

**Education**      **Research**

**Mats Hanson: "Bridge the gap between fundamental science and innovation, to become transformative members of society"**

**Innovation**

*Frido Smulders*

## Observation late 90's by MIT ...

**EVOLUTION OF ENGINEERING EDUCATION**

Innovation, Implementation, Collaboration skills, Practice

Pre-1950s: Practice

1960s: Science & practice

1980s: Science

2000: CDIO

Analytical skills, Disciplinary knowledge, Theory

**We are not where we want to be – engineering education needs reform!**

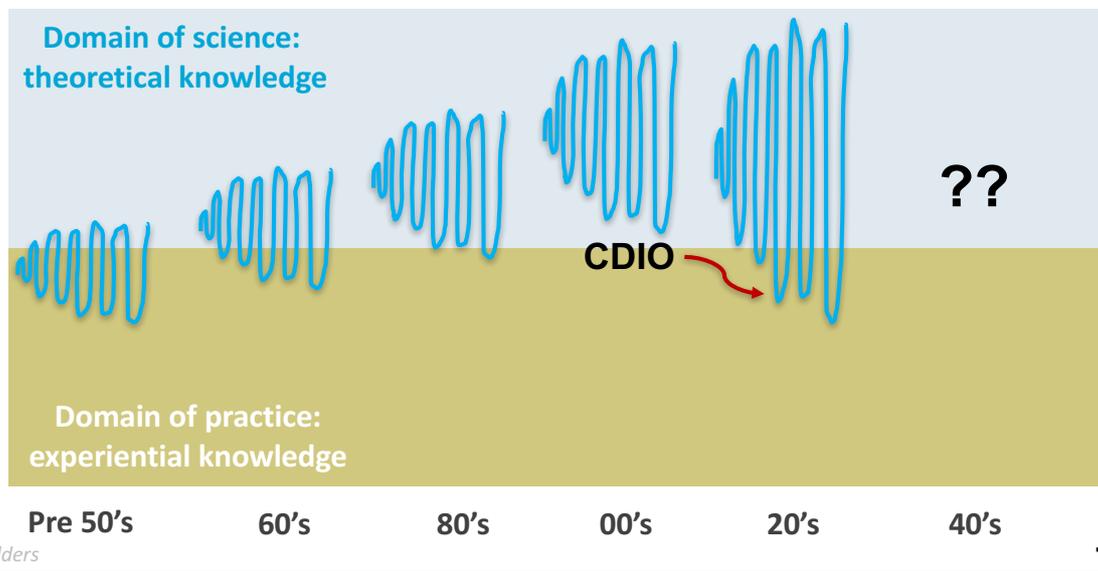
Malqvist, 2012

**E-edu in 2040?**

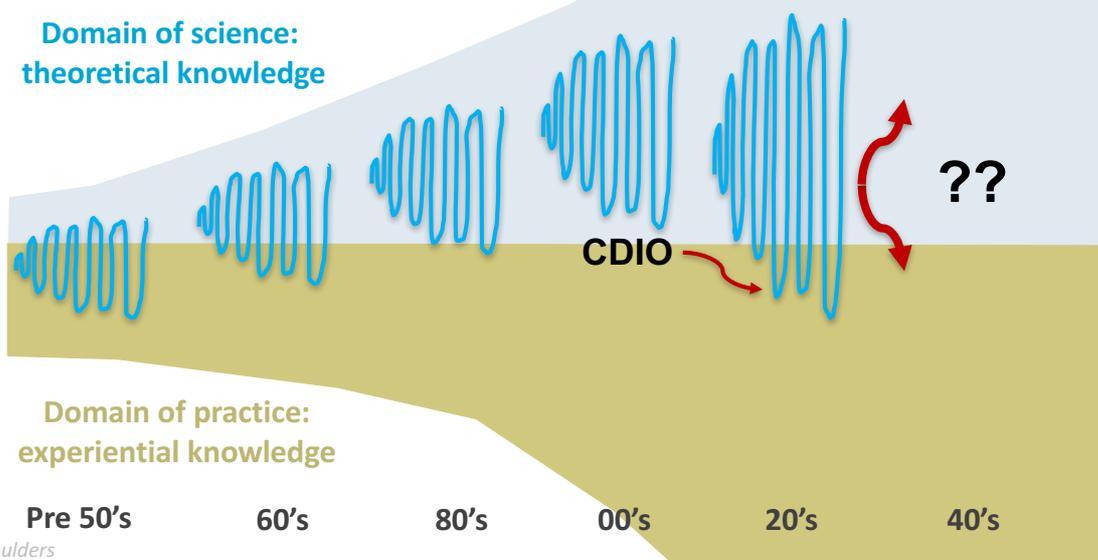
**+ ... skills ? + ... theory + ...?**

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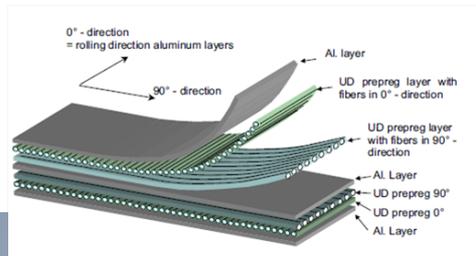
# What range are we teaching?



