

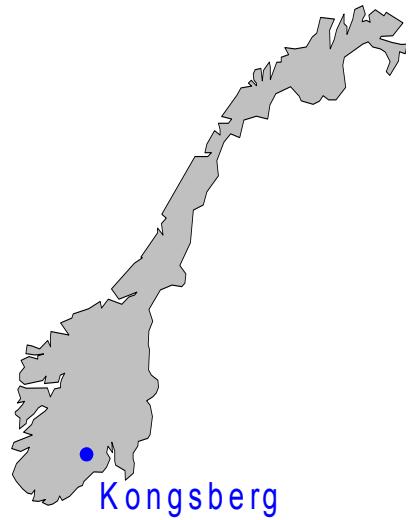
# Increasing the value of model-assisted communication: Modeling for understanding, exploration and verification in production line design projects

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Kongsberg, Norway

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Kongsberg, Norway



# Technology park Kongsberg



# GKN Aerospace Norway

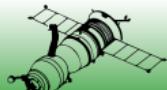


**The CFM56 engine  
produced by SNECMA**

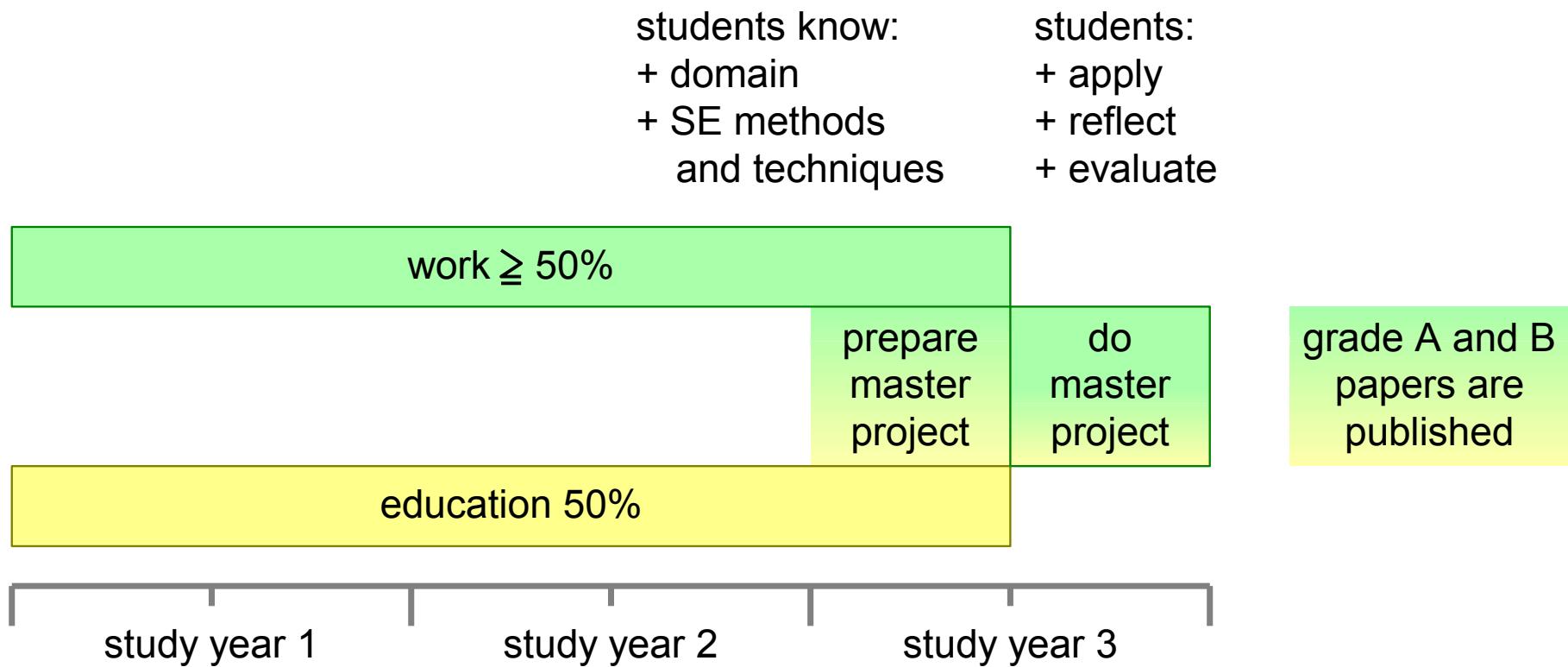
**GKN Aero produces a.o.  
low pressure turbine vanes**

Manufacturing of airplane engine parts

- high quality
- high precision
- lots of machining



# Research Model Master Students Systems Engineering in Kongsberg, Norway



# Challenges in production line design projects

- Stakeholders pulling in different directions
- Stakeholders that do not share a common understanding of problem and goals
- Knowledge gaps between stakeholders
- Work sessions ending without decisions made and unclear conclusions on future work.

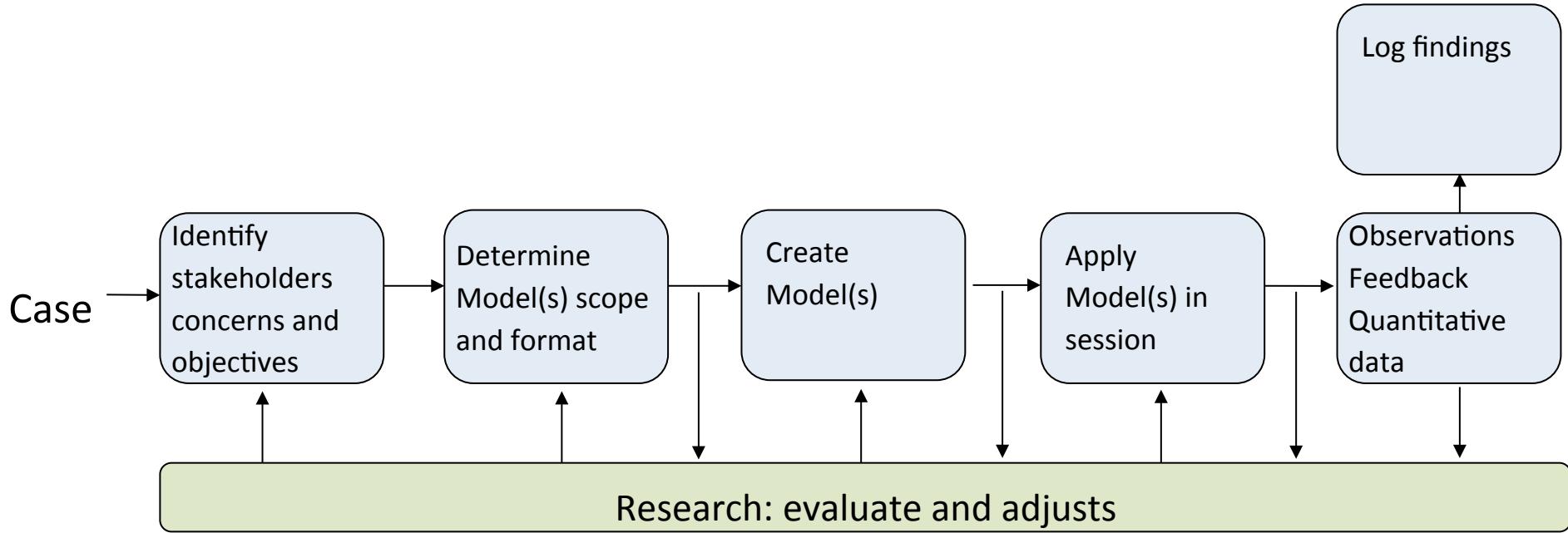


# Building on previous Research

- [4] Engebakken, E., Muller, G., and Pennotti, M., 2010, *Supporting the system architect: Model-assisted communication*, Systems Research Forum, Vol. 4, No.2, 2010, p173-188
- [5] Rypdal, R., Muller, G., and Pennotti, M., 2012, *Developing the Modeling Recommendation Matrix: Model-Assisted Communication at Volvo Aero*. Proceedings INCOSE 2012 in Rome
- [6] Polanscak, 2011, *Supporting Product Development: A3-assisted Communication and Documentation*. Master Thesis, Kongsberg: Buskerud University College



