

# Breaking the Market Constraint The Speed to Invent

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# Breaking the Market Constraint The Speed to Invent

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# Where is your Organization's Constraint?

Do you have more demand for your goods or services than you have capacity to meet?

Do you have more capacity for the goods and services that you offer than you have market demand?





# What does your market want to buy?

A Product?

A Service?

**Education?** 

The Market wants a <u>SOLUTION</u> to their problems.

An Unrefusable Offer (URO) to the Market



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# An Unrefusable Offer (URO) is about:

Finding a way to improve your customer's (external constraint) bottom line so that you may improve your own organization's bottom line....

# ... a true win-win!

The objective of the market offer(s) will be to cause your market to buy more and/or pay a higher price.



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# There are 5 steps in constructing a URO using the TOC Thinking Processes

- 1. Determine the core conflict responsible for some/many of the market's significant problems.
- 2. Determine what changes your organization must make internally to solve the market's core conflict.
- 3. Construct a solution, an "offer," that your organization can provide to resolve that core conflict.
- 4. Develop an implementation plan that addresses the obstacles blocking the implementation of the solution.
- 5. Learn how to sell the unrefusable offer to the market, as well as to your own organization.



# **The Situation - Background:**

# Company XYZ finds itself with a Market Constraint. The company has capacity to sell!

- Company XYZ's Product Development
  Department is working on the next innovative
  product launch. This process however can take a
  long time. They need help alleviating the market
  constraint now.
- Company XYZ sells their products via Distributors.





# **Defining the Subject Matter:**

Which specific link in the area of the market are we going to address?





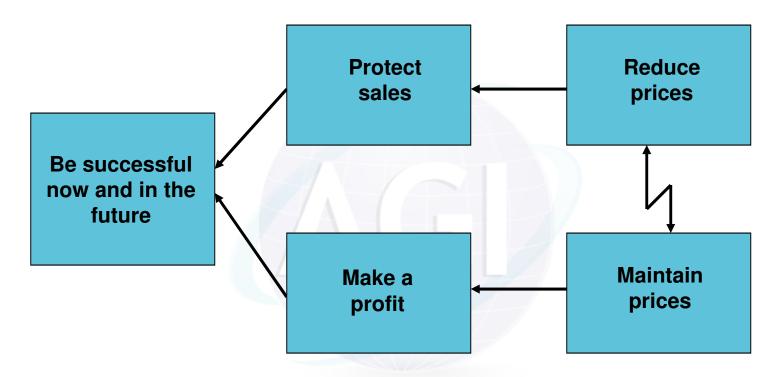
# **Undesirable Effects (UDEs) of the Distributor**

- Customer lead times are unrealistic.
- My vendor (Company XYZ) lead times are too long.
- Committed delivery dates by my vendors are not accurate.
- My competitors are beating me to the market place.
- My vendor (Company XYZ) is not providing quality products that meet customer needs.
- My time to market is too long.

If we can solve these UDEs, will the Distributor be willing to buy more from us, or perhaps pay us a higher price?....



#### **Core Conflict of the Distributors**



#### Direction of a Solution:

Company XYZ will improve their processes such that they can reliably reduce their time to market without increasing price.



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#### **Desired Effects of the Distributors...**

- Our vendor lead times reliably exceed our needs.
- Our time to market exceeds customer expectations.
- We are able to reliably deliver on time.
- We provide improved product offerings that meet customer needs.
- Sales significantly increase.
- Our profits increase significantly.



# **Distributor's Future Reality**

#### **Desired Effects**

- Our profits increase significantly.
- •Sales significantly increase.
- •We provide improved product offerings that meet customer needs.
- Our time to market exceeds customer expectations.
- •We are able to reliably deliver on time.
- Our vendor lead times reliably exceed our needs.



- •Company XYZ provides short, reliable lead times without increasing prices.
- Company XYZ creates the next technological innovation that provides a breakthrough which meets and exceeds customer expectations.

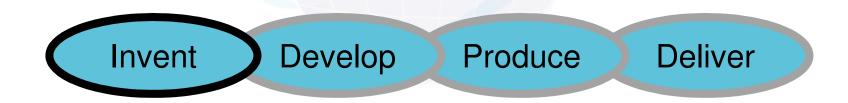




### The Need for Speed and Focused Innovation

Theory of Constraints (TOC) Solutions are already providing SPEED WITH DIRECTION strategies for developing, producing and delivering.

