

05 August 2008

---

# A proposed taxonomy of physical prototypes: structure and validation

---

**Rachel Hannah, Ashwin Michaelraj**  
Mechanical Engineering Department  
Clemson University  
rhannah@clemson.edu, amichae@clemson.edu

**Dr. Joshua D. Summers**  
Mechanical Engineering Department  
Clemson University  
joshua.summers@ces.clemson.edu



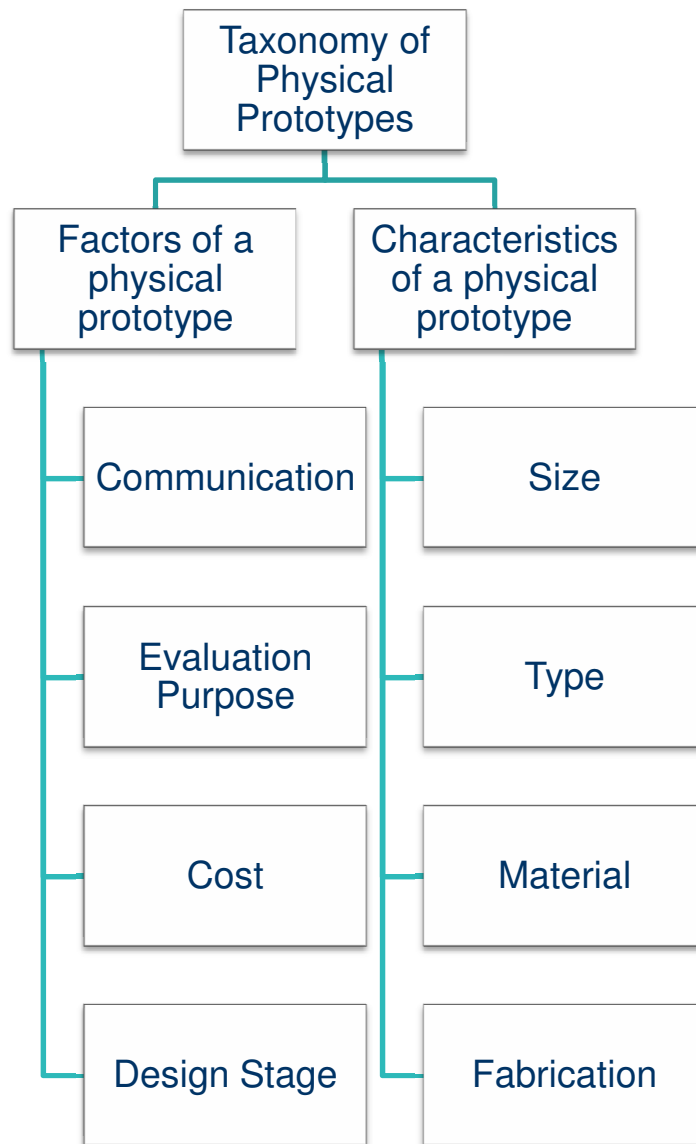
---

**CLEMSON**  
UNIVERSITY

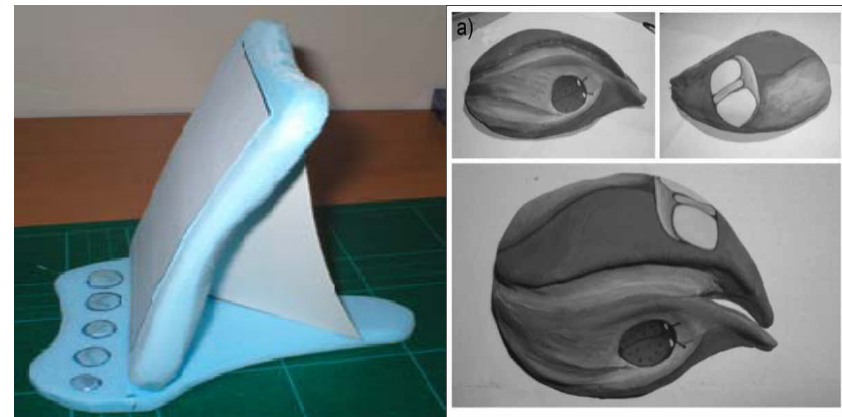
- **Motivation**
  - Definition of prototype
  - Purpose of physical prototype
  - Need for prototype taxonomy
- **Taxonomy of physical prototype**
  - Factors of prototype
    - Communication
    - Evaluation purpose
    - Cost
    - Design stage
  - Characteristics of prototype
    - Size
    - Type
    - Material
    - Fabrication
- **Taxonomy validation**
  - Orthogonality matrix
  - Benchmark against existing ‘classifications’
  - Demonstration of its utility to classify different prototypes
- **Conclusion**
  - Findings and future work