# What range are we teaching?



## Engineering background



### Aerospace materials:

- New hybrid material ARALL
- Fibre composite + aluminium
- Fuselage application: Fibre failure!

### My MSc research:

- Explaining fibre failure mechanism
- Change Kevlar fibre to Glass => GLARE!
- Fuselage Airbus A380

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## My research: Identifying the 'atoms' of Design, innovation & entrepreneurship



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## Insights presented today are based on:

- Smulders ('88, '89, '91, '92, '94, '96, '97, '02, '03, '06, '09, '14, '15 a+b, '17)
- Smulders, Dorst & Vermaas (2014 & 2017?)
- Smulders & De Bont (2013)
- Van Bruinessen, Hopman & Smulders (2012, 2013 a+b & 2015)
- Van Bruinessen (2016)
- Van Oorschot, Smulders & Hultink (2016, 2017?)
- Buijs, Smulders, Van der Meer (2009)
- My practice as innovation management consultant...



**My research & practice over the past 30 years**

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## Insights presented today are based on:

• Smulders ('88, '89, '91, '92, '94, '96, '97, '02, '03, '06, '09, '14, '15 a+b, '17)

• **... 'experiments' aimed at ...**

• **understanding & explaining**

• **the verb of innovating by design**

• Smulders, Dorst & Vermaas (2014 & 2017?)

• Smulders & De Bont (2013)

• Van Bruinessen, Hopman & Smulders (2012, 2013 a+b & 2015)

• Van Bruinessen (2016)

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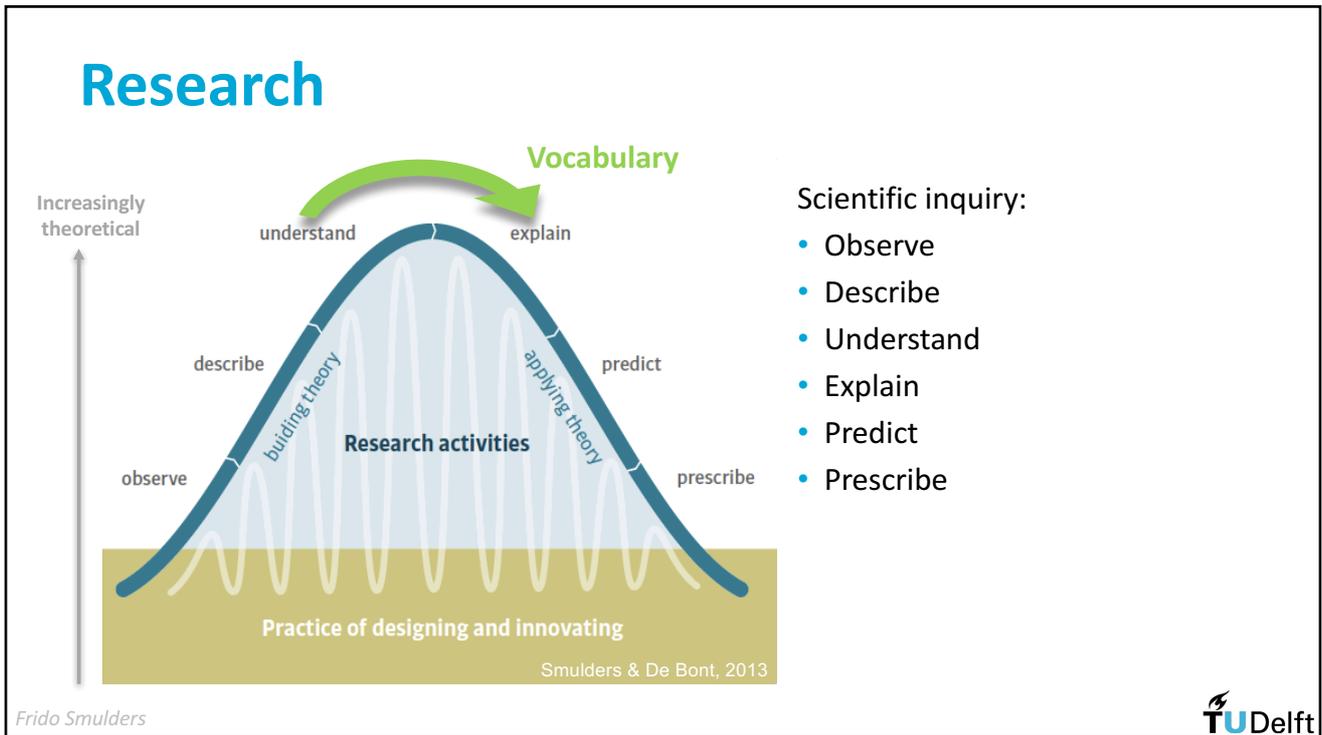
• My practice as innovation management consultant...



