

Technology Roadmaps Overview

Anna C Thornton April 2016







BEFORE DRAGON







PRINCETON

School of Engineering and Applied Science











DRAGON'S VISION

We are going to make something as insanely complex as manufacturing consumer electronics feel easy.

WHO WE'VE HELPED



pebble



ring



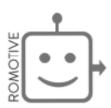


















































What Is The Hardware Revolution?

Barriers to entry have come down...anyone can develop a product



Rapid prototying,
3D printing,
Arduino



Diverse teams
that can be
dynamically built
(Linked in)



CAD tools
available on the
cloud
(Sktechup/
Grabcad)



Online marketing and market validation (Youtube, Videos)



Access to capital (Kickstarter)



Cloud based
operational
software (Google
docs, Dragon
Standard BOM)



Manufacturing expertise productized (Protomold)



CM's taking on small start ups, small flexible cells



Bypass distributors and retail (Web-based)

Why is the HW revolution relevant to all companies?

The hardware revolution is a collection of disruptive technologies that enable small companies to behave like big ones.

Thousands of hardware products will launch this year

Thousands of appropriately sized and capable factories worldwide



System architecture

System

Architecture

Combined elements that define how your service is experienced by your customer

Technologies, Hardware, packaging, software, app, communications, 3rd party apps, 3rd party SDKs, customer, community of consumers, etc.

Defined by the ELEMENT and INTERFACES

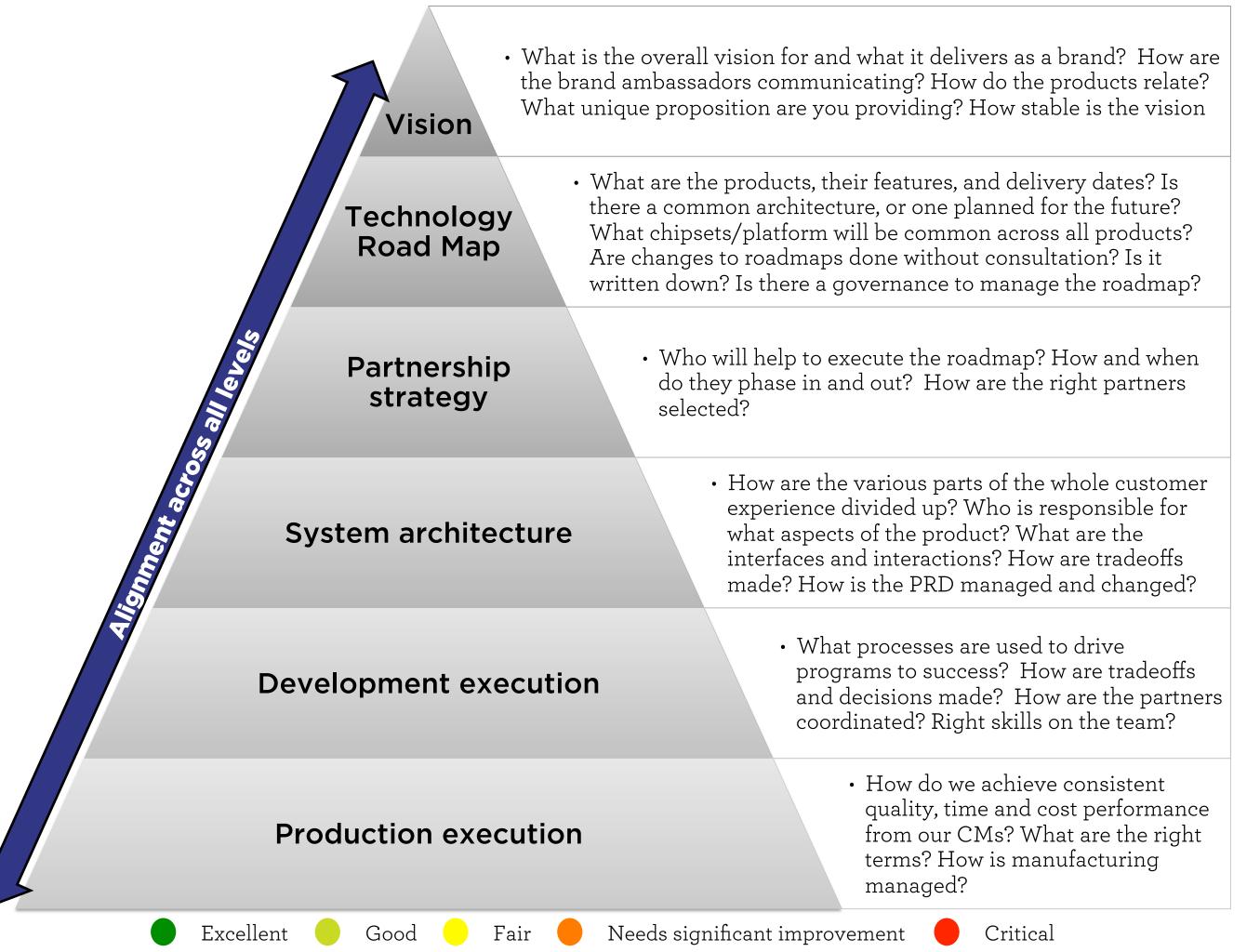
Mindful design and selection of elements and active management of interface definitions

