



**GIS Relance
Agronomique
CASDAR**
Innovation et partenariat

Résultats de l'appel à projet 2007
4 décembre 2012

Les défis de l'innovation : introduction à la conception innovante

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Chaire Théorie et Méthodes de la Conception Innovante



The Chair for Design Theory and Methods for Innovation

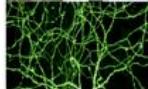
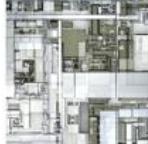
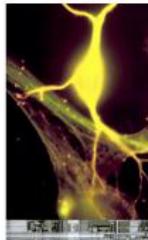
Design Theory and Methods for Innovation

Academic chair for research and teaching

www.cgs.ensmp.fr/design/



THALES



STRATEGIC
MANAGEMENT
OF INNOVATION
AND DESIGN

Pascal Le Masson, Benoit Weil and Armand Hatchuel

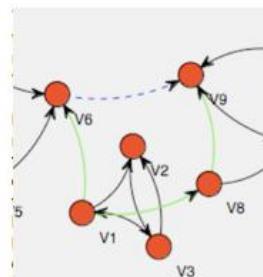
1ST RESEARCH FIELD
fundamental underpinnings of design theories and of reasoning in the unknown

2ND RESEARCH FIELD
organization and tools for innovative design

3RD RESEARCH FIELD
neuropsychological, cognitive and cultural bases of innovative design

30th - 31st January 2012
Mines ParisTech

5th International Workshop on
DESIGN THEORY
Special Interest Group
of the Design Society



Quand les scientifiques des Mines aident les cheminots à innover

DKCP : La maintenance du réseau ferroviaire fait partie des sujets cruciaux de la SNCF. Le point le plus délicat consiste à intervenir de façon efficace pour minimiser les perturbations, notamment sur les zones du réseau les plus utilisées. Les enjeux sont essentiels, évidemment pour les usagers mais aussi pour l'entreprise, puisque la maintenance d'infrastructure coûte environ 1,8 milliard d'euros par an et qu'

OUTSTANDING PAPER AWARD

Creativity Theories and Scientific Discovery: a Study of C-K Theory and Infused Design

AUTHORED BY

Ofer Shai, Yoram Reich,
Armand Hatchuel
& Eswaran Subrahmanian

THE 17TH INTERNATIONAL CONFERENCE
ON ENGINEERING DESIGN
STANFORD, CALIFORNIA, USA
24-27 AUGUST 2009

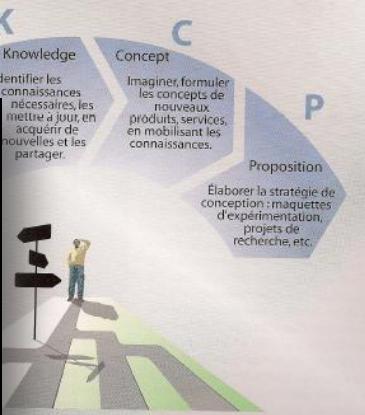
ICED 09

the Design Society

www.designsociety.org

AVIONIQUE

Des technologies innovantes au service des plus belles réussites aéronautiques



Trophées Innovation
Développement Durable Cap Gemini
2011 Récifs artificiels
2010 Dessalement Eau de Mer

Recent chair highlights

Invitation to present C-K theory at the Shanghai World Fair 2010



ICED 11
København

ICED11 Reviewers' Favourite

IMPACTING SOCIETY THROUGH ENGINEERING DESIGN

This is in recognition that the paper:

A SYSTEMATIC APPROACH OF DESIGN THEORIES USING
GENERATIVENESS AND ROBUSTNESS

authored by:

Hatchuel, Armand (1); Le Masson, Pascal (1); Reich, Yoram (2); Weil, Benoit (1)

1: Mines ParisTech, France; 2: Tel Aviv University, Israel

was rated in the top 5% papers based on reviewers' scores.

We would like to take this opportunity to congratulate the authors and wish the further success with their future research.

Y.C.McAlone

Tim McAlone
Conference Chair

S.Culley

Steve Culley
Programme Chair



Les défis de l'innovation : introduction à la conception innovante

1 - Les défis contemporains de l'innovation

2 - Raisonnement créatif et conception innovante

3 - La théorie C-K : fondements et propriétés

**4 - Implications de la théorie CK pour l'organisation de la
conception innovante**

Why new theories? Contemporary challenges of innovation

- Changing the identity of objects (conceptual breakthrough)
- Rule breaking / creation of new competences (tech & sciences)
- Rejuvenation / creation of industries
- Collaborative design: alliances, platforms, communities and consortia for innovation



Cloud computing, internet of things...

Lab-on-a-chip

Smart Grids

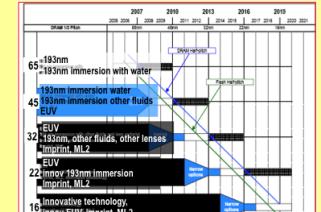
Home networking

Smart cities

Biomass

Intel
Architecture Lab
(Gawer et al)

ITRS (International
Technology Roadmap
for Semiconductor ind.)



Critical issues for industry (re)creation

- **(Innovation) bubbles** – hype and disappointment
- **Limited success of incubators and start-ups** (slow growth, low innovation rate)
- **Unsuccessful, costly innovations** (food, cosmetics,...)
- **Orphan innovations (Agogué 2012)**: autonomy of elderly people, 2-wheelers safety, real estate management, malnutrition,...
- **Forever technologies of the future**: fuel cell, domotic, biofuel,...

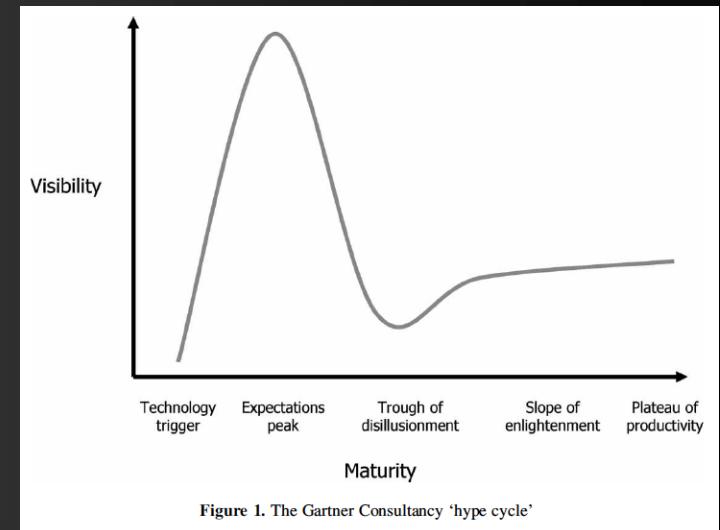
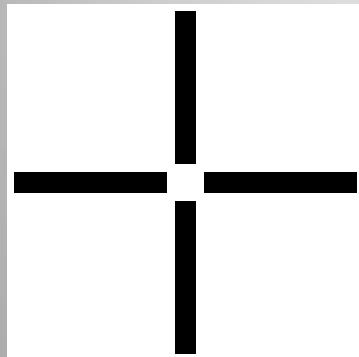


Figure 1. The Gartner Consultancy 'hype cycle'

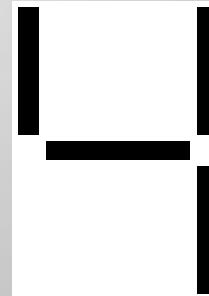
Issues: be prepared, monitor, collectively

Question: do we have the relevant methods and organizations to address these issues?

Qu'est-ce qu'un raisonnement créatif ? Une conception innovante ?



**Comment obtenir un carré en ne
bougeant qu'une seule
allumette ?**



**Il y a plusieurs types
de « carrés » !**

- **Leçons de la psychologie et sciences cognitives**
Lutte contre « fixation effect : analogies, métaphores => inconnu, idées « folles» et indécidables mais permet la redéfinition des objets !!

Qu'est-ce qu'un raisonnement créatif ? Une conception innovante ?

➤ Leçons de la psychologie et sciences cognitives

Lutte contre « fixation effect » : analogies, métaphores => inconnu, idées « folles » et indécidables mais permet la redéfinition des objets !!

➤ Leçons des sciences :

Expansion des connaissances : validation mais aussi ...source de nouveaux indécidables

Créativité vs Connaissance ?

Théorie C-K = Combinaison des deux logiques !

Creativity and knowledge: The paradox of innovative design

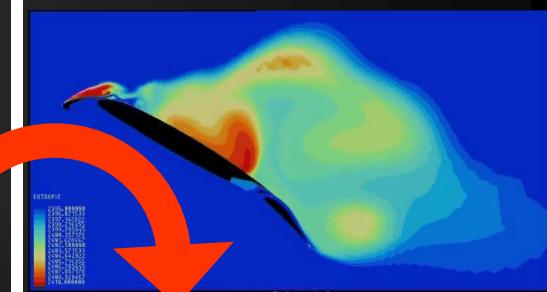
Innovation = K production
technical, customer, social engineering...

Innovation = C production
creativity, « Out of the box thinking »

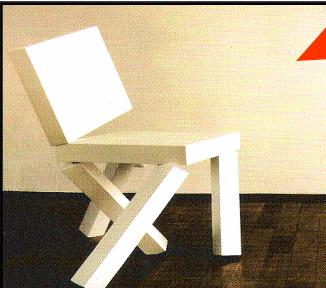
C
concepts

K
knowledge

Engineering



Creativity



Provoquer une «expansion» =
briser une règle ou
un état du connu

Expansion mode 1 :
Interprétatif

Donner un sens
nouveau à une
notion

Fleuves
impassibles

Expansion mode 2 :
**Conception
innovante**

Générer un objet
nouveau

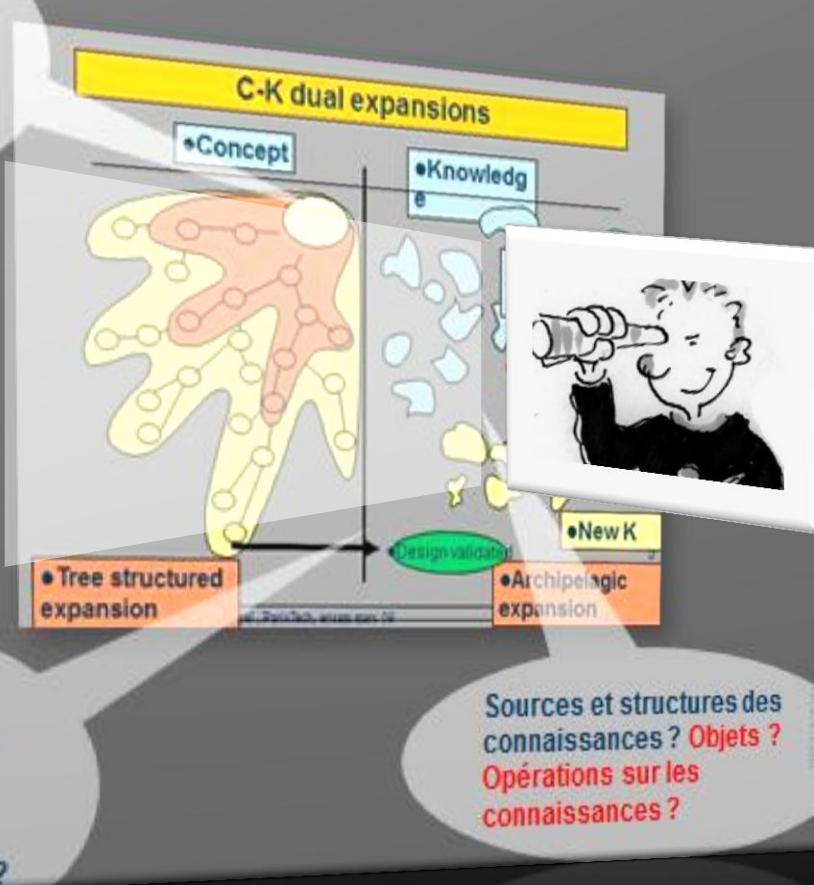
Un dessalement de
l'eau mer low cost

• **C : Définition
progressive d'un objet
inconnu**

• **K : Construction des
connaissances
permettant cette
définition**

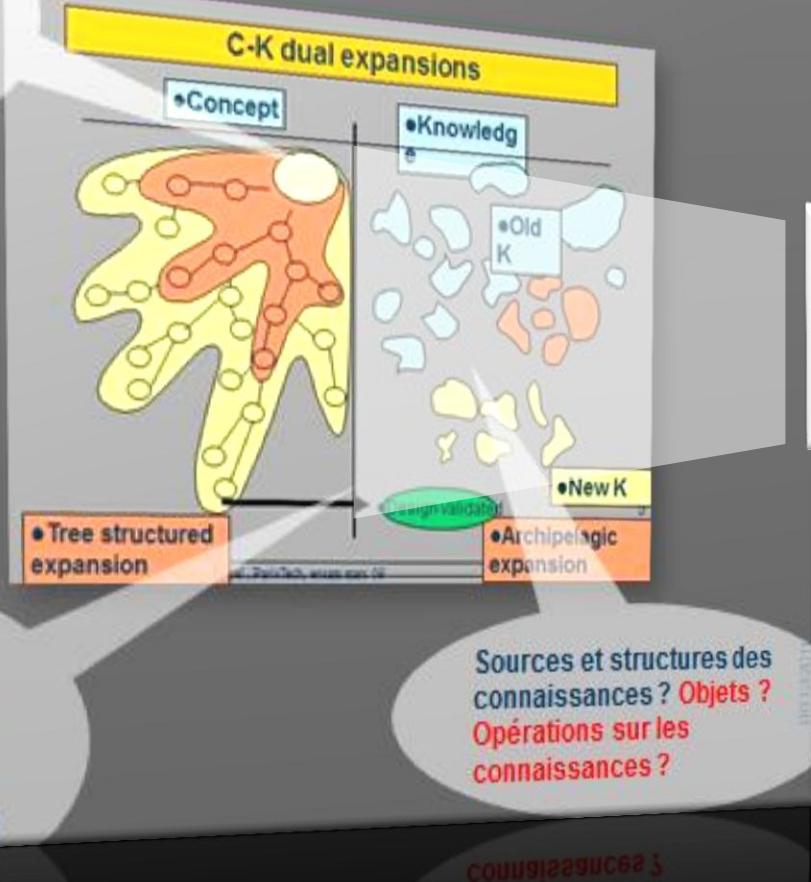
Indécidabilité
Cohérence ?
Comment la repérer ?