Let's look at a methodology to improve the speed to invent.

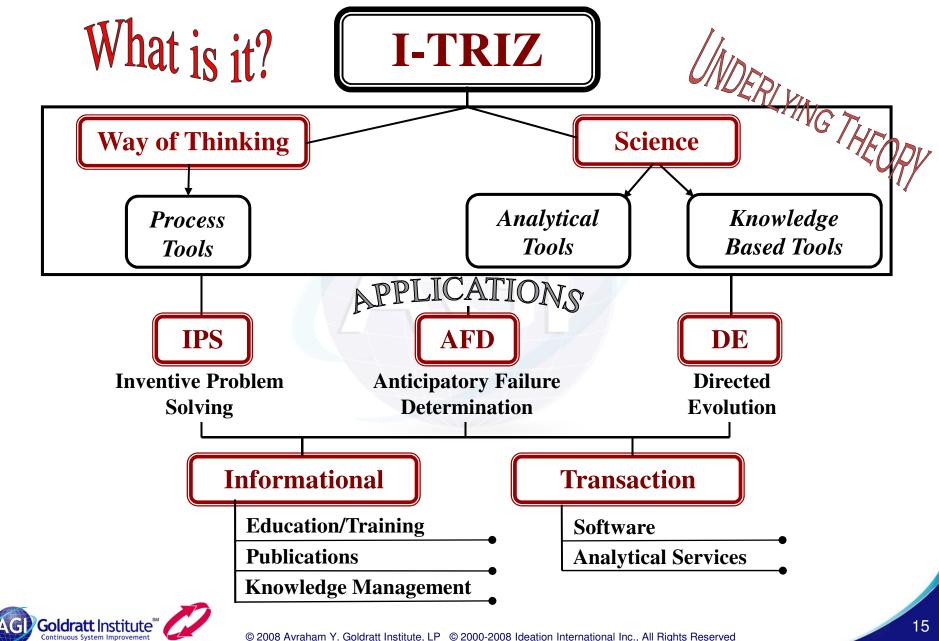




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# Establishing an Innovative Framework for Success





# **Over 58 Years of Development**

initiated and led by G. Altshuller and involving hundreds of scientists and inventors



Practical experience of thousands of scientists, inventors, engineers, managers, businessmen, etc.

Theory of Inventive Problem Solving

More than 3.000.000 world- wide patents

> History of evolution in different areas of technology and science, social systems, business, management, art, languages, etc.







# **I-TRIZ Applications**

#### **Directed Evolution™**

Systematic procedure for strategically evolving future generations of technological systems

#### **Failure Analysis**

Systematic procedure for identifying the root causes of a failure or other undesired phenomenon occurring in a system, and for correcting it in a timely manner

#### **Failure Prediction**

Systematic procedure for identifying beforehand – and then preventing – all dangerous or harmful events that might possibly be associated with the system

**Determination Failure** Anticipatory

AFD TRIZ IPS

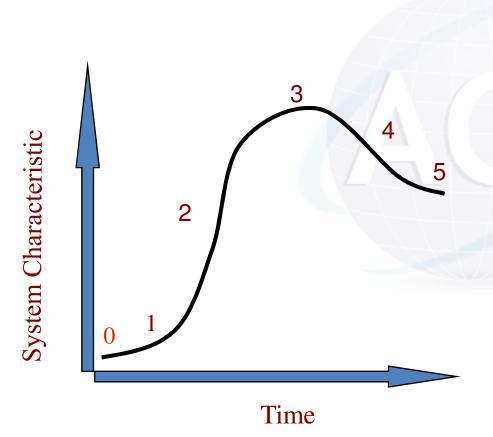
Property
Systematic procedure for increasing IP value and protection from infringement and circumvention

Inventive Problem Solving

Systematic procedure for surgical removal of tough technological problems, parameters and quality improvement, cost reduction, etc. for current product and/or technology generation