Organizational and strategic partners layer over the architecture (may not be 1-1)

Vision requires successful integration of the whole system.

Complex interactions and complex partnership

A single change can have significant ripple effects on the rest of the product



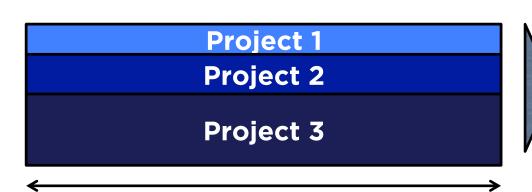
Smorgasbord of opportunities: Can't fill up the plate too full.

This is an exciting product category with lots of opportunities and partners that want to work with

If you try to do them all, you will fail at all.

Tempting to just outsource to add capacity

Limiting factor is internal capacity and ability to create a portfolio approach





Time

Multiple products using the same bandwidth limits the schedule

Time + ΔT

Adding a project will extend or compromise all other products

Why do you need a technology roadmap

- Scale work scope to a feasible
- Improve chance of meeting targets at the right cost and quality
- Create consensus on directions
- Allocate resources to advanced technology map
- Ensure you are all on the same page
- Take advantage of technology trends
- Meet emerging trends
- Ensure you have enough resources
- Set the tempo for product releases
- Align strategic partnerships

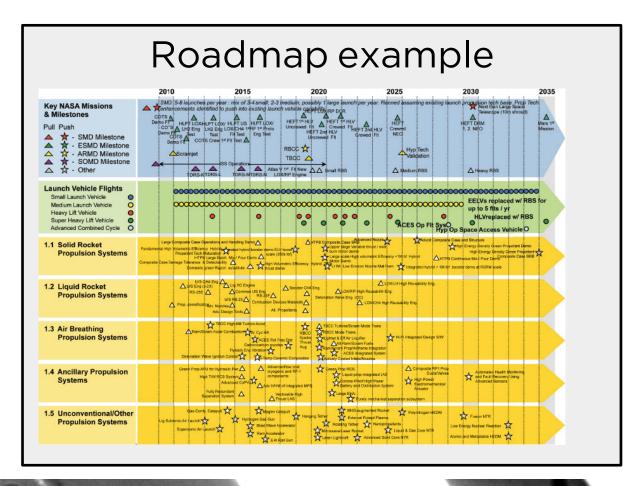
Why do it if is going to change?

- 401K analogy
- Create a baseline plan and then review the changes
- All going in the same direction and being consistent in changing direction
- It isn't the outcome, it is the process of discussing it

Technology Roadmap

A technology roadmap is a plan that matches short-term and long-term goals with specific technology solutions and resources

