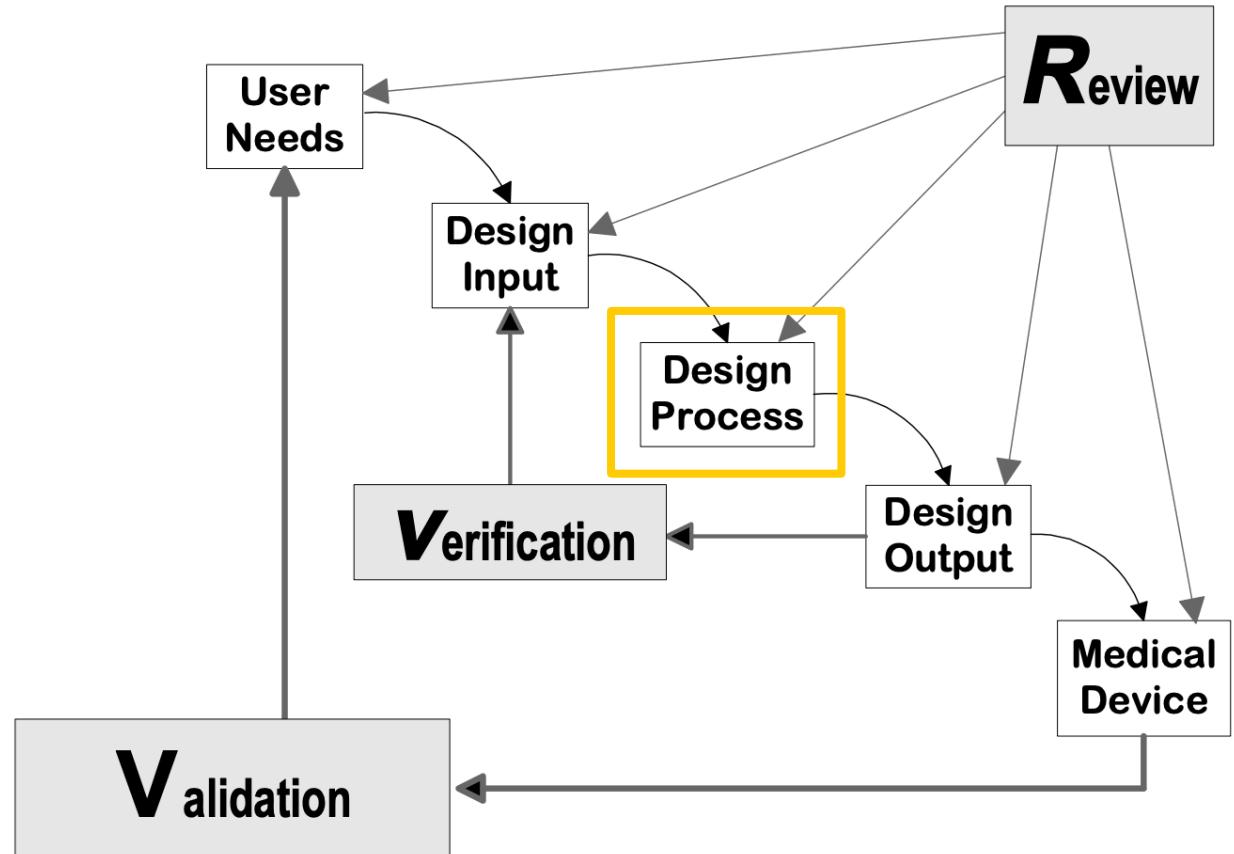
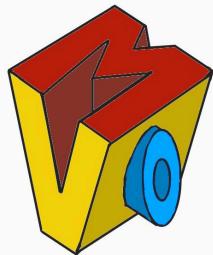


Plan for Jan 28th

- Assignment 2 reminder
- Brainstorming!
- Concept Evaluation
 - Pugh Matrices
- *Break*
- Project work time
 - Brainstorming AND Design Requirements.
 - Help initial decision if needed