# **Evolutionary Positioning:** S-Curve Analysis



**Stage 0** - a system does not yet exist but important conditions for its emergence are developing

**Stage 1** - a new system appears due to a high-level invention and begins developing slowly

**Stage 2** - begins when society recognizes the value of the new system

**Stage 3** - begins when the resources on which the original system is based are mostly exhausted

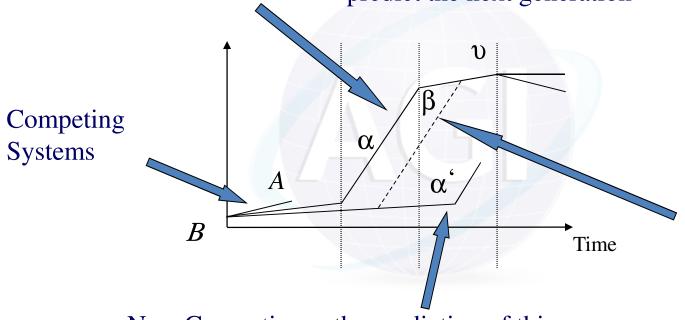
**Stage 4** - begins when a new system (or the next generation of the current system) emerges to replace the existing one

**Stage 5** - begins if the new system does not completely replace the existing system, which still has limited application



# **S-Curve Analysis**

Winning System -- this system cannot be used to predict the next generation



Possible
Competing or
Towing System
Influences

New Generation -- the prediction of this is made as a result of the study of all technology





# **Based on Future Thinking**





**Goldratt** Institute

# Managing the Strategic Challenge of Change

**Levels of Strategy Events** Change Create new technologies and products Launch new markets Force other firms to follow Raise industry standards Leading Redefine customer expectations Increase pace of industry product cycles • Line up resources (e.g. venture partners, cross-cultural employees, currency trading skills) early Globalization of markets Develop corresponding marketing • Creation of new customer segments **Anticipating** channels • Emergence of conflicting technologies Create technical options Competitor's product moves Release better products Reacting New government policies Create services that exploit change • Unexpected customer demands Repackage existing products

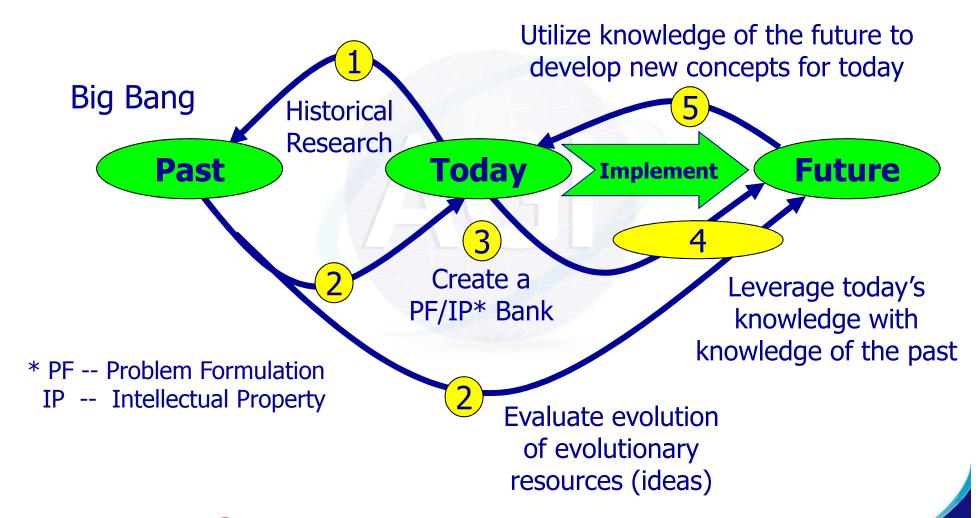
# Directed Evolution: Building Sustained Competitive Advantage

By developing a comprehensive set of logically sequenced scenarios that enables the planning and on-going development of technological and business systems.

