turning them

into

need-filling,

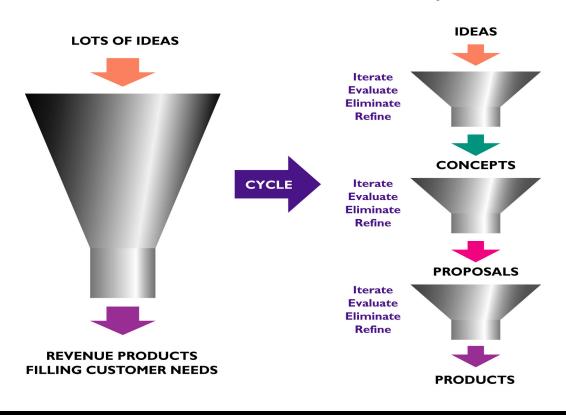
wealth-building

products.

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More and Better IDEAS Everywhere



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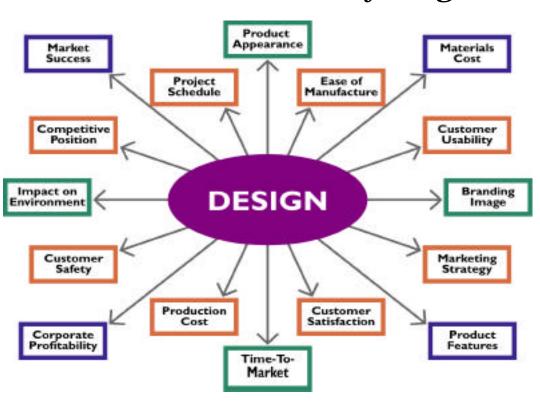
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DESIGN and **BUSINESS** are Inseparable



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DESIGN Affects Everything!



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Products MUST Meet Customer Needs and Wants



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DESIGN AS THE UNIVERSAL PROBLEM-SOLVING PROCESS



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Characteristic of Design and Designers



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SIMULATION: JUST WHAT IS IT?

Simulation:

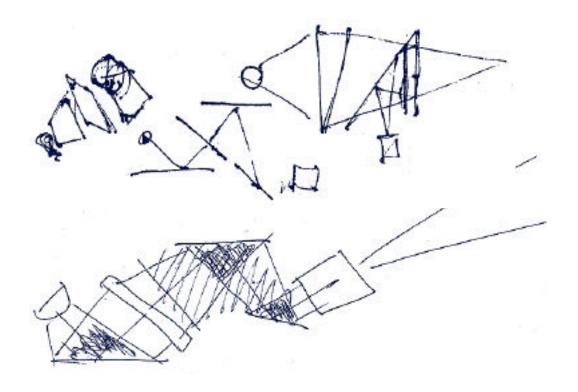
The

representation, reproduction, demonstration or imitation of an idea, concept, object or process using some form of communication media.

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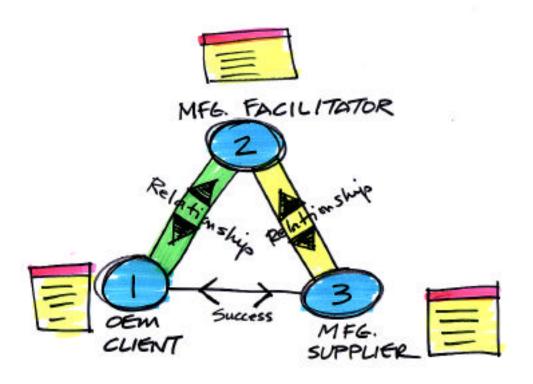
Simple Freehand "Napkin" Sketches



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Simple Freehand Diagrams



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Posted Sticky Notes



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Simple Foam Blocks



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Toys As Concept Elements and Parts



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Dramatization, Role-Playing, Directed Fantasy, Scenario Building



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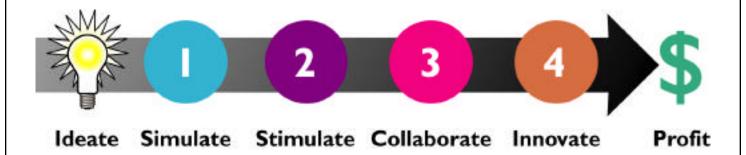
WHY THE KEY TO COLLABORATION AND INNOVATION?