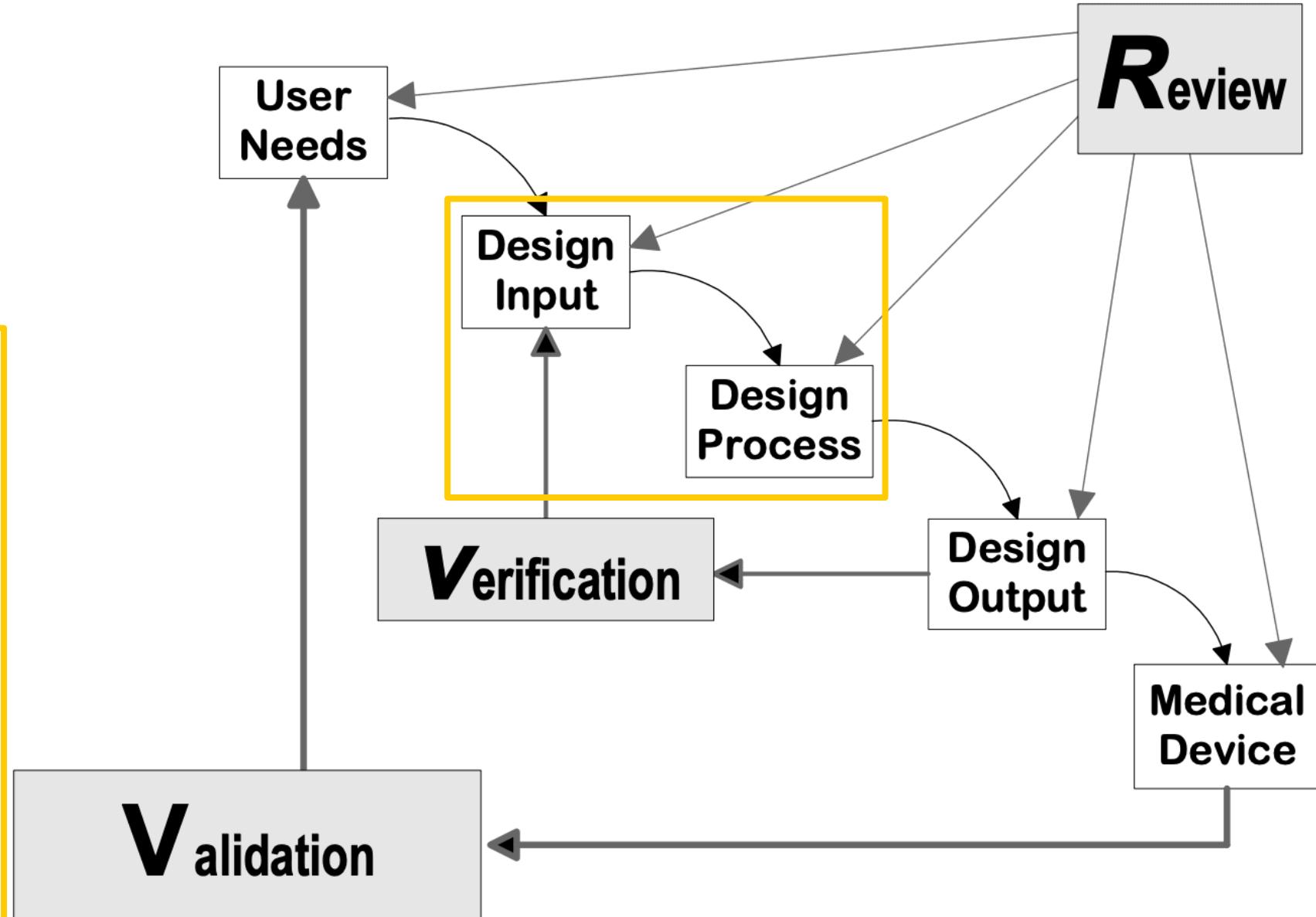
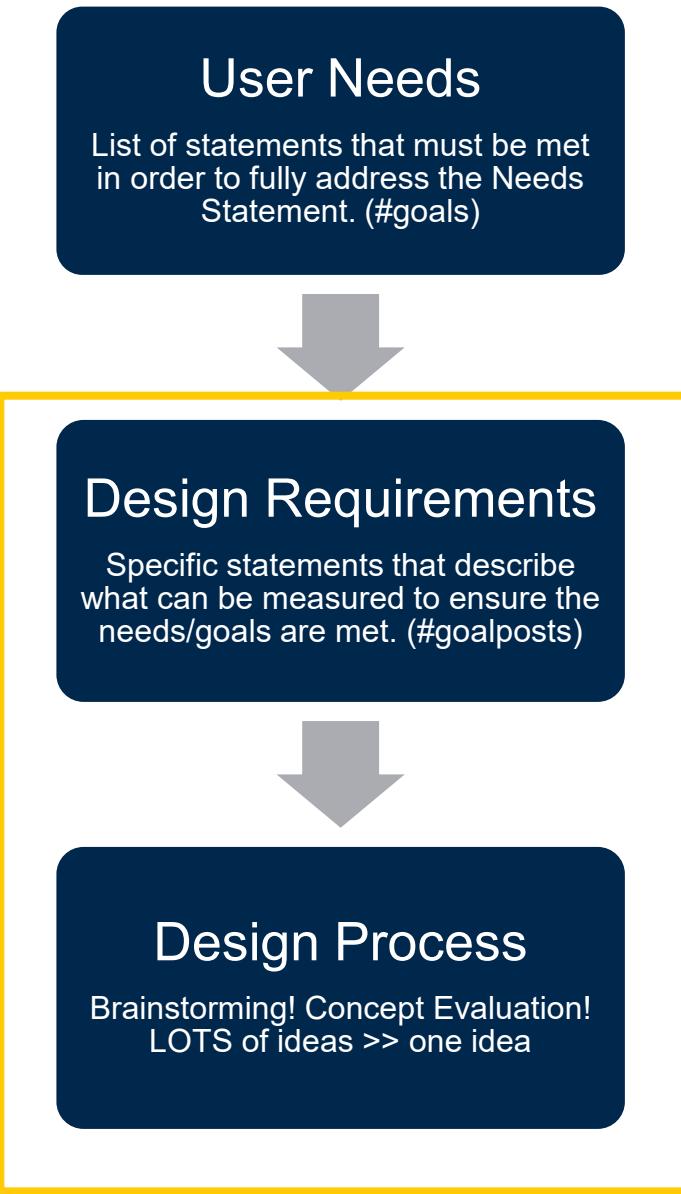


