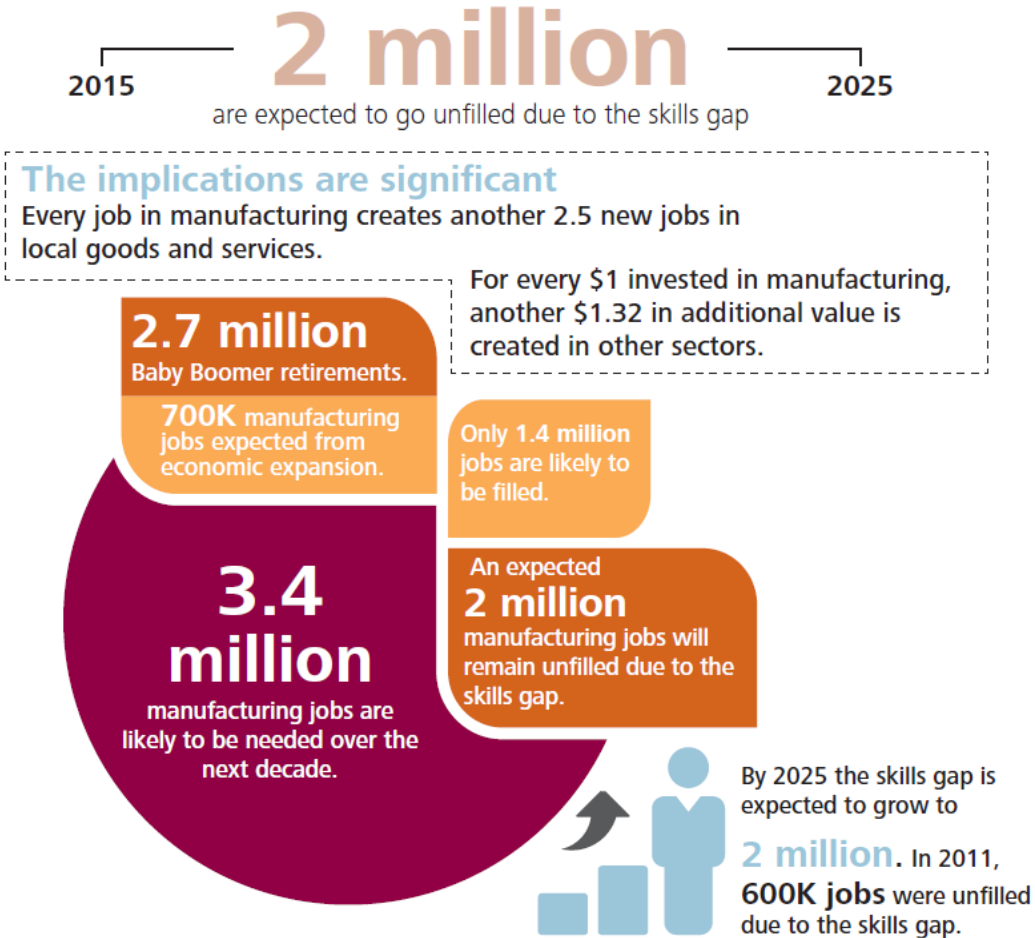


Nathan Hartman, Jennifer Herron, Rosemary Astheimer, Duane Hess, Travis Fuerst

# A NEED FOR DIGITAL ENTERPRISE WORKFORCE DEVELOPMENT



# A new world...



Graphic: Deloitte University Press | DUPress.com

- By 2018, 20% of all business content will be authored by machines
- By 2018, more than 3 million workers globally will be supervised by a "roboboss"
- The growing range of 3D-printable materials will drive a compound annual growth rate of 64.1% by 2019
- By 2020, more than 35 billion things will be connected to the Internet

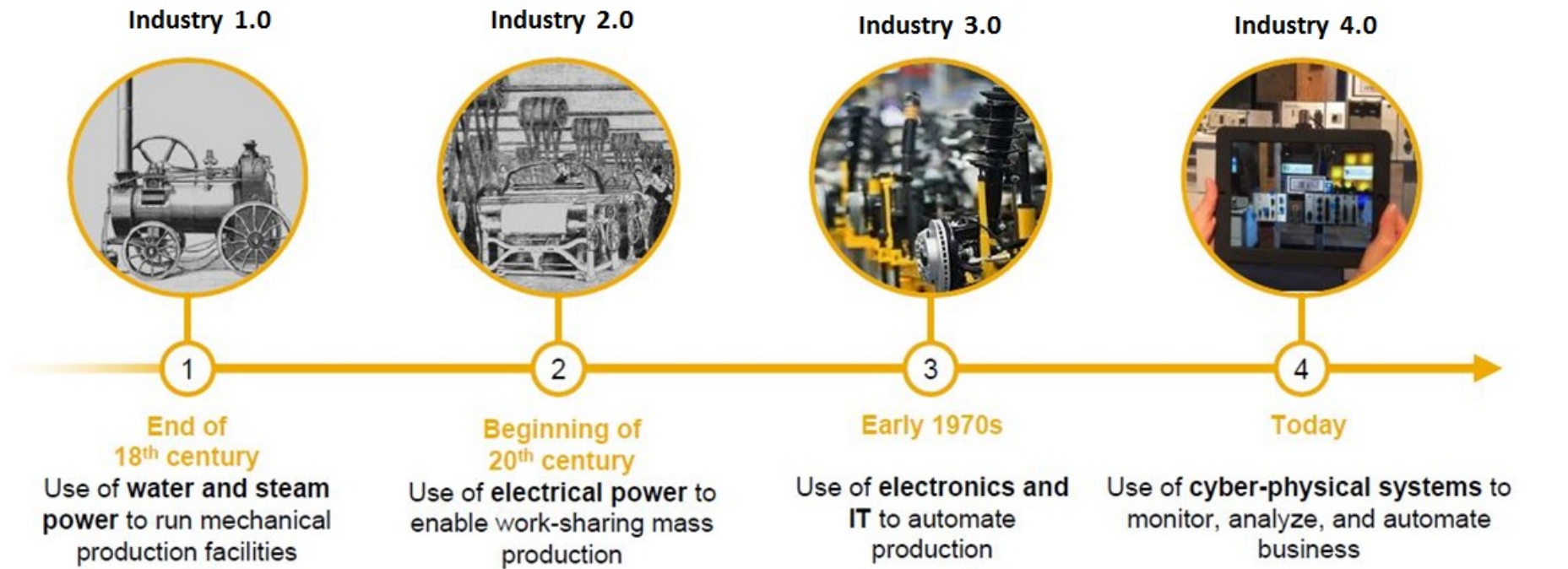
Source : Gartner Analysis



# The next industrial revolution

Mechanization, mass production, automation, virtualization

## Four Phases of Industrialization



Digitalization and connectivity

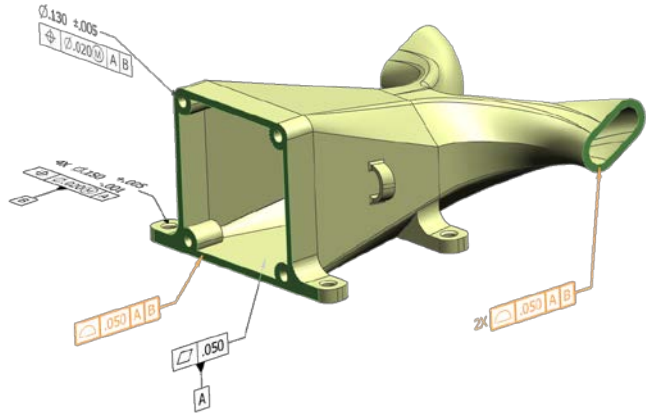
<http://saphanatutorial.com/industry-4-0/>