# Research Approach



see detailed models at

<http://www.gaudisite.nl/INCOSE2014figuresStalsberg.html>.



# Modeling Phases and Goals

understanding

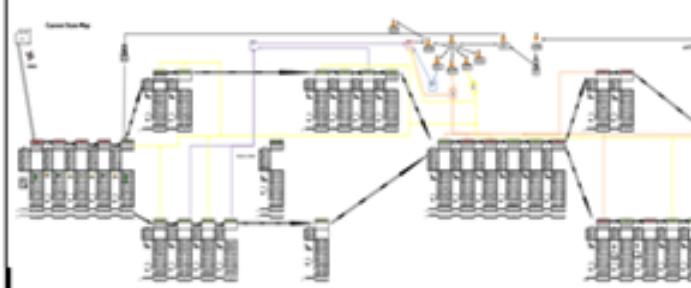
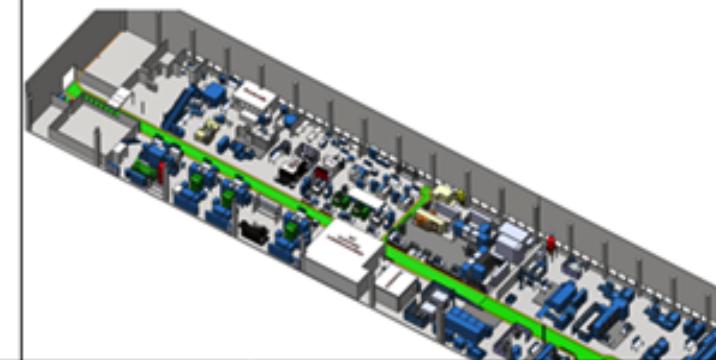
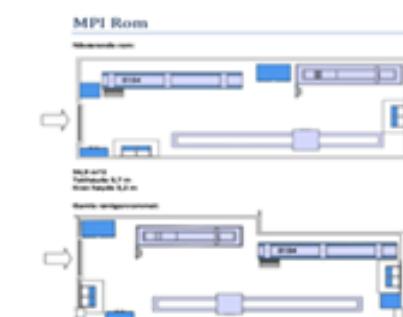
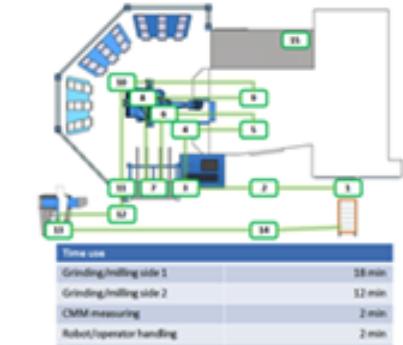
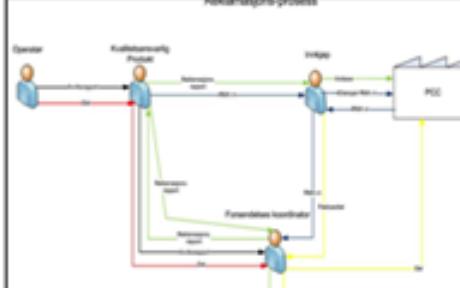
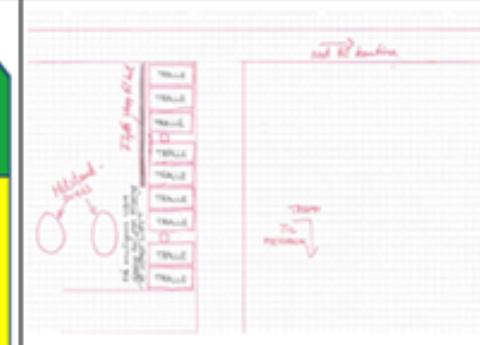
exploration

optimization

verification

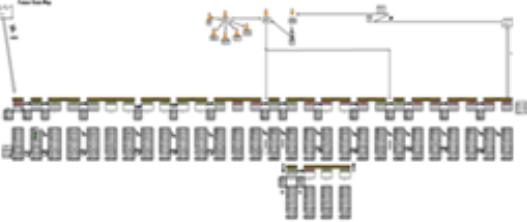
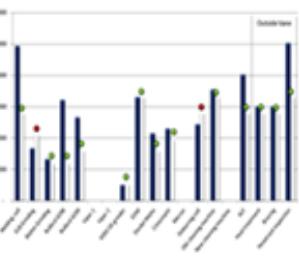
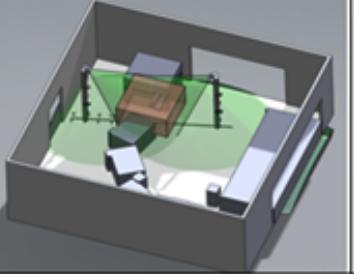
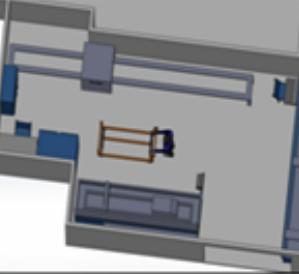
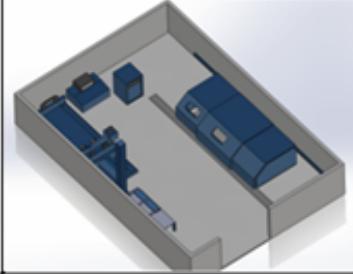


# Models used in understanding phase

<b>M1: Vane department current state VSM</b>	<b>M2: Physical overview Vane department</b>										
											