# Strength

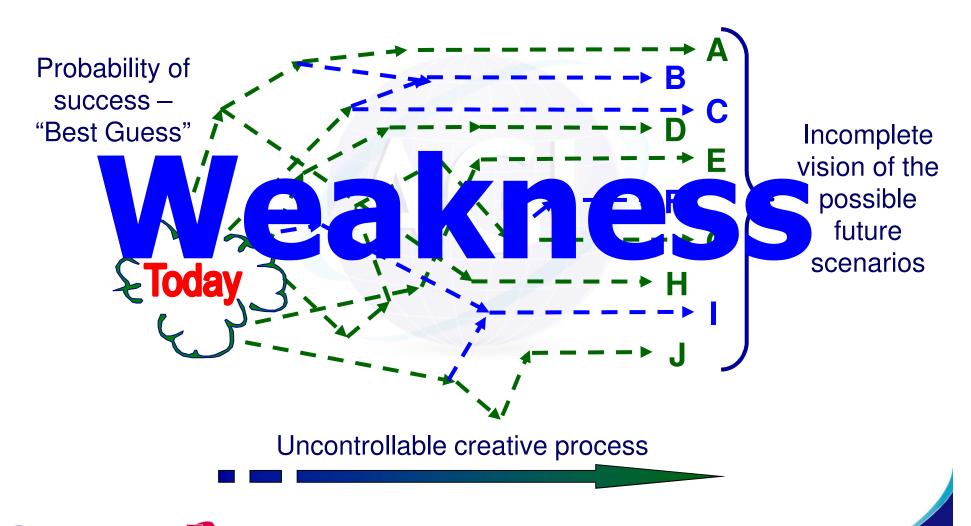


#### **Directed Evolution**





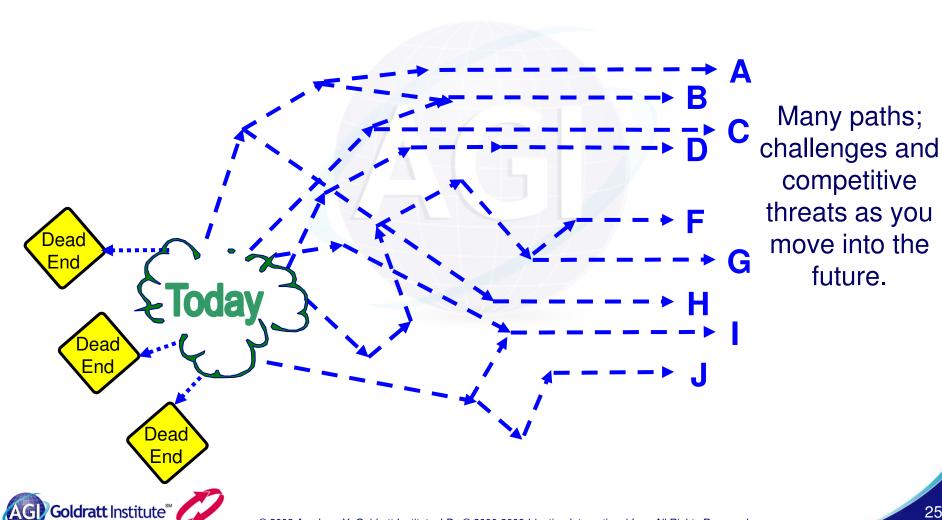
### **Unknown Future**



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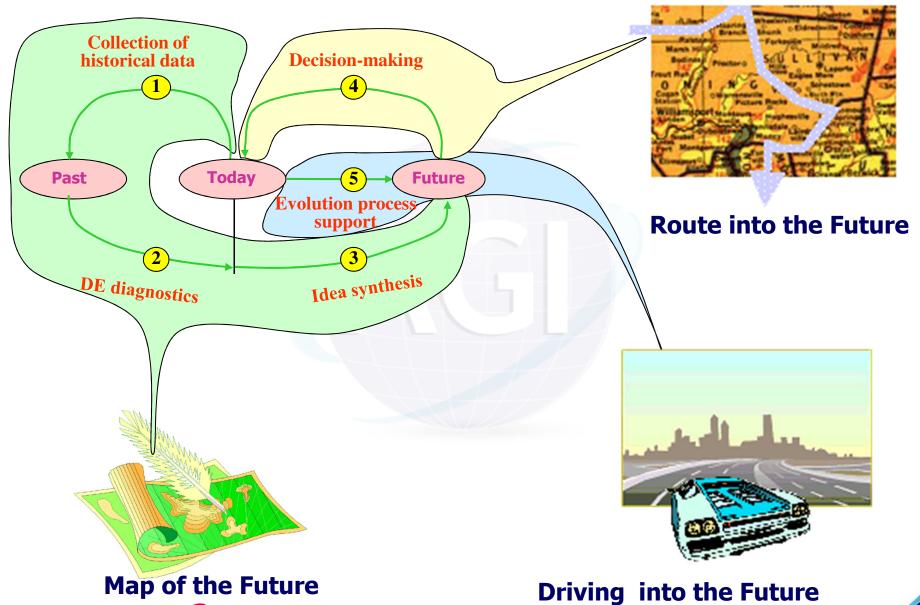
# **Competitor Direction and Misdirected Efforts of Your** Company