# The communications spectrum...

A complete MBD supports lifecycle communication

## SHAPE

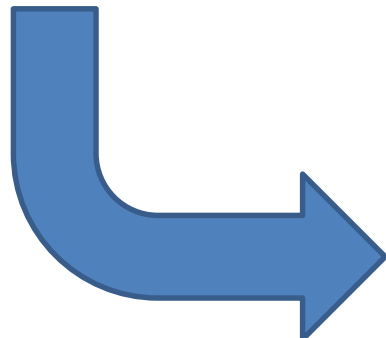
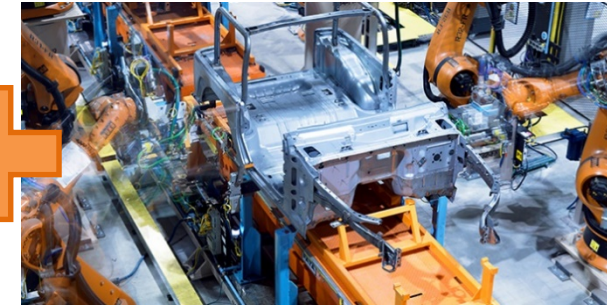


## BEHAVIOR

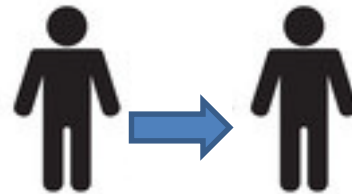
3.

Property	Test Standard DIN/ON EN ISO	corr.to ASTM	Unit	Value	Testing Frequency
Nominal Thickness			mm	78 100 98 196 2.0 2.5 3.0 5.0	
Density ( Black )	DIN EN ISO 14632	D 5994	%	+10/-5 +10/-5 +10/-5	every hour
Density ( base/coloured )	ISO 1183	D792	g/cm3	≥ 0.94	per production run 1)
Melt Flow Rate (190°/5kg)	ISO 1183 Cond T	D 1238 Cond P	g/10 min	≤ 3 ≤ 3 ≤ 3 ≤ 3	per production run 1)
Melt Flow Rate (190°/2,16kg)	D 1238 Cond E	D 1238 Cond E	g/10 min	≤ 1 ≤ 1 ≤ 1 ≤ 1	per production run 1)
Heat Reversion (110°C/1, 5h)	DIN EN ISO 14632	D 1204 modified	%	≤ 3 ≤ 3 ≤ 3 ≤ 2	per production run 1)
Tensile Stress at Yield	DIN EN ISO 527	D 6693	MPa (PSI)	≥ 15 ≥ 15 ≥ 15 ≥ 15 2,200 2,200 2,200 2,200	per production run 1)
Elongated at Yield	DIN EN ISO 527	D 6693	%	≥ 9 ≥ 9 ≥ 9 ≥ 9	per production run 1)
Elongated at Break	DIN EN ISO 527	D 6693	%	≥ 300 ≥ 300 ≥ 300 ≥ 300	per production run 1)
Instrumented Puncture Test (Penetration Test)	ON EN ISO 6603-2	D 4833	N (lbs)	≥ 1500 ≥ 1800 ≥ 2000 ≥ 2500 N ≥ 537 ≥ 625 ≥ 750 ≥ 1250	Approval Testing

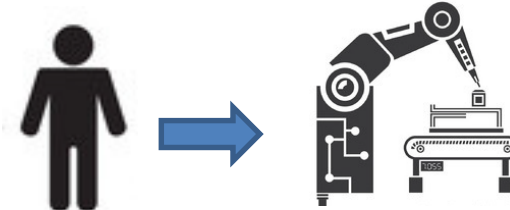
## CONTEXT



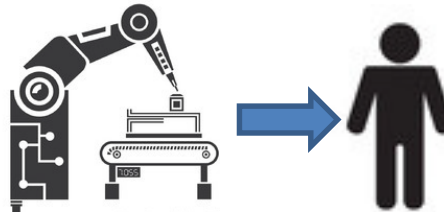
### HUMAN TO HUMAN



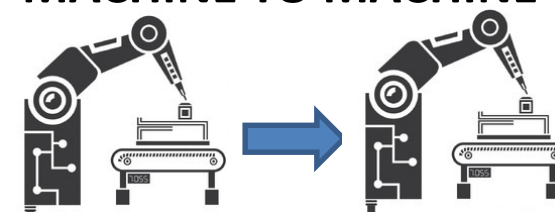
### HUMAN TO MACHINE



### MACHINE TO HUMAN



### MACHINE TO MACHINE



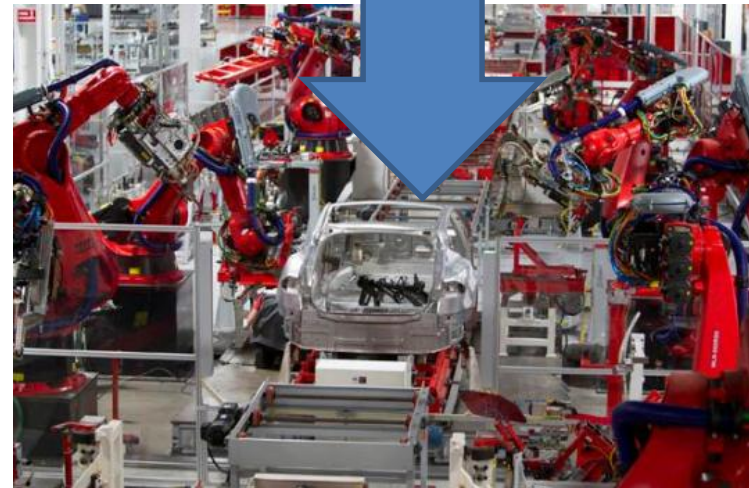
# But we have a national dilemma...

- A lack of a skilled workforce is the number-one barrier to growth in Indiana and nationally
- There is no silver bullet solution, but employer-driven work-based-learning programs have proven to be hugely impactful by:
  - Employer/Educator Partnerships
    - Working Together
  - Breaking Barriers
    - What Employers and Educators Should Know
  - Culture Shift
    - How to Impact Effective Change



# A shift in the focus on jobs

- A person born today can expect to live to be 100-years old.
  - Their careers will be 60 to 70 years long forcing them to not only change jobs but to change careers.
  - This aligns with our college's tag line: *"How to prepare graduates for jobs that do not exist."*
- The second is a shift in skill requirements.
  - Demand for skills of the head (cognitive), have dominated those of the hands (technical) and to a lesser extent, those of the heart (social) over the past 300 years. In the future, those skills shifts are about to go into reverse.