**My research & practice over the past 30 years**

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## Dominant work field for engineers ...?

- All engineers are involved in processes of renewal, be it:
 

buildings
dikes
experiments
roads
infrastructures

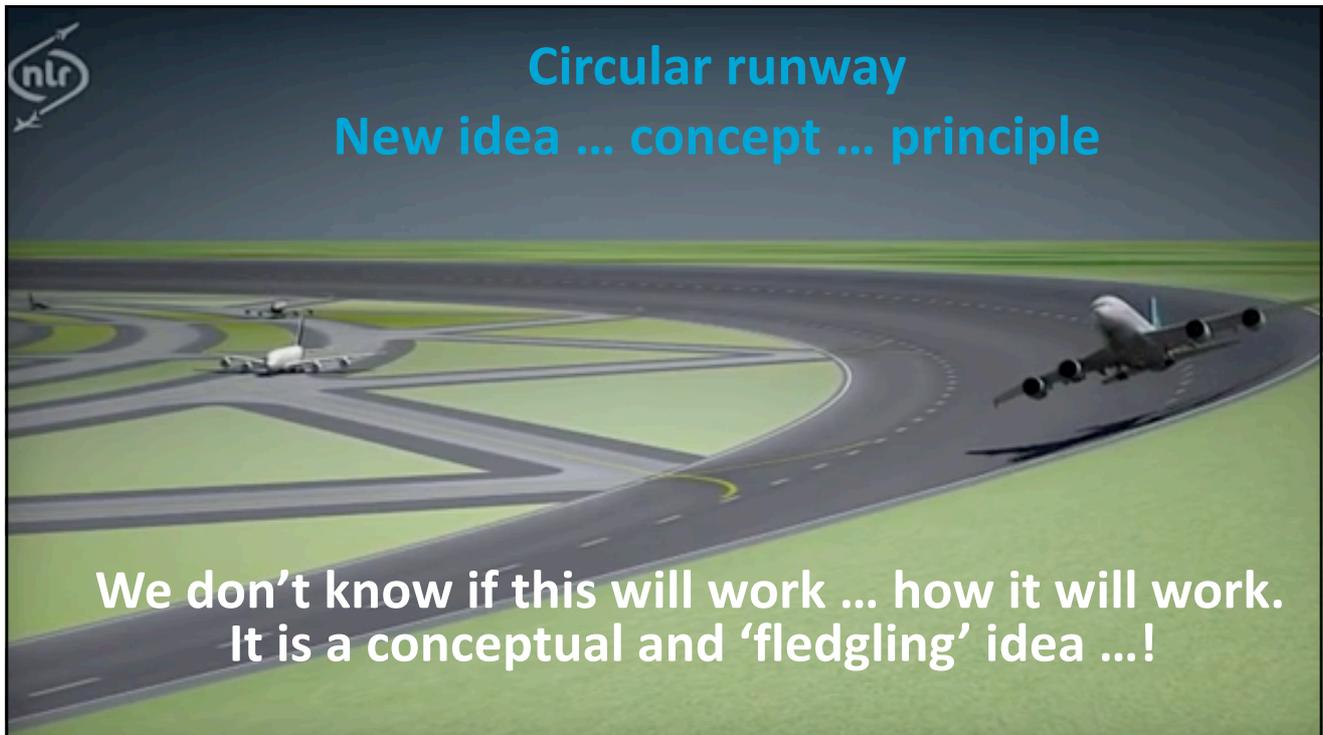
planes
bridges
ships
systems
circuits

satellites
materials
products
- Any process that aims to renew anything might be seen as a process of innovating ...
- Innovating ... **'successful' introduction of something new in existing environment**
- Newness ranges from: Incremental to breakthrough +

---

**Our engineers find a natural habitat in innovation processes!**

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## Generic innovation process ...?