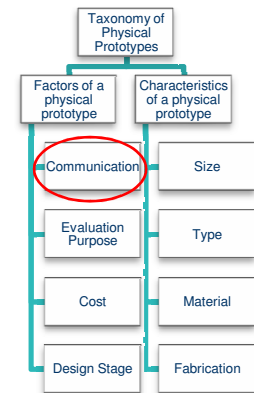
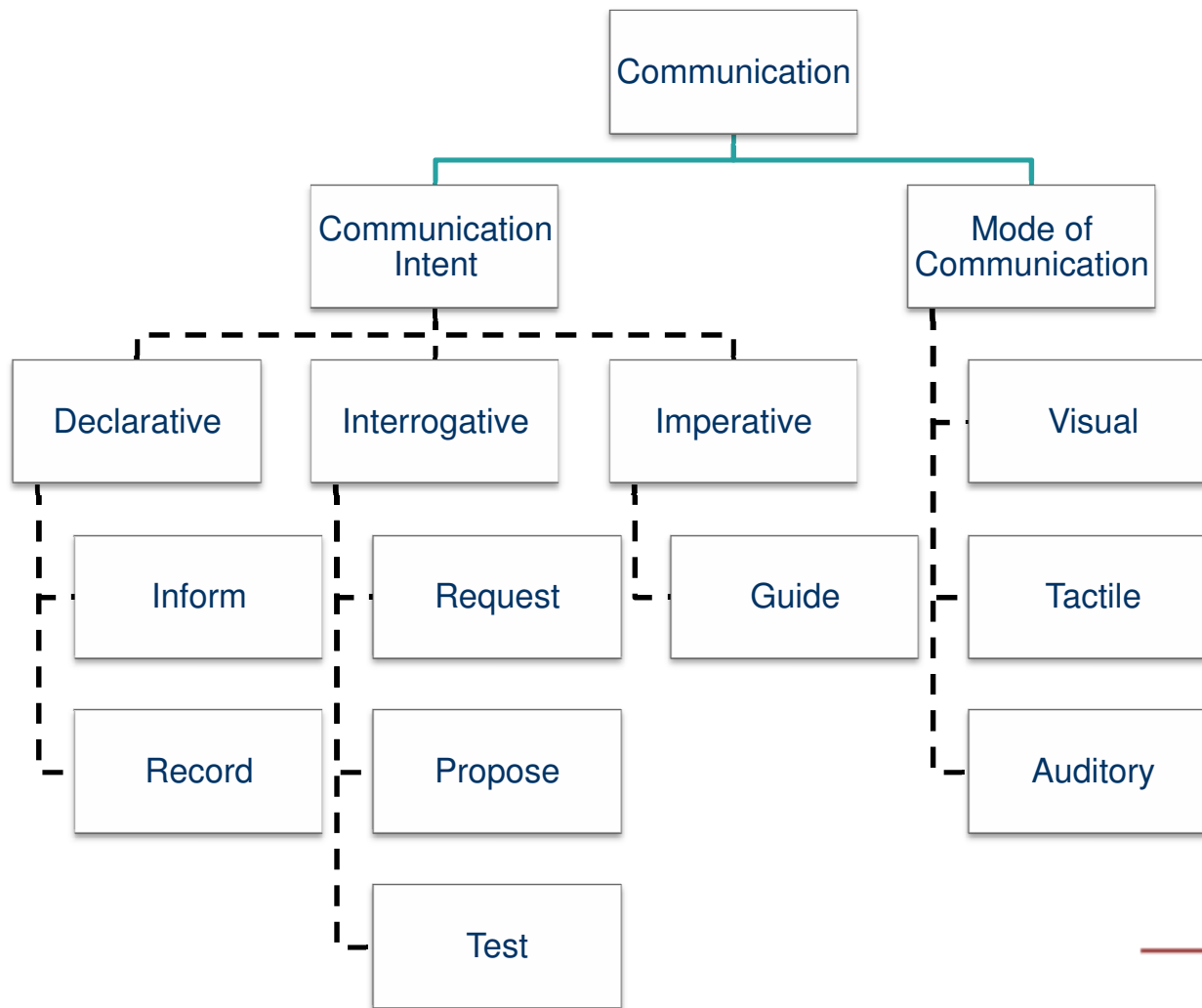
- Definition of Prototype
  - A prototype is a physical instantiation of a product, meant to be used to help resolve one or more issues during product development [3, 4]
- Purpose of Prototype [Ulrich & Eppinger]
  - Learning
    - Identify unknowns during product development
      - Some unknowns may include: customer satisfaction, functionality, or feasibility of the prototype
  - Communication
    - Able to communicate to different groups within a product development team
    - Convey design intent effectively when compared to sketches, 3-D drawings, and other design representations
  - Integration
    - Verify the assembly of components and subsystems of a product
    - Verify the fit and assembly sequence of the design before preceding to full scale production
      - Builds confidence about the design and its manufacturability
  - Milestones
    - Helps keep track of product development by meeting desired goals and deliverables
      - Prove to management the project is on schedule
    - Demonstrate a particular level of functionality