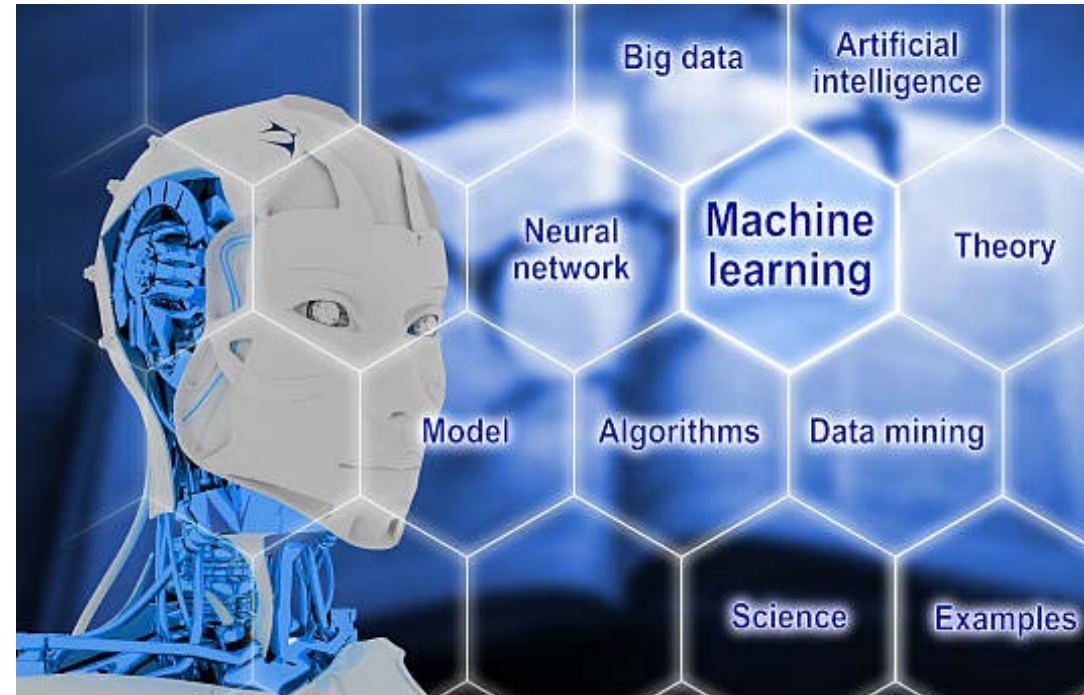
# And this 4<sup>th</sup> Industrial Revolution is different.

- During the first three Industrial Revolutions, the skills workers needed to keep ahead of the machines were largely cognitive.
- Machines were doing manual tasks and cognitive tasks were the exclusive domain of humans.
- The 4<sup>th</sup> Industrial Revolution challenges this equilibrium.



# Impacts to the next-generation workforce

- The dawning of AI means that humans will no longer have the cognitive playing field to themselves.
- Machines will be able to process more quickly, more cheaply and with fewer errors than their human counterpart, at least in some activities.
- That could make the hollowing-out of human tasks, now cognitive as well as manual, far greater than ever before.



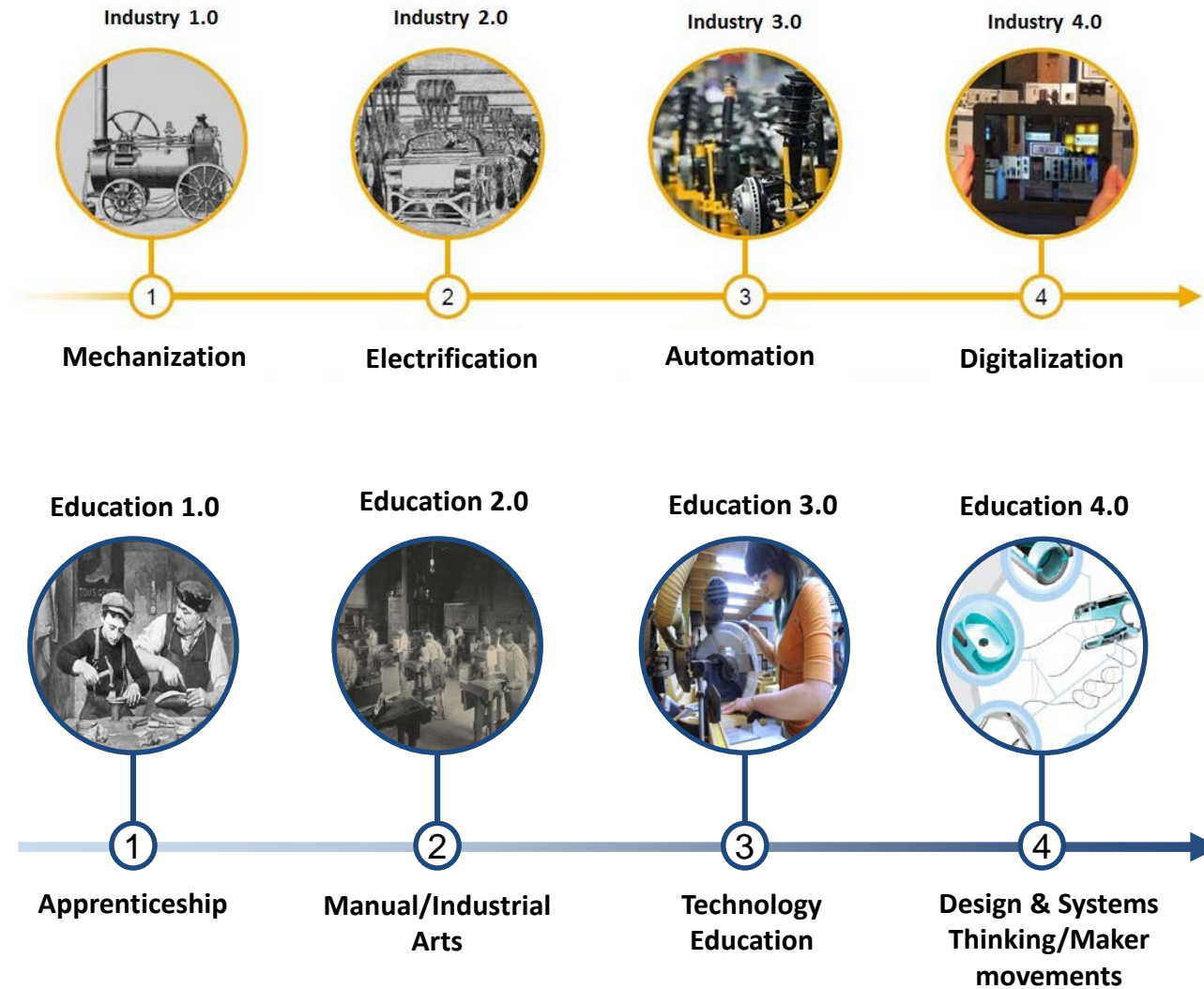


# So what do humans have left?

- Cognitive tasks requiring **creativity and intuition** to solve tasks or problems whose solutions require great logical leaps of imagination.
- There will remain a demand for skills to **program, test and oversee machines.**
- **Personalized design and manufacturing.**
- **Social skills**; tasks that require emotional intelligence rather than cognitive alone.
- **Preparing graduates solely for cognitive skills will not be enough for the 4<sup>th</sup> Industrial Revolution.**



# Parallel Revolutions



**Regardless of the era, the educational revolution connected to manufacturing has always had a focus on the tools and techniques of the day, to enable the design and production of something.**