... describing 'introduction of something new in existing environment'

- Generic model for all 'somethings' ...
- Product innovation processes treat large range of 'somethings'
- Structure of product innovation (Roozenburg & Eekels 1995)

## Roozenburg & Eekels, 1995



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## Abstracted innovation process model

(Smulders et al 2014, Smulders, 2014 & 2015)

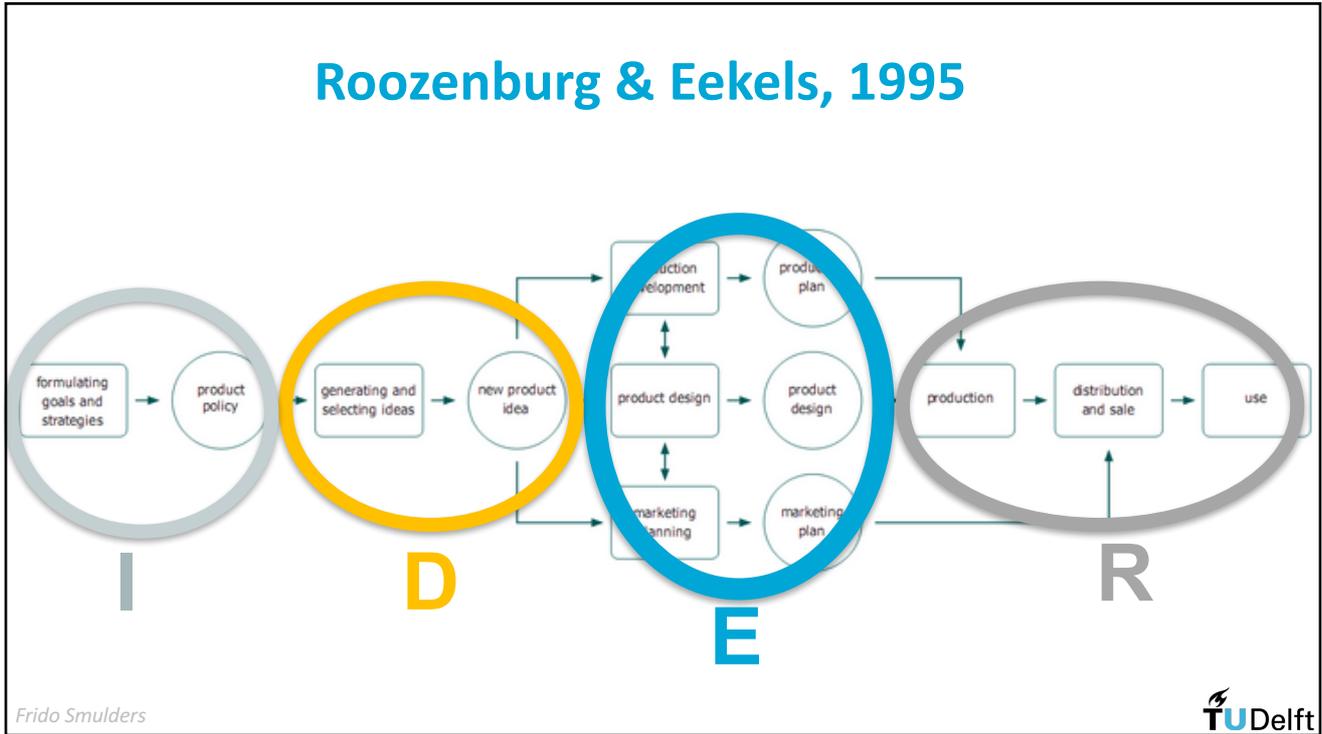
Based on product innovation literature (e.g. Buijs & Valkenbrug 2000; Roozenburg & Eekels 1995; Smulders 1998):

- |  |                       |
|--|-----------------------|
| <b>I</b> = Initiating new product development            | : Front End lit.      |
| <b>D</b> = Designing concepts for the product            | : Design lit.         |
| <b>E</b> = Engineering product, process (& organization) | : Engineering Lit     |
| <b>R</b> = Realizing production, sales & distribution    | : Operations mgt lit. |

- In principle for all kinds of products, services, systems, infrastructures, constructions, etcetera

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## Abstracted innovation process model

(Smulders et al 2014, Smulders, 2014 & 2015)

Based on product innovation literature (e.g. Buijs & Valkenburg 2000; Roozenburg & Eekels 1995; Smulders 1998):

**I** = Initiating a new product : Front End lit.

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## Design & Engineering ...

- Living apart together?
- Symbiotic relationship?
- What constitutes these two ...