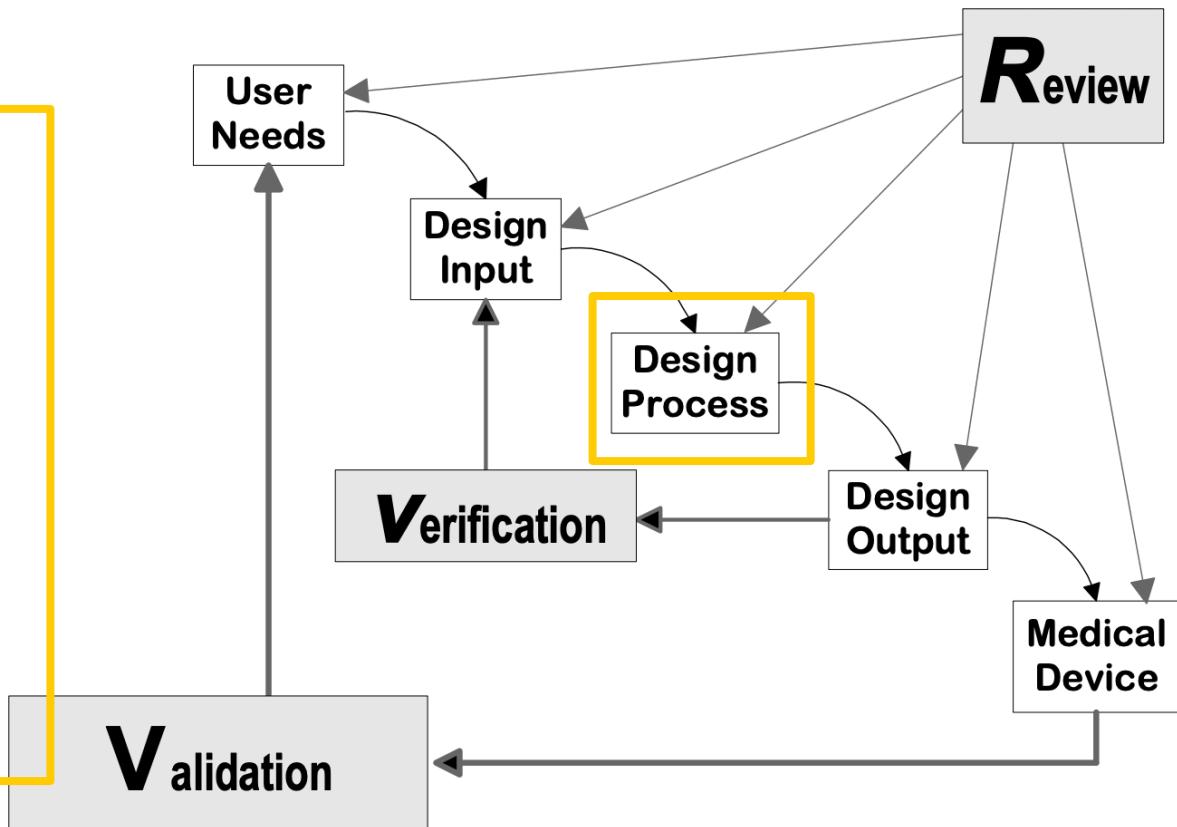
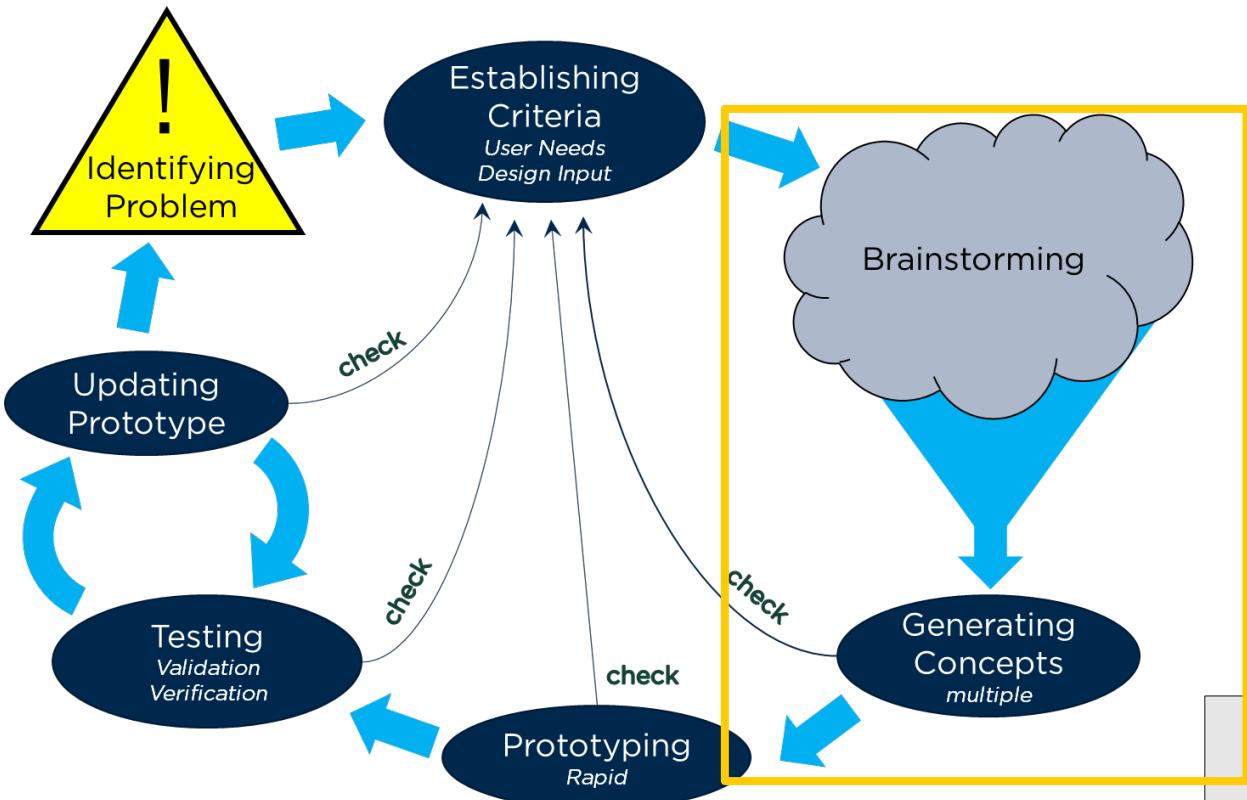
Assignment #2: Design Inputs Draft

There will be a few Requirements that are therapeutic dependent!

IF you are uncertain right now, use brainstorming tools to help you decide

2.1.1g	Safety	Anti-restenosis agent is present in safe concentrations	Local concentration of the therapeutic in the blood/arterial tissue does not exceed identified toxic concentration at any time in ____ days.	(Hint: Lit Review with toxic thresholds; <i>in vitro</i> data may also be helpful here, as may more systemic parameters such as MTD. Also see note below on possibility for “further experimentation”)
2.1.1h	Effectiveness	Anti-restenosis agent is present in effective concentrations	Local concentration of the therapeutic in the blood/arterial tissue remains above identified minimum concentration at all times in ____ days.	(Hint: investigate parameters such as EC50; note that for this section and the above, it is possible that values will be unavailable via literature review alone and will require further experimentation. If this is the case, document the search procedures and lack of acceptable results)