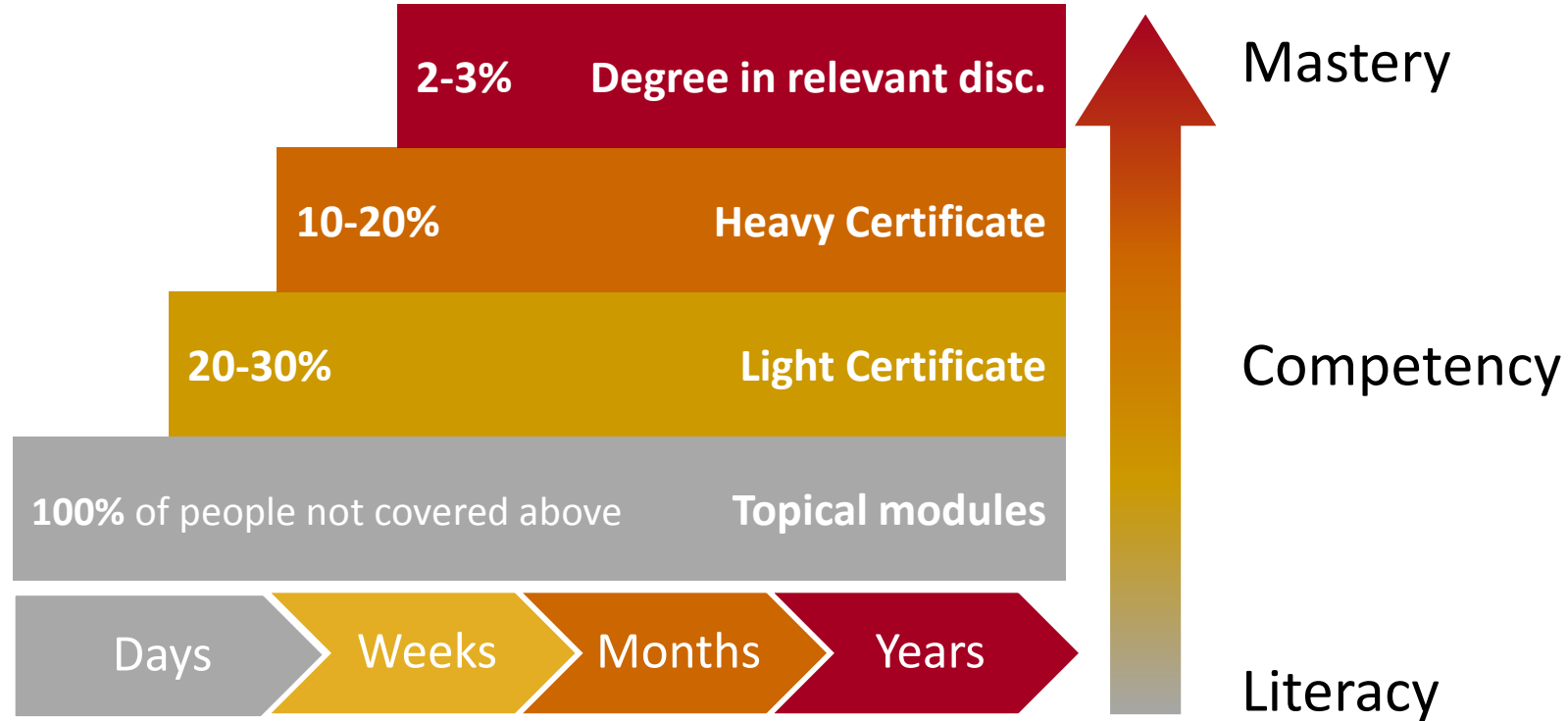


# Workforce Education for Industry 4.0

- Built upon the old literacies of reading, writing and mathematics.
- New literacies include:
  - **Data literacy:** read, analyze and apply information
  - **Technological literacy:** coding and engineering principles
  - **Human literacy:** humanities, communication and design
- Higher order mental skills – mindsets and ways of thinking about the world.
  - **Systems Thinking:** the ability to view an enterprise, machine or subject holistically, making connections between different functions in an integrative way.
  - **Entrepreneurship:** applies the creative mind to the economic and social sphere.
  - **Cultural Agility:** how to operate deftly in a varied global environment.
  - **Critical Thinking:** the habit of disciplined, rational analysis and judgement.



# Preparing a workforce for the digital enterprise



- Adaptable skills
- Problem solving skills
- Data interpretation skills
- Promote work experience in school
- Enhanced marketing
- Manage talent like a supply chain
- Re-do HR
- Foster professional development
- Experiential development
- Skill standards and competencies
- MBD, MBE, and PLM



# Types of Credentials

- **Licensure**

Granted at the state level in the US by a governmental agency or its designated agent. Goal of licensure is to ensure that licensees have the minimal degree of competency necessary to ensure public health, safety and welfare.

- Licensed Real Estate Agent
- Licensed Practical Nurse
- Professional Engineer
- Registered Nurse

- **Certification**

Voluntary process through which an organization grants recognition to an individual after verifying minimum criteria was met. Certification holders are granted use of a designation.

- Often requires recertification every 3-5 years.
- Can be revoked

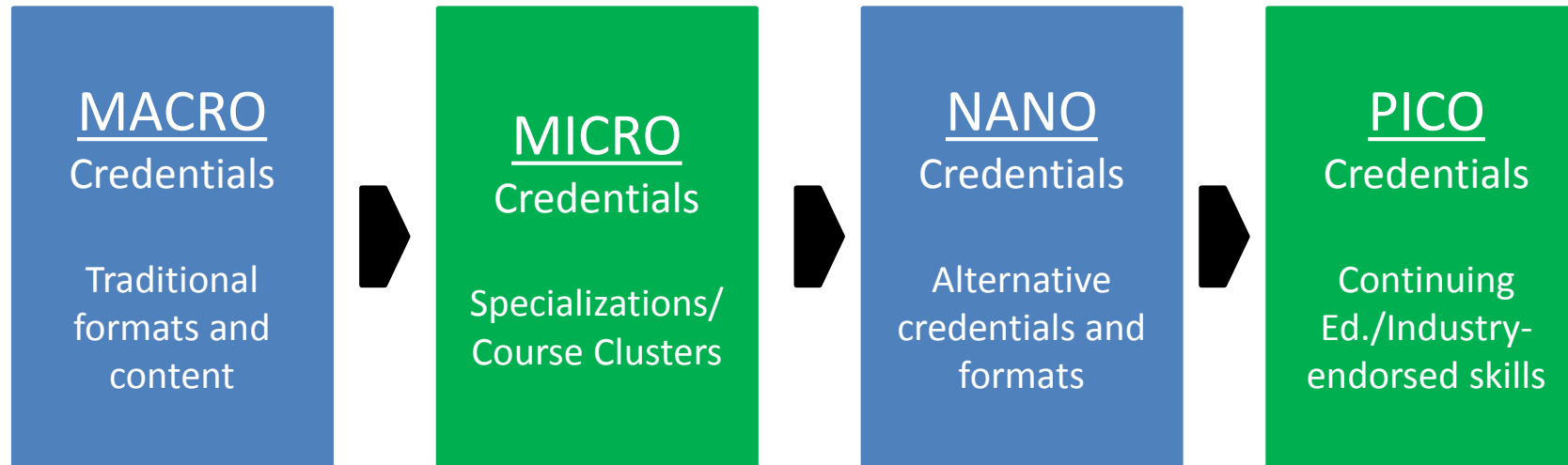
- **Certificate Program**

Voluntary program in which an organization grants recognition to an individual after verifying that they met minimum criteria including participating in a training or education program and demonstrating comprehension.