<b>M3: Project time line</b>	<b>M4: NDT room</b>										
	 <p>NDT room</p> <table border="1"><tr><td>MPI Room</td><td>10 min</td></tr><tr><td>Balancing</td><td>10 min</td></tr><tr><td>Grinding</td><td>10 min</td></tr></table>	MPI Room	10 min	Balancing	10 min	Grinding	10 min				
MPI Room	10 min										
Balancing	10 min										
Grinding	10 min										
<b>M5: Workflow grinder</b>											
	 <table border="1"><tr><td>Grinding/Grinding side 1</td><td>18 min</td></tr><tr><td>Grinding/Grinding side 2</td><td>12 min</td></tr><tr><td>CMM measuring</td><td>2 min</td></tr><tr><td>Robot/Operator handling</td><td>2 min</td></tr><tr><td>Total</td><td>34 min</td></tr></table>	Grinding/Grinding side 1	18 min	Grinding/Grinding side 2	12 min	CMM measuring	2 min	Robot/Operator handling	2 min	Total	34 min
Grinding/Grinding side 1	18 min										
Grinding/Grinding side 2	12 min										
CMM measuring	2 min										
Robot/Operator handling	2 min										
Total	34 min										
<b>M6: Complaint process</b>	<b>M7: Manual work room</b>										
	 <p>Manual work room</p> <p>Kran, Silvercrest, Team Rom, T-Case, Defusor case, 414, Teknisk</p>										
	<b>M8: Trolley placement</b>										
	 <p>Trolley placement</p> <p>1. Trolley 2. Trolley 3. Trolley 4. Trolley 5. Trolley 6. Trolley 7. Trolley 8. Trolley 9. Trolley 10. Trolley</p>										



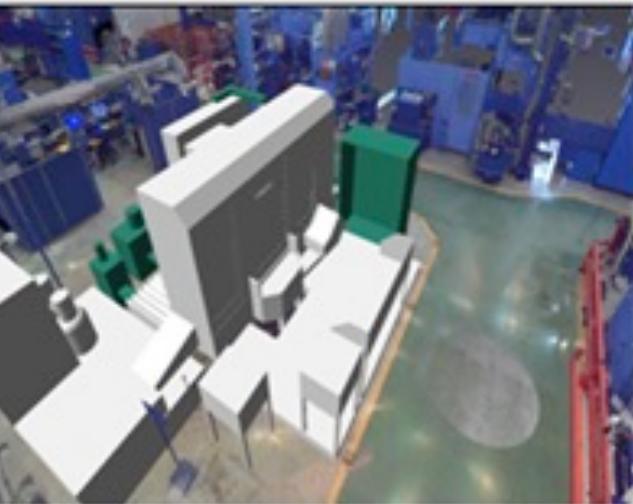
# Models used in exploration phase

<b>M9: Vane department future state VSM</b>	<b>M10: Part storage Vane</b>	
		
<b>M11: Production flow Vane</b>	<b>M12: Capacity Vane</b>	<b>M13: Placement grinder</b>
		
<b>M14: Camera position</b>	<b>M15: Layout NDT room</b>	<b>M16: Layout balancing room</b>
		
<b>M17: Part-loading concept</b>	<b>M18: Layout manual work</b>	<b>M19: Storage improvement</b>
		



# Models used for Verification

**M20: Machine placement**



**M21: Machine placement**



**M22: Tape on floor**



# Quick facts from case examples

	Understanding Phase	Exploration Phase	Verification Phase
Number of models explored	8	11	3
Average creation time (h)	2,5	5,5	3
Average number of iterations	1,5	3	1
Average number of viewers	4	6	4
Tools used	Solid Works, Power Point, Excel, Visio	Solid Works, Auto Cad, Power Point, Excel, Point Tools	Solid Works, Point Tools



Impact factor	Effect of factor	Impact on model effectiveness	Experienced impact on resources
<b>Close to reality</b>	Easy to understand for stakeholder	Faster communication, less misinterpretation, increased accuracy	Increased creation time
<b>Instant recognition</b>	Easy to understand and accept for stakeholders	Faster communication, less misinterpretation.	Sometimes increased creation time
<b>Personal relevance</b>	Appeals to ownership	Increases feedback, and feedback reliability	Reduces session time
<b>Multi-view models</b>	Creates context for discussions	Provides right amount of information	Increased creation time
<b>Participation</b>	Engages stakeholder	Increases feedback, can uncover new elements	May increase session time
<b>Assumptions</b>	Provokes feedback	Accelerates discussions, helps to answer questions	Can increase Session time
<b>Iterations</b>	Evolves model over several sessions	Increases reliability	More resources involved
<b>Format, effort and purpose</b>	Maximizes output of model	Optimizes time and resources spent on making models in relation to model purpose	
<b>Details</b>	Provides right information	Accelerate discussions, increased model reliability	Increased creation time
<b>Guidance</b>	Focuses meeting	Accelerates discussions, channels feedback on the right topic	Reduces session time
<b>Number of stakeholders</b>	Involves the right number of stakeholders	Accelerate discussions, optimizes output of meeting	Reduces session time, may reduce resources involved
<b>Intention</b>	Focuses meeting, provides clear expectations	Accelerates discussions, channels feedback on the right topic	Reduces session time
<b>Dynamic models</b>	Simplifies showing functions and data information	Communicates the right information	original table by Even Engebakken