# **Threats**



**Velocity World™** Patterns / Lines of Evolution **Tools of Directed Evolution** provide a means for envisioning the future **Inventive Problem Solving,** Decision-Making Failure Analysis / **Comprehensive Set** Elimination and of Future Possibilities **Prediction / Prevention** Enhanced Manägemen probability of t Selected success of Ideal Future options Position Dead G Dead Structured **Innovation Process** Compresses **Time-to-Market** Controllable creative process Goldratt Institute
Continuous System Improvement

### **Analogy for Directed Evolution**

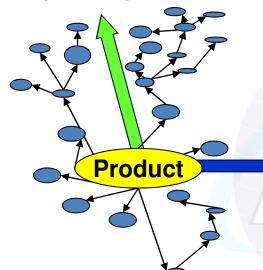




# **New Product Generations:**

**Traditional Way vs. Directed Evolution** 

**Psychological Inertia** 

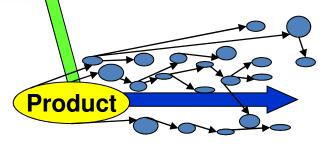


Traditionally, evolution goes through Trial & Error method. The majority of trials fail because they are influenced by psychological inertia.

**Evolution** 

In Directed Evolution, the majority of trials are productive because they follow Patterns of evolution.