- Certificates are a one time shot – no renewal required.
- Cannot be revoked



# Credential Options



**Time to Completion**



# Stacked credentials

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- Vertical: multiple credentials leading to a professional designation
- Horizontal: a focus on functional areas that may or may not be stackable
- Value-add: certification with optional certificates to expand





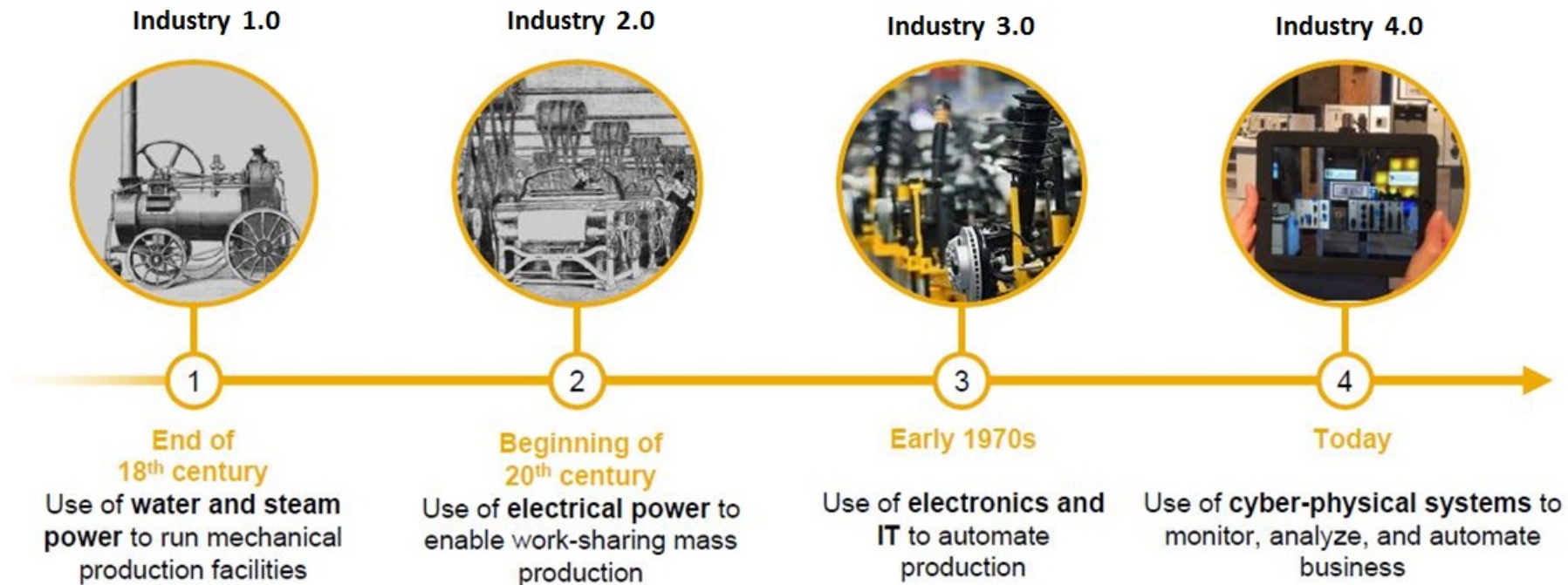
# HOW DO YOU ENGAGE AN EXISTING WORKFORCE?