# Impact factors and tensions

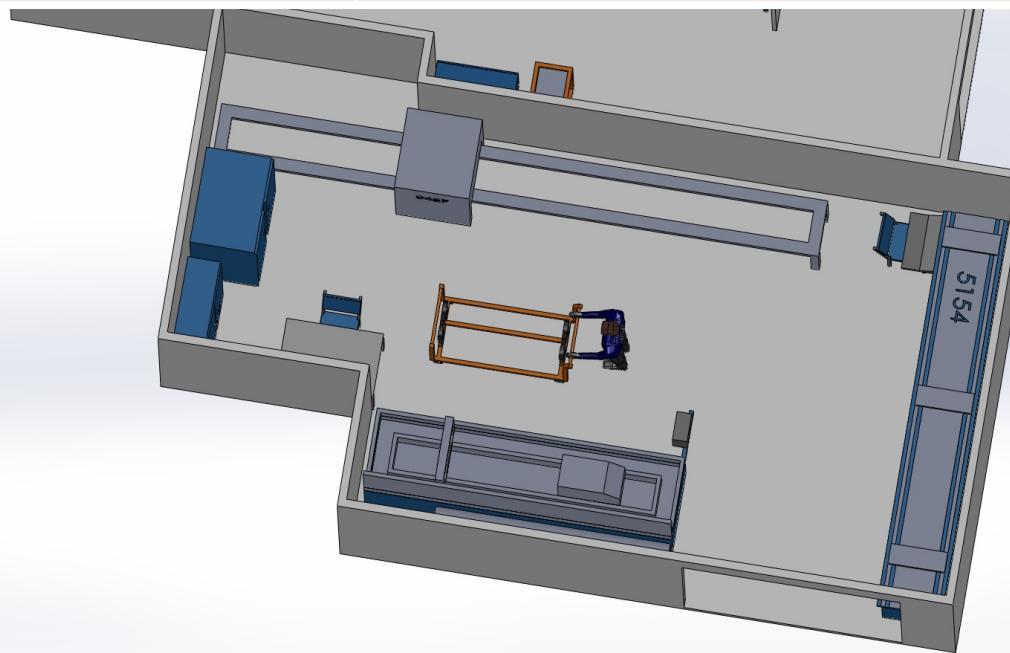
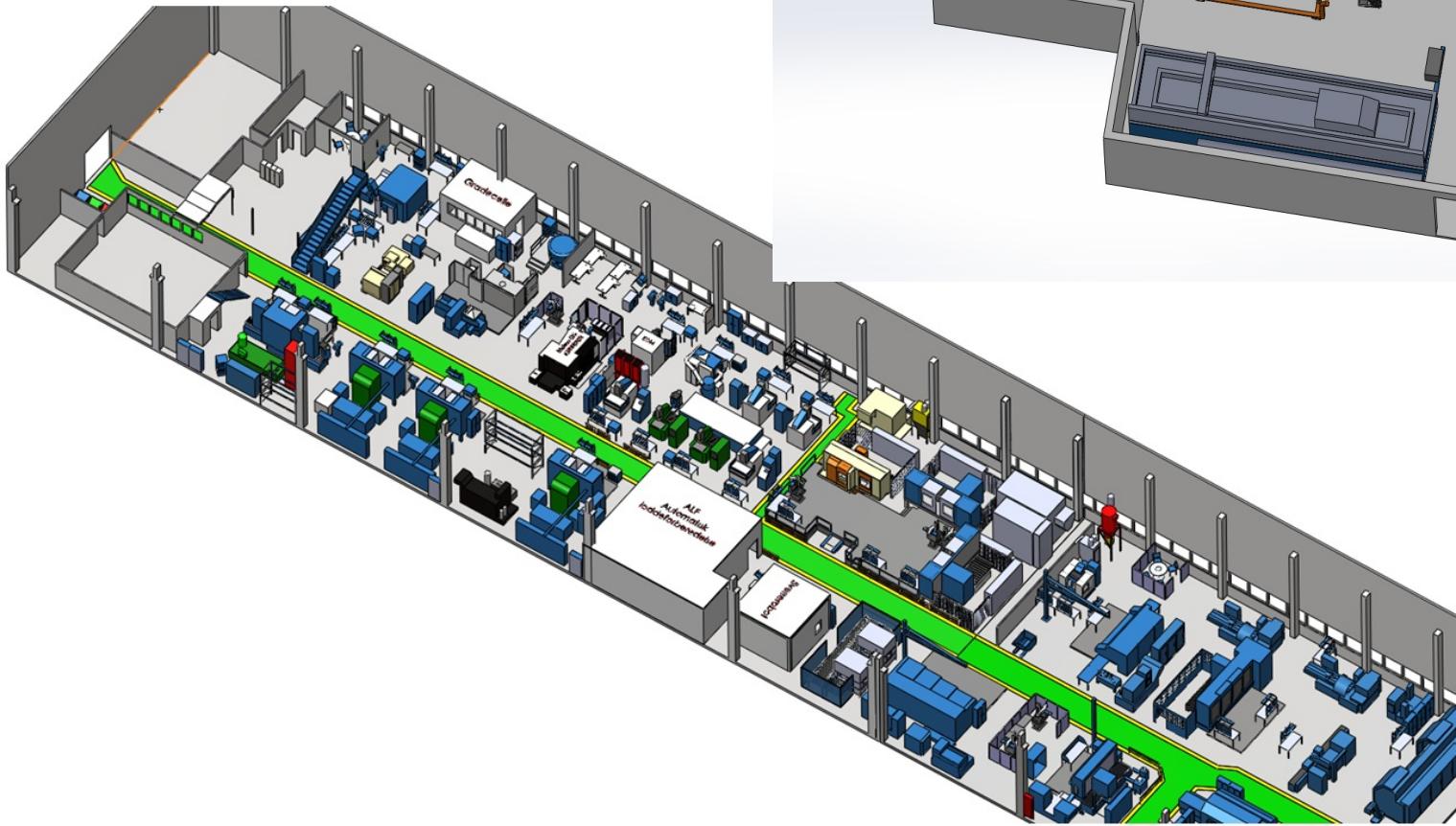
Impact factor	Description	Benefit	Disadvantage	Example
<b>Visual Attributes</b>				
<b>Close to reality</b>	Looks similar to the real world	Understanding, overview and engagement	Boundaries prominent prevent creative thinking, time consuming	Physical 3D overview (M2, M15)
<b>Visibility of core message</b>	Clear message in models	Straight to the point	Other aspects can be forgotten	Timeline (M3)
<b>Content of model</b>				
<b>Level of details</b>	Amount and type of details included in model	Credibility of model	Boundaries prominent prevent creative thinking, time consuming	Physical detailed model (M16)
<b>Assumptions</b>	Use of “best guess” instead of approved facts	Shorter creation time	Inaccurate model, low credibility	Process as understood (M6)
<b>Multiple views</b>	Showing more than one aspect of a case	Cover different aspects	Distract attention	Time and space (M3)
<b>Personal relevance</b>	Cases that are/ are made relevant to the stakeholder	Engage stakeholders, best solution oriented attitude	strong opinions prevent discussion, time consuming to reach conclusions	Operator workspace (M18)
<b>Model Usage</b>				
<b>Active models</b>	Models that can be instantly interacted with	Instant elaboration on ideas, ownership of ideas	Time consuming	Interactive 3D model (M17)
<b>Guidance</b>	Explain and clarify model	Prevent misunderstandings	Lead attention toward	All models

# Close to Reality; Physical 3D overview

Looks similar to the real world

Understanding, overview and engagement

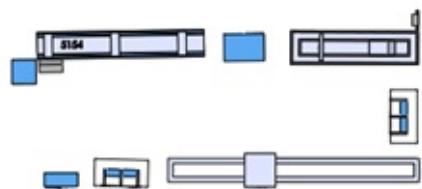
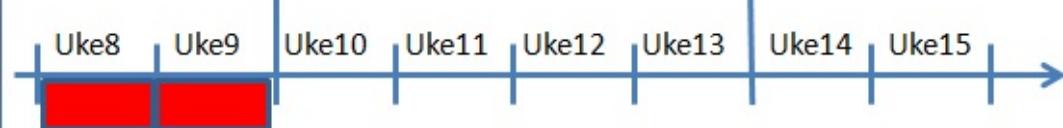
Boundaries prominent prevent creative thinking, time consuming