- Need for prototype taxonomy
  - Little is known about when and what types of prototypes should be built throughout the design process
  - What is known is typically internal to the company and/or individual and based on empirical, anecdotal, or experiential knowledge
  - Currently, there are no taxonomies of prototypes which clearly and consistently capture the characteristics and purposes of prototypes [1-3]
- Taxonomy
  - Definition: The science of classification
  - Supports the transmission, clarification, and organization of large amounts of information [4-6]
- A Prototype Taxonomy will
  - Obtain a common, shared understanding of prototypes
  - Allow designers to build prototypes in an effective manner.
    - Reduce the complexities involved with prototype fabrication and selection

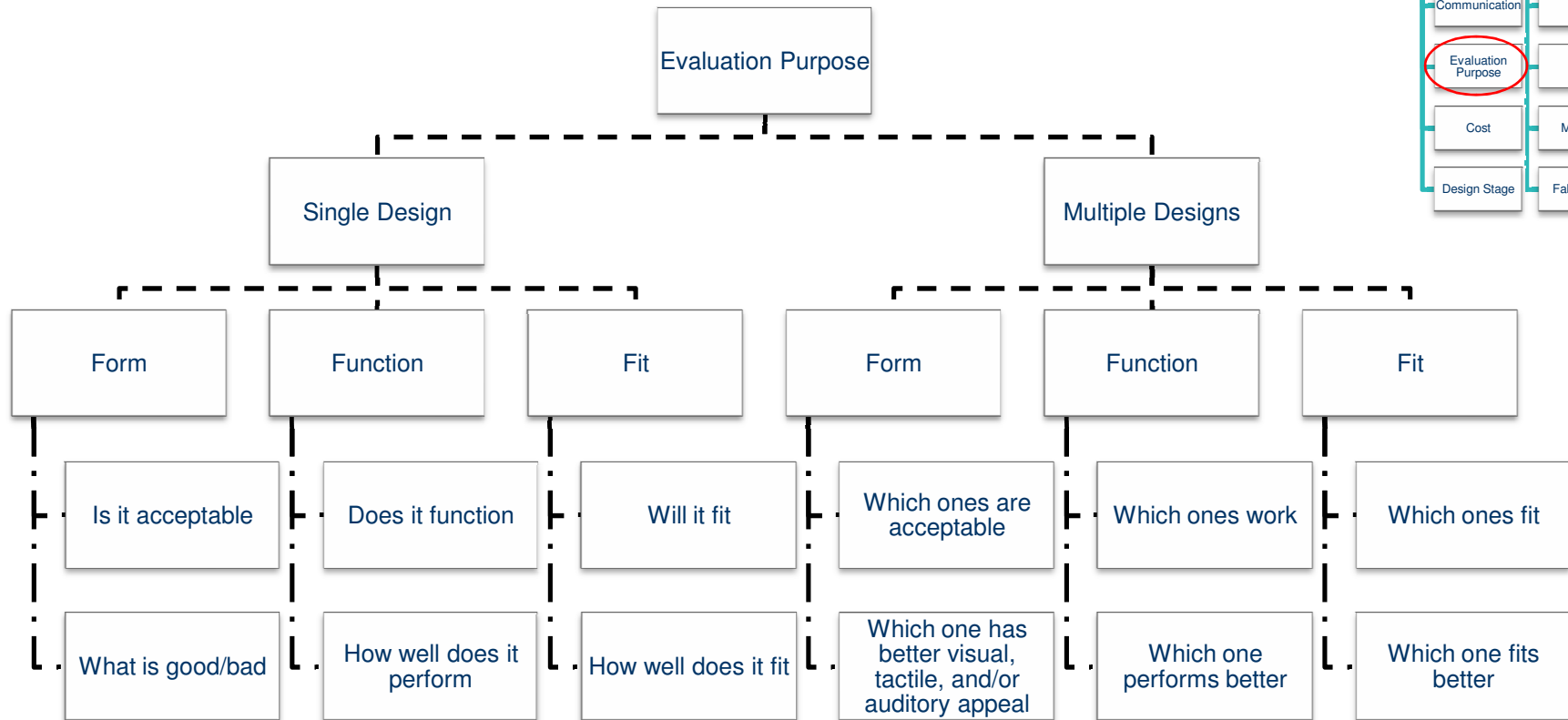
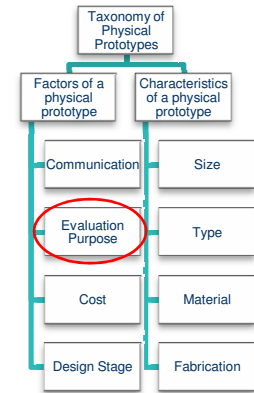