Conjonction =
objet nouveau =
Générativité
Conditions ?
Conséquences ?
Consequences ?
Conquête ?
Génération ?
Objet nouveau =
Nouvelles =



Observe Space C? Imaginaries, indecidables,
chimeras

Indécidabilité
Cohérence ?
Comment la
repérer ?

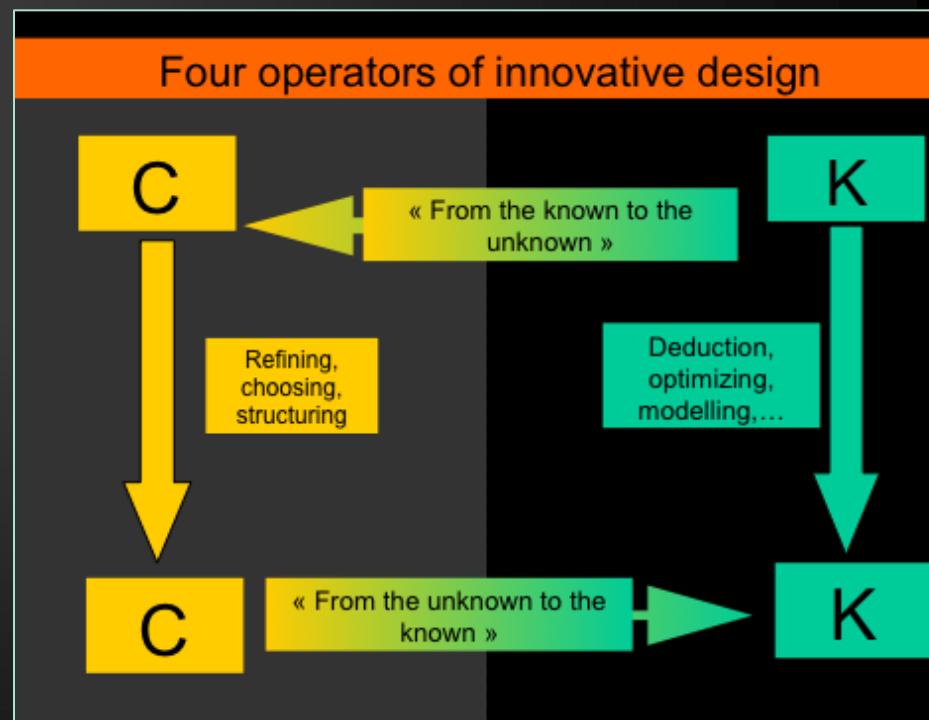
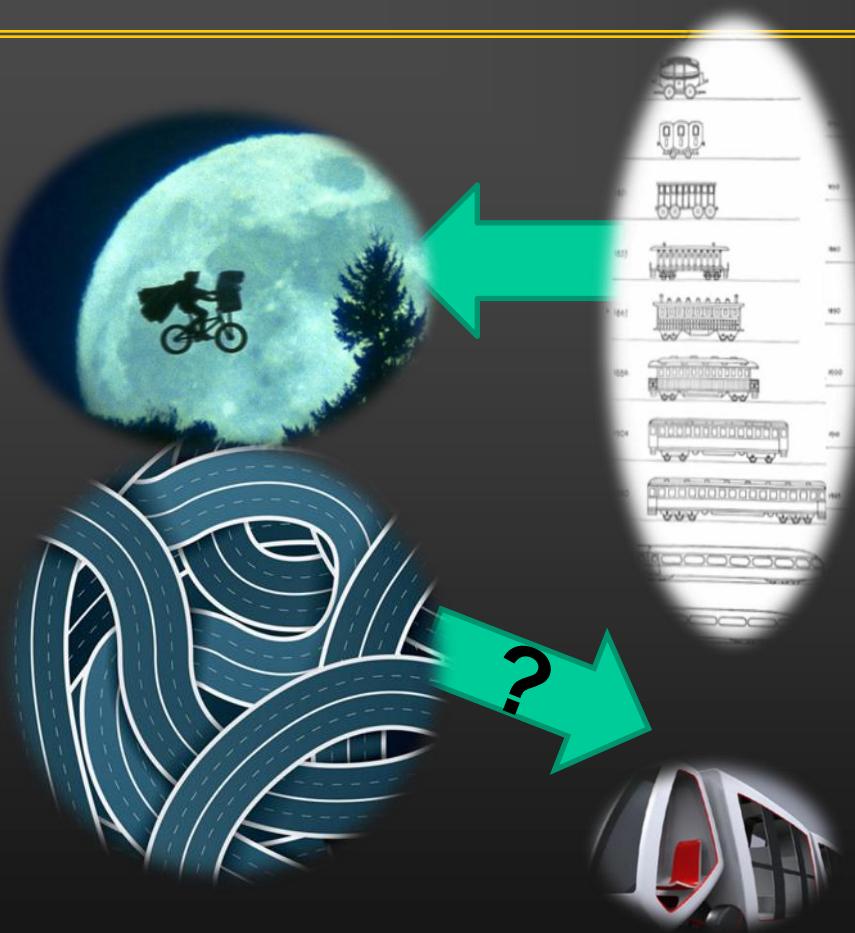


Observe space K? We tend to create fixed objects and hereditaries and we are not prepared to breakthroughs

Order.. and anomalies
(new differences,... and future new orders?)



Innovative Design: interactive C and K expansions



Fondements mathématiques : une algèbre de l'inconnu

- **Extensions algébriques : nombres complexes : $i^2 = -1$**
- **Forcing : extensions génériques sur les ensembles (Cohen 1963, Médaille Fields)**

Théorie C-K = Forcing sur structures de connaissances (Hatchuel et Weil 2007)

La théorie C-K : une double expansion

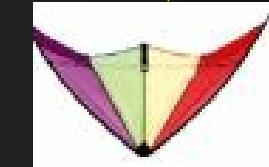
Hatchuel et Weil (2003)

Concepts (C)

Undecidable proposition

A flying boat that
is not a seaplane

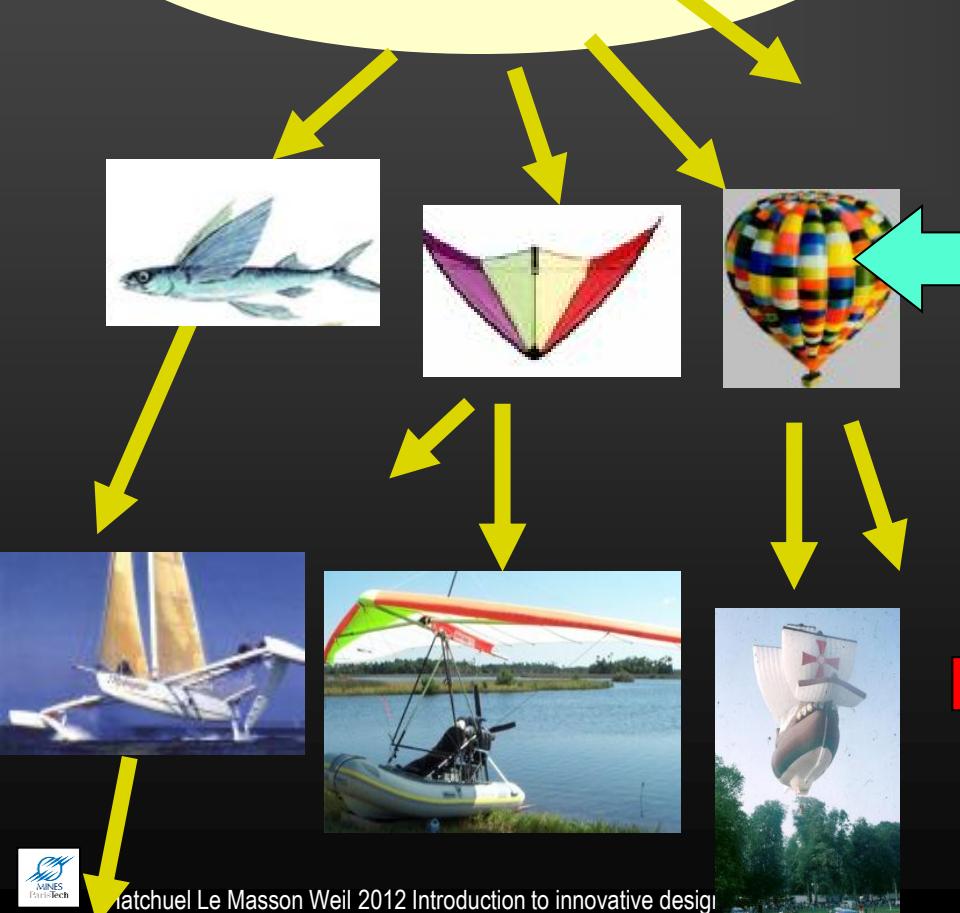
Expansive partition



Design means expanding concepts
with new attributes until satisfactory
definitions emerge.

The C-K diagram : a model of innovative design

C0 : A flying boat that is not a seaplane

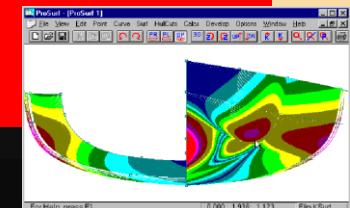


Knowledge (K)

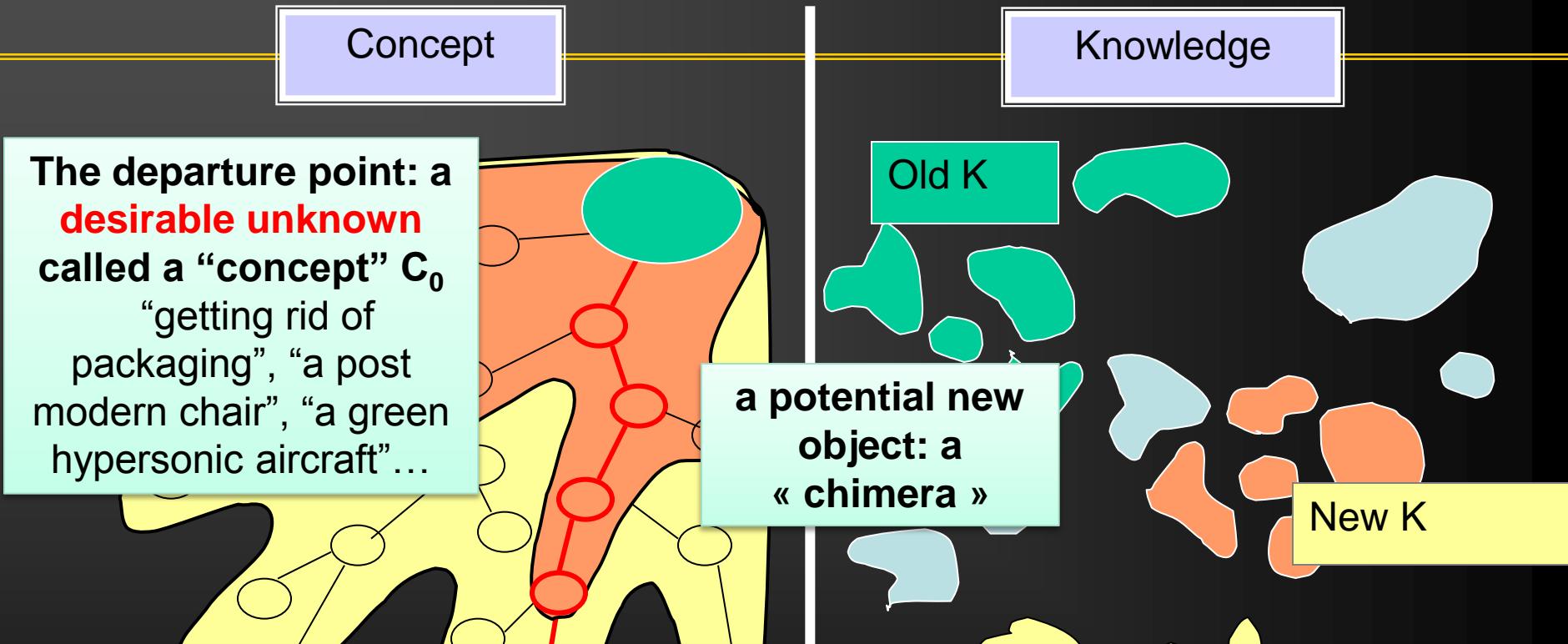
- « true » propositions about things (or people) that are used to:

- to formulate and expand concepts :
- to test concepts
- **K-dependancy or K-illusions like « optical » illusions**

Testing concepts generates new knowledge



C-K dual expansion



Central finding : C_0 will be true only if there are expansions in both C and K:
new K that cannot be deduced from K_0 and, under certain conditions (splitting condition) new definition (« out of the box », new identity)

Tree structured expansion

Archipelagic expansion

Modelling Innovative Design: expanding concepts (Hatchuel and Weil, 2003)

Designing a cheaper and lighter chair...



Innovative design



A chair that is not a chair...

- Type of reasoning?
- How to model a type of reasoning that accounts for the design of such an object... and new ones?

C-K reasoning illustration

A concept is a proposition without logical status in K

in K all propositions have a logical status

Concept

Knowledge

A smaller, lighter camping chair

0-leg form

1 leg

2 legs

3 legs

N legs
4 legs

A partition can be restrictive or expansive

An expansive partition revises the object identity

~~A concept is partitioned by attributes from K~~

equilibria



K on camping chair

The « 0 leg » prototypes lead to learn on sitting equilibria on the floor

Cushion

Lotus position teaching

equilibria ?