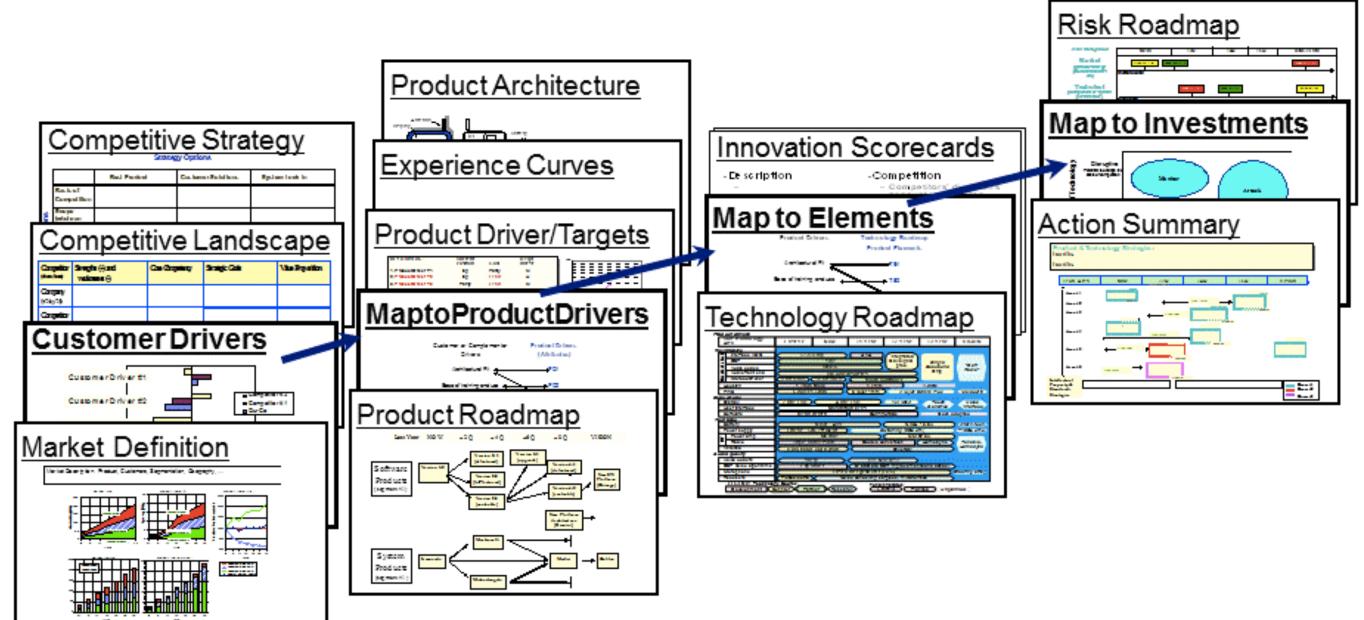
- Reach consensus and agreements
- Forecasting resource needs
- Forecast advanced development
- Has a governance process to manage changes