# The next industrial revolution

- Mechanization, mass production, automation, virtualization

## Four Phases of Industrialization



Digitalization and connectivity

<http://saphanatutorial.com/industry-4-0/>



# Your existing enterprise is full of personas

Steve, Procurement



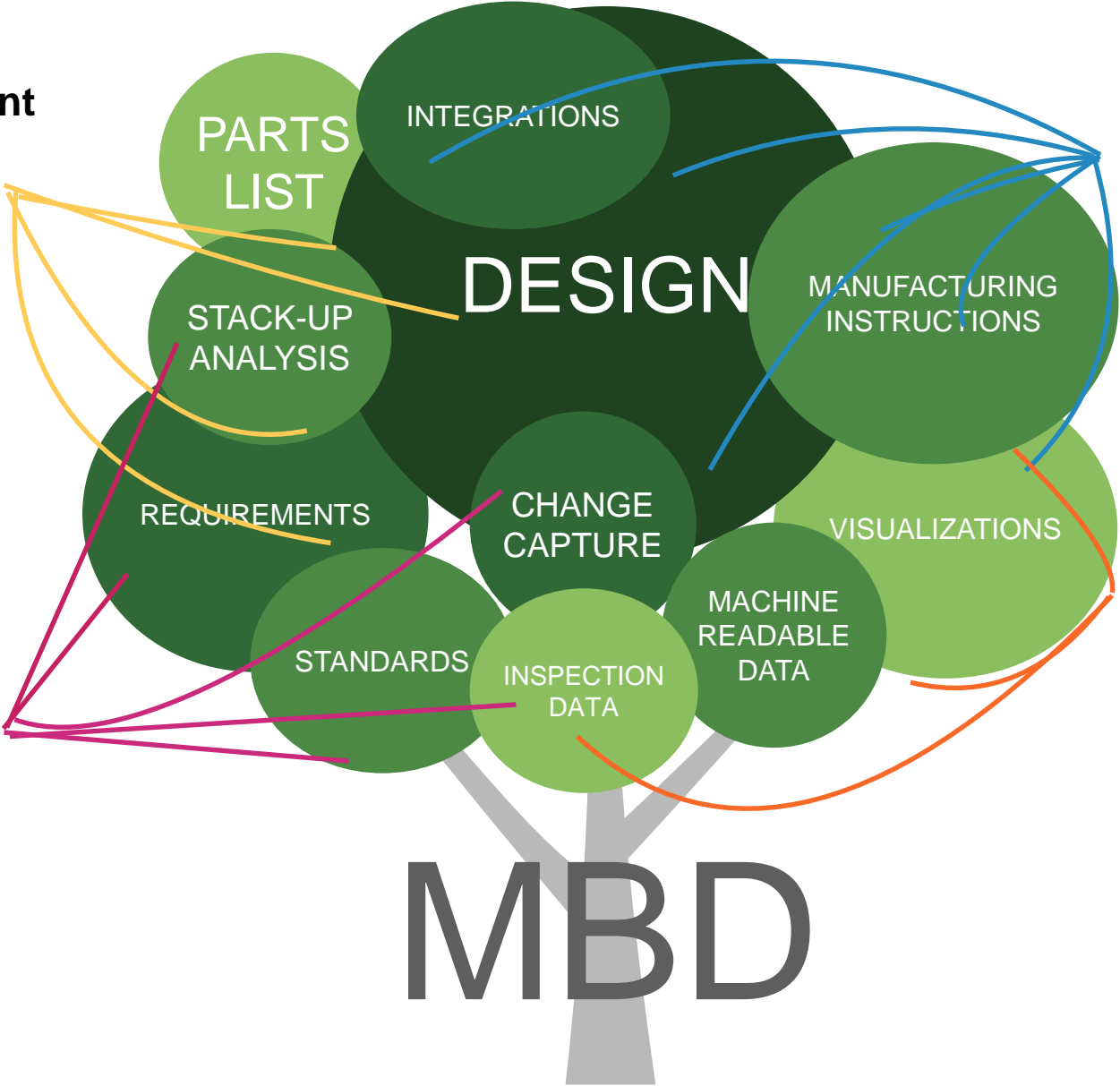
Terry, Manufacturing



Mara, Quality



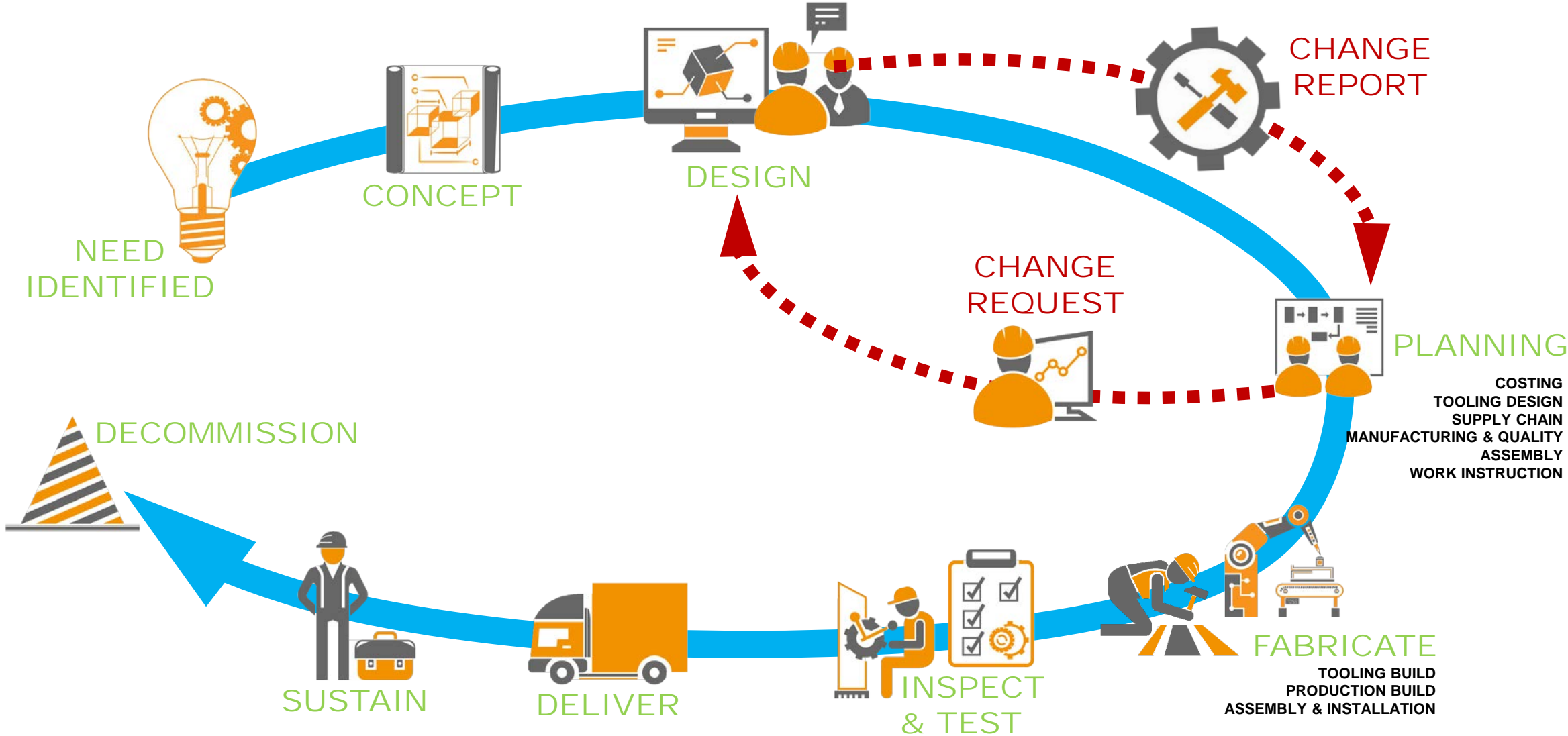
Ada



# Are all these . . . well . . . Other People



# How things are made



# MBE is Value Engineering

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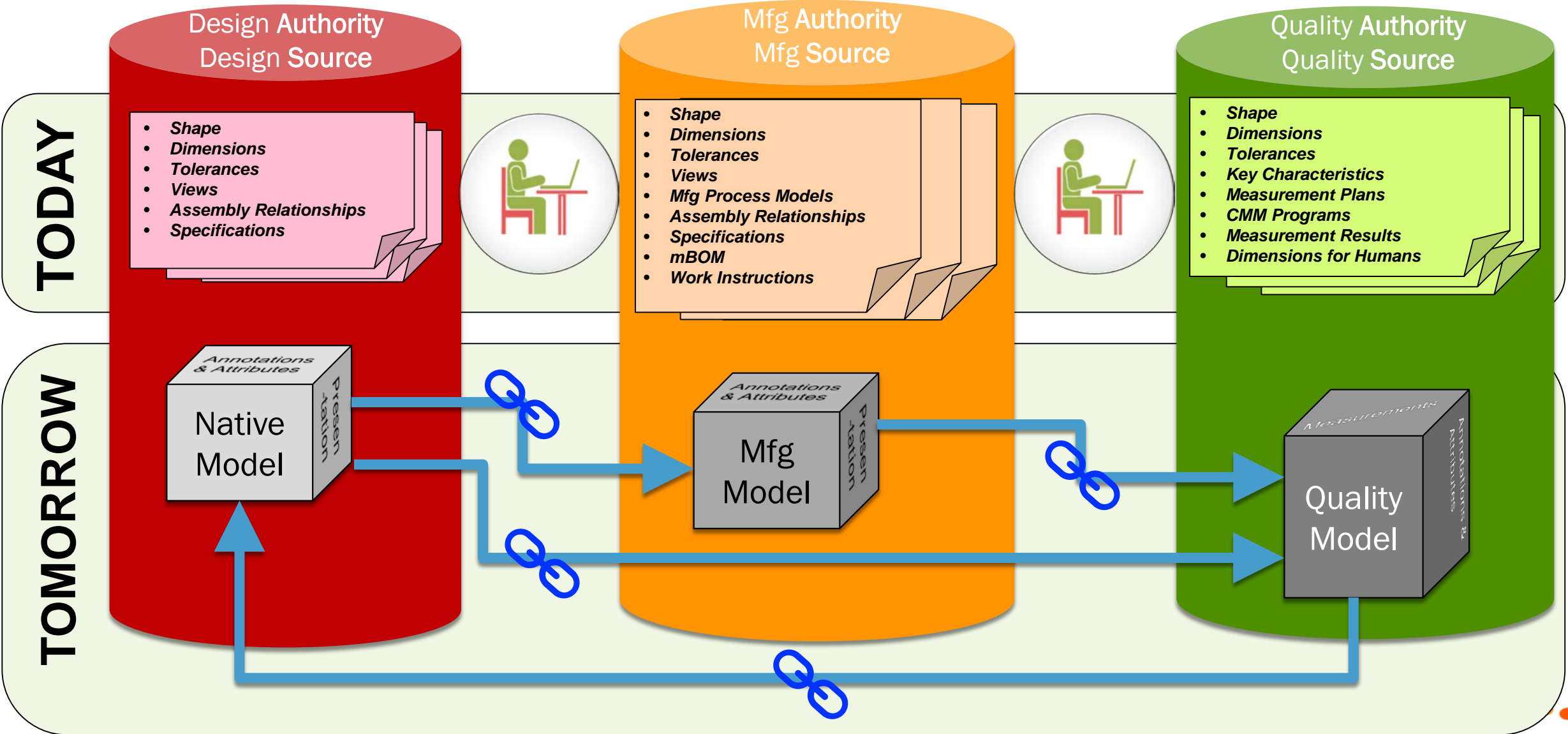