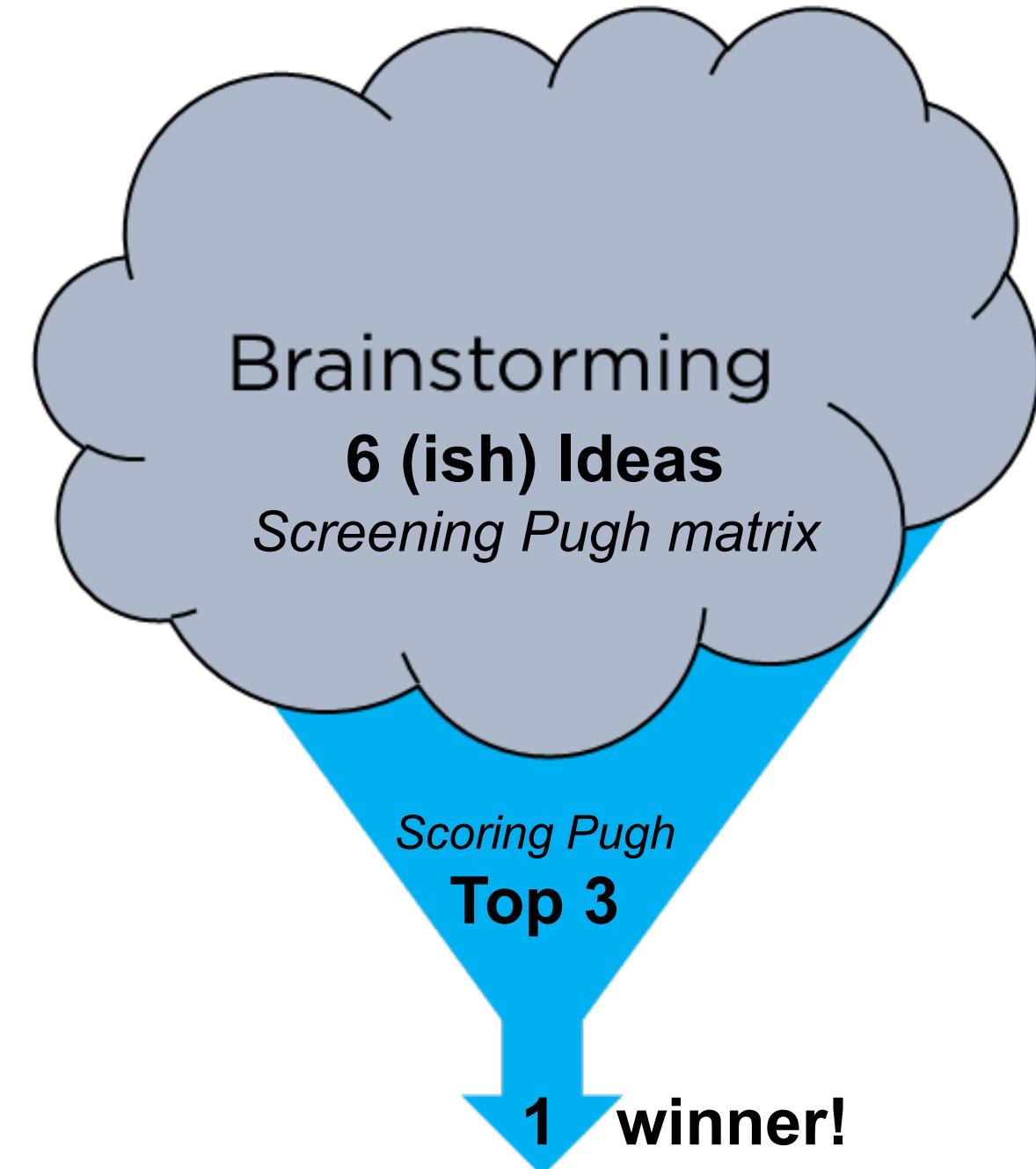


Ideation and Concept Generation

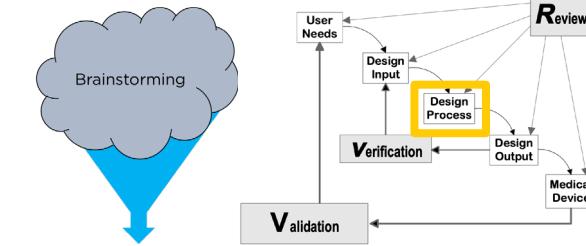
You already know a general idea of what you're making

Ideation will be related to decisions on subcomponents:

- Therapeutic (?)
- Materials
- Geometries
- Coating methods



Some general ground rules



Defer Judgment – Don't dismiss any ideas

Encourage Wild Ideas – Think “outside the box”

Build on the Ideas of Others - No “buts,” only “ands”

Go for Quantity – Aim for >6 ideas by the end of this step

One Conversation at a Time – Let people have their say

Stay Focused on the Topic – Keep the discussion on target

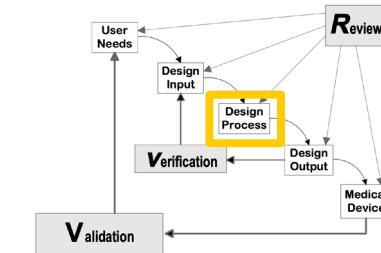
Be Visual – Use drawings to stimulate ideas

Next Lecture!



Evaluate your ideas with a *Pugh Matrix*

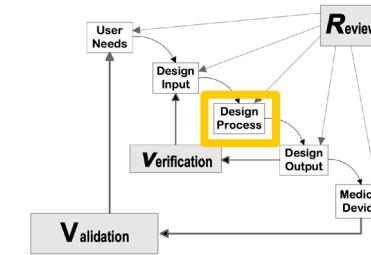
- Compare All Concepts to the Gold Standard or Baseline product
 - Each criteria you are comparing
 - Design Requirements or User Needs
 - Uncover DRs or UNs you missed?
- Your concept is either:
 - Better (+)
 - Worse (-)
 - Or the same (0)
- You may need multiple Pugh Matrices
 - Comparing different materials for an aspect of your design
 - Comparing different styles of devices



Evaluation Chart	Sketch 1	Sketch 2	Sketch 3	Sketch 4	Sketch 5	Sketch 6	D
	0	0	0+	0+	0+	0+	A
Easy to assemble	0	0	0+	+	+	+	T
Easy to disassemble	0	0	0+	+	+	+	U
Safe for operator	0	0	0	0	0	0	M
Low vibration	+	-	+	0	0	0	0
Portable	-	0	0	0	0	0+	4
No sharp edges	+	0+	-	-	-	0	6
Retails for less than competition	+	+	+	+	+	+	9
Convert energy efficiently	-	0	0	0	0	0	10
No flying debris	0	0	0	0	0	0	8
Low pollution	0	0	0	0	0	0	3
Low replacement part cost	+	0	0+	+	+	+	7
Low noise	0+	+	0	0	0+	0	4
Strong material	0	0	0	0	0	0-	6
Low energy dissipation	+	0	0-	0	0	0-	8
Aesthetically appealing	-	0-	0	0	0	0+	5
Total +	5	2	4	4	5	7	
Total -	3	1	1	2	1	2	
Overall total	2	1	3	2	4	5	
Weighted total	16	8	19	16	22	29	

Figure 8.11 Evaluation table for the machine shop kit.

A Screening Pugh Matrix



Evaluation Chart		Sketch 1	Sketch 2	Sketch 3	Sketch 4	Sketch 5	Sketch 6	D	
Easy to assemble	7	0	0	0	+		0	+	A
Easy to disassemble	7	0	0	0	+	+	+		T
Safe for operator	10	0	0	0	0	0	0	U	
Low vibration	5	+	-	+		0	0	0	M
Portable	4	-		0	0	0	0	+	
No sharp edges	6	+		0	+	-	-		0
Retails for less than competition	9	+	+	+	+	+	+		
Convert energy efficiently	10	-		0	0	0	0	0	
No flying debris	8	0	0	0	0	0	0	0	
Low pollution	3	0	0	0	0	0	0	0	
Low replacement part cost	7	+		0	0	+	+	+	
Low noise	4	0	+	+		0	0	+	
Strong material	6	0	0	0	0	0	0	-	
Low energy dissipation	8	+		0	0	-	0	-	
Aesthetically appealing	5	-		0	-	0	0	+	
Total +		5	2	4	4	5	7		
Total -		3	1	1	2	1	2		
Overall total		2	1	3	2	4	5		
Weighted total		16	8	19	16	22	29		

- Ratings of +, 0, -
- Eliminate low fidelity solutions
 - Ideas that don't compete with other ideas
 - Better to have brainstormed and cut than to never have brainstormed at all
- Reduce solutions by 50-70%
- When quantitative data difficult to acquire

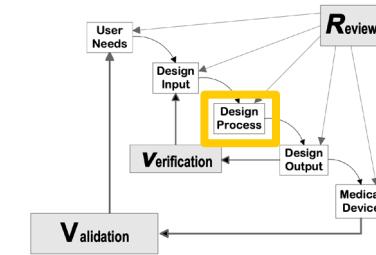
Figure 8.11 Evaluation table for the machine shop kit.