Hammock

Swing



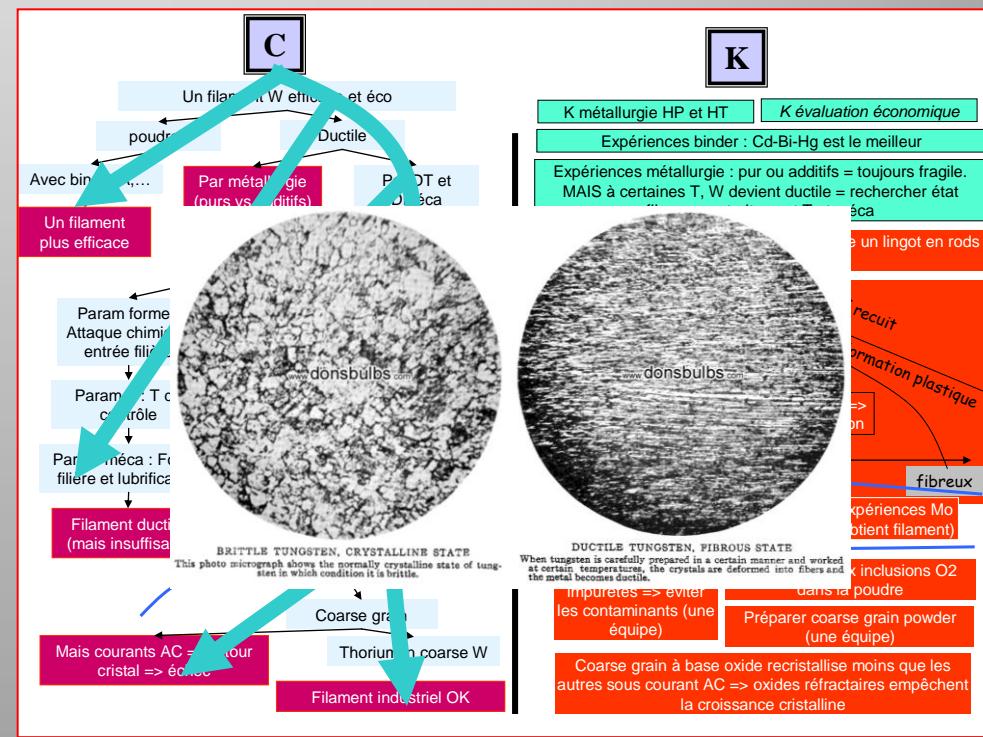
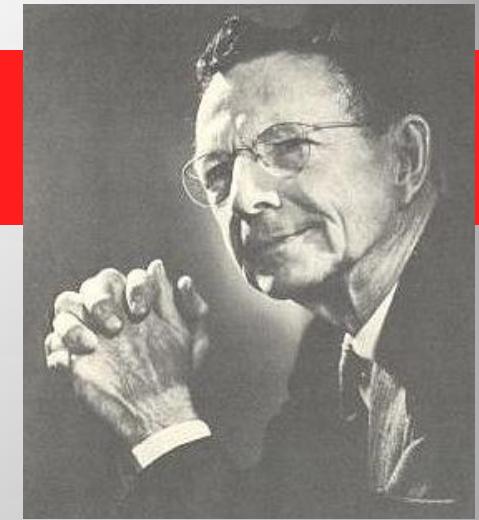
Concept leads to ...

Conjunction ...

The invention of ductile tungsten for filament lamp by William Coolidge at GE (1912)

Imagine then a man wishing to open a door locked with a combination lock and bolted on the inside. Assume that he does not know a single number of the combination and has not a chance to open the door until he finds the whole combination, and not a chance to do so even then unless the bolt on the inside is open. Also bear in mind that he cannot tell whether a single number of the combination is right until he knows the combination complete. When we started to make ductile tungsten, our situation was like that.

William Coolidge



C-K to support
collective
innovative
design

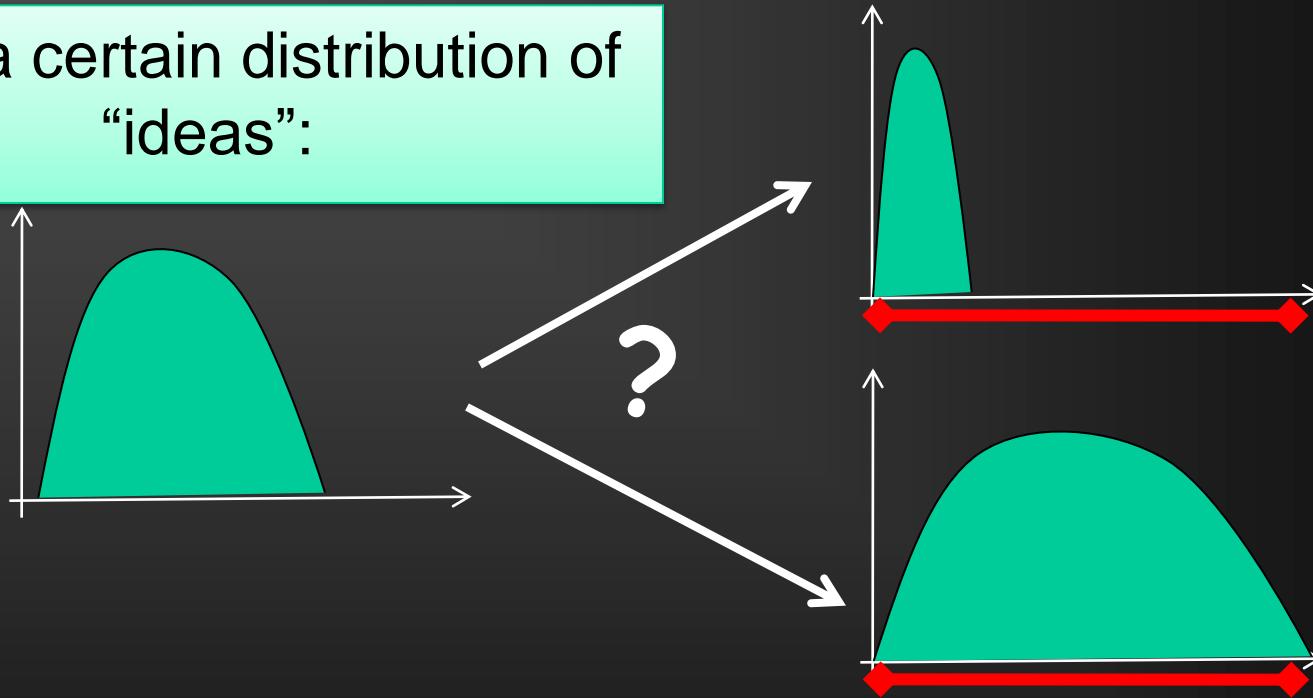
Diagnosis of individual
fixations – « de-fixation » by
provocative examples

Monitor and tune the
innovative design strategies

**Collaborative Design
processes : KCP method**

Experimental study of fixation and diagnosis (Agogué Cassotti 2012)

Given a certain distribution of “ideas”:



Is there a bias ? (which norm?)

Is it due to a certain type of reasoning?

Theory-driven experiments

**Modeling fixation effect and testing fixation and
stimulation effects on creativity**

Marine Agogué & Mathieu Cassotti



**Théorie et Méthodes
de la Conception Innovante**
chaire de recherche et d'enseignement



Centre de Gestion Scientifique Mines ParisTech



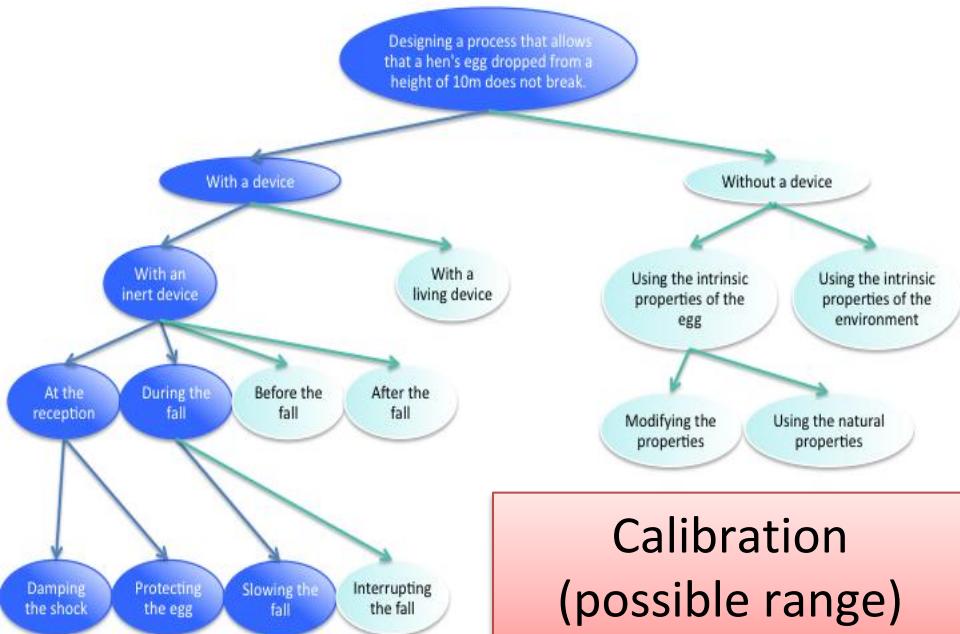


"You are a designer and you are asked to propose as many original solutions as possible to the following problem:

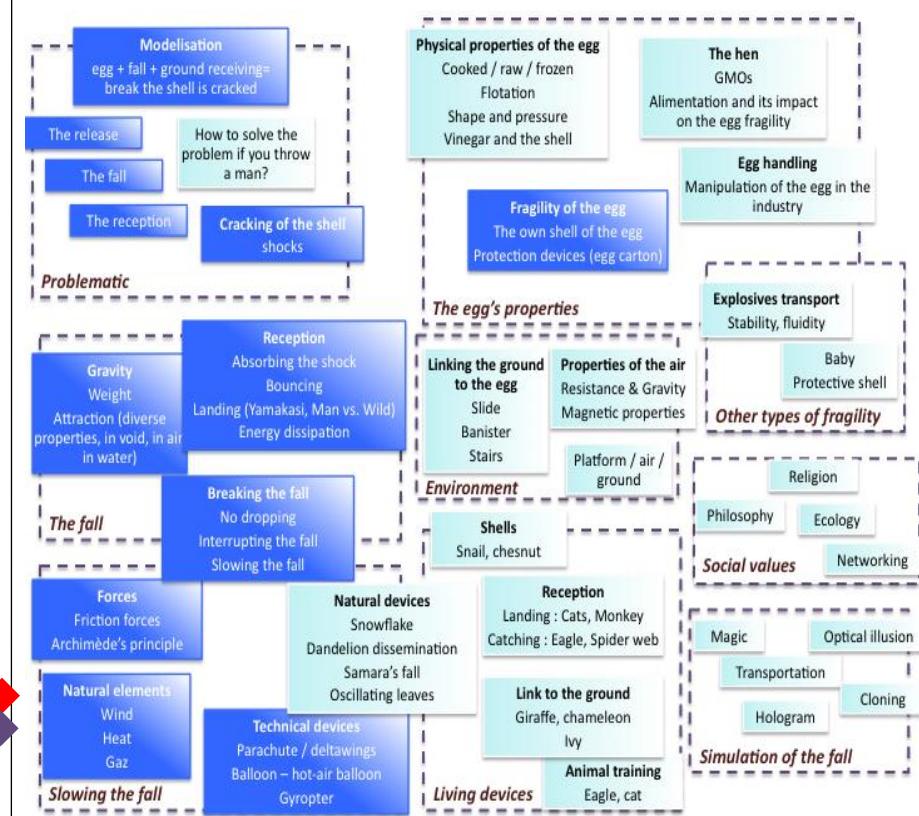
Ensure that a hen's egg dropped from a height of 10m does not break."