MBE is Value Engineering

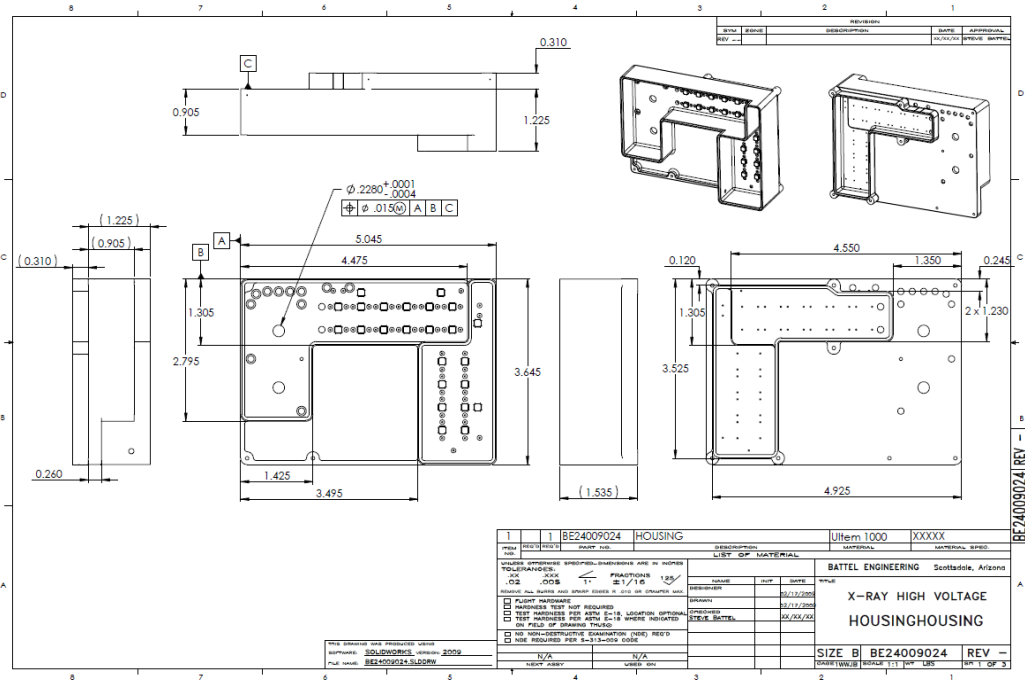
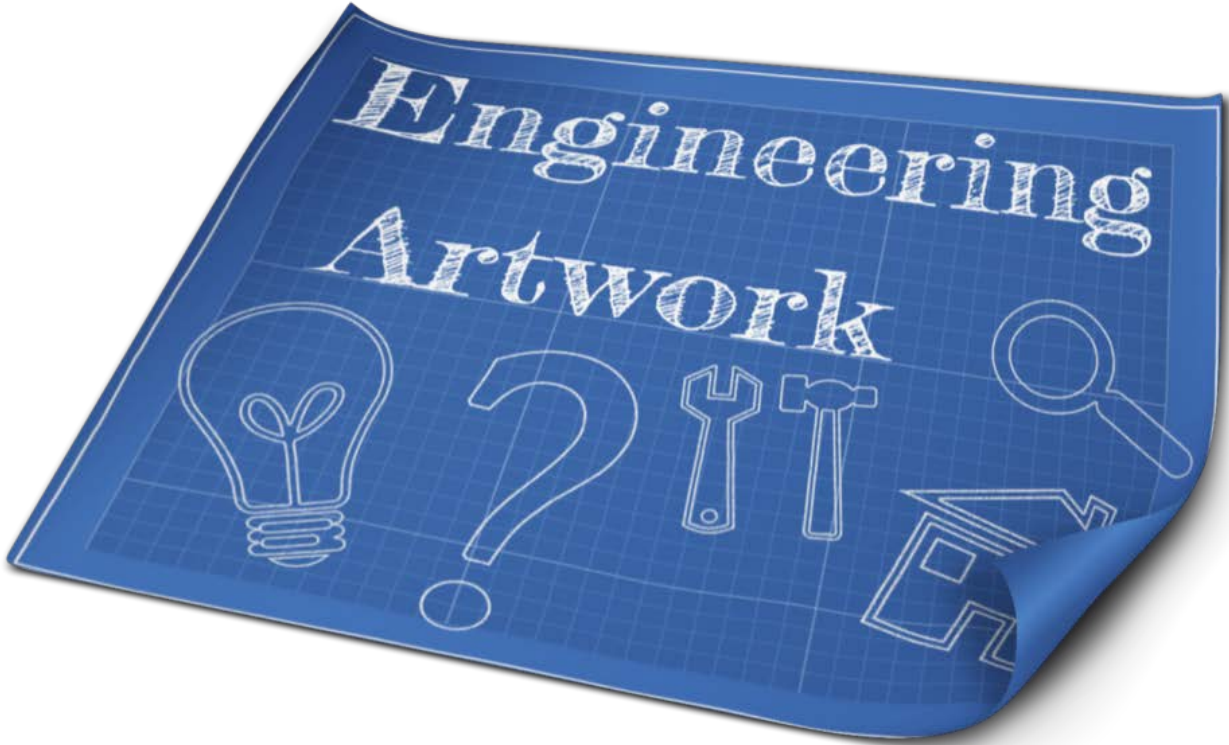




# Information Flows Throughout the Lifecycle

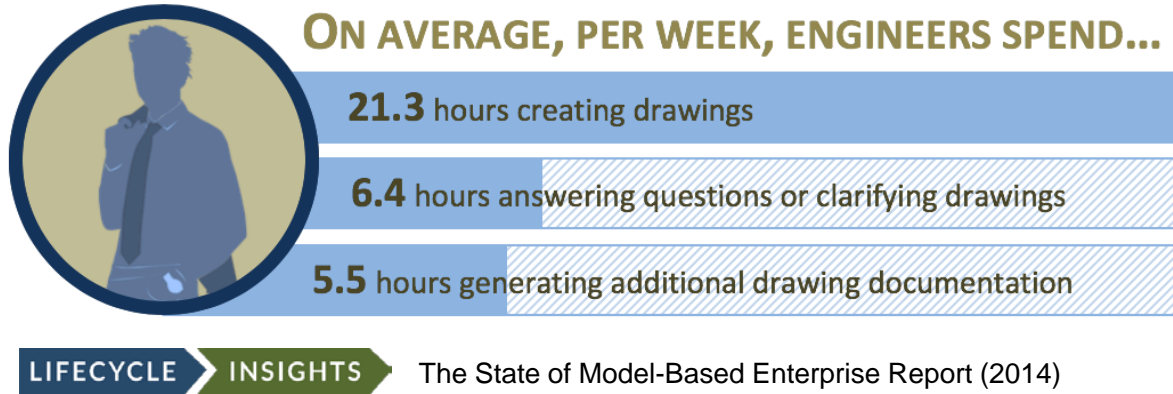


# Changing Perceptions of Product Definition





# Flaws of a Drawing-Based Approach



Drawings require skills to interpret. Downstream consumers often return to engineers for clarifications, consuming their time.

- Half the study's respondents (**51%**) state that suppliers or downstream consumers **request additional clarifications** of engineering documentation.

[The State of Model-Based Enterprise Report \(2014, Lifecycle Insights\)](#)

- Average total **hours** spent creating, **clarifying**, or **amending** engineering documentation: **27.3** for strongly 2D drawing reliant.

[Quantifying the Value of Model-Based Definitions \(2015, Lifecycle Insights\)](#)

- Engineers spend an average of **6.4 hours answering questions or clarifying drawings** and **5.5 hours generating additional drawing documentation** per week.

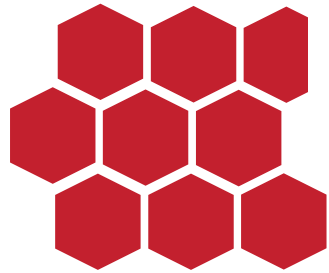
[The State of Model-Based Enterprise Report \(2014, Lifecycle Insights\)](#)





# Models with Geometric Tolerancing Take Less Time

## MIGRATING TO MINIMALLY ANNOTATED MODELS



**8.8 Hours**

*Time to Create Fully Annotated Drawing*



**6.7 Hours**

*Time to Create Minimally Annotated Model*

It takes less time to create minimally annotated MBDs than it takes to create fully annotated drawings.

- Time to create engineering documentation (benchmarked example): 8.8 hours for fully annotated drawing vs. 6.7 hours for minimally annotated model.

