

# GOVERNMENT OF TAMILNADU DIRECTORATE OF TECHNICAL EDUCATION, CHENNAI STATE PROJECT COORDINATION UNIT

# (Established under Canada India Institutional Cooperation Project)

CURRICULUM

Course Name		PRODUCT DESIGN AND DEVELOPMENT						
Course Code		ME/2020/ 035						
Course Duration		45 Hours						
Minimum Eligibility Criteria/Pre-requisites		ITI/10 <sup>th</sup> /+2/Diploma/Graduates						
Pre-requisites (	if any)	-						
Course Objectives		<ul> <li>Training module has been designed to provide the participants to</li> <li>Understand the basic concepts of product design</li> <li>Learn Product features and its architecture so that student can have a basic knowledge in the common features a product has and how to incorporate them suitably in product.</li> <li>Understand Intellectual Property Rights</li> </ul>						
Course Outcomes		<ul> <li>A student passing this module should be able to <ul> <li>Identify and analyse the product design and development processes in manufacturing industry.</li> <li>Define the components and their functions of product design and development processes and their relationships from concept to customer over whole product lifecycle.</li> <li>Analyse, evaluate and apply the methodologies for product design, development and management.</li> <li>Undertake a methodical approach to the management of product development to satisfy customer needs.</li> <li>Carry out cost and benefit analysis through various cost models.</li> </ul> </li> </ul>						
Expected Job Roles Product I		Product Desig	roduct Designer. Product developer					
TEACHING AND SCHEME OF EXAMINATION								
Course Co Code			Hours		Assessment Marks		Duration of	
		urse Name			Min	Max	the Examination	
ME/2020/035	PRODU	UCT DESIGN AND ELOPMENT	Theory	45	40	100	3 Hours	

## ME/2020/035 - PRODUCT DESIGN AND DEVELOPMENT

### DETAILED SYLLABUS

Unit No.	Modules		
I	INTRODUCTION	6 Hours	
1.1	Product design vs development, Need, Classification		
1.2	Product life cycle, cost, quality and servicing	06	
1.3	Generic product development process, steps, examples.	1	
Ш	GATHERING OF CUSTOMER NEEDS and PRODUCT ARCHITECTURE	12 Hours	
2.1	<b>GATHERING OF CUSTOMER NEEDS</b> Gathering of customer needs, types of customer needs and analysis,		
2.2	Grouping of customer needs - Examples	10	
2.3	PRODUCT ARCHITECTURE: Introduction, product architecture and their         types, product modularity, and their types.		
2.4	Product portfolio, types and characteristics, examples.		
Ш	CONCEPT ENGINEERING	9 Hours	
3.1	Tools, Quality function deployment, Failure mode and their effects analysis,		
3.2	Fault tree analysis, Design for manufacture and assembly	09	
3.3	Design for safety and environment. Steps and guidelines, examples.		
IV	PROTOTYPE AND TESTING:	6 Hours	
4.1	Introduction, need for prototypes, types, prototype development		
4.2	Physical and digital prototyping, rapid prototyping techniques and characteristics.	- 06	
V	MODERN TOOLS and INTELLECTUAL PROPERTY RIGHTS	12 Hours	
5.1	MODERN TOOLS Internet, concept of Collaborative product commerce		
5.2	Product data management and Product Life Cycle Management		
5.3	Need and their benefits, commercial PLM tools, examples.		
5.4	INTELLECTUAL PROPERTY RIGHTS Introduction to IPR. Patent search         12           andapplication         12		
5.5	Steps in drafting patent application, Patent infringement		
5.6	National and International patent law, examples.		
	Total hours	45	

## **REFERENCE BOOKS**

S. No.	Name of the Book	Author	Publisher & Year
1	Product Design and Development	Karl, T U, Steven, D E	5 <sup>th</sup> edition, Tata McGraw Hill, New Delhi,. 2004
2	Product Design	Kevin Otto, Kristin Wood	2 <sup>nd</sup> edition, Pearson, New Delhi, 2013
3	Product Design and Manufacturing	Chitale, A K., Gupta, R C	5 <sup>th</sup> edition, Prentice Hall of India, New Delhi. 2005
4	Product Life Cycle Management	Michael Grieves	Tata McGraw Hill, New Delhi, 2006

S. No.	Criteria for Assessment
1.	A trainee will be assessed based on the performance in End Examination for Theory and Practical conducted internally in the Project Polytechnic College for a duration of 3 hours
2.	A trainee must have 75% of attendance to appear for End examination in Theory .
3.	The assessment for theory part will be based on the marks scored in the end examination on the knowledge bank of questions.
4.	The assessment for practical part will be based on the marks scored in the end examination conducted by the Project Polytechnic and assessed by the Examiners approved by Strategic Plan Implementation Committee (SPIC) of the project polytechnic.
5.	The passing criteria for successful completion of training is every trainee should score 50% of marks in theory and practical examination.
6.	On successful completion of training, Certificate will be issued to the participants by the Directorate of Technical Education through the Project Polytechnics.

## END EXAMINATION

## ALLOCATION OF MARKS

S.NO	Description	Max.Marks
1.	Theory Examination	60
2.	Report Preparation / Assignments	40
	Total Marks	100

### THEORY MODEL QUESTION PAPER

#### ME/2020/035 - PRODUCT DESIGN AND DEVELOPMENT

### (Maximum Marks: 60)

### PART - A

### Answer any **ten** Questions

1. Define product development.

- 2. What is meant by development time in product development?
- 3. List the number of stages in product design.
- 4. What is product architecture?
- 5. Mention the types of architecture.
- 6. Define QFD.
- 7. Define process FMEA.
- 8. Define Prototype.
- 9. What is Rapid prototyping?
- 10. List the types of prototypes.
- 11. Define product lifecycle management.
- 12. What is Intellectual property?
- 13. What is Product data Management?

#### PART – B

#### Answer any ten Questions

- 1. Mention the challenges of product development.
- 2. What are the roles of a product designer?
- 3. What is meant by slot modular architecture?
- 4. What are the characteristics of a product portfolio?
- 5. What is meant by bus modular architecture?
- 6. What is meant by Failure Mode and Effect Analysis?
- 7. Draw the event symbols used in FTA.
- 8. State the advantages of Fault Tree Analysis.
- 9. What are the types of rapid prototyping technology available?
- 10. Write the disadvantages of rapid prototyping.
- 11. What are the applications of internet?
- 12. What is collaborative commerce?
- 13. What are the steps involved in drafting patent application?

(10 x 2 = 20 Marks)

(10 x 4 = 40 Marks)