Determining fixation path using C-K reasoning

C space



K space

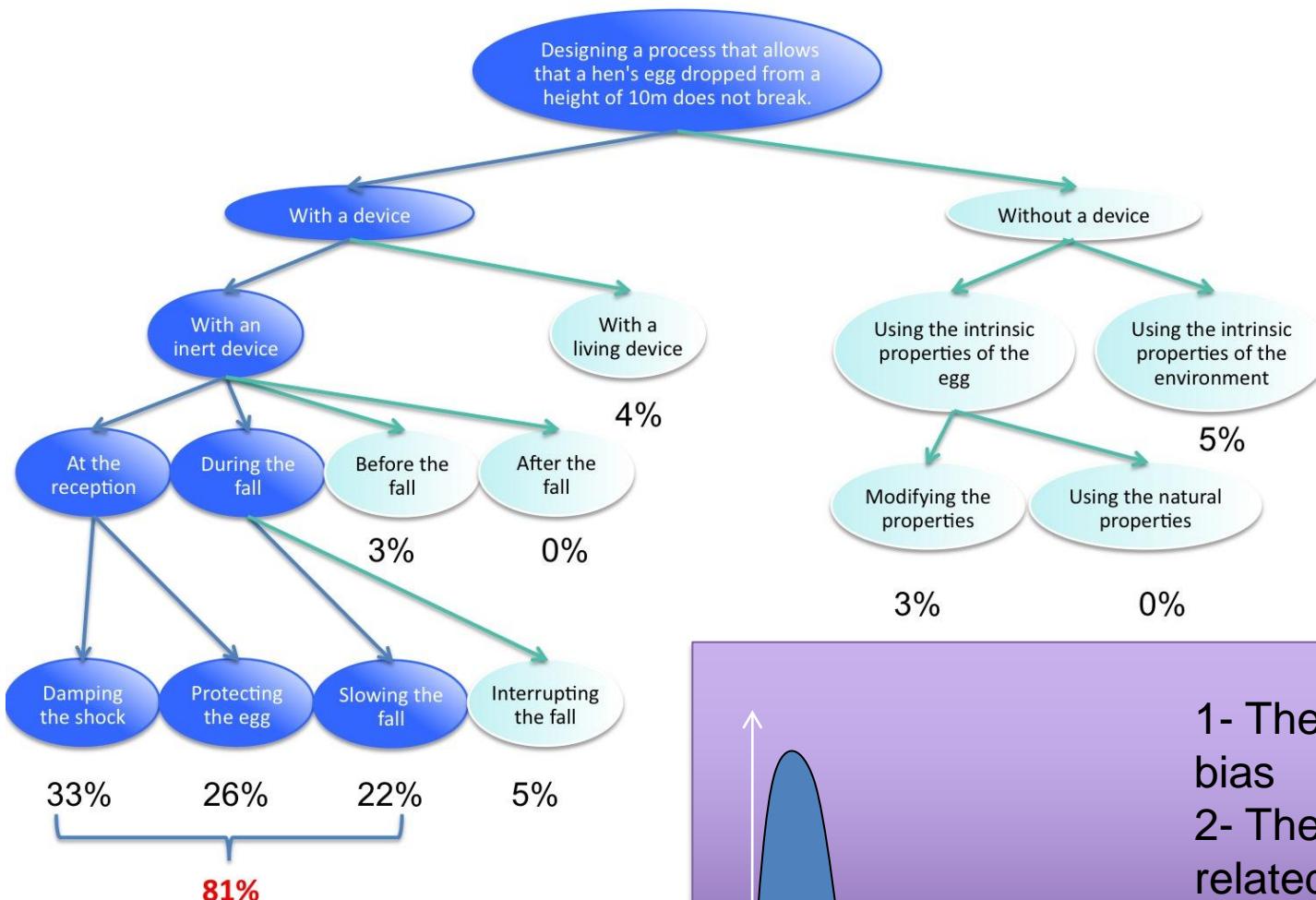


Restrictive reasoning

Expansive reasoning

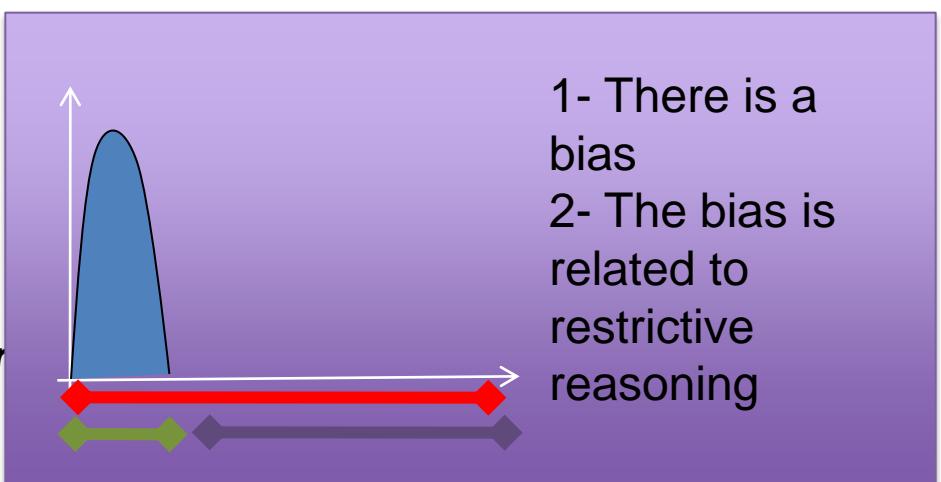
Fixation path in the C-space and in the K-space

(1) Natural distribution of solutions of a design task

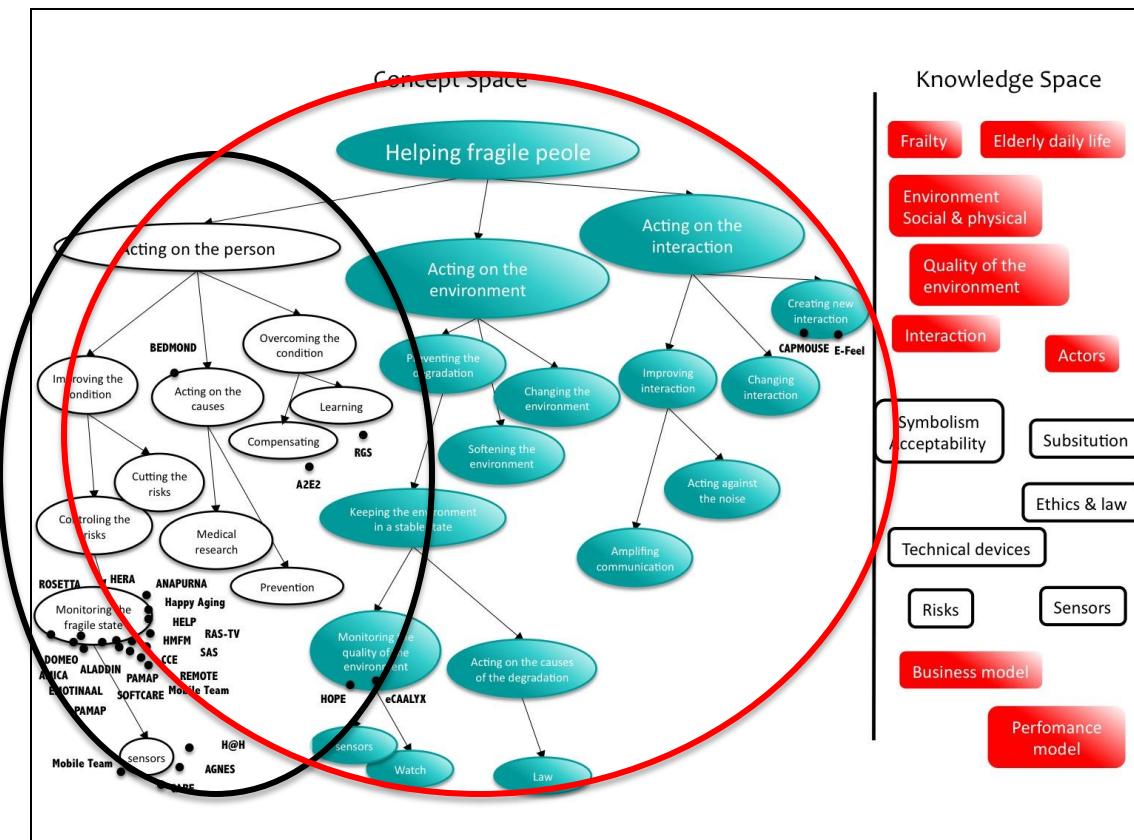


**Result 1 : the paths identified as fixations
the fixation effect for adults**

- 1- There is a bias
- 2- The bias is related to restrictive reasoning



C-K referential on ICT for autonomy in Rhône-Alpes region



A C-K referential helps to diagnose the gap between reality and expectations, and provides a way to objectify the distance between attainable exploitation and possible exploration

ATTAINABLE EXPLOITATIONS



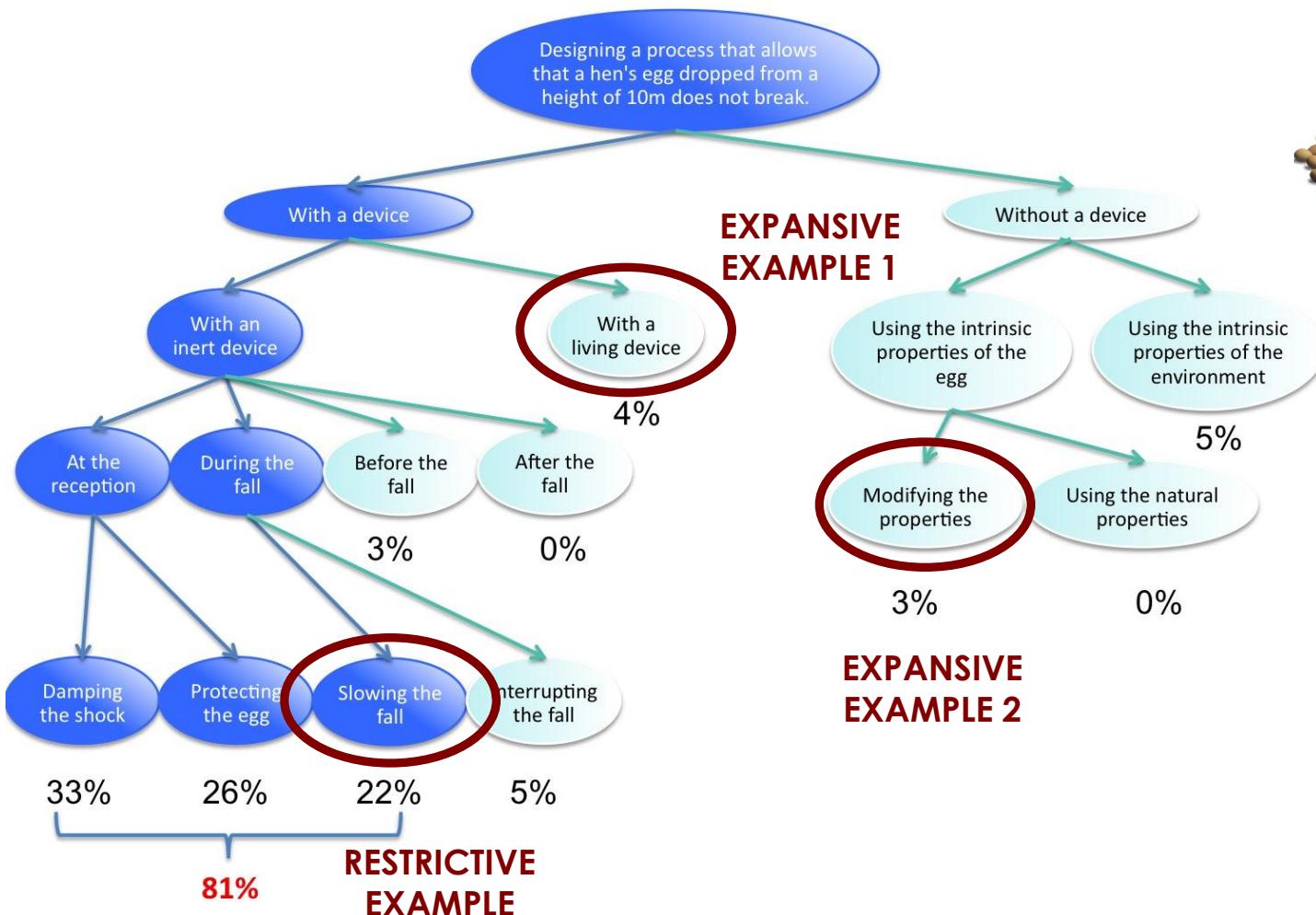
Known competences and skills
Established firms and interactions with partners
Stable identity of the objects

EXPECTED EXPLORATIONS



Re-discussing the identity of the objects
Exploring new ideas
Involving new actors

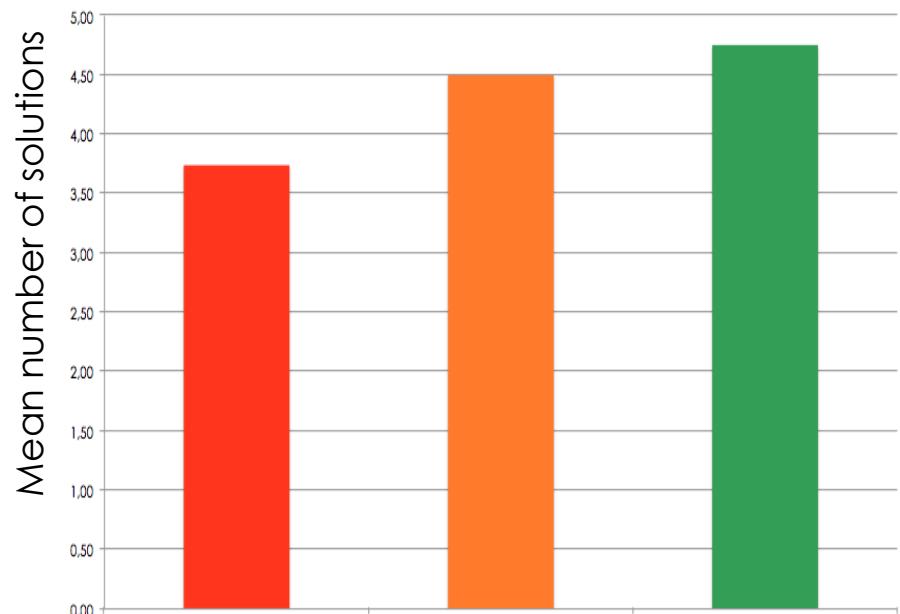
(2) The impact of examples on creativity



Do examples belonging to the fixation path and examples belonging to expansive paths have an opposite effect on participants' ability to generate creative ideas ?