# Visibility of Core Message; Time line



Feste balanseringsmaskin, flytte styring, kalibrere 2uker

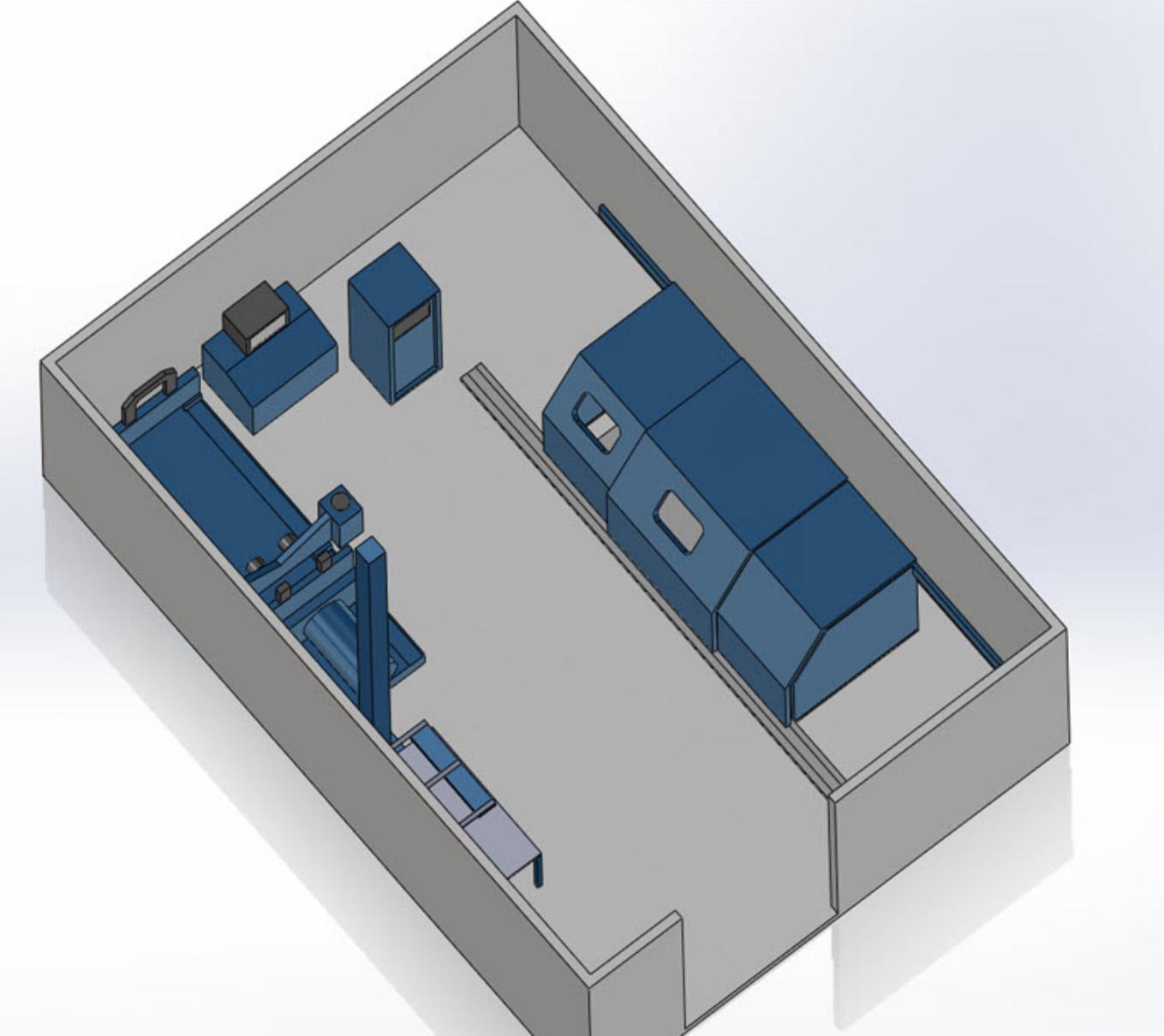


# Level of Details; Physical detailed model

Amount and type of details included in model

Credibility of model

Boundaries prominent prevent creative thinking, time consuming