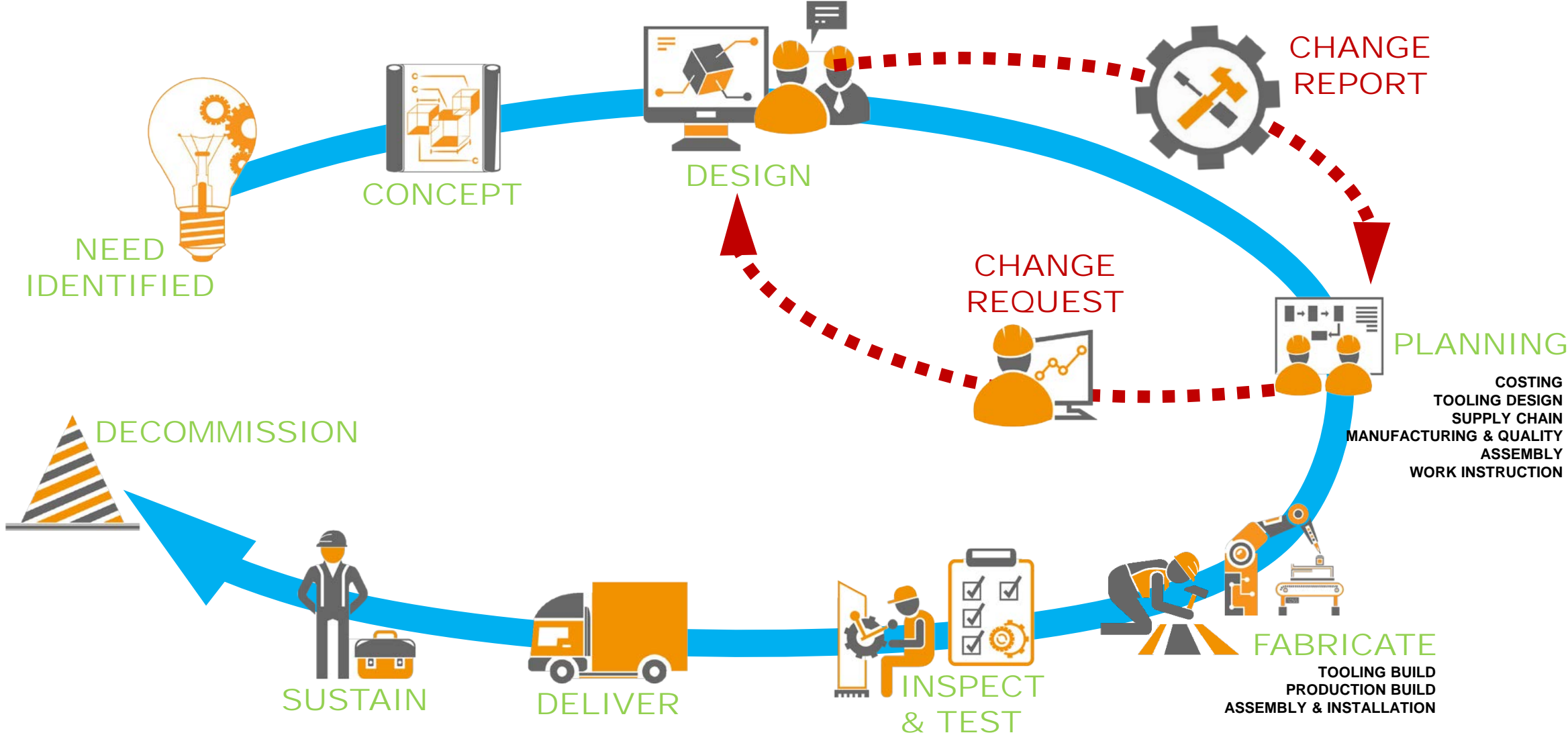
[ROI of MBD Report \(2017, Lifecycle Insights\)](#)

- Time spent on engineering documentation per week: 23.9 hours for drawing-reliant organizations vs. 20.7 hours for model-based organizations.

[ROI of MBD Report \(2017, Lifecycle Insights\)](#)



# How things are made



# Advantages of an MBD-Based Approach for Work Instructions

## Comparison of metrics for instructions based on drawings or 3D models

	Instructions based on drawings	Instructions based on 3D models
Average # of ECOs	9.5	5.6
Average # of non-conformances	6.5	3.3
Percent of respondents that reduced scrap	10%	49%

The inclusion of 3D models and animations in assembly and manufacturing instructions more clearly communicates intent, leading to a reduction in ECOs, non-conformances, and scrap.

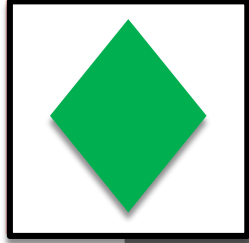
- The average number of ECOs per development project for those using 3D models in instructions is 5.6 compared to 9.5 for those that are drawing-based.  
[ROI of MBD Report \(2017, Lifecycle Insights\)](#)
- The average number of non-conformances per development project is 3.3 for those using 3D models in instructions compared to 6.5 for those that rely on drawings.  
[ROI of MBD Report \(2017, Lifecycle Insights\)](#)
- The percent of respondents that reduce scrap is 49% for those that include 3D models in instructions compared to 10% of those that do not.  
[ROI of MBD Report \(2017, Lifecycle Insights\)](#)





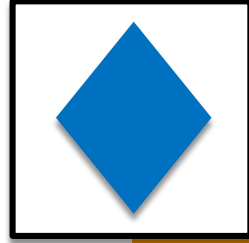
# Role-Based Training for Professionals

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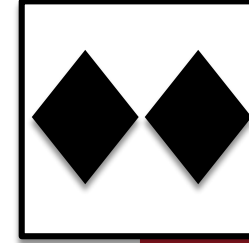
## Literacy

- Customers
- Management
- Systems
- IT
- Procurement



## Competency

- Design
- Manufacturing
- Quality
- Configuration & Change Management



## Mastery

- Engineering
- Product Definition
- Manufacturing Planners
- Inspectors



# QUESTIONS

Dr. Nathan Hartman  
Purdue University  
[nhartman@purdue.edu](mailto:nhartman@purdue.edu)

## Undergraduate:

### Virtual Product Integration Major

Enhance the design, manufacture, and marketing of products through 3D modeling, managing product data, simulations and visualization.

### Product Lifecycle Management Minor

Gain applied knowledge in current and emerging topics in PLM associated with the design, documentation, manufacture and support of products and related services.

## Professional:

### PLM Certificate

Make better business decisions and manage products from concept to disposal. - [Register here](#)

### MBD Certificate

Streamline the production development process and reduce errors in manufacturing. - [Register here](#)

### TDP Certificate

Make effective technical documentation and Create and interrogate 3Di TDPs. - [Register here](#)

## Graduate:

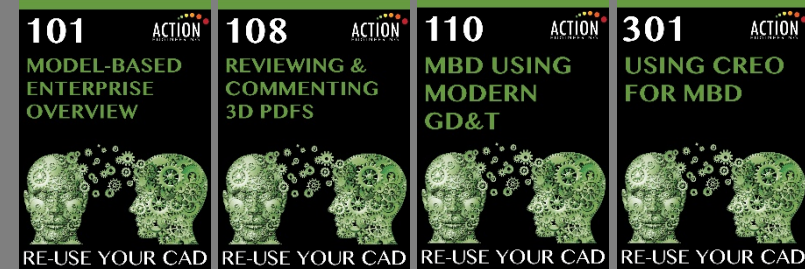
### Product Lifecycle Management (CGT 514)

A survey of the graphical knowledge base with business and industry applications that support the product lifecycle management process

Duane Hess  
Action Engineering  
[duane@action-engineering.com](mailto:duane@action-engineering.com)

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