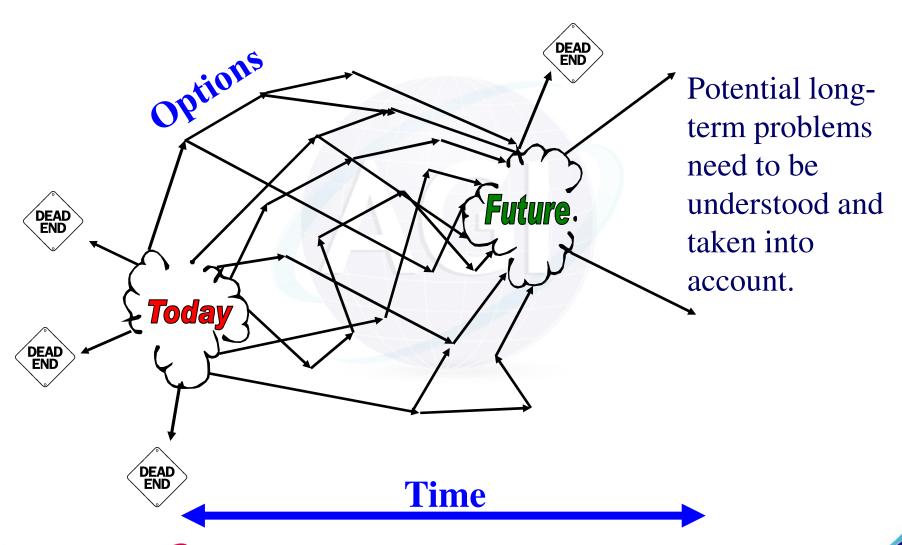
**Psychological Inertia** 



**Evolution** 

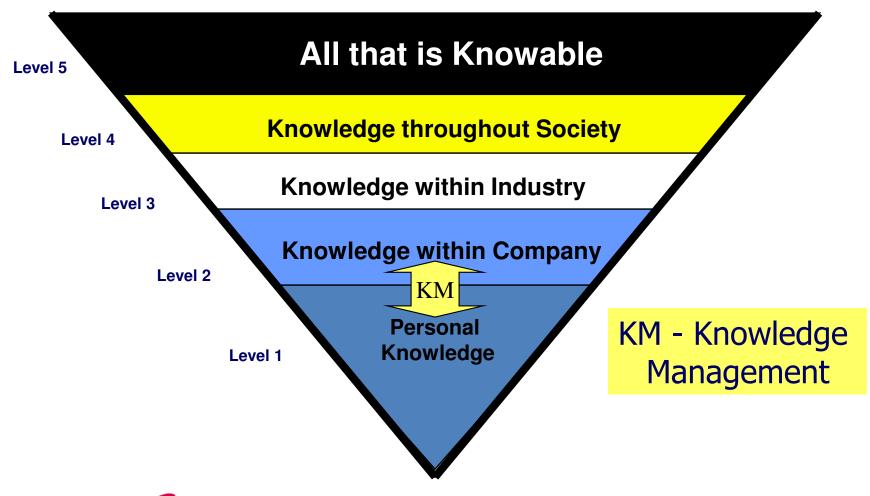


### **Mapping the Future Using DE**



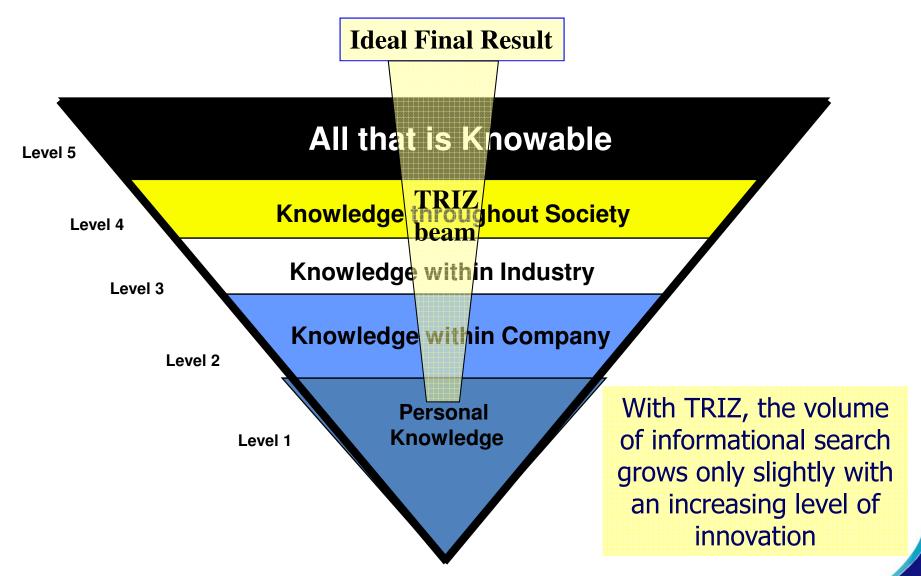


# The Knowledge Pyramid



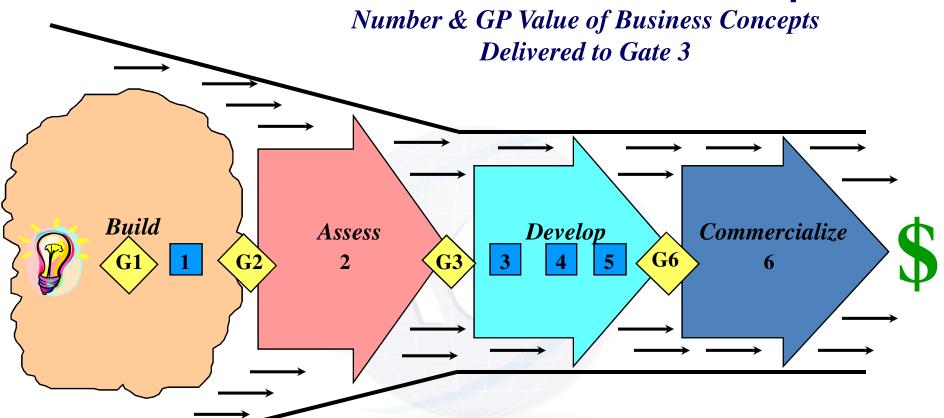


# **Tapping our Knowledge**





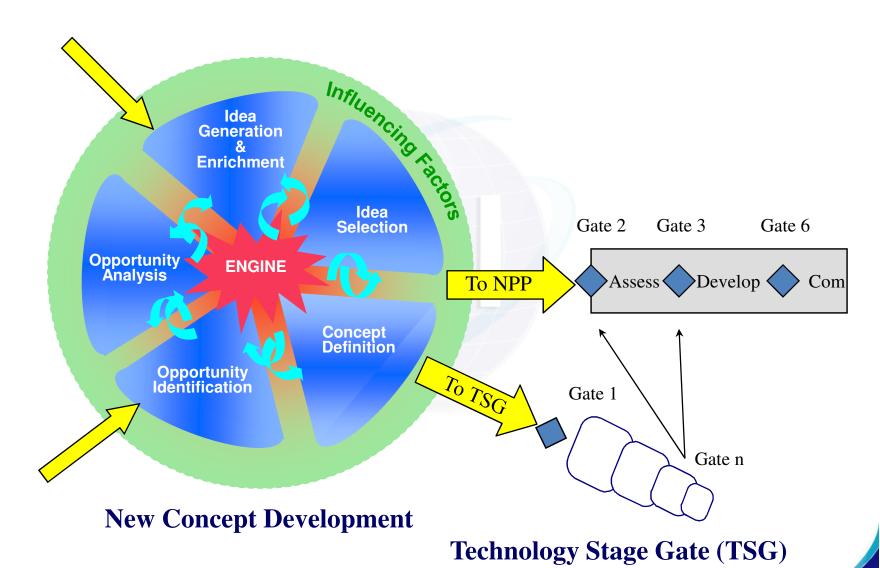
### **Structured Innovation Output**



- •Technology "fusion" from internal/ external search coupled with Rapid Screening
- •Cycle Time Compression
  - -- frees resources

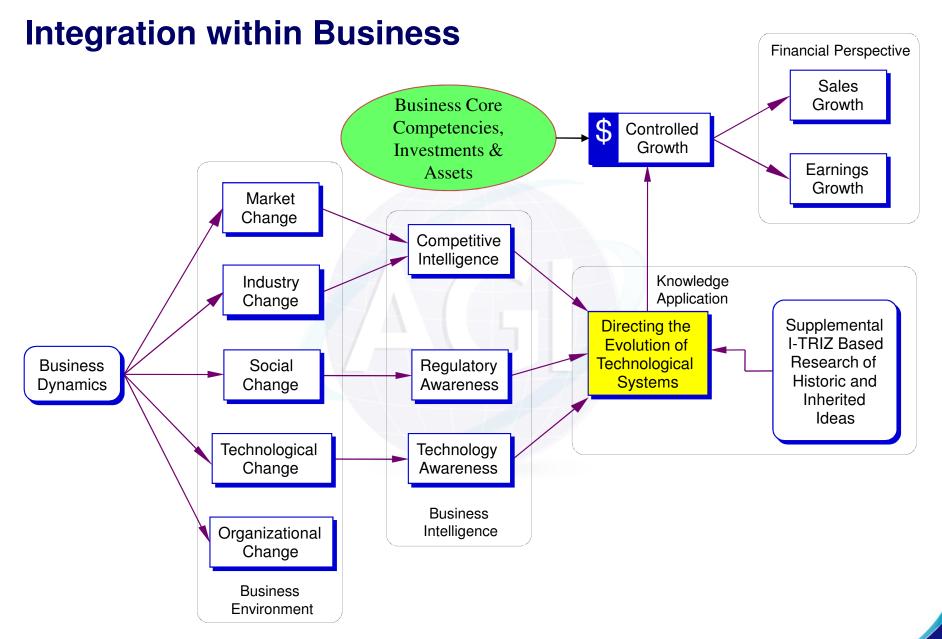


### **Structured Innovation**





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# **Breaking the Market Constraint**

- Use the TOC Thinking Processes to understand the undesirable effects of the customer that your organization can impact to create a competitive advantage.
- Typically organizations are looking for something they can
  do quickly to differentiate themselves from the competition.
  Usually this is accomplished by determining policies that
  affect the way existing products are offered that when
  changed solve some of the hefty undesirable effects of the
  customer.



### **Breaking the Market Constraint**

- At the same time TRIZ can be used to help accelerate the time to invent a new product or service by providing accelerated education, innovative software tools and analytical services.
- Once the organization has the next invention scoped, TOC
   Project Management provides the knowhow for timely
   product development with the new products being launched
   on scope and on time while staying within budget.