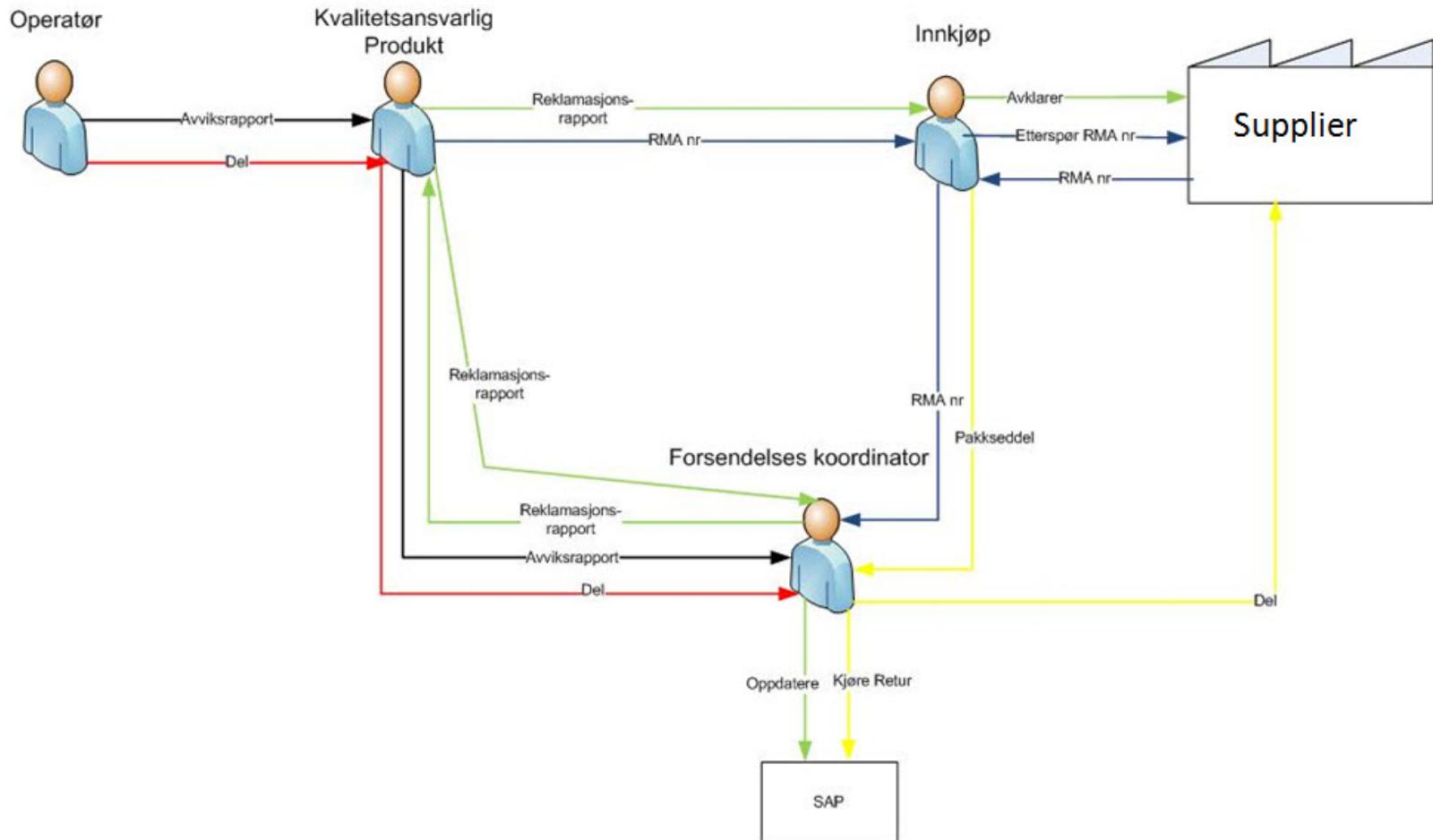
# Assumptions; Process as understood

Use of "best guess" instead of approved facts

Shorter creation time

Inaccurate model, low credibility

## Reklamasjons-prosess



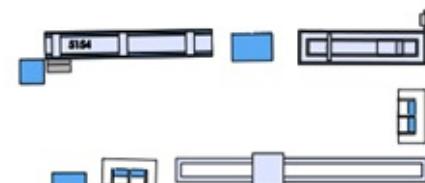
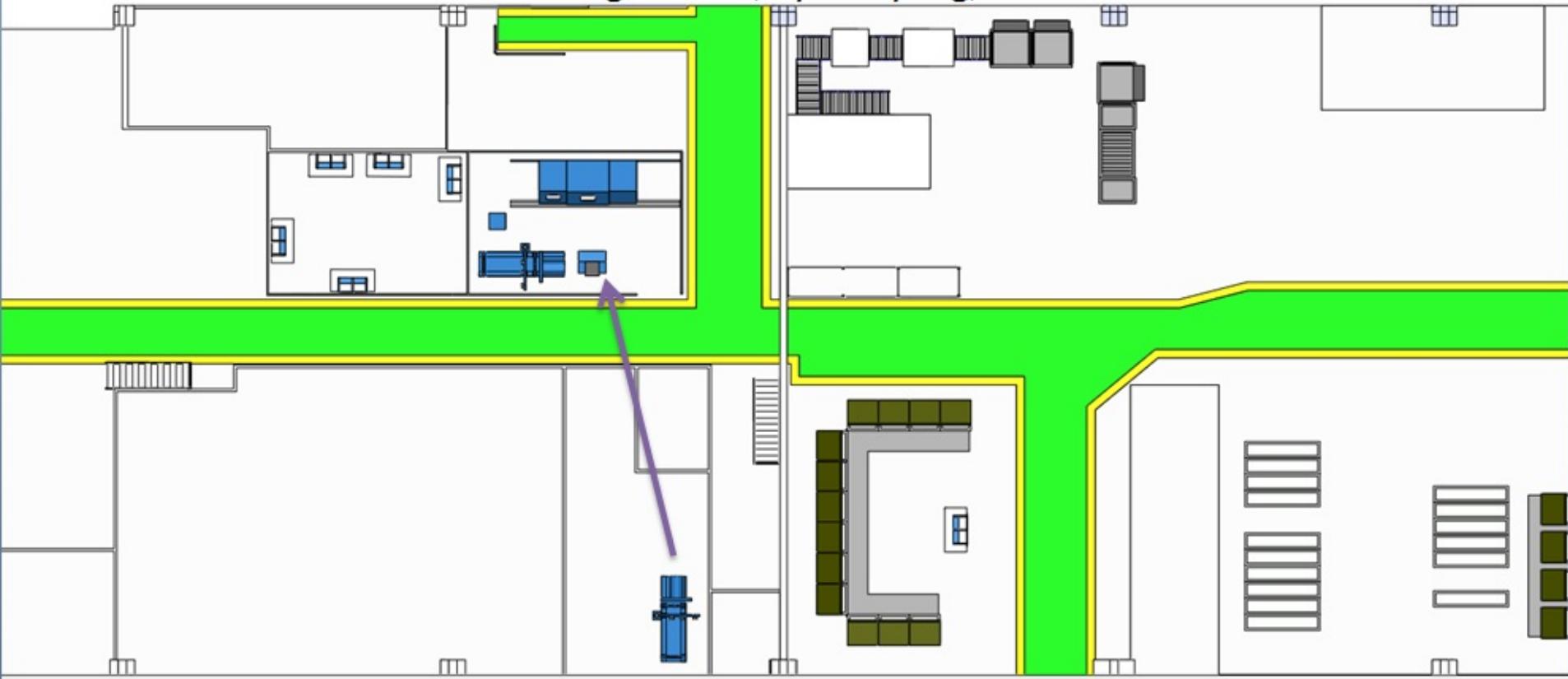
# Multiple views; Time and space