- Shared Mental Space
- Common Imagery
- Uniform Perception
- Similar Experience
- Same reference point

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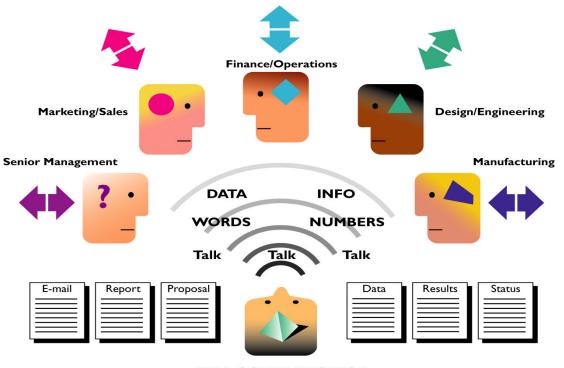
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S(t)imulate to Innovate Sequence



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Verbally-Based Communication

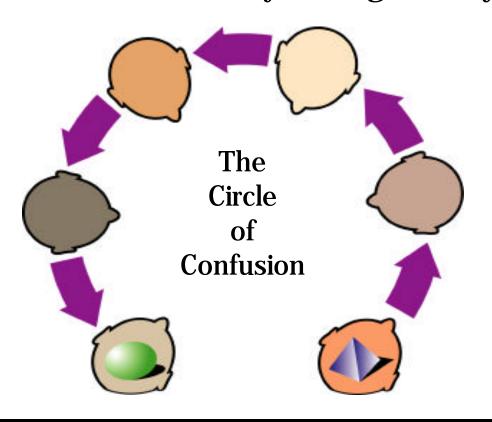


IDEA COMMUNICATOR

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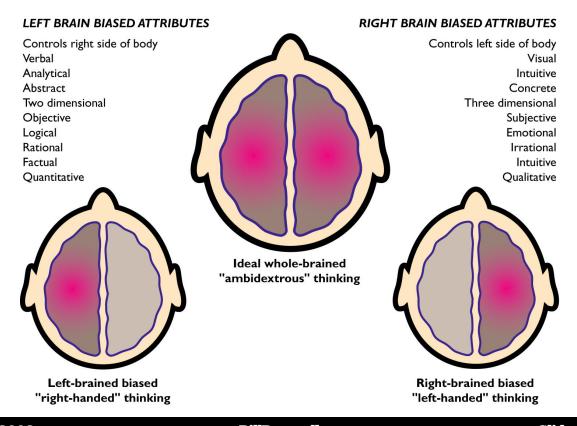
The Hazards of Only Telling a Story



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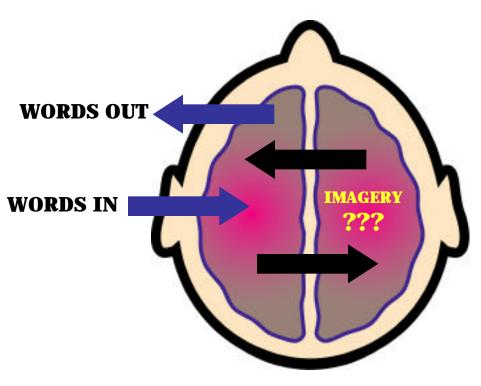
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Right-Left Brain Theory



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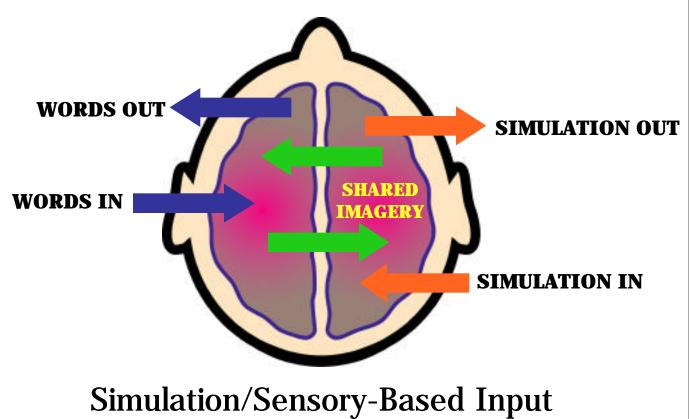
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Verbal/Numeric-Based Input

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Human Sensory Bandwidth

Verbal

Visual

Tactile

Kinesthetic

Aural

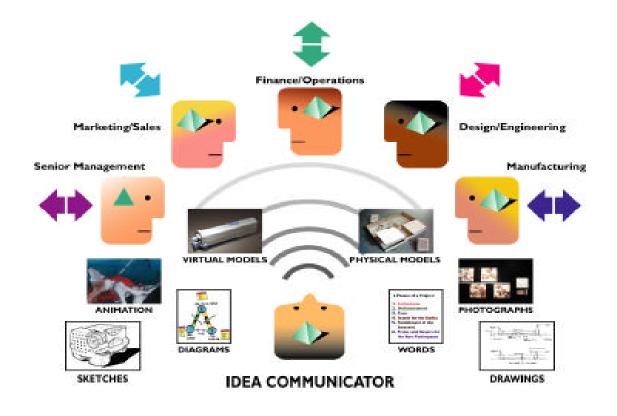
Taste/Olfactory

SENSORIZE!!