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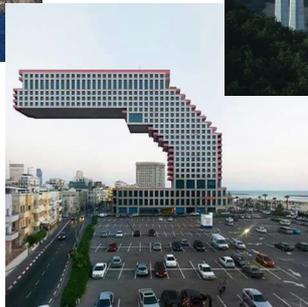
## Design as form ...



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## Engineering as form ...



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## Design & Engineering ...

- They seem to be interwoven ...
- Shapes traditionally belong to design ...
- Mechanics to engineering ...
- Both needed for (technological) innovation ...
- Differences in output ...?



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## Results Design & Engineering

### Design results:

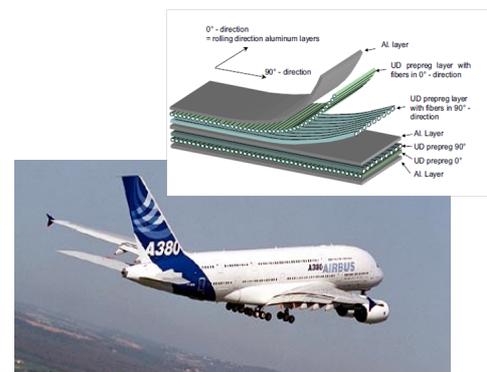
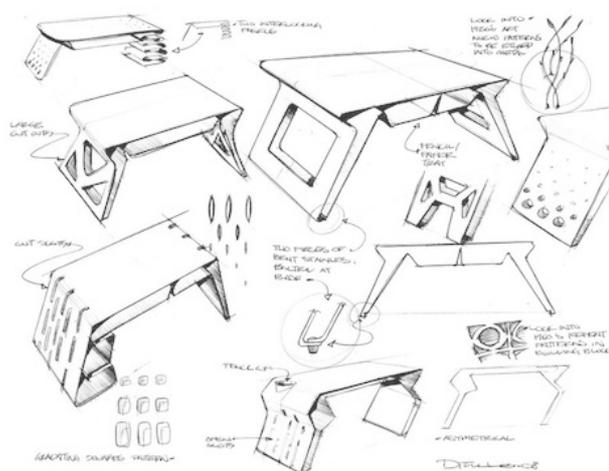
- A new integrated whole
- Not a finished product
- Still in conceptual state
- Assume: design => new concept/ new principle ≈ conceptual thinking

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## Designing is crafting the concept/principle

(Smulders: work in progress)



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## Results Design & Engineering

### Design results:

- A new integrated whole
- Not a finished product
- Still in conceptual state
- Assume: design => new concept/ new principle  $\approx$  conceptual thinking

**Design results are based on insights!**

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## Results Design & Engineering

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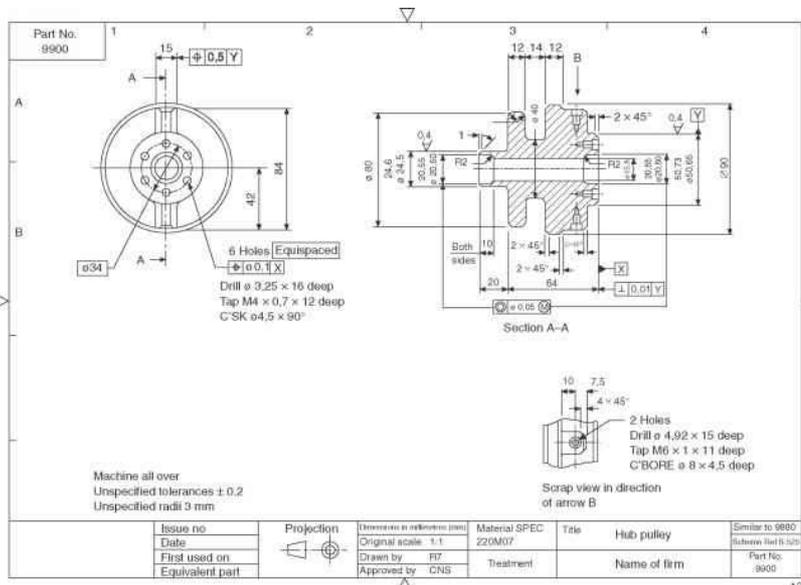
### Engineering results:

- Production and assembly ready
- Engineered drawings & production plans
- Potentially working and safe product
- Assume: engineering 'robustinizes' the concept

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## Engineering is specifying product & process



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## Results Design & Engineering