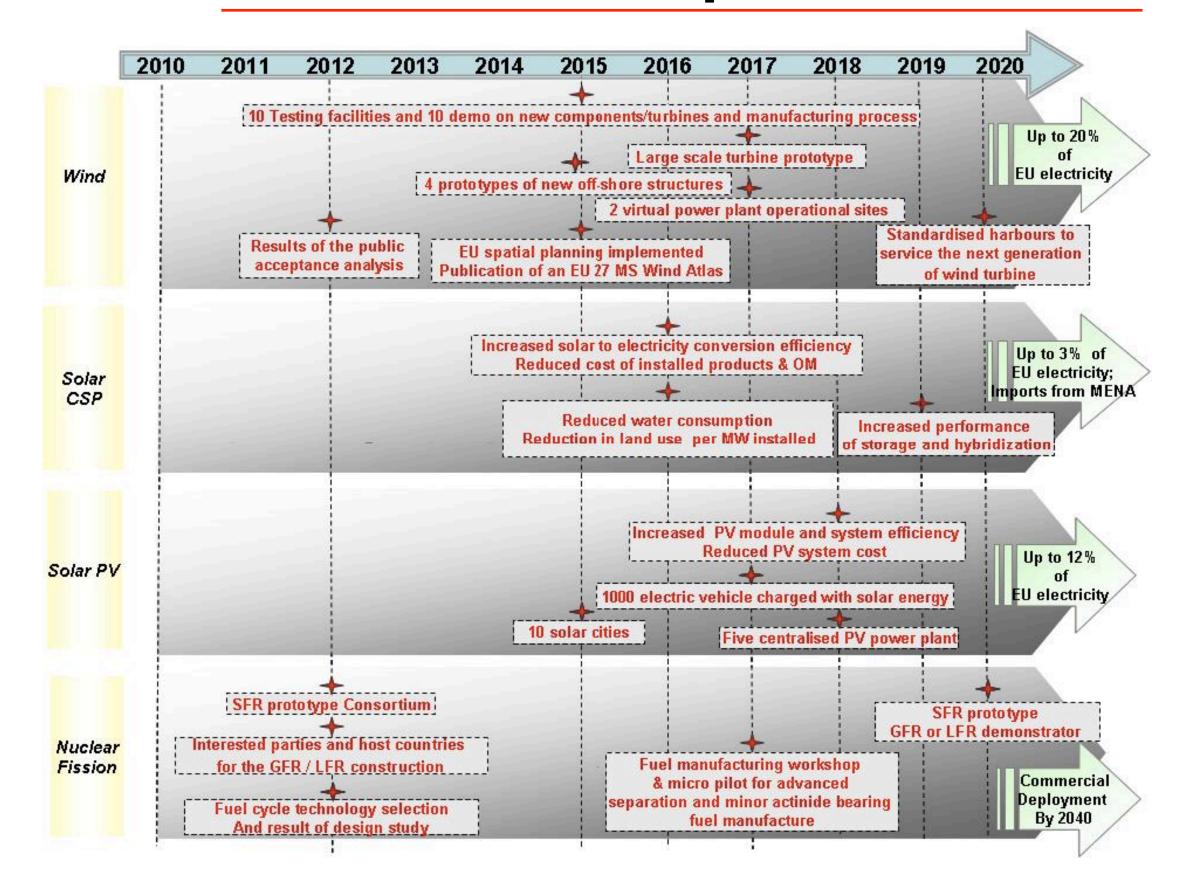


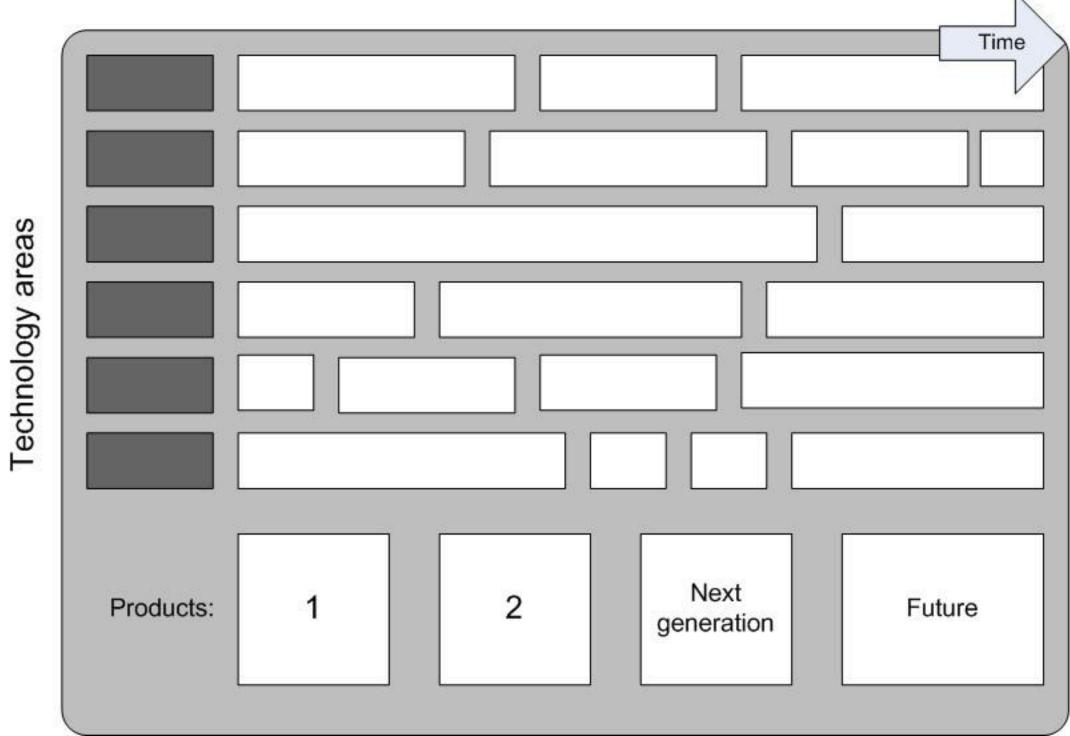
Roadmap elements Elements Process Technology Governance Feature set Ownership Schedule Communication Resources Change mgt. Capacity Product launch Platform elements