A Scoring Pugh Matrix

110 CHAPTER 5 FINDING ANSWERS TO THE PROBLEM

DESIGN	Weight (%)	Glass bottle with twist-off cap	Aluminum can with pull-tab	Polyethylene bottle with twist-off cap	Mylar bag with straw
Constraints and Objectives					
C: No sharp edges		*	*		
C: No toxin release					
C: Preserves quality					
O: Environmentally benign	33			$0.9 \times 33\% = 29.7\%$	$0.1 \times 33\% = 3.3\%$
O: Easy to distribute	09			$0.5 \times 9\% = 4.5\%$	$0.6 \times 9\% = 5.4\%$
O: Preserves taste	22			$0.9 \times 22\% = 19.8\%$	$1.0 \times 22\% = 22\%$
O: Appeals to parents	18			$0.8 \times 18\% = 14.4\%$	$0.5 \times 18\% = 9.0\%$
O: Permits marketing flexibility	04			$0.5 \times 4\% = 2.0\%$	$0.5 \times 4\% = 2.0\%$
O: Generates brand identity	13			$0.2 \times 13\% = 2.6\%$	$1.0 \times 13\% = 13\%$
TOTALS	99			73.0%	54.7%

FIGURE 5.4 A numerical evaluation matrix for the beverage container design problem. This chart reflects BJIC's values in terms of the weights assigned to each objective, as given in the pairwise comparison chart of Figure 3.4 (b).



- Numerical scale scoring
- *May include complex weighting systems*
 - We'll use a slightly less complex style in our classes
- Use in later stage of concept evaluation
- Identify top concepts from small pool of solutions
- More likely to include long term, non-critical requirements



Pugh Matrix online template

<https://cito toolkit.com/templates/pugh-matrix-template/>

AND

Companion document with your reasoning

- Why is criteria important?
- How did you pick your baseline?
- Why did a device receive the score it did?

Pugh Matrix - A Decision Matrix

Problem/Situation:

Criteria	Baseline	Alternatives					Totals	Rank
		1	2	3	4	5		
	0					0	0	
	0					0	0	
	0					0	0	
	0					0	0	
	0					0	0	
	0					0	0	
	0					0	0	
	0					0	0	
	0					0	0	
	0					0	0	
		Totals						
		Rank						
Comments/Conclusion: <input type="text"/>								
Continuous Improvement Toolkit . www.cito toolkit.com								

Guide:

1. Before you start, collect the two sets of data.
2. Insert the criteria on the left hand column.
3. Insert the alternatives on the top row.
4. Work through the matrix and indicate how the criteria relate to the baseline.
5. Review the completed matrix to make the best decision.

Note: You need only to fill the white, blue and yellow cells.

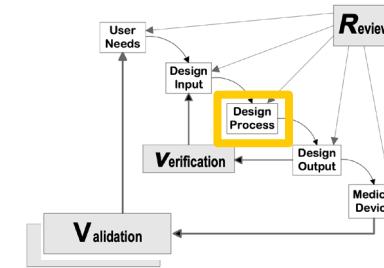
Symbols **Relationship** **Value**

+	Better than baseline	1
0	About the same	0
-	Worse than baseline	-1

Will need this *logic* for Prelim.

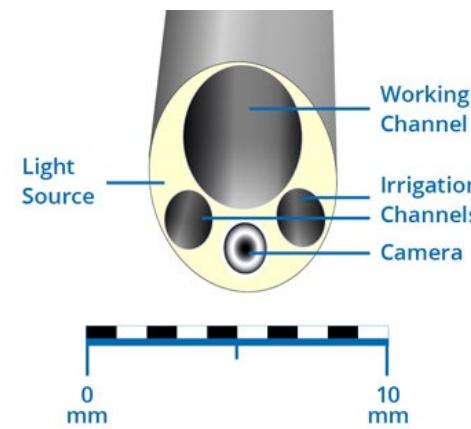
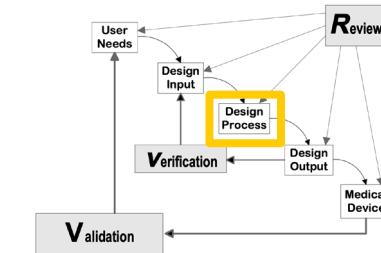
Design Review

Will need this *writing* for your final report





Biomedical Example of Pugh matrix decision making



Current system is inconvenient

- Not retractable
- Difficult to perform additional diagnosis or treatments
→ extra time and cost

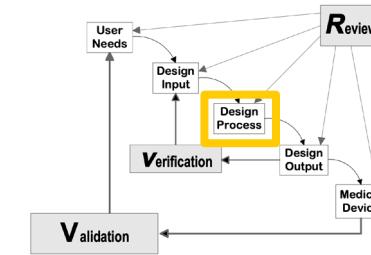
Need to create a retractable capsule deployment device



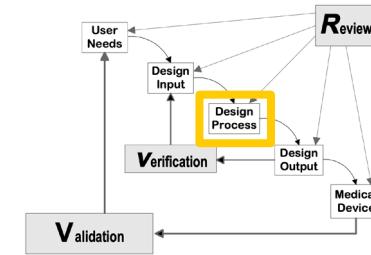
Pugh matrix: Retractable capsule deployment device



Criteria	Current Design	Elastic Ring Holder	Multiple Loops	Bent Finger Holder	Weight	
Safety	0	-1	0	-1	x3	
Retractability	0	+1	+1	+1	x3	
Component failure	0	-1	0	0	x3	
Feasibility	0	+2	+2	0	x3	Much better: +2
Holding capsule	0	0	0	0	x2	Better: +1
Release capsule	0	0	-2	0	x2	Equal: 0
Bulkiness	0	+1	+1	+1	x2	Worse: -1
Capsule stability	0	0	-2	0	x2	Much worse: -2
Cost	0	0	0	0	x1	
Ease of Use	0	0	-1	0	x1	
Visibility	0	+1	+1	+1	x1	
Totals:	0	+6	+3	+3		



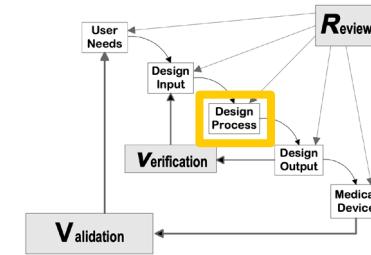
Pugh matrix: Retractable capsule deployment device