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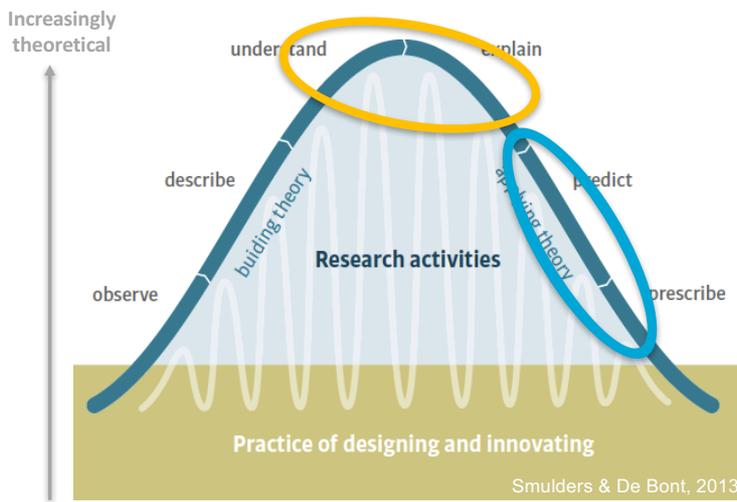
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**Engineering results are based on knowledge!**

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# Design & Engineering sciences



## Design (& innovation) sciences:

- Lots of tools & methods
- Little predictions
- No uniform theoretical base
- Relevant in practice, still weak in theory

## Engineering sciences:

- Interconnected string of theories from molecules to performing constructions
- Theories are based on natural & artificial sciences
- Predictive, if this ... then that
- Prescriptive handbooks

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Smulders & De Bont, 2013



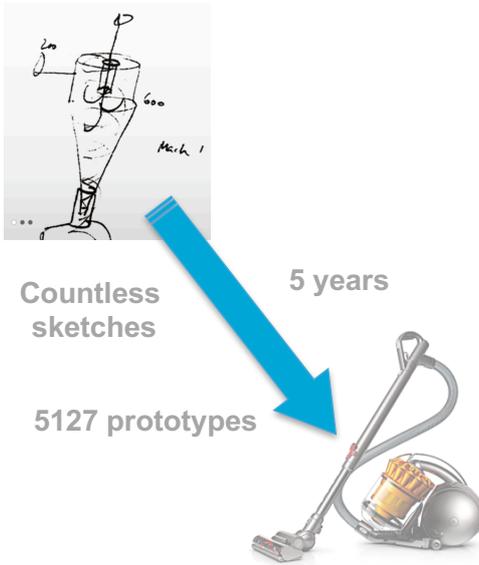
# Innovating: Perfect design & ... ?



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## Struggle of Dyson ...



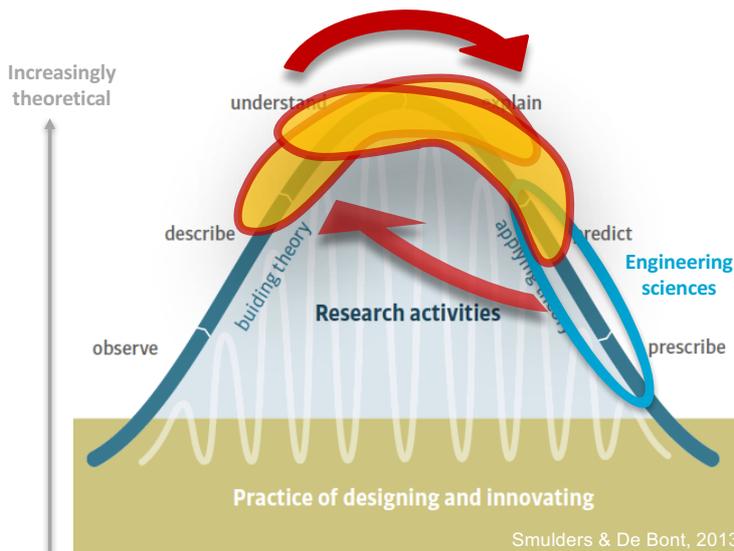
### Was this just design?

- What did sketches do?
- What did prototyping do?
- What did testing do?
- How can we understand this?!

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## Let's explain what Dyson did ...