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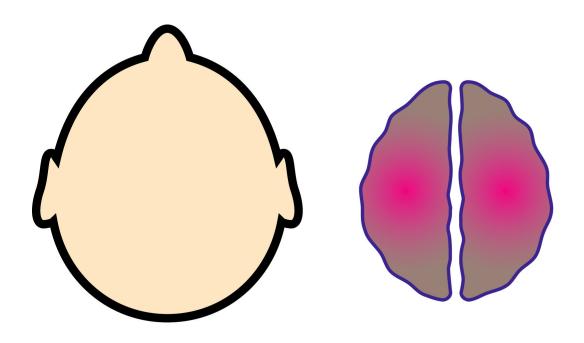
Simulation-Based Communication



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EXTERNALIZED THINKING
The ultimate out-of-your-mind experience!



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Simulation Media





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Simulation Tools





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Collaborative Options Developed



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THE RESULT

- Five viable product configuration solutions
- Everyone involved and having participated
- Consensus and collaboration on all solutions
- Validation by all essential functional groups
- No confusion over perceptions or concepts

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Software Simulation Empowerment Beyond Strategy TACTICS TOOLS TALENT Slide 33 ©2002 www.BillDresselhaus.com

INGREDIENTS

- TACTIC: Dedicated Simulation Laboratory
- **TOOL:** Appropriate Simulation Media
- **TALENT:** Champion Simulation Specialist

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SIMULATION LABORATORY: INTERACTION AND EXPOSURE

- A place for process and meeting of minds
- Collection of shared and common experiences
- Open to all departments and functions
- A sensory and experiential extravaganza
- A display of what your business is all about

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SIMULATION MEDIA: SENSORIZATION TOOLS

- Electronic whiteboards
- Storyboards and tack boards
- Technology maps and product roadmaps
- Company product samples (real and virtual)
- Samples of the competition (real and virtual)
- Digital design workstation with resources and Internet access with projection

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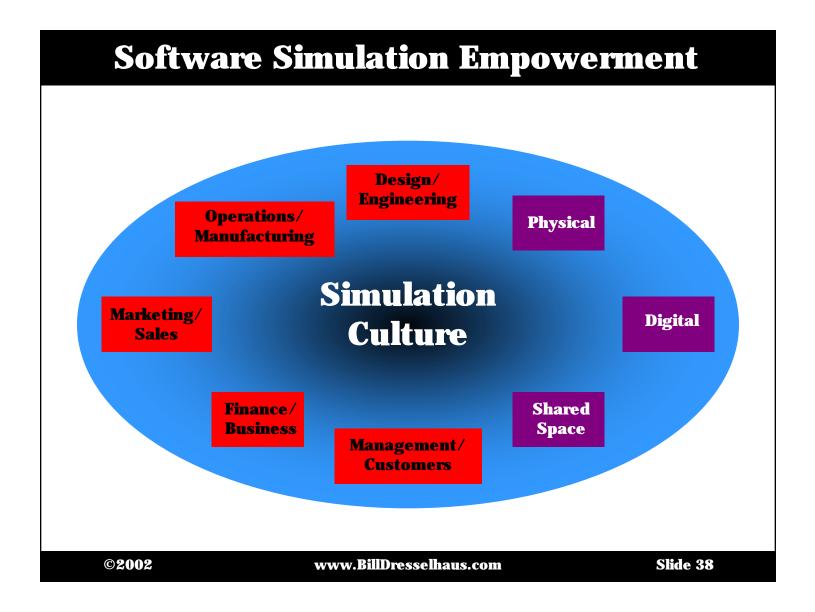
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SIMULATION SPECIALIST: FACILITATOR/CHAMPION OF THE PROCESS

- Industrial Designers
- Software Designers

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SIMULATION SIDE EFFECT

SIMULATE to:

- Intimidate
- Irritate
- Aggravate
- Violate
- Frustrate

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SIMULATION SPELLS DISASTER FOR:

- Sacred Cows
- Pet Ideas
- Management Taboos
- Corporate Schemes

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SIMULATION'S GREATEST VALUE IS NOT IN MERE REPRESENTATION!

- Collaboration
- Surprise
- Serendipity
- Invention
- New ideas
- Innovation
- IT CHANGES THINGS!

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Have Fun,
Make Money,
Change the World!



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