↓

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Safety	0	-1	0	-1	x3	
Retractability	0	+1	+1	+1	x3	
Component failure	0	-1	0	0	x3	
Feasibility	0	+2	+2	0	x3	
Holding capsule	0	0	0	0	x2	Much better: +2
Release capsule	0	0	-2	0	x2	Better: +1
Bulkiness	0	+1	+1	+1	x2	Equal: 0
Capsule stability	0	0	-2	0	x2	Worse: -1
Cost	0	0	0	0	x1	Much worse: -2
Ease of Use	0	0	-1	0	x1	
Visibility	0	+1	+1	+1	x1	
Totals:	0	+6	+3	+3		

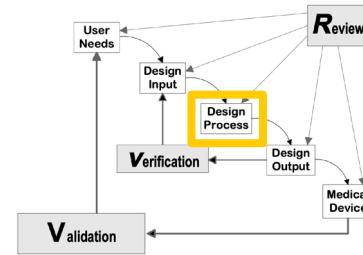
Pugh matrix: Retractable capsule deployment device



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Retractability	0	+1	+1	+1	x3
Component failure	0	-1	0	0	x3
Feasibility	0	+2	+2	0	x3
Holding capsule	0	0	0	0	x2
Release capsule	0	0	-2	0	x2
Bulkiness	0	+1	+1	+1	x2
Capsule stability	0	0	-2	0	x2
Cost	0	0	0	0	x1
Ease of Use	0	0	-1	0	x1
Visibility	0	+1	+1	+1	x1
Totals:	0	+6	+3	+3	



Pugh matrix: Retractable capsule deployment device



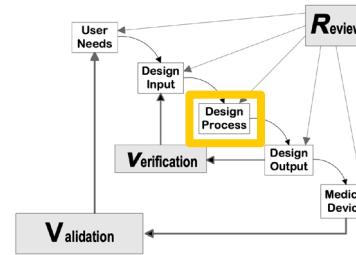
No current design?

Use the gold standard or most “popular” available option
As your baseline

Criteria	Current Design	Elastic Ring Holder	Multiple Loops	Bent Finger Holder	Weight
Safety	0	-1	0	-1	x3
Retractability	0	+1	+1	+1	x3
Component failure	0	-1	0	0	x3
Feasibility	0	+2	+2	0	x3
Holding capsule	0	0	0	0	x2
Release capsule	0	0	-2	0	x2
Bulkiness	0	+1	+1	+1	x2
Capsule stability	0	0	-2	0	x2
Cost	0	0	0	0	x1
Ease of Use	0	0	-1	0	x1
Visibility	0	+1	+1	+1	x1
Totals:	0	+6	+3	+3	



How do you reduce bias for your favorite idea?



Literature Review

Research
Standards
Patents

Expert Input

Engineering managers
External Consultants

Usability Testing

Time on task
Mistakes made
Almost errors & recoveries

Criteria	Current Design	Elastic Ring Holder	Multiple Loops	Bent Finger Holder	Weight
Safety	0	-1	0	-1	x3
Retractability	0	+1	+1	+1	x3
Component failure	0	-1	0	0	x3
Feasibility	0	+2	+2	0	x3
Holding capsule	0	0	0	0	x2
Release capsule	0	0	-2	0	x2
Bulkiness	0	+1	+1	+1	x2
Capsule stability	0	0	-2	0	x2
Cost	0	0	0	0	x1
Ease of Use	0	0	-1	0	x1
Visibility	0	+1	+1	+1	x1
Totals:	0	+6	+3	+3	

Engineering Analysis

Mathematical models
Estimations
Simulations (COMSOL!)

Functional Testing

Materials testing
Compression & tensile
Crash testing

Have someone else score your idea
Write strong justifications when possible



Just like Design Requirements *Pugh needs written justifications*

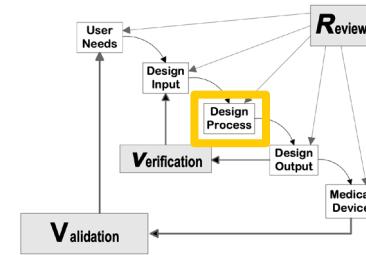


Table 5. Pugh Matrix of device ideas compared to the current gold standard of hypopen auto injector.

Criteria	CGM Sensor Injector	Dermal Patch	Improved Autoinjector	Integrated Glucagon Pump	CGM Receiver Autoinjector	Gold Standard: Autoinjector	Weight
Usability	2	2	1	1	2	0	3
Efficacy	0	-2	1	0	1	0	3
Detection	2	0	0	1*	2	0	3
Safety	-1	1	0	-2	0	0	3
Portability	1	1	0	1	1	0	2
Affordability	0	1	-1	1	0	0	2
Storage	0	-1	0	0	0	0	1
Durability	0	-1	1	1	1	0	3
Sum	11	3	7	7	20		
Ranking	2	4	3	3	1		