- Taxonomy of prototype is divided into two main categories
  - Factors of a physical prototype
    - The factors taken into account when fabricating the physical prototype
      - Example: Communication intent- Propose new concepts
  - Characteristics of a physical prototype
    - The resulting characteristics of prototype due to the factors taken into account during fabrication
      - Example: Material – Foam core or modeling clay

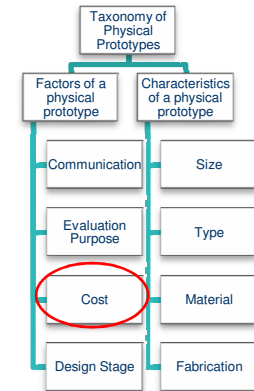
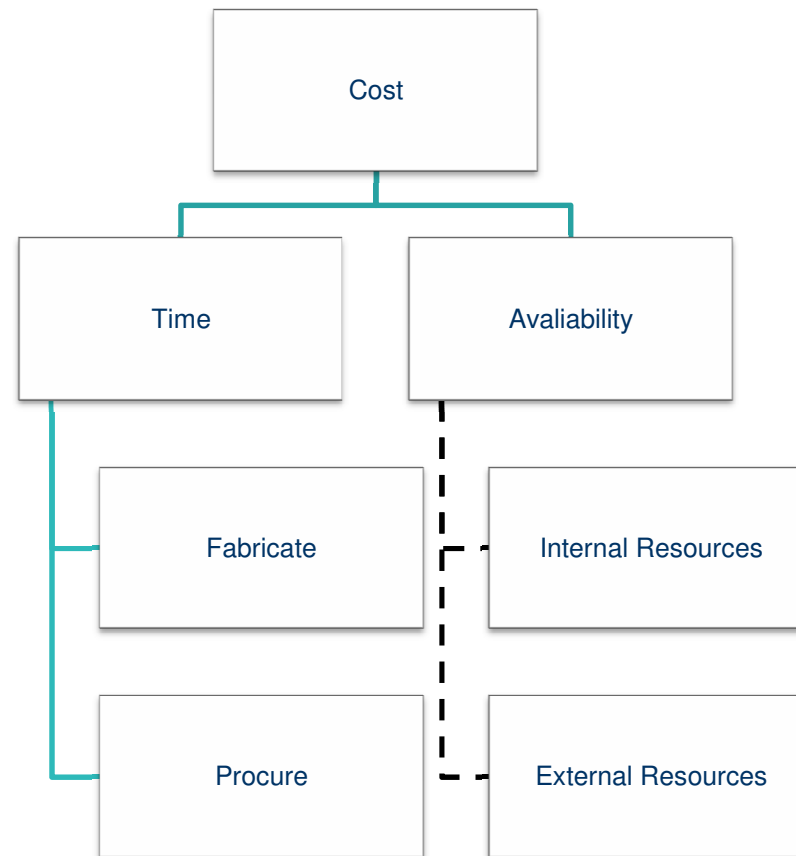




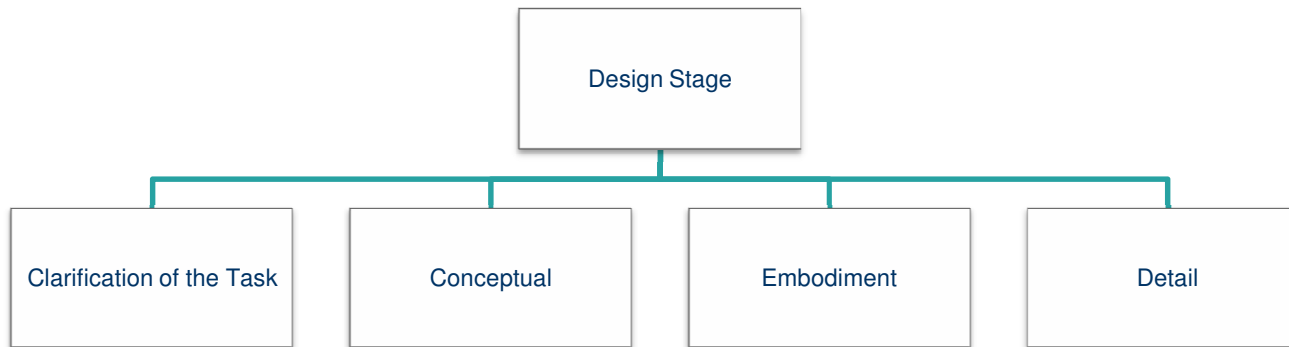
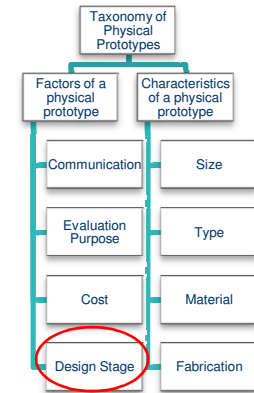
- Use All the taxons
- . - . Choose One of the taxons
- - - - - Choose One or multiple taxons