(2) The impact of examples on creativity

NUMBER OF SOLUTIONS AND OF CATEGORIES



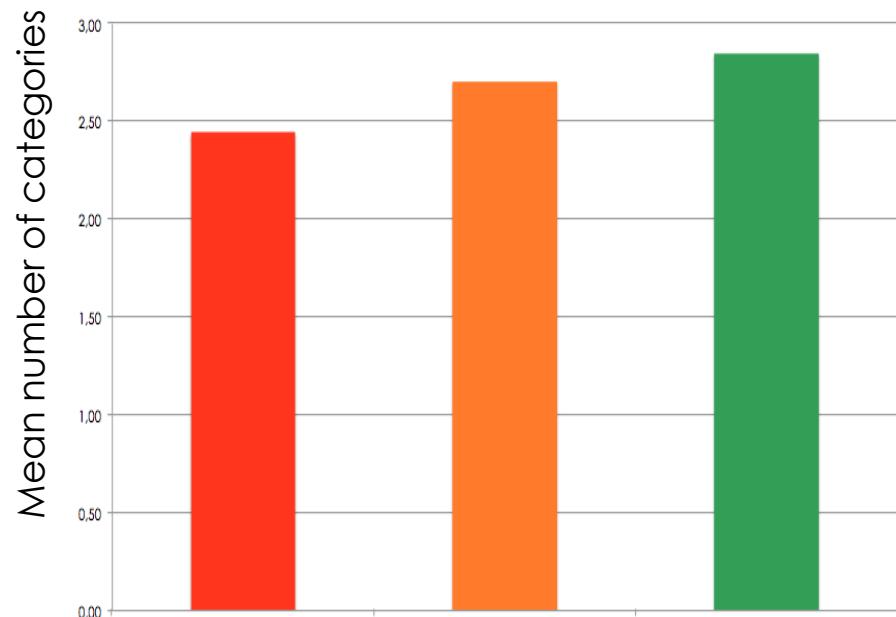
Restrictive
example



Without
example



Expansive
example



Restrictive
example



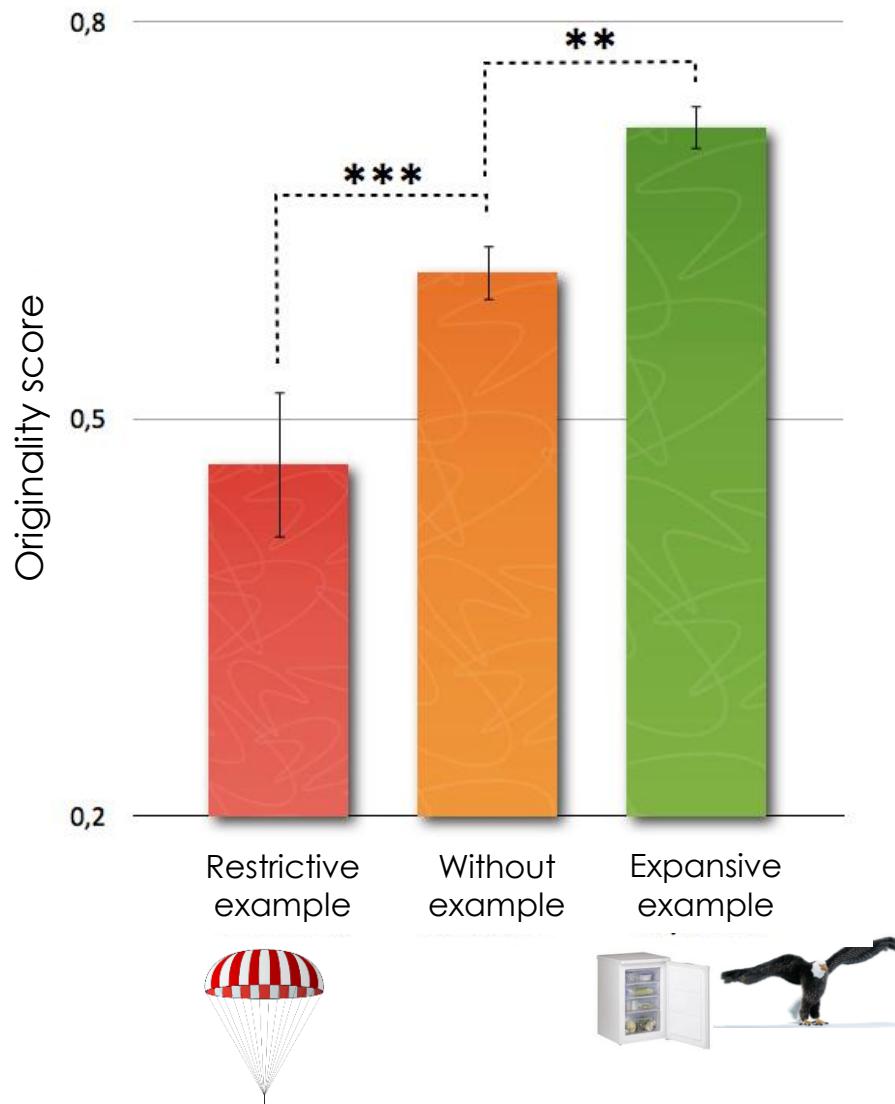
Without
example



Expansive
example

(2) The impact of examples on creativity

ORIGINALITY SCORE



(4) The impact of training on creativity

STUDY 5 : The impact of a design training

Population: 14 PhD students from Paris Universities and Grandes Ecoles

Pre-test

1 week training (35 hours) on innovative design and C-K theory.



- identifying fixation effects
- using expansions to overcome them

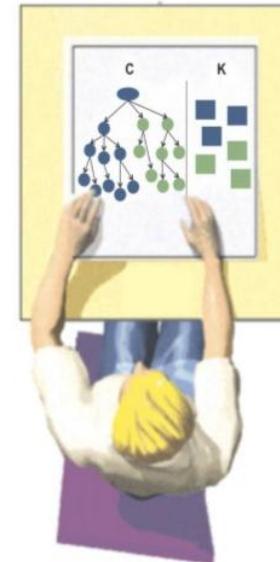


Post-test

Population: 20 PhD students from Paris Universities and Grandes Ecoles

Pre-test

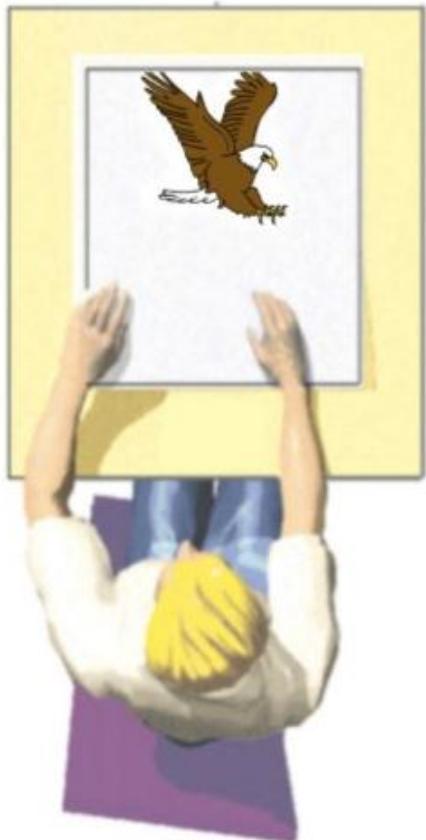
CK training



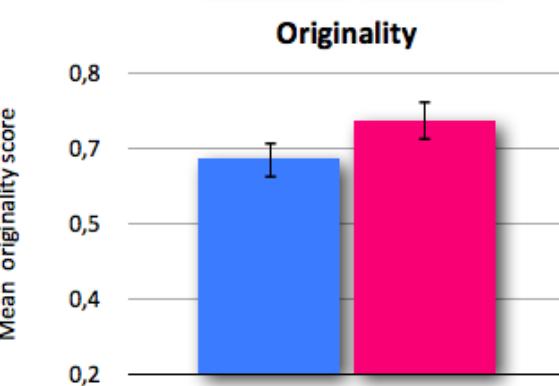
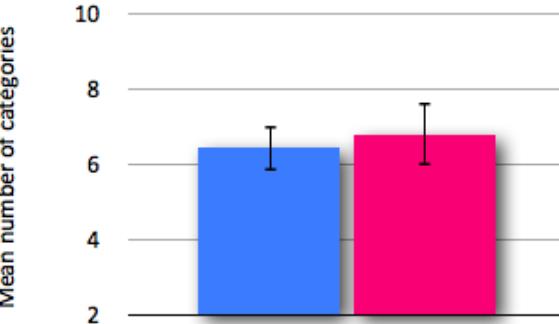
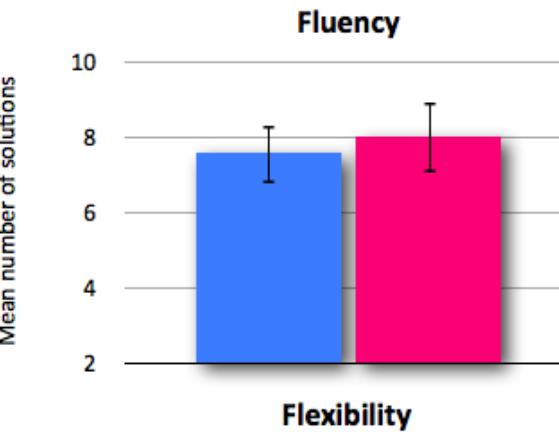
Post-test

(4) The impact of training on creativity

Control group

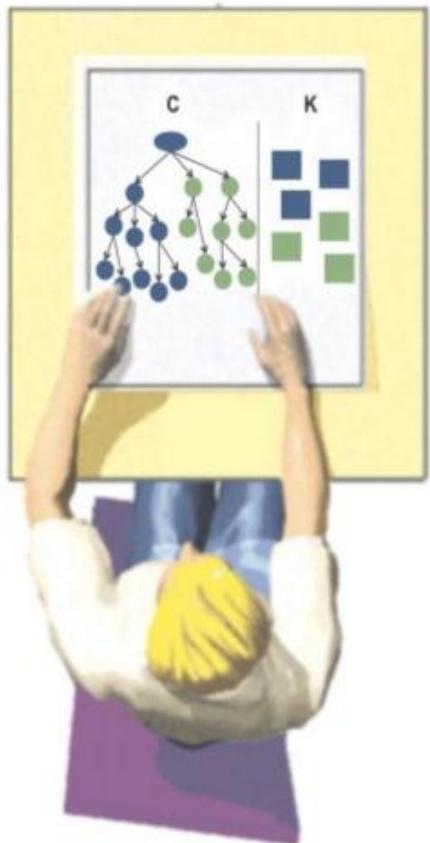


Pre-test Post-test

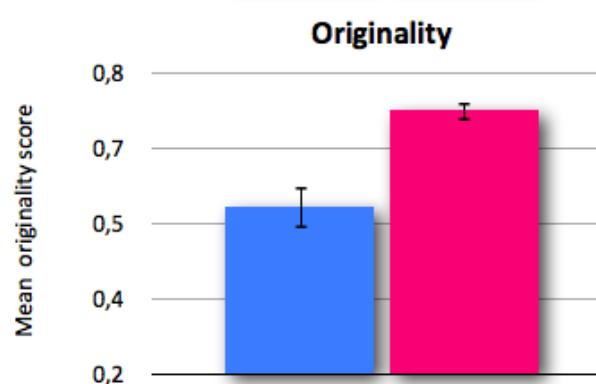
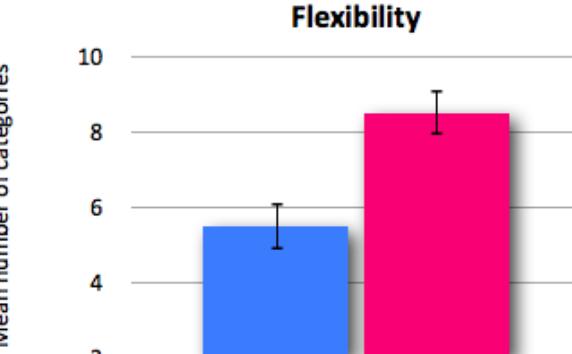
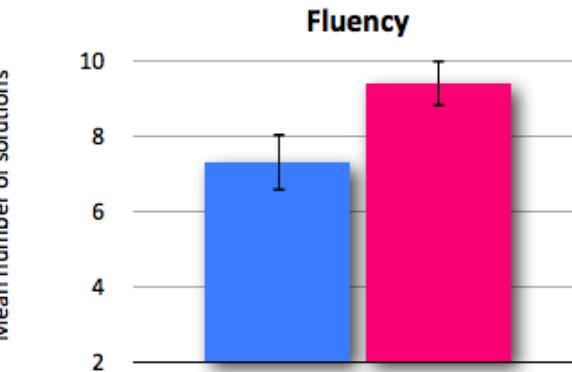


(4) The impact of training on creativity

CK training

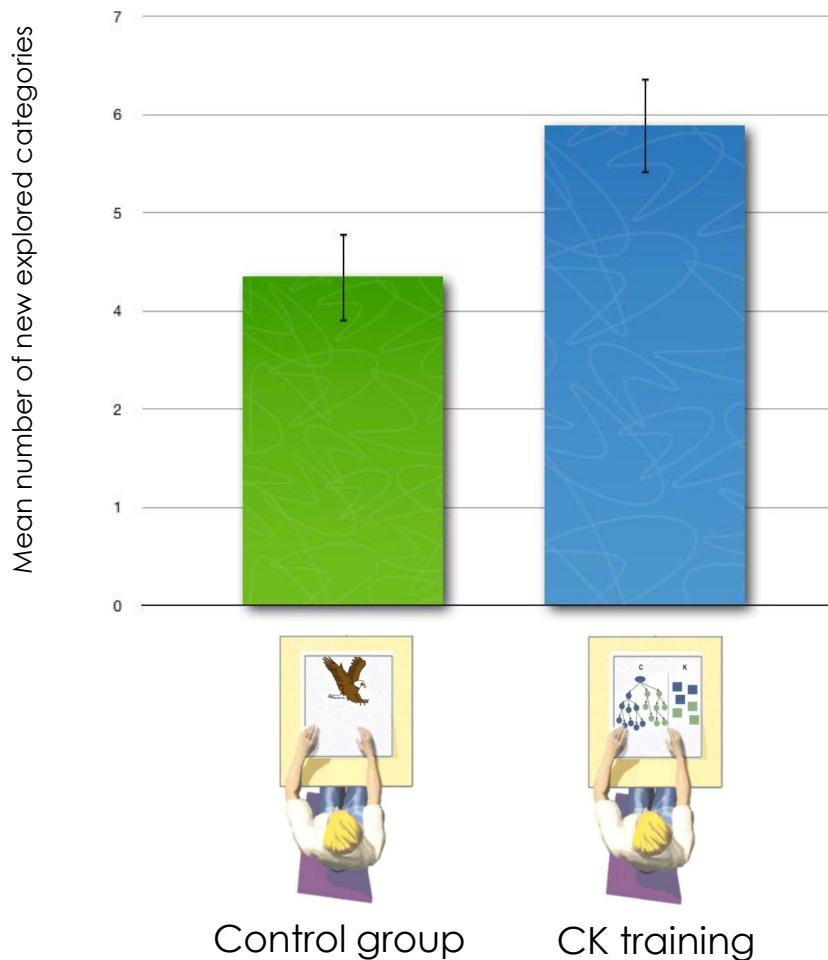


Pre-test Post-test



(4) The impact of training on creativity

Conclusion of Study 5



Result 5 : the solutions proposed by the group exposed to expansive examples were less original than those given by the group trained with a design methodology.