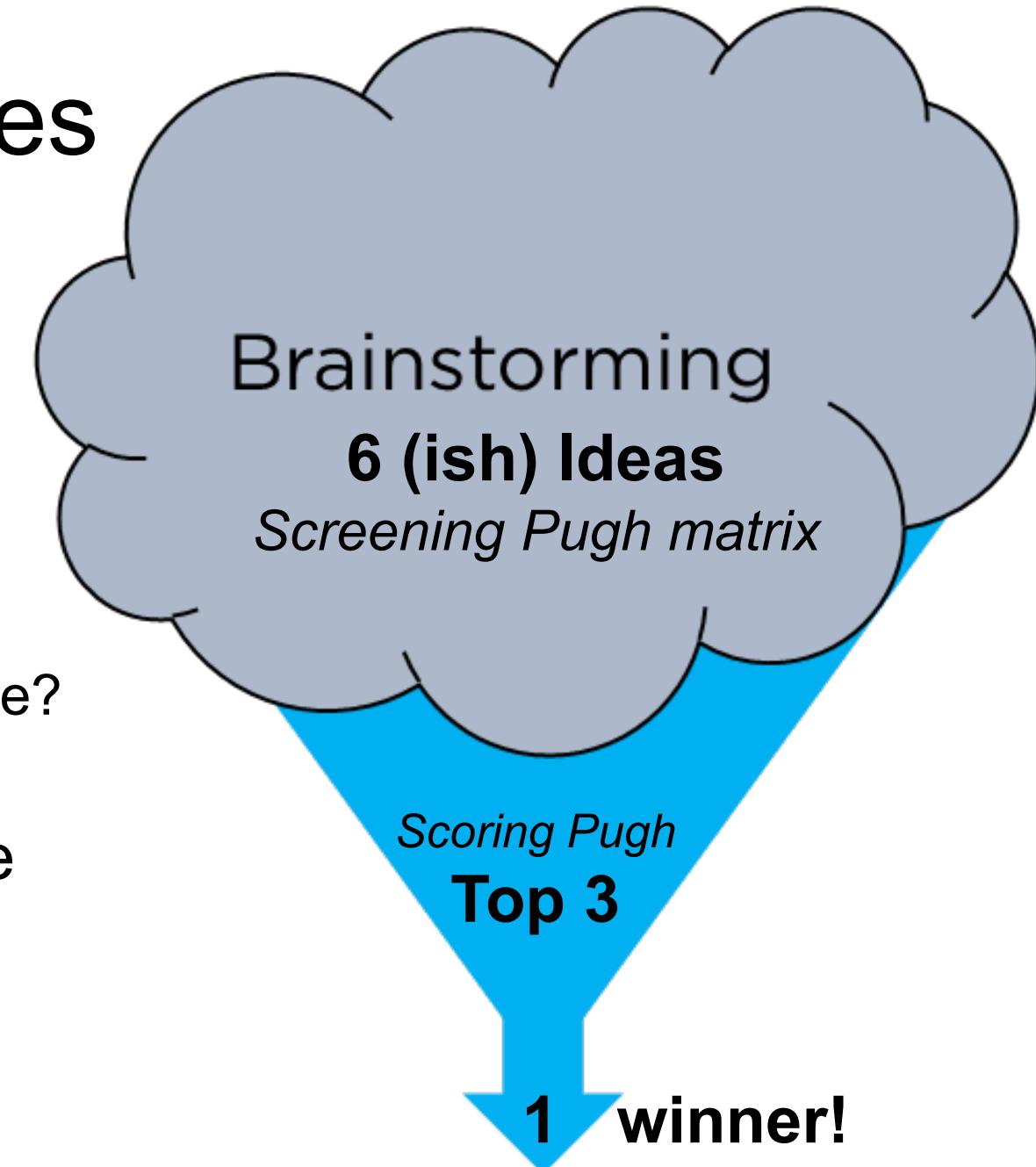
Usability. The success rate at which devices are administered correctly by untrained bystanders and the speed with which an untrained bystander can assemble and give the treatment. If the device cannot be correctly delivered to the patient because it is too complex and multi step it has no use. The speed of administration is important in an emergency because after 15 minutes, the side effects of hypoglycemia can become serious [21]. We must assume the bystander won't see the diabetic until some time after the episode has started time is vital. Because of this, we weighted usability as a 3 because it is one of the most important traits of an emergency medical treatment. Each of our designs had a large focus on usability and would be easier for bystanders to administer. Based on our prototyping sessions and stakeholder interviews, we placed the CGM devices and dermal patches highest because of their success rates being at 95% and having administration times around 30 seconds. The normal autoinjector in the prototyping session also had a much lower success rate of 40% and took longer on average than the other two devices, which is why it was rated lower. The glucagon pump and improved autoinjector are improvements on the HypoPen, but are not as bystander friendly.

- Preliminary Design Review
 - Presentation
 - Only need visuals & verbal
- For your Design History File
 - end of semester Report
 - Need figure AND written
- Recommended:
 - Keep companion document for now

You do not need to add your Pugh to your Inputs assignment

During Solidworks classes

- Brainstorm choices for
 - Materials
 - Geometries
 - Coating methods
- **Make multiple or “mini” Pughs**
 - Materials for different sections of device?
 - Coating methods
- For **Preliminary Design Review** we want to see your **Material(s) Pugh!**
- For **Final Design History File**
 - Write your **justifications** in narrative

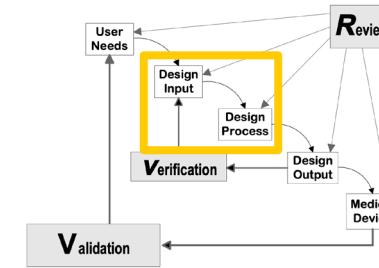


Pugh Troubleshooting Tips

- You can use a screening matrix if you need to OR
- Skip to scoring matrix with a few top candidates
- Choose evaluation criteria
 - Could be based on User Needs OR
 - Other things you found impactful
 - Amount of available research could be one!
- Weight the importance of each criteria
 - Be aware of over-weighting.
 - 1-2-3 is usually sufficient.
- Reconsider what you're evaluating
 - All 2's across the board?
 - Is there bias?
 - All 0's across the board?
 - Is criteria not powerful/informative enough?
 - If so, remove!
 - Be careful not to overcorrect – have reason!

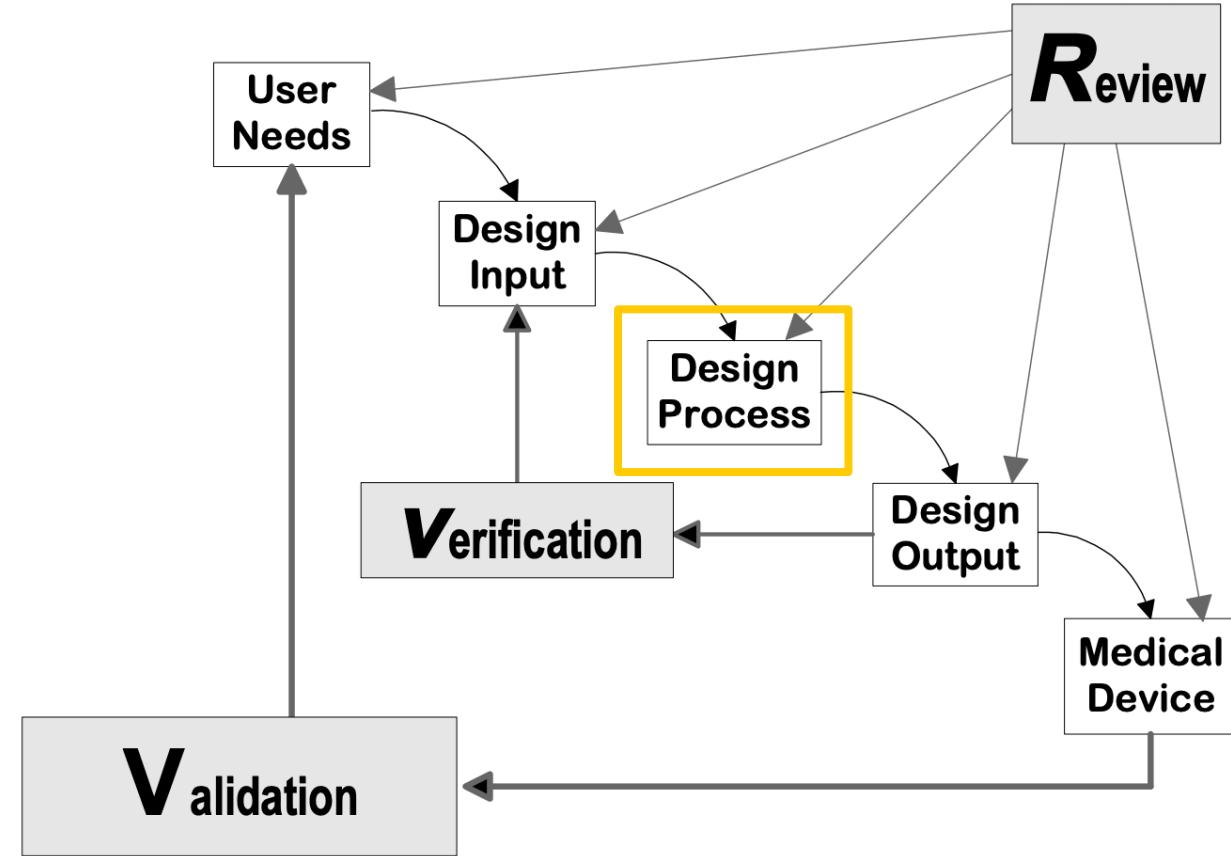
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Efficacy	0	-2	1	0	1	0	3
Detection	2	0	0	1*	2	0	3
Safety	-1	1	0	-2	0	0	3
Portability	1	1	0	1	1	0	2
Affordability	0	1	-1	1	0	0	2
Storage	0	-1	0	0	0	0	1
Durability	0	-1	1	1	1	0	3
Sum	11	3	7	7	20		
Ranking	2	4	3	3	1		