Showing more than one aspect of a case

Cover different aspects

Distract attention

Feste balanseringsmaskin, flytte styring, kalibrere 2uker

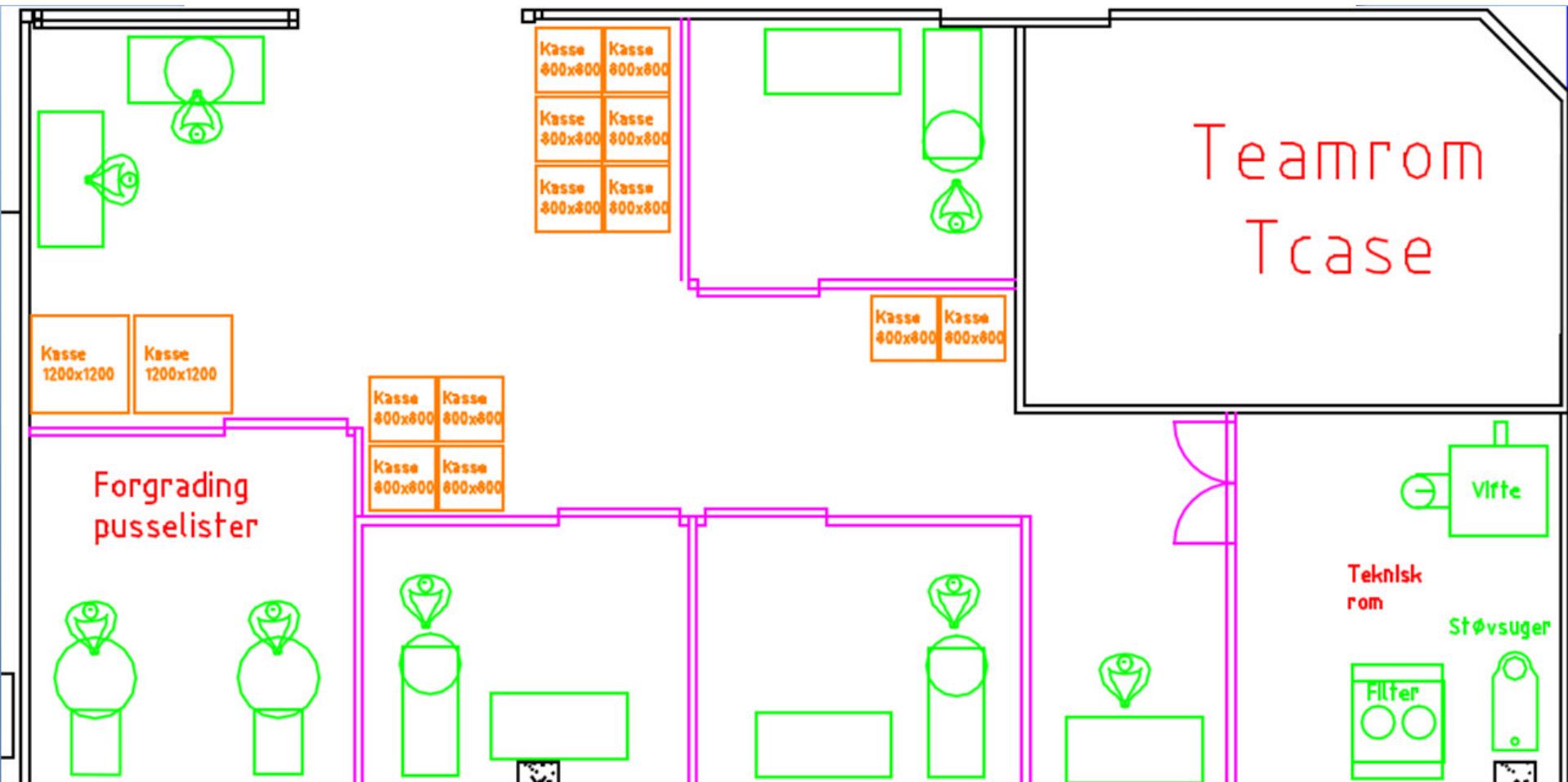


# Personal Relevance; Operator workspace

Cases that are/ are made relevant to the stakeholder

Engage stakeholders, best solution oriented attitude

strong opinions prevent discussion, time consuming to reach conclusions

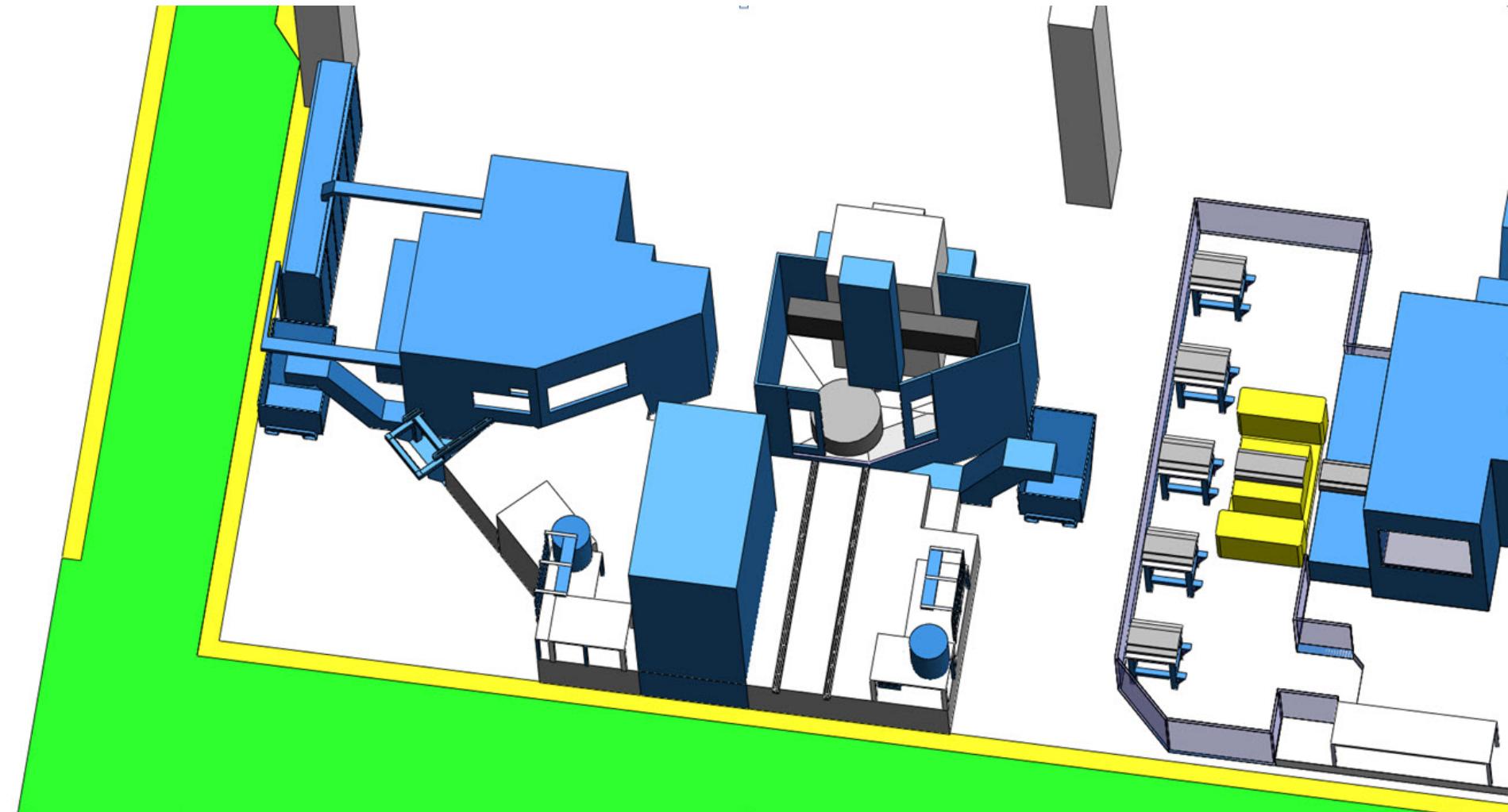


# Active Models; Interactive 3D model

Models that can be instantly interacted with

Instant elaboration on ideas, ownership of ideas

Time consuming



# Importance of impact factors

Project phase Impact factor	Understanding Phase	Exploration Phase	Verification Phase
<b>Visual model attributes</b>			
Close to reality	Low	Medium	High
Visibility of core message	Low	High	High
<b>Content of model</b>			
Level of details	Medium	Medium	High
Assumptions	High	Low	Low
Multiple views	High	Medium	Low
Personal relevance	Medium	High	Low
<b>Model usage</b>			
Active models	Medium	High	Low
Guidance	High	Medium	Low