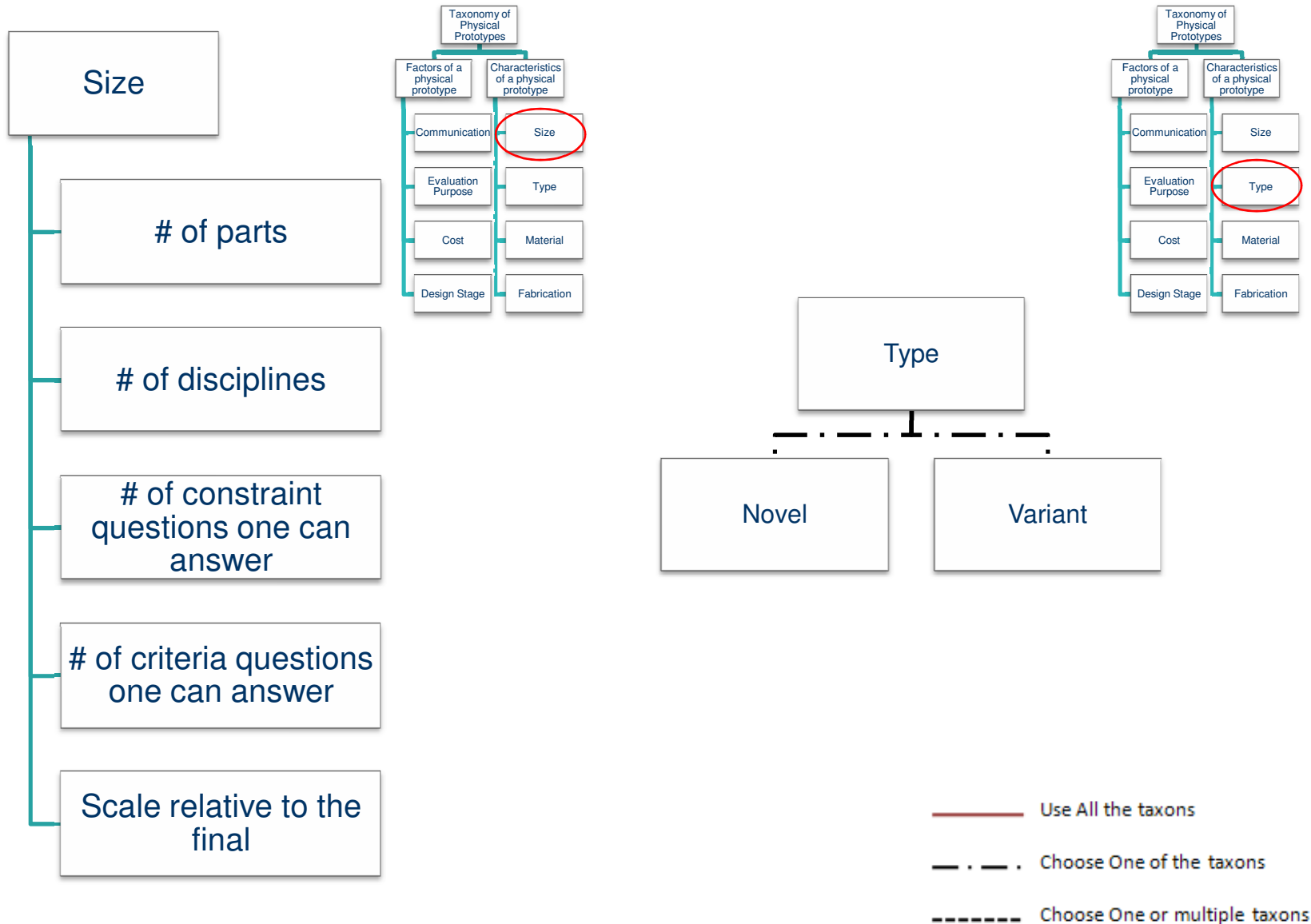
- Use All the taxons
- . - . . Choose One of the taxons
- - - - - Choose One or multiple taxons