### Dyson ...

- Couldn't use existing E-knowledge

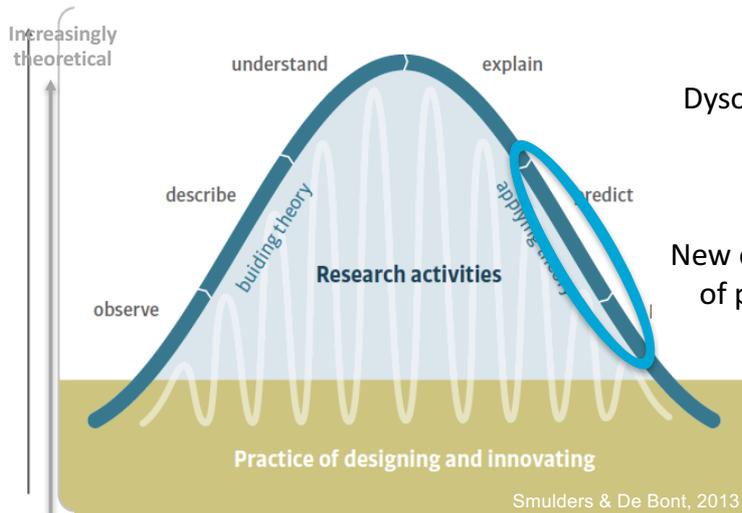
### He needed to ...

- Identify the right concept/principle
- Create deep understanding
- Learn how to engineer this
- Develop new technology
- Use new technology for business growth.

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# Innovating: Perfect Design & Engineering!



Dyson: Comparable process, maybe not scientific ... but for sure academic!

New engineering 'theory' to realize range of products based on same principle!

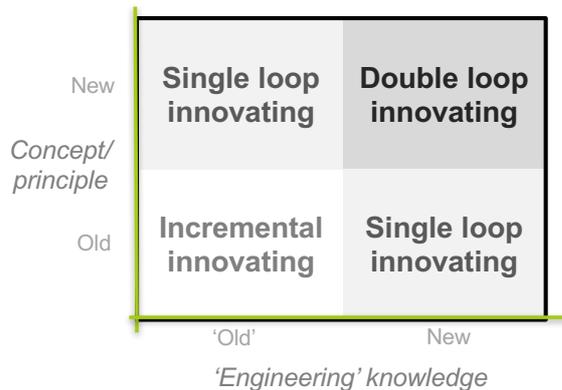
Smulders & De Bont, 2013

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# Innovating: Design & Engineering

(Smulders, work in progress)



Let's look at innovating

- There two axes
  - Design delivers concept/principle
  - Engineering 'robustinizes' concept
  - Existing & new concepts/principles
  - Existing and new E-knowledge
- ⇒ 'Simple' 2 x 2 matrix
- ⇒ Three forms of innovation

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# Innovating: Design & Engineering

(Smulders, work in progress)



## Let's look at innovating

- There two axes
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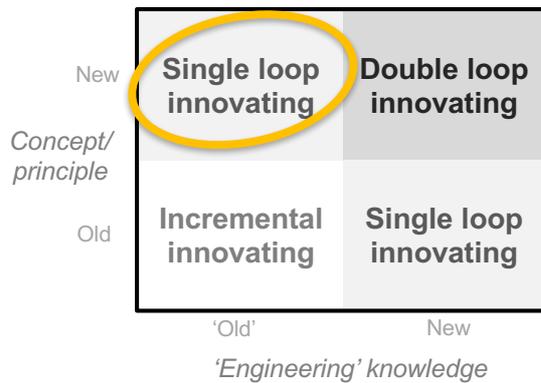


# Innovating: Design & Engineering

(Smulders, work in progress)

## New design concept – existing engineering

Senz: Storm proof umbrella



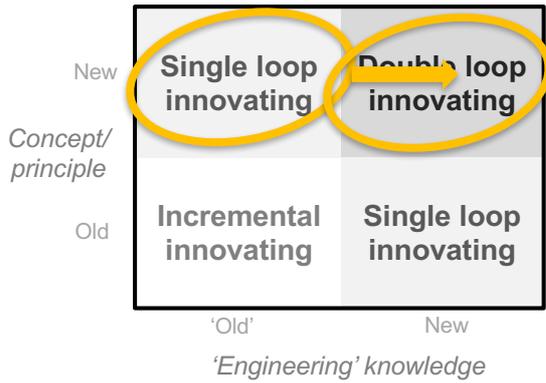
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# Innovating: Design & Engineering

(Smulders, work in progress)

## New design concept – existing engineering 'Black aluminum' airplanes



### Composites in airplanes

- First constructions
- Existing aluminium E-knowledge  
⇒ 'Black aluminum' planes
- After decades => new E-knowledge  
⇒ Dreamliner



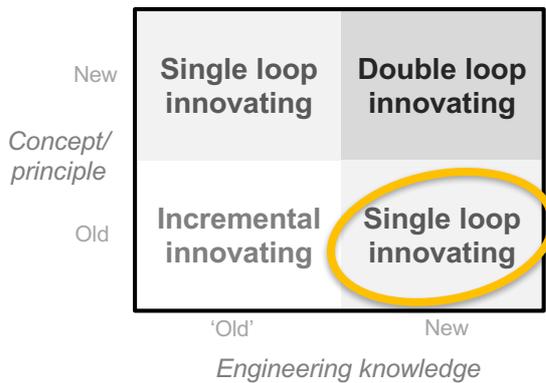
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# Innovating: Design & Engineering