Plan for today

- Assignment 2 reminder
- Brainstorming!
- Concept Evaluation
 - Pugh Matrices
- *Break*
- Project work time
 - Optional In-Class activity
 - Brainstorming AND Design Requirements.
 - Help initial decision if needed





Take a 5-minute Break!

Versailles, France – August 2025

Next time: Art materials will be provided! *(but feel free to bring your own pencils, paper, erasers)*

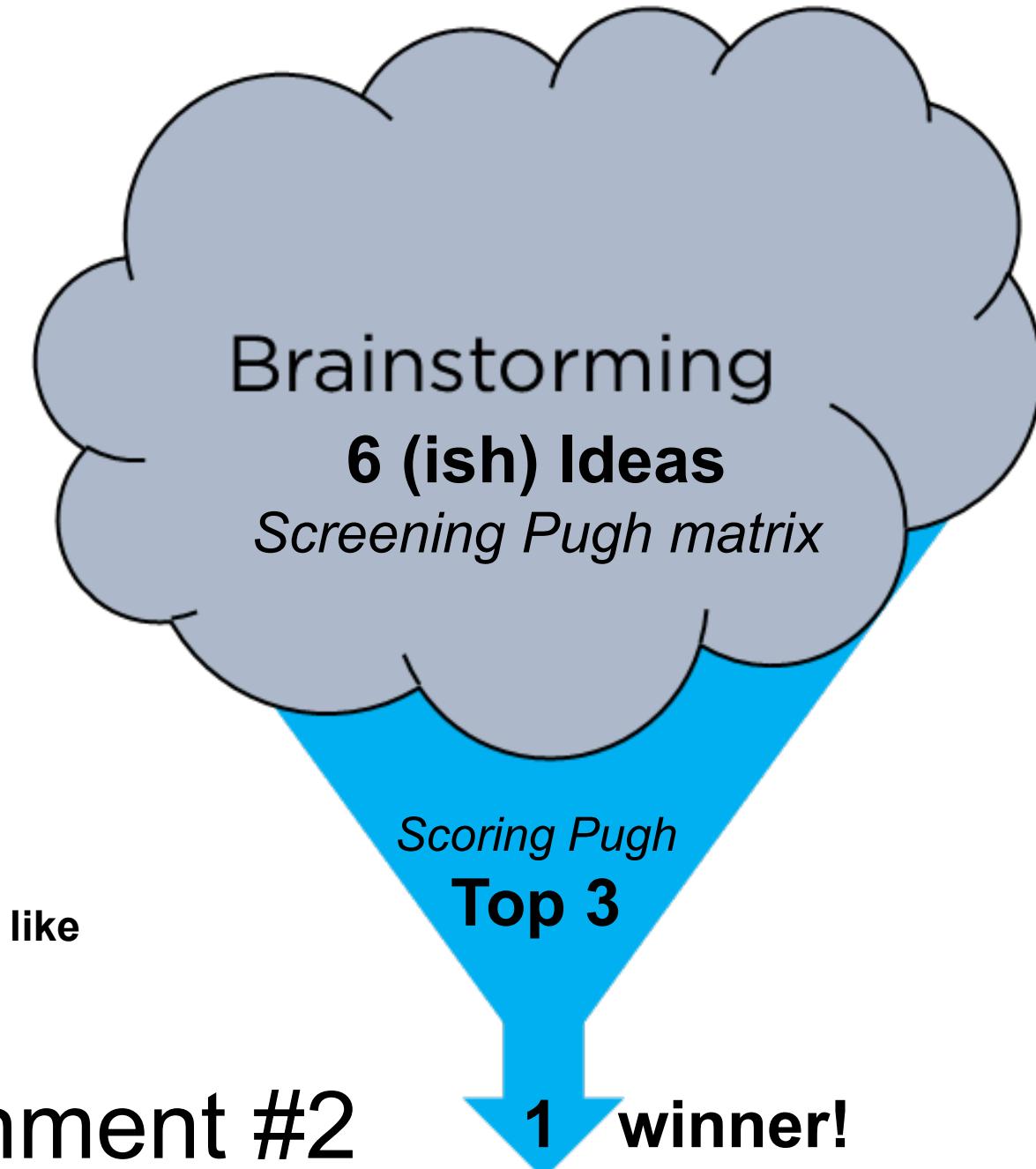
- Intro to Visual Communication
- Sketch!
 - 5 – 2 – 30!
- Draw!
 - Paper and a Straight Edge
 - Basic Shapes
 - 1- and 2-point perspective
 - Isometric
- Spatial Vis App Overview, *if time*

Break will be halfway through, but can be variable location in topics



Today's Project Work Time (Optional In-class activity)

- *If needed* Brainstorm choices for
 - Therapeutics
- **Research/collect**
 - **Safety and Efficacy information**
 - Toxic doses vs. effective doses
 - How toxic is it?
 - How well researched is it?
 - Oral or local dosing?
 - Check units
 - Conceptualize what your delivery looks like



Otherwise, work on Assignment #2