

INNOVATIONS IN TOY INDUSTRY: DESIGN YOUR PLAY

WERDE TEIL DES IBUS H2020-PROJECT in PADERBORN



Industrie-Workshop presented by



19. September 2017
14:00 Uhr

DMRC
Mersinweg 3
33098 Paderborn



h2020ibus.eu
@designibus

Einfach, schnell und sicher: Nachfrageorientierte individualisierte Spielzeuge



WORKSHOP AGENDA

19. September 2017: 14:00 Uhr



Workshop Sprache: ENGLISCH

DMRC, Mersinweg 3, 33098 Paderborn

Time	Topic	Speaker
14:00	Begrüßung am DMRC der Universität Paderborn	Prof. Dr.-Ing. Rainer Koch (Paderborn University – C.I.K.)
14:10	Motivation und Ziele des Projektes iBUS Platform-Konzept, 3D-Druck, Individualisierung und Spielzeugsicherheit	Con Sheahan (University of Limerick)
14:40	Interactive Session: Who is who? Vorstellungsrunde der Teilnehmer	Alle Teilnehmer
15:10	3D-Druck / Additive Fertigungsverfahren Was kommt nach dem Hype? Der Weg zur wirtschaftlichen Anwendung	Christian Lindemann (DMRC)
15:30	<i>NETWORKING COFFEE</i>	
16:00	Rechtliche Aspekte der Additiven Fertigungsverfahren Chancen und Risiken des 3D-Drucks aus rechtlicher Perspektive	Prof. Dr. Stefan Müller (Paderborn University)
16:20	Sicherheit von Spielzeugen Wie wirken sich 3D-Druck und die Individualisierung aus?	Suny Martinez (AIJU)
16:40	Marktanalyse: Bedarf an individualisierten Spielzeugen in der EU Was wird nachgefragt? Wie hoch ist die Zahlungsbereitschaft?	Dermot McInerney (University of Limerick)
17:00	Interactive Session: iBUS – Auch ein Modell für Ihre Produkte und Anforderungen?	Teilnehmende Unternehmen
17:30	<i>CLOSING; AFTERWARDS NETWORKING COFFEE</i>	
18:00	PROTIQ – Erfahrungen aus der industriellen Praxis Additive Fertigung und Rapid Tooling im Einsatz	Johannes Lohn (PROTIQ)
18:30	Optional: Führung durch das DMRC 3D-Druck Labor	DMRC Mitarbeiter

Anmeldung

Teilnahme ist kostenlos



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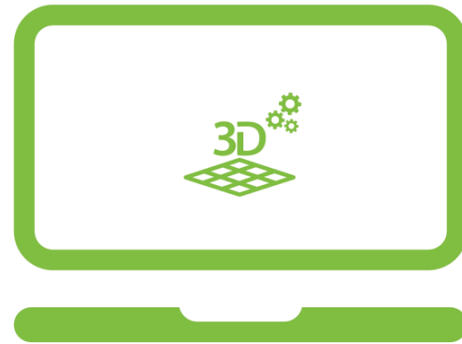
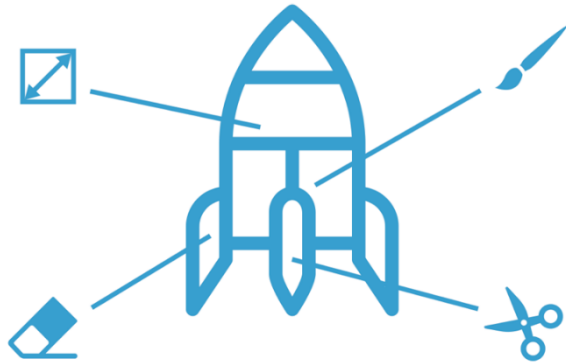
Bitte folgen Sie dem QR-Code / Link

oder senden Sie eine eMail an
ulrich.jahnke@uni-paderborn.de



Kurzportrait des Projekts: iBUS

Integrated business model for customer driven custom product supply chains



The H2020 iBUS project will develop an integrated business model for customer driven custom product supply chains.

The overall objective for iBUS is to develop and demonstrate by 2018 an innovative internet based business model for the sustainable supply of traditional toy and furniture products that is demand driven, manufactured locally and sustainably, meeting all product safety guidelines, within the EU. The iBUS model focuses on the capture, creation and delivery of value for all stakeholders – consumers, suppliers, manufacturers, distributors and retailers.