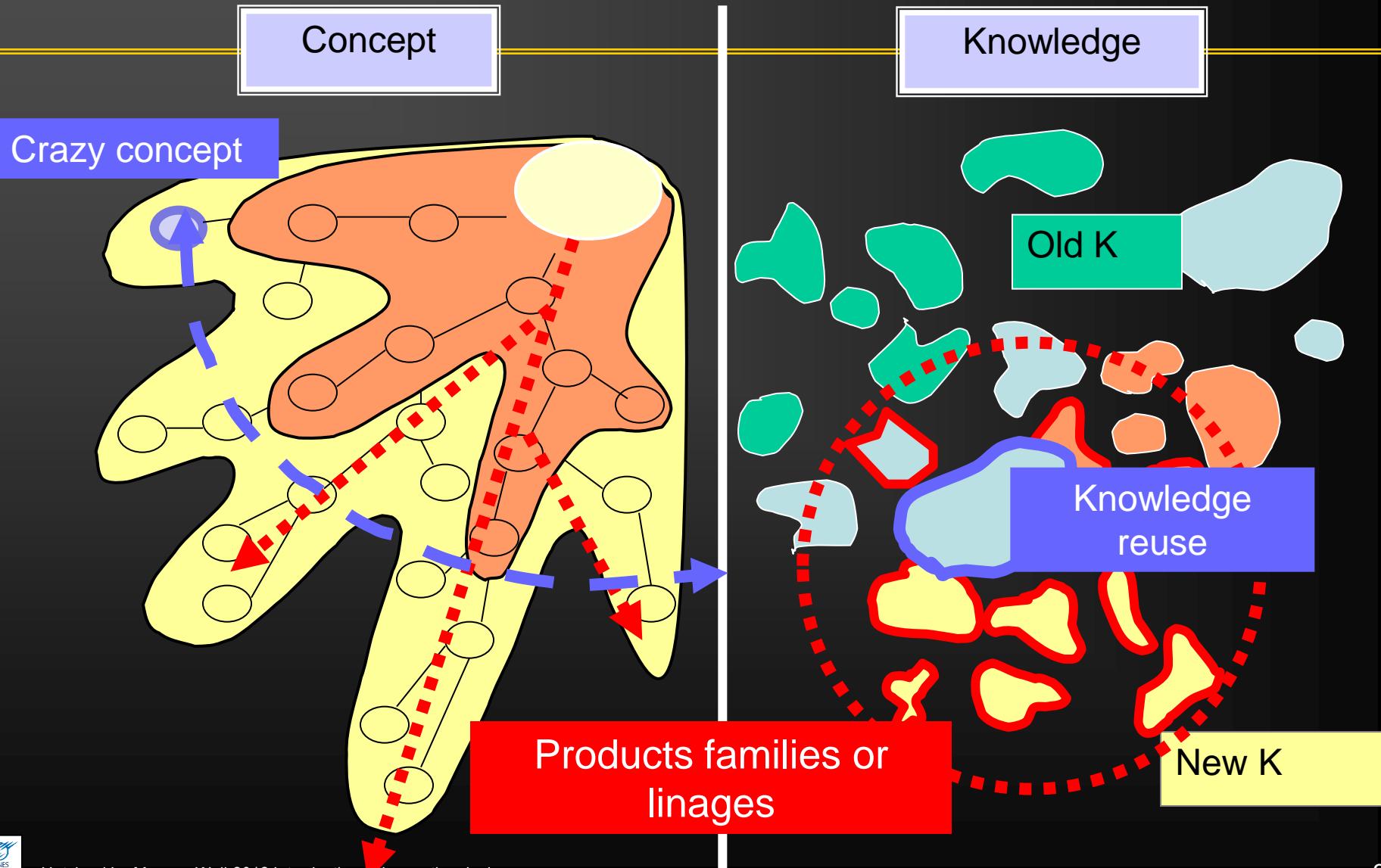
C-K to support
collective
innovative
design

Diagnosis of individual
fixations – « de-fixation » by
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Monitor and tune the
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**Collaborative Design
processes : KCP method**

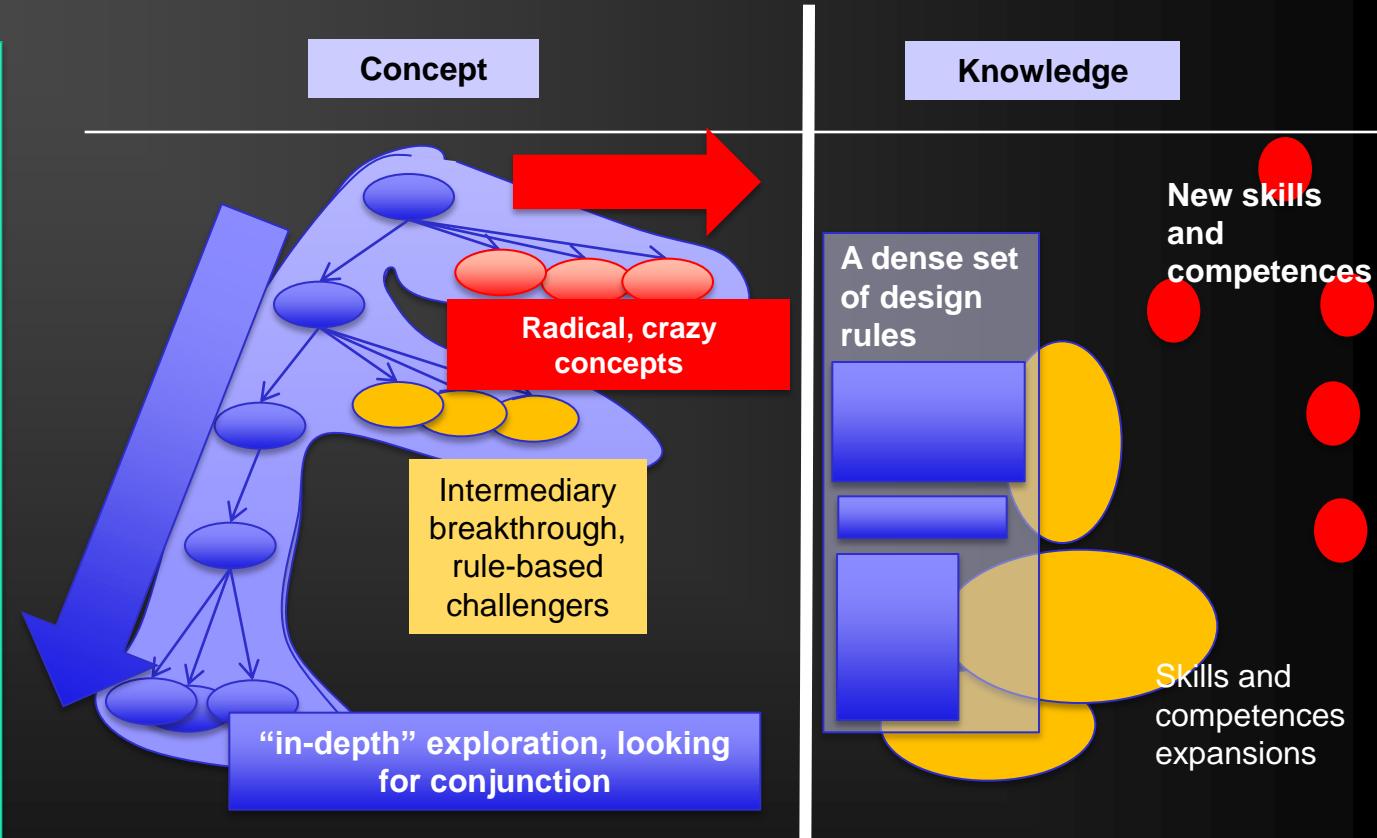
C-K theory explains crazy concepts and knowledge reuse



C-K implications: tuning the level of disruption!

On a given innovation field :

- In-depth exploration (complex Concepts, dense Knowledge)
- In-breadth exploration (original Concepts, large archipelago of knowledge)



Beyond the system boarders: rediscussing the heredity of objects

Brogard Joanny 2010

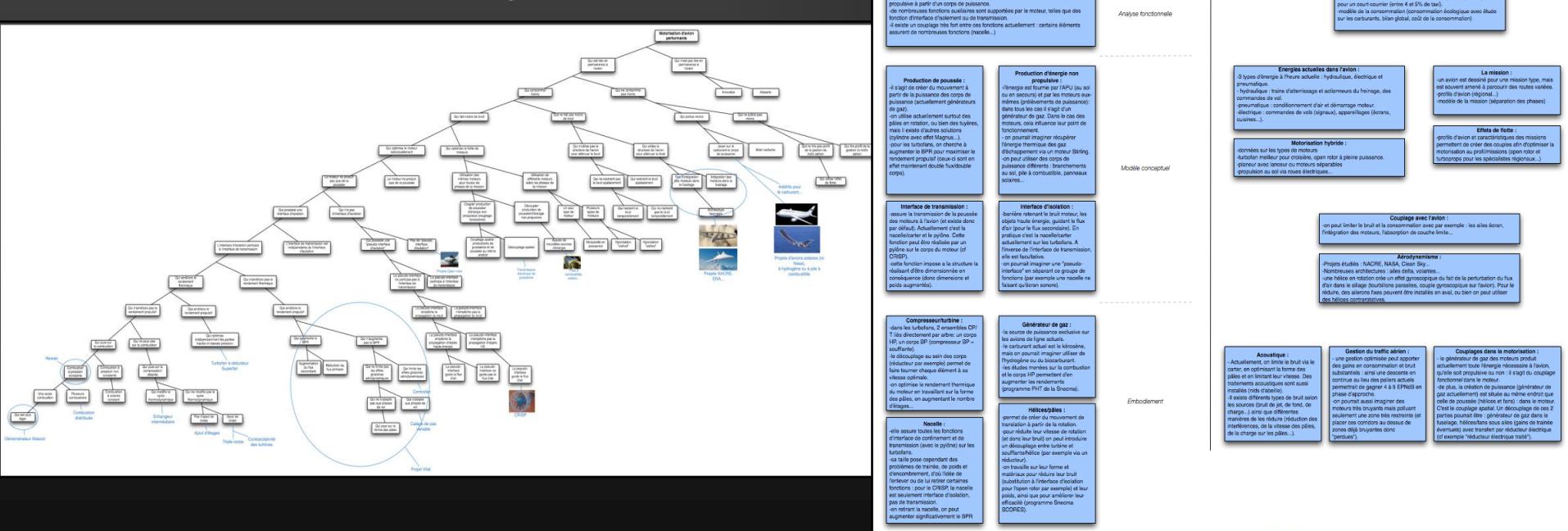
From a
« solution »...



Concept

... to a field extension

Knowledge



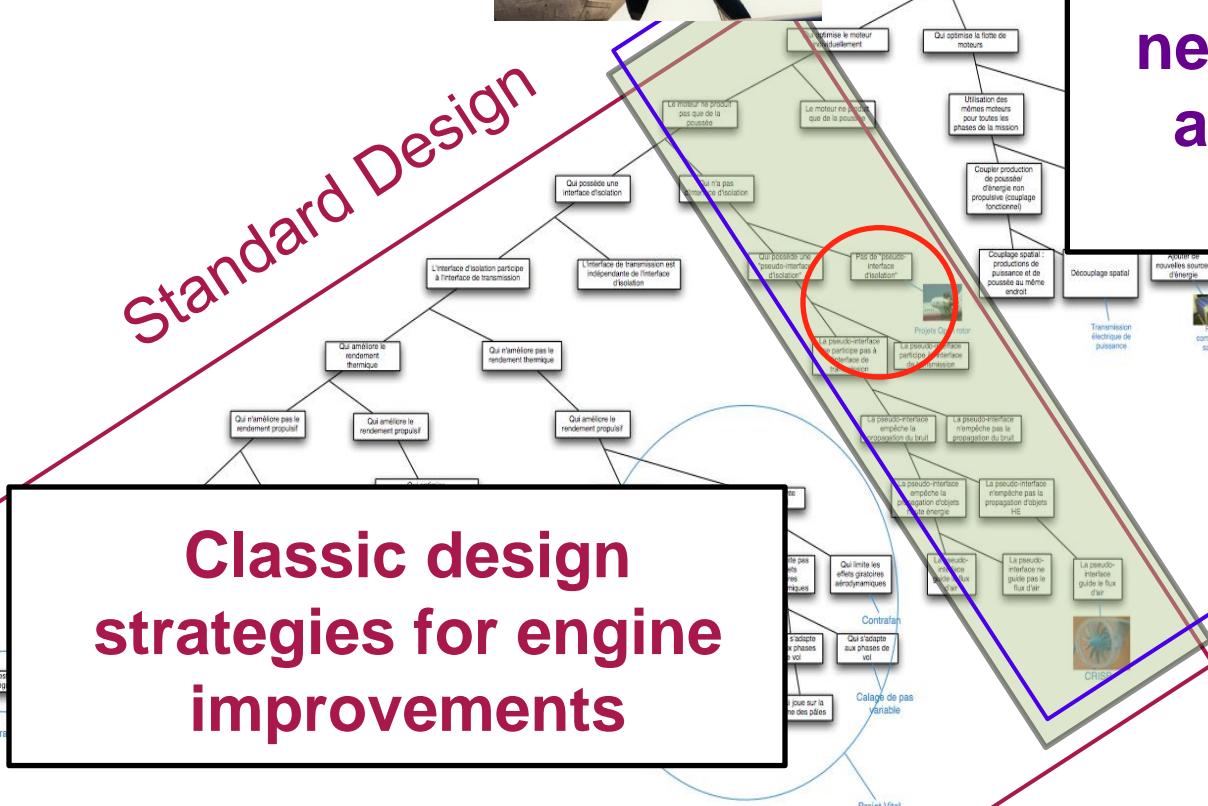
new K for
motorist

Position the “open rotor” in the innovation field of “engines for green flights”