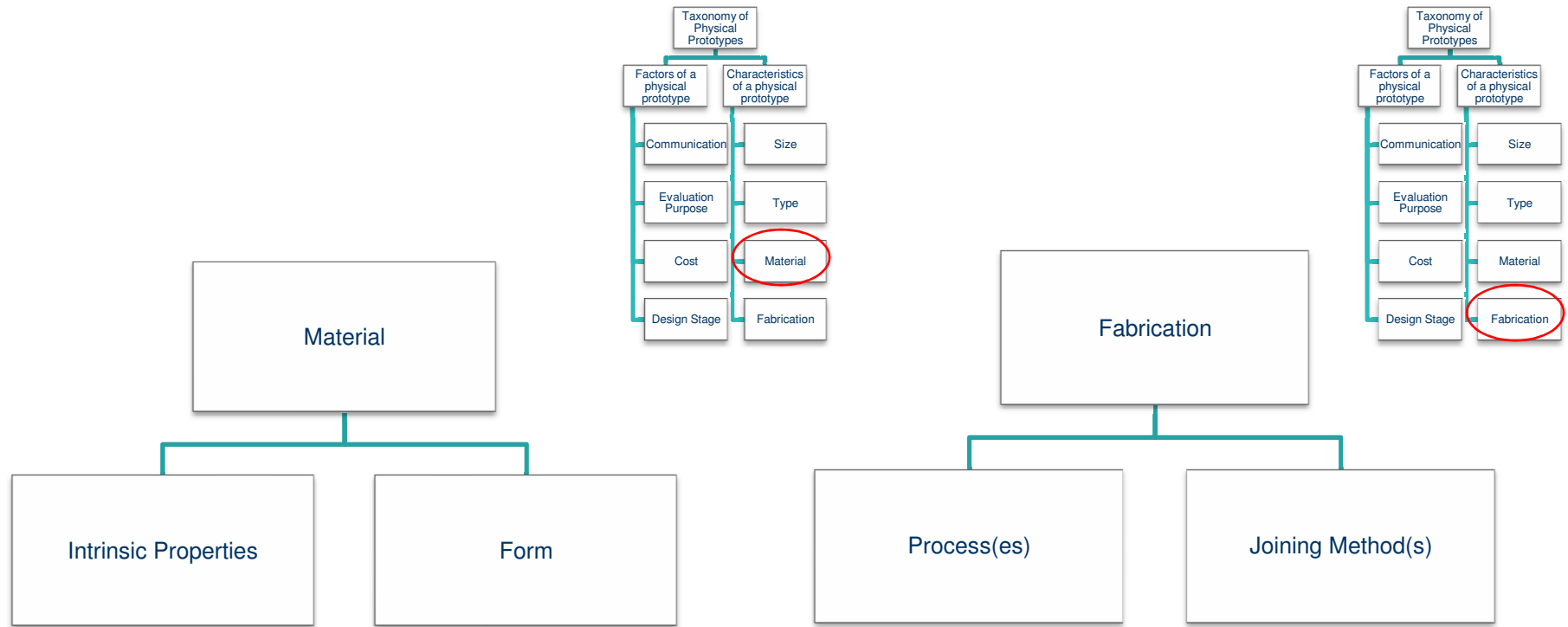
- Use All the taxons
- . - . Choose One of the taxons
- Choose One or multiple taxons



- Use All the taxons
- . - . Choose One of the taxons
- Choose One or multiple taxons



# Characteristics of a Physical Prototype: Material & Fabrication



- Use All the taxons
- . - . . Choose One of the taxons
- Choose One or multiple taxons

<b>Physical Prototype Taxonomy Orthogonality Matrix</b> 0 has no dependence 1 has some dependence		Factors of a physical prototype				Characteristics of a physical prototype										
		Communication	Evaluation Purpose	Cost	Design Stage	Size	Type	Material	Fabrication							
<b>Factors of a Physical Prototype</b>																
Communication																
Evaluation Purpose	1															
Cost	0									0						
Design Stage	0	1	1													
<b>Characteristics of a physical prototype</b>																
Size	1	1	1	0												
Type	0	0	0	0	0											
Material	1	1	1	0	1	0										
Fabrication	1	1	1	0	1	0	1									

- Orthogonality Matrix is used to identify interdependencies between taxons
  - The taxons which are mutually exclusive are represented by '0'
  - The taxons which are not mutually exclusive are represented by '1'
- Interdependencies between taxons are identified
  - Reason – 'The factors taken into account when fabricating a prototype should prescribe the characteristics of that prototype'