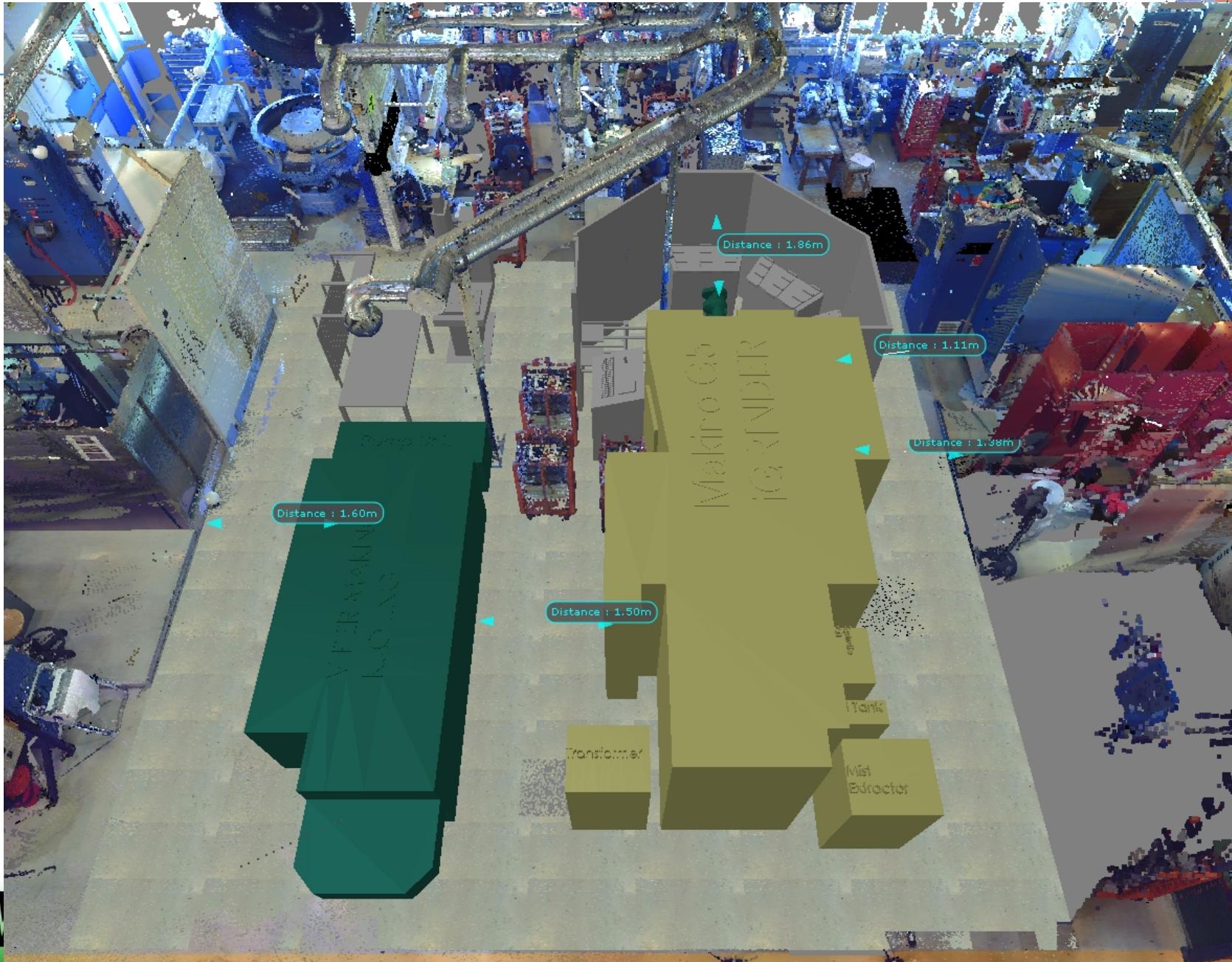


# Balance

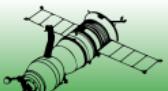
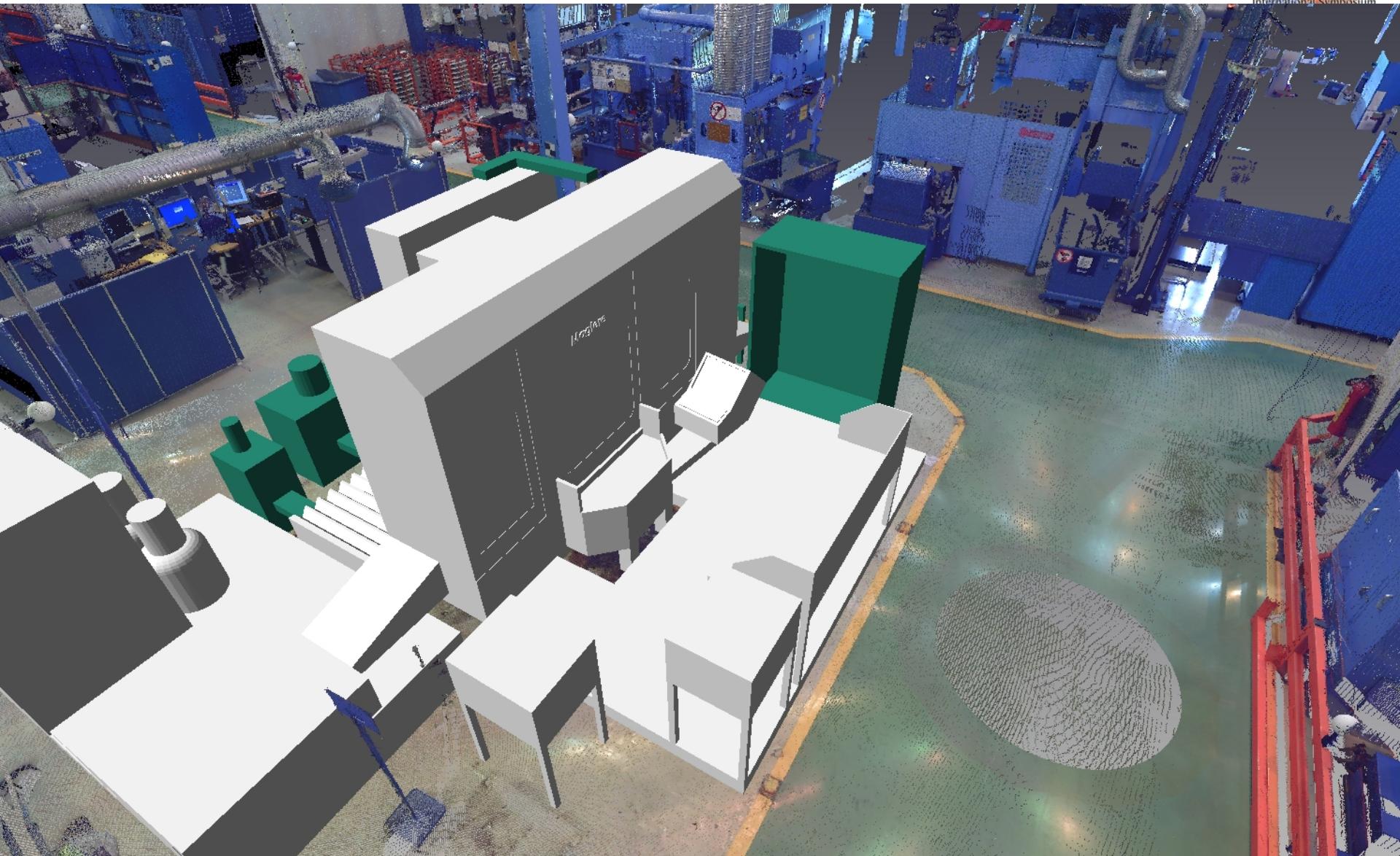
- we found that *guidance* prevented the **disadvantages** of *low credibility* in models high on *assumptions*, and the **distraction** of attention with *multiple views*.
- *Active models* we found to prevent stakeholders from **being stuck** in the boundaries of *high detail* models because we could *actively* remove details or rearrange the model during the meeting session.
- On a general level, we could say that the impact factors in the *model usage* category can prevent the **disadvantages** from the impact factors in the *visual model attributes* and *content of model* categories.



# “Point Cloud” technology to get quick results



# Point Cloud example 2



# Cost versus value

- Value: *increased understanding* of current situation and problem, *investigation* of alternatives and uncertainties *reduces project risk*
- Cost: should be low for understanding, may be somewhat higher for exploration

	Understanding Phase	Exploration Phase	Verification Phase
Number of models explored	8	11	3
Average creation time (h)	2,5	5,5	3
Average number of iterations	1,5	3	1

# Summary and Conclusions

- We studied 8 impact factors
- during 9 months at GKN Aerospace
- in 22 Models

- the *visual model attributes* are more dominant towards the middle and the end of projects.
- *Model content* and *model usage* are more dominant in the start and middle of projects.



# Future Research

- generalize results to other domains
- study other impact factors (see slide 13)
- study impact of stakeholders and their background
- study dynamic process models
- elaborate cost-value balance



# Acknowledgements

- Ole Hoen and Even Engebakken
- The people in the technology department at GAN



# Questions

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