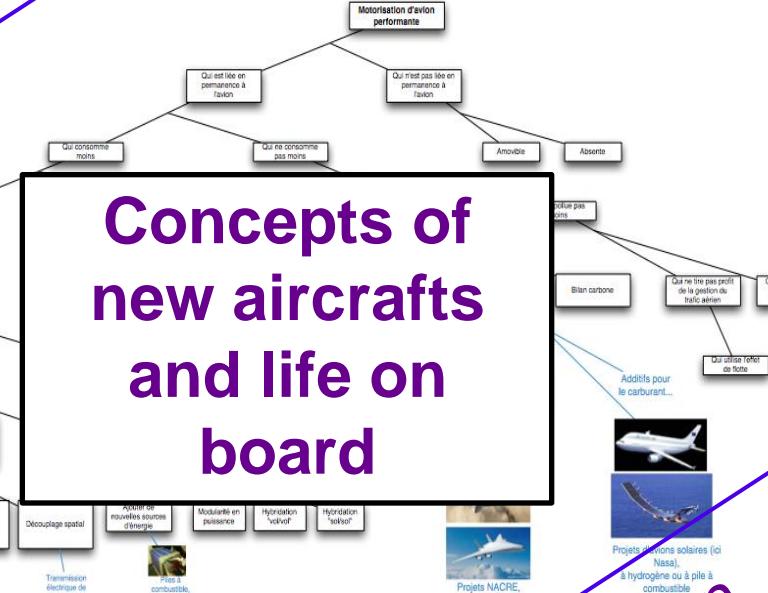


Standard Design

Classic design strategies for engine improvements



Concepts of new aircrafts and life on board

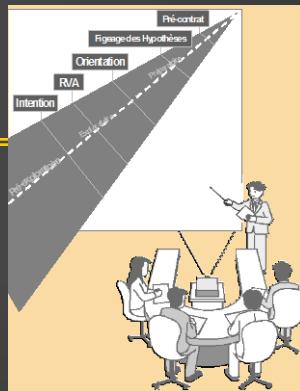


Innovative design

An interpretative and guiding method

Rule-based design

Expansions in C and K are limited



Innovative design

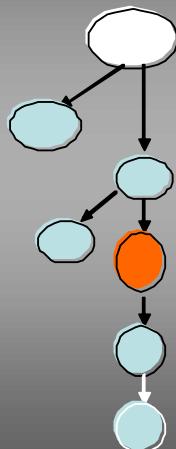
Expansions are important in C and K



C-K expansions : type 1

Concept

Knowledge



Old K

New K

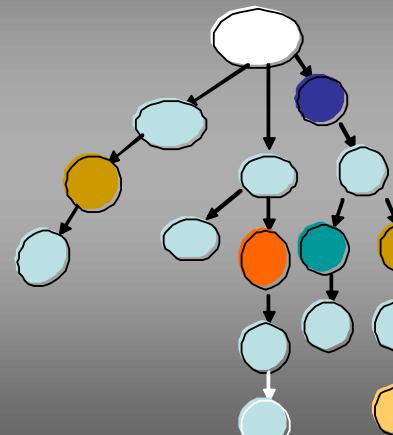
EURAM05 hatchuel/Levent

18

C-K expansions : type 2

Concept

Knowledge



Old K

New K

EURAM05 hatchuel/

19

Evaluation criteria:
Quality, Cost, Delay

Evaluation criteria: Variety, Value,
Originality, Robustness

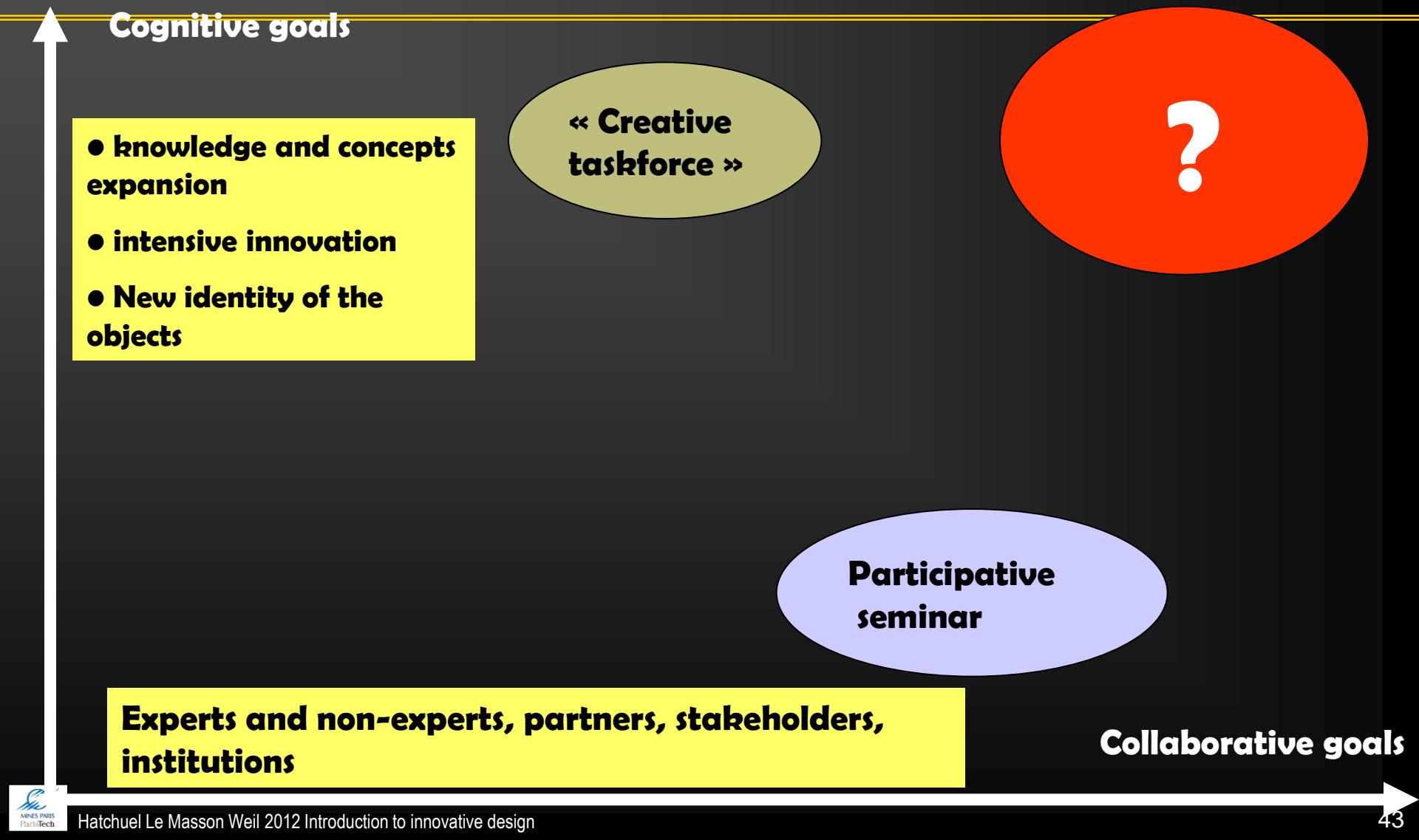
C-K to support
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Diagnosis of individual
fixations – « de-fixation » by
provocative examples

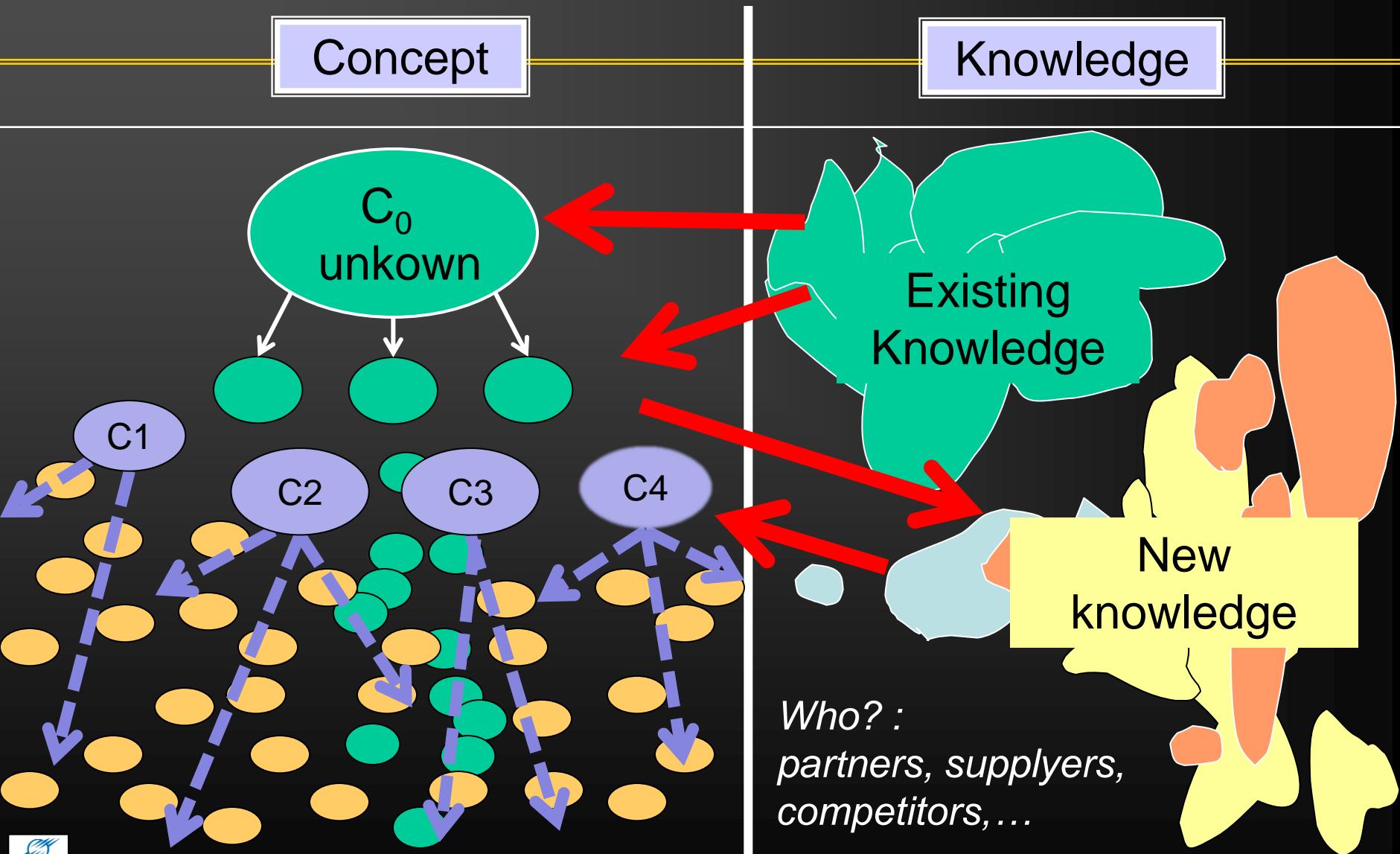
Monitor and tune the
innovative design strategies

**Collaborative Design
processes : KCP method**

One method for organizing collective innovative design: KCP®

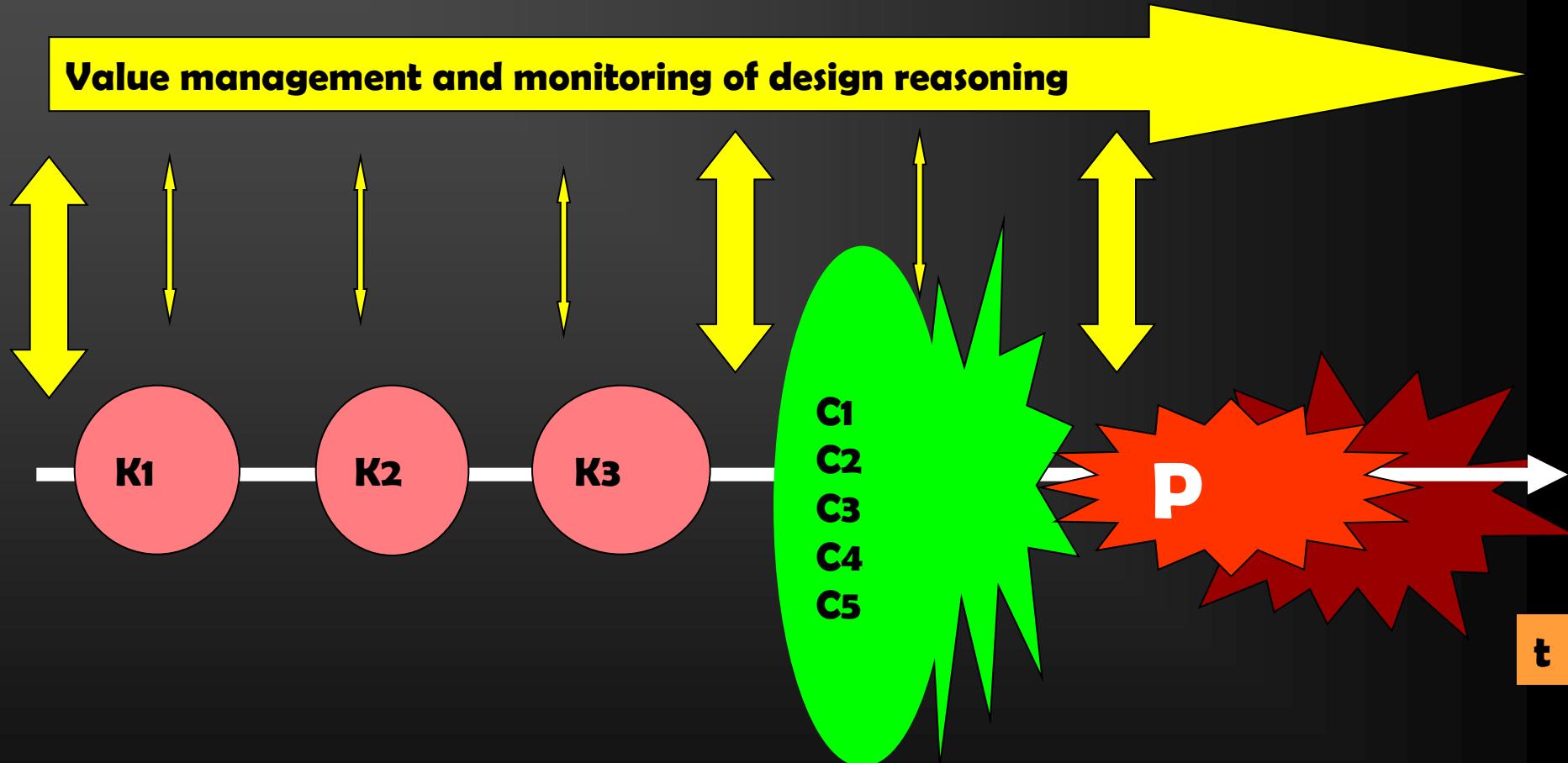


C-K theory and KCP workshop: approximate collectively the design expansion



KCP workshops: steps and steering

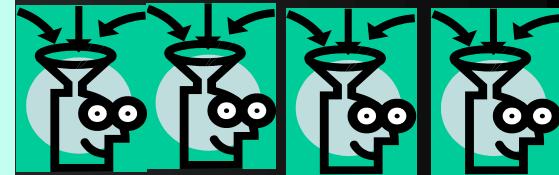
Value management and monitoring of design reasoning



KCP principles

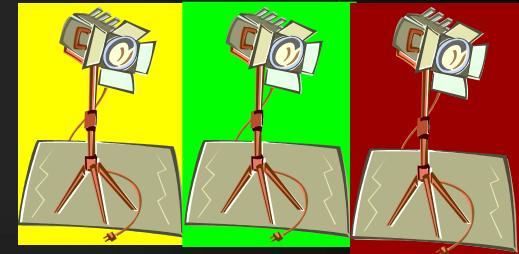
K : State of the « challenging art »

- Stop looking for solutions, avoid creativity and debates without knowledge
- Integrate and share new knowledge, from science to social...
- Provocative examples from other industries
→ prepares revision of traditional concepts



C: Maximizing expansion and rule-breaking

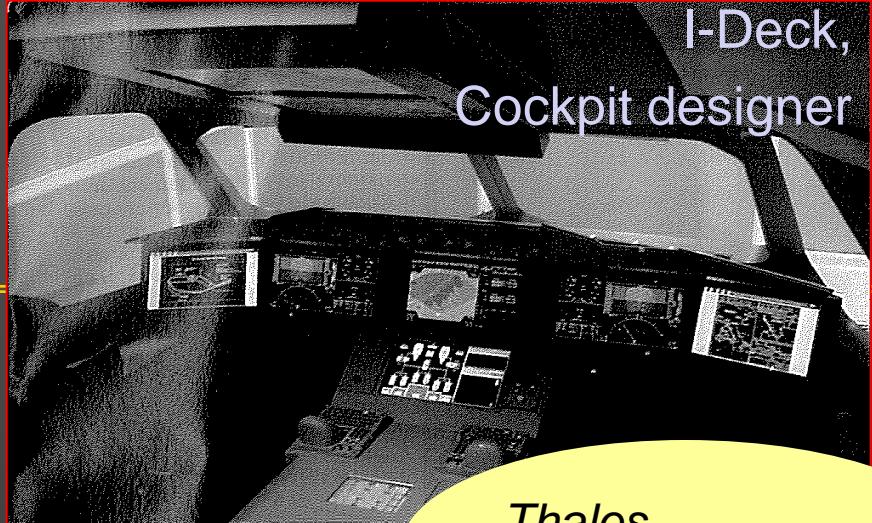
- Identify « C-projectors » (parallel expansions no competition between concepts)
- team work on each C-projector
- Sharing and reformulation across teams



P : Building an innovative design strategy (proposals, projects, prototypes...)