## ● Otto and Wood

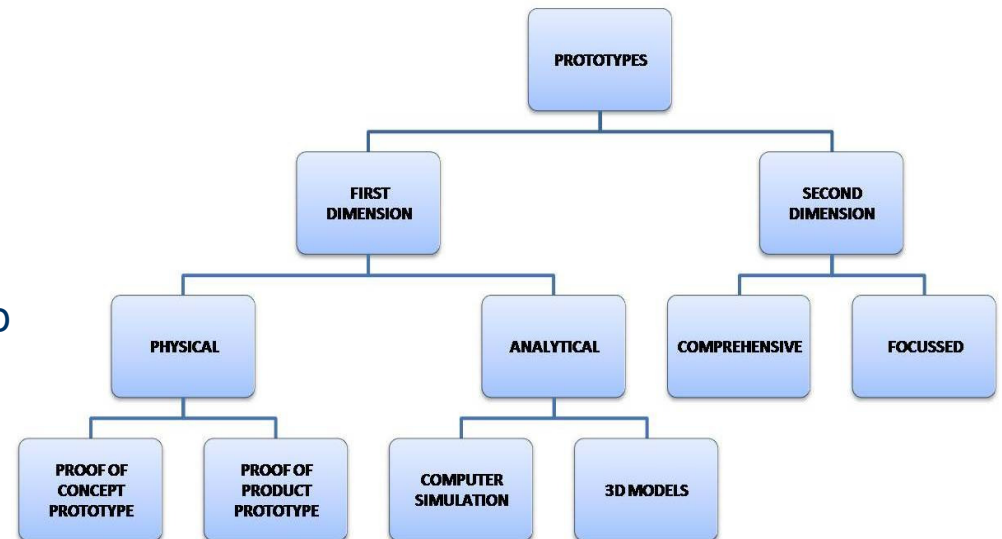
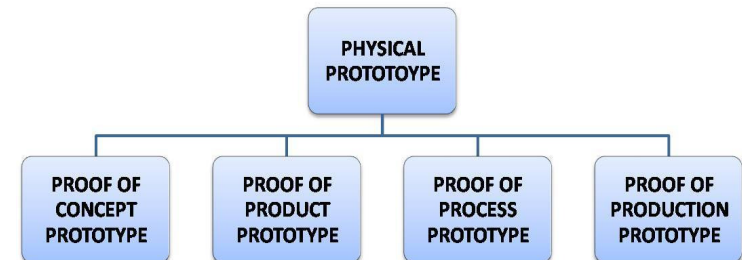
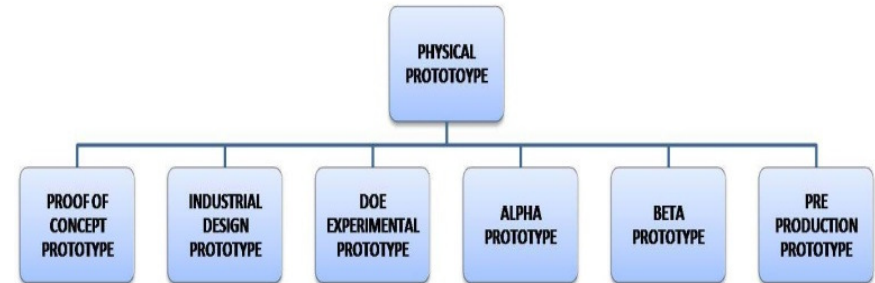
- Six high level classification based on design intent or purpose
- Beta prototype and Pre-production prototype show overlap in terms of material and production processes

## ● Ullman

- Classification based on the purpose of the prototype
- Further generalizes prototypes to four categories leading to overlap between prototype classifications

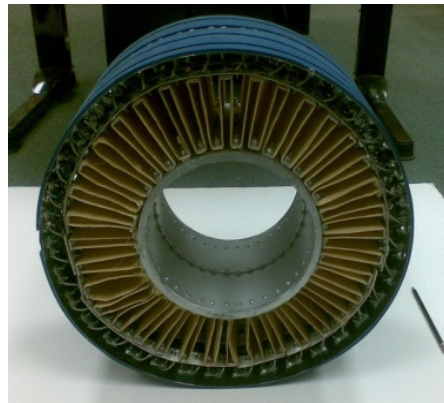
## ● Ulrich and Eppinger

- Two dimensions
- Physical prototypes – classified into two groups
- Higher overlap than other two classifications



## Factors of physical prototype

- Communication intent
  - Declarative – *Inform*
  - Interrogative – *Test*
  - Imperative – *Guide*
- Mode of Communication
  - Visual
- Evaluation Purpose
  - Single design
    - Form – *Acceptable*
    - Function – *Good*
    - Fit – *Satisfactory*
- Cost
  - Time
    - Fabrication – *200 Man-hours*
    - Procurement – *1 week*
  - Internal resources
    - Material - \$ 0
    - Fabrication - \$ 2000
    - Joining method - \$ 300
  - External resources
    - Material - \$ 1500
    - Fabrication - \$ 0
    - Joining method - \$ 0
- Design Stage
  - Embodiment



**Helical Coil Non-Pneumatic  
Wheel Prototype**

## Characteristics of physical prototype

- Size
  - No. of parts relative to the final product – *Same*
  - No. of disciplines – *Single*
  - No. of constraints met – *2*
  - No. of criteria met – *2*
  - Scale of prototype – *1:1*
- Type
  - Variant
- Material
  - Intrinsic properties
    - Min. Operating Temperature – *140 K*
    - Max. Operating Temperature – *400 K*
- Form
  - Post processed – *sheets and coils*
- Fabrication
  - Process
    - Forming
- Joining Method
  - Springs, nuts and bolts

### Factors of physical prototype

- Communication intent
  - Declarative – *Inform*
  - Interrogative – *Propose*
  - Imperative – *Commit*
- Mode of Communication
  - Visual
- Evaluation Purpose
  - Single design
    - Form – *Acceptable*
    - Function – *Poor*
    - Fit – *Poor*
- Cost
  - Time
    - Fabrication – *5Man-hours*
    - Procurement – *1/2 day*
  - Internal resources
    - Material - \$ 0
    - Fabrication - \$ 0
    - Joining method - \$ 0
  - External resources
    - Material - \$ 80
    - Fabrication - \$ 0
    - Joining method - \$ 0
- Design Stage
  - Conceptual