(Smulders, work in progress)

## Old design concept – New engineering



concurrent engineering

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# Innovating: Design & Engineering

(Smulders, work in progress)

New design concept – New engineering

Concept/ principle	New	Single loop innovating	<b>Double loop innovating</b>
	Old	Incremental innovating	Single loop innovating
		'Old'	New
		'Engineering' knowledge	

Ampelmann offshore access



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## Technological innovation ...

✓ New concepts, new class of products, etc.

✓ New engineering

+

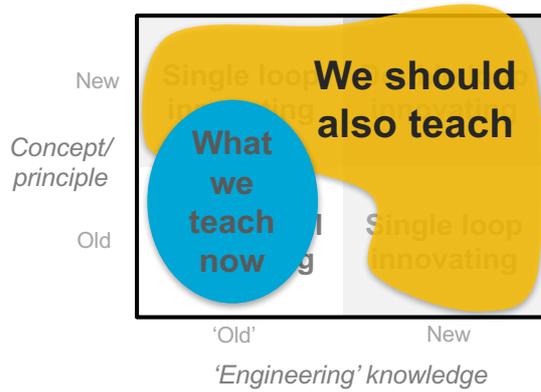
⇒ New technology

⇒ Technological innovation = double loop innovating

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## What we teach and could/should teach



- One could say: 'we teach old knowledge'
- What is meant: old **validated** engineering knowledge
- We can't teach new knowledge ...
- We should teach H2 develop new **Engineering** knowledge
- ... and teach **Design** for new concepts/principles

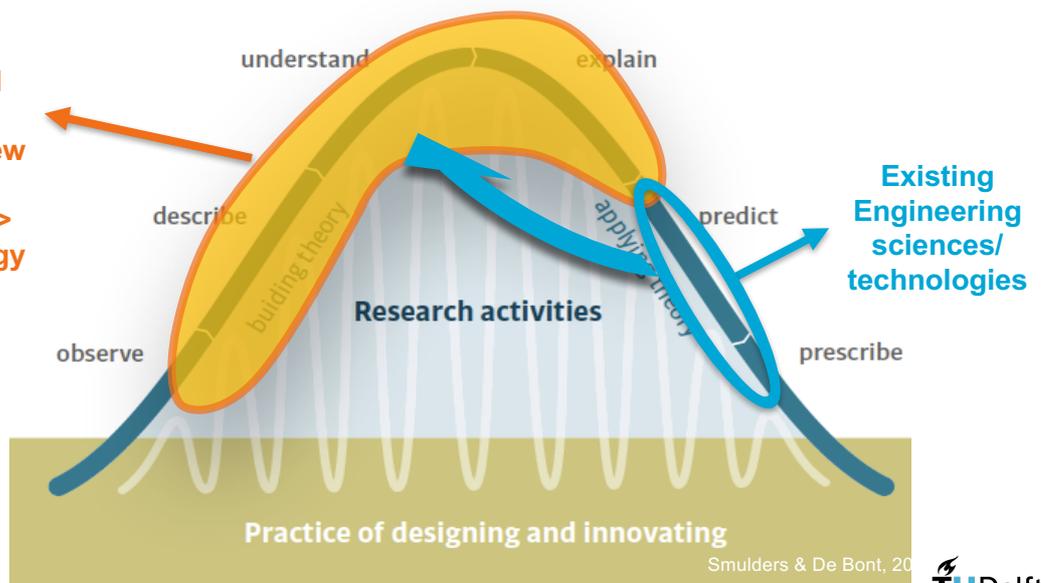
### How to do this?

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## What we teach

Conceptual thinking and interacting: H2 develop new engineering knowledge => new technology



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Smulders & De Bont, 20



## H2 educate for 'dysons' & 'ampelmanns' ...?

- Add understanding of thinking & acting in conceptual spaces
- Add understanding of development of E-knowledge
- Add how to develop new technologies ...

⇒ Create knowledgeable technological innovators!

**Anybody can say this! How ..... ??**

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## Workshop issues ...

- Exponential increases in knowledge: practice **and** science
- What is it that we need to teach to create life-long learning engineers??
- Where to find Double loop innovation within CDIO framework?
- How to complement CDIO with development of new E-knowledge?
  
- How/what to teach engineering at BSc, MSc and PhD levels?

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