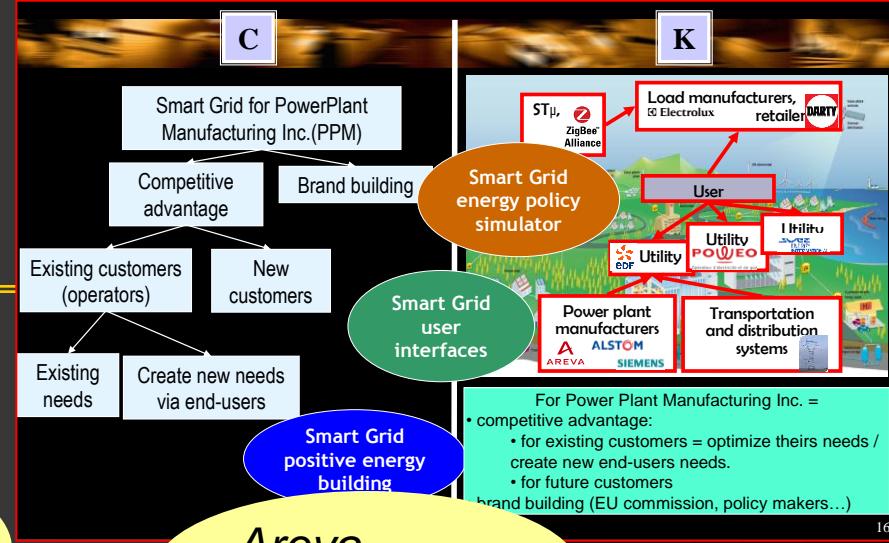
- Building a design strategy : new objects, new offers, new research questions, prototyping, demonstrators,....
- New networks building for an ecosystem of innovation





I-Deck,
Cockpit designer

*Thales
Cockpit of the future*



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*RATP
“walking”*

*Turbomeca,
stratégies
“vertes”*

- 2.0 city
- « Walking » constellation
- « Walking » station,....
- Meta-mode...



*Vallourec
After Thread*

collection stratégie et management dirigée par Albert Savioz

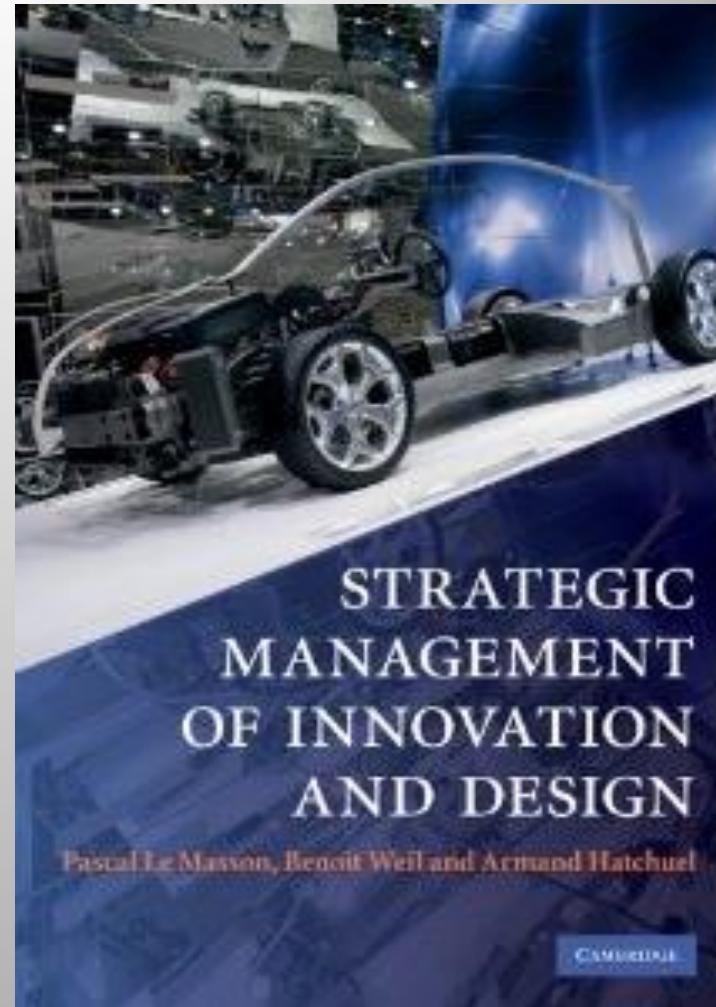
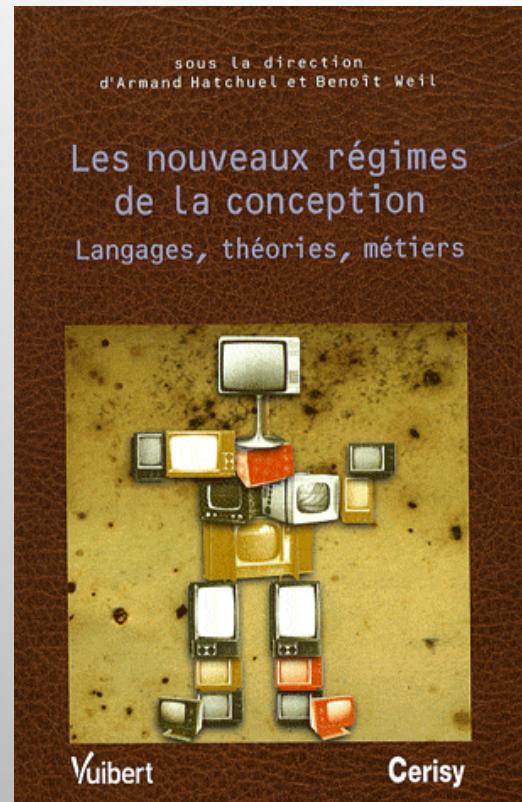
Les processus d'innovation

*conception innovante
et croissance des entreprises*

Pascal Le Masson
Benoit Weil
Armand Hatchuel

préfaces de Paul Rivier et Marc Maurer
postface de Jacques Lacambre et Dominique Levent

Lavoisier



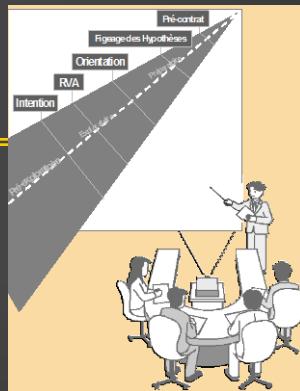
Papers available at :

<http://www.cgs.ensmp.fr/design>

An interpretative and guiding method

Rule-based design

Expansions in C and K are limited



Innovative design

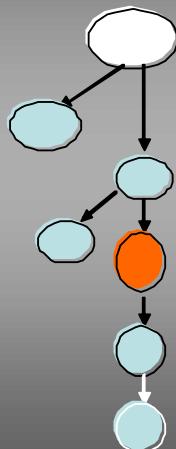
Expansions are important in C and K



C-K expansions : type 1

Concept

Knowledge



Old K

New K

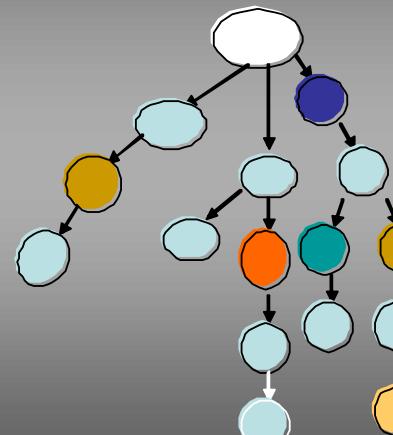
EURAM05 hatchuel/Levent

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C-K expansions : type 2

Concept

Knowledge



Old K

New K

EURAM05 hatchuel/

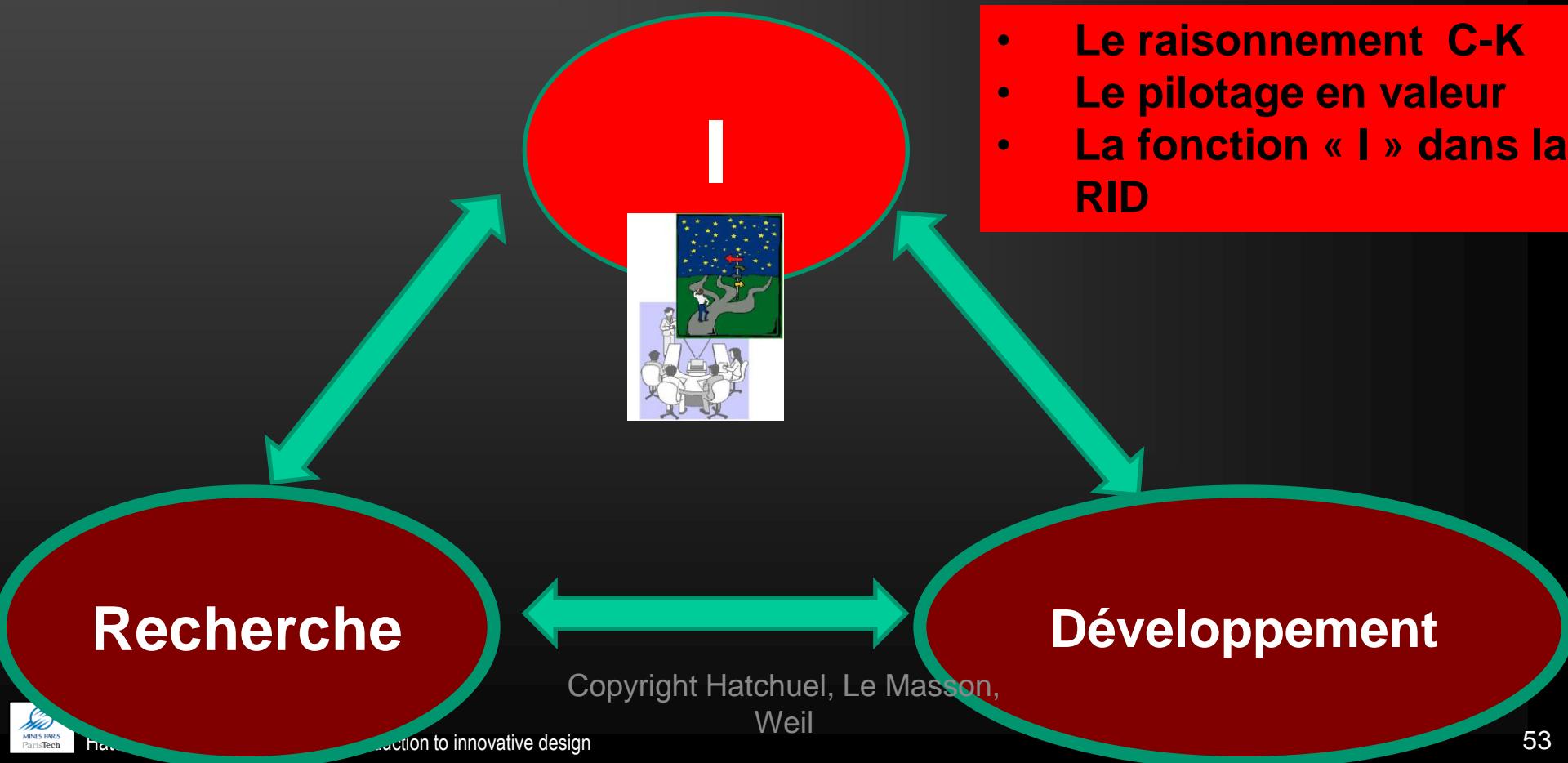
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Evaluation criteria:
Quality, Cost, Delay

Evaluation criteria: Variety, Value,
Originality, Robustness

Principes et management de la Conception innovante

Ni Recherche, ni Développement, mais un processus R, I, D



Le management de la conception innovante

	Recherche (R)	Conception innovante (I)	Développement conc. réglée (D)
Mission / reporting	Problématique scientifique précise	Structurer et piloter un champ d'innovation/ comité « I »	« Cahier des charges
objectifs	Connaissances validées	Stratégies de conceptions (C-K, KCP, platforms, lineages...)	Critères ex ante de réalisation du Project
Ressources	Laboratoires, universités, littérature...	Groupes, réseaux Communautés d'exploration et management en valeur	Equipe Projet, jalons décisionnels
Horizon	Dépend des techniques d'investigation	Flexible, Contingent & stratégique (strategic milestones)	planifié
Valeur Economique	Valeur de la question	Valeur des options stratégiques + rentes d'apprentissages et de répétition	Valeur du Projet selon modèle d'entreprise
Leadership	Chercheur	« I » leader	Project manager