Plastic NPW Prototype for  
Traction Concept

### Characteristics of physical prototype

- Size
  - No. of parts relative to the final product – *low*
  - No. of disciplines – *Single*
  - No. of constraints met – *1*
  - No. of criteria met – *1*
  - Scale of prototype – *1:1*
- Type
  - Novel
- Material
  - Intrinsic properties
    - Strength – *low*
    - Rigidity – *low*
- Form
  - Post processed – *Rubber and Plastic*
- Fabrication
  - Process
    - Forming
- Joining Method
  - Adhesive bonding

- The proposed taxonomy

- is capable of distinguishing between prototypes with greater precision than what is possible with current classifications.
- is validated by three different approaches
  - Orthogonality check revealed interdependencies between taxons due to inherent properties of the taxons
  - Current classifications are insufficient to accurately describe characteristics of prototypes
  - Two different prototypes of varying levels of detail were classified using the proposed taxonomy
- shows a correlation between the factors taken into account when fabricating a prototype and the characteristics of that prototype.

- Future Work

- Design tool and data base for selecting prototypes depending on user needs
- Conduct design of experiment to identify level of detail necessary to select the appropriate prototype(s) to build with a specified evaluation intent
  - Ex: Constructing a high level of detail prototype to determine safety issues (evaluation intent)

1. Otto K. N., and Wood K. L., 2001, *Product design: Techniques in reverse engineering and new product development*, Prentice-Hall, Inc. New Jersey, USA.
2. Ulrich K. T., and Eppinger S. D., 2000, *Product design and development*, McGraw-Hill, Inc, USA.
3. Ullman D. G., 2002, *The mechanical design process*, McGraw-Hill Professional, USA.
4. Jeffrey, C., 1982, *An Introduction to Plant Taxonomy*, Cambridge University Press, New York, USA.
5. Derr, R., 1973, *A Taxonomy of Social Purposes of Public Schools*, McKay Publishing, New York, USA.
6. Gershenson, J., and Stauffer, L., 1999, "Taxonomy for design requirements from corporate customers", *Research in Engineering Design*, **11**(2), pp. 103-105.

# Backup Slides

Factors of a Physical Prototype			
Communication	Intent	Declarative ( <i>Inform, Record</i> )	[17- 20]
		Interrogative ( <i>Request, Propose, Test</i> )	
Imperative ( <i>Guide, Commit, Decide</i> )			
Mode of Communication ( <i>Visual, Tactile, Auditory, Mixed</i> )			
Evaluation Purpose	Single Design	Form ( <i>Is it acceptable, what is good/bad</i> )	[3, 4, 5, 21, 22, 27, 28]
		Function ( <i>Does it function, how well does it perform</i> )	
		Fit ( <i>will it fit, how well does it fit</i> )	
	Multiple Designs	Form ( <i>which ones are acceptable, which one has better visual, tactile, and/or auditory appeal</i> )	
		Function ( <i>which ones work, which one performs better</i> )	
Fit ( <i>which ones fit, which ones fit better</i> )			
Cost	Time ( <i>fabrication, procurement</i> )		[23- 25]
	Availability ( <i>internal resources, external resources</i> )		
Design Stage ( <i>Clarification of the task, conceptual, embodiment, detailed, production</i> )			[ 4, 5, 21, 24, 26, 27]
Characteristics of a Physical Prototype			
Size	Number of Parts relative to the final sub-system		[28, 29]
	Number of disciplines		
	Number of constraint questions that can be answered		
	Number of criteria questions that can be answered		
	Relative scale (dimensioned) to final		
Type ( <i>Novel, Variant</i> )			[ 21, 29, 30]
Material	Intrinsic Properties		[ 3, 25, 31, 32]
	Processed Form		
Fabrication	Joining methods		[31, 32]
	Part production processes		

Classification	Helical coil NPW	Plastic NPW
<i>Otto and Wood</i>	➤ <b>DOE/Beta prototype</b>	➤ <b>Proof of concept prototype</b>
<i>Ullman</i>	➤ <b>Proof of product/production prototype</b>	➤ <b>Proof of concept prototype</b>
<i>Ulrich and Eppinger</i>	<ul style="list-style-type: none"> <li>○ First dimension</li> <li>● Physical</li> <li>➤ <b>Proof of product prototype</b></li> <li>○ Second dimension</li> <li>● Comprehensive</li> </ul>	<ul style="list-style-type: none"> <li>○ First dimension</li> <li>● Physical</li> <li>➤ <b>Proof of concept prototype</b></li> <li>○ Second dimension</li> <li>● Focused</li> </ul>