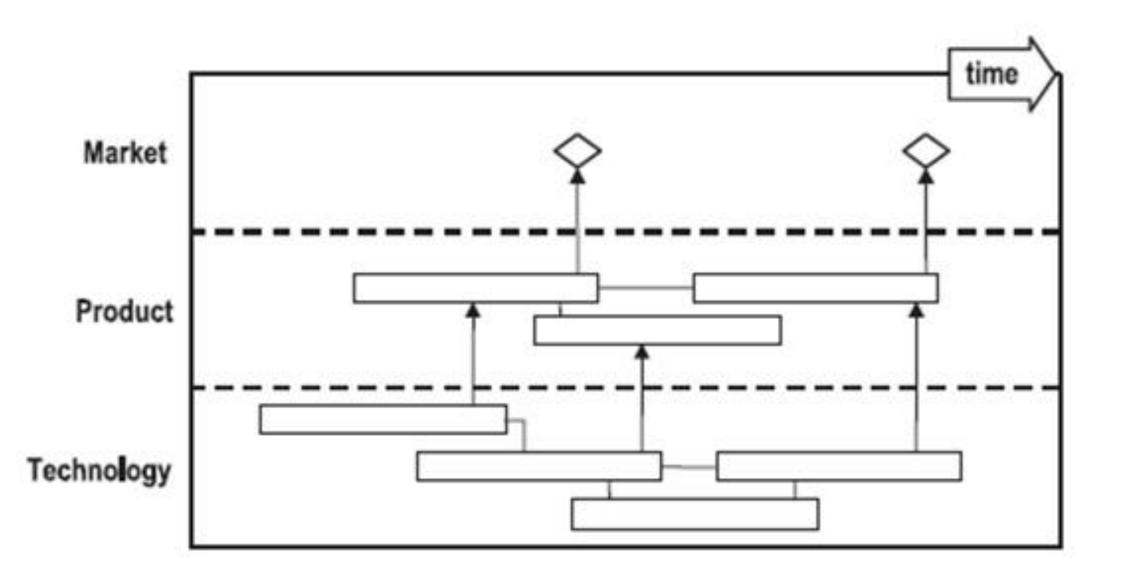
Why isn't there a single format

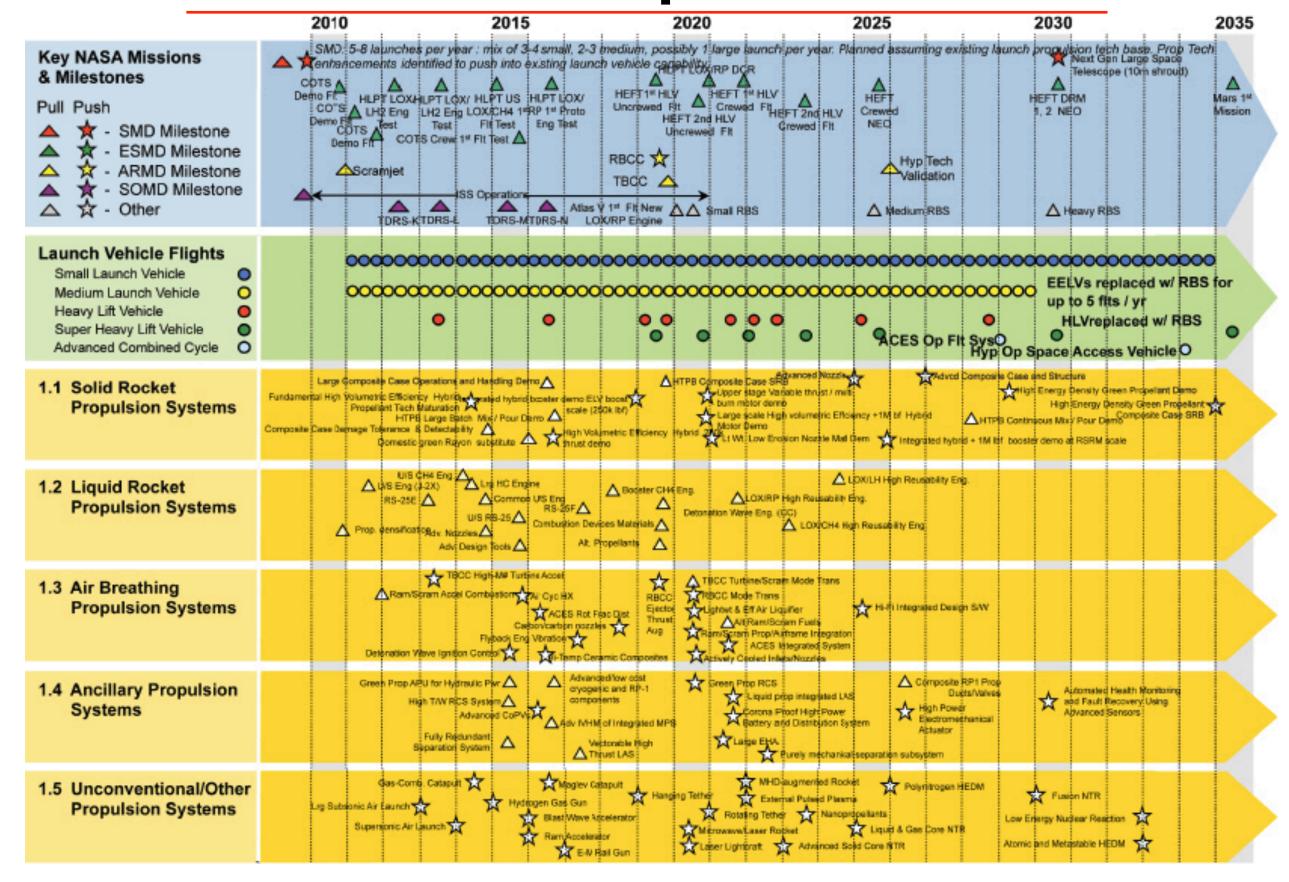
- Each company has a different "constraint"
- Different X-Y axes
- Different types of technologies.









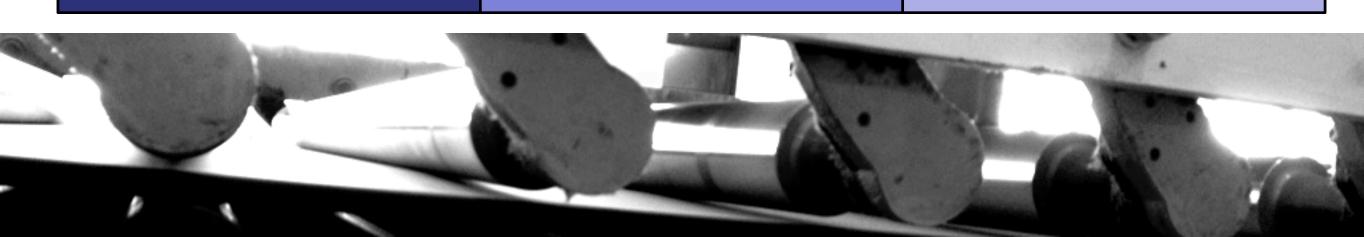


How frequently do you release new products

Based on product cycles 18-24 months 1 year refresh (see the apple example)

What variables are on technology roadmaps

Resources				
People		Factory capacity		\$, NRE
Product introduction tempo				
Versions/refresh		Major product intro		Platform based introductions
Technology				
Trends (LCD, size, power)	Emergent technologies (chips)		New tecl developme	
Customer				
Trends in needs (cpu, size)		What they need to learn to use the product (i.e., mouse)		Market growth, demographics,



Governance process

Who owns it?
Who changes it?
How do you check
execution against the plan.

Resources

anna@dragoninnovation.com

Dragoninnovation.com

Dragon Standard BOM dragon-standard-bom

Videos on DFM

blog.dragoninnovation.com/category/design-for-manufacturingcourse/

> Blog blog.dragoninnovation.com

> > Slides

www.slideshare.net/dragoninnovation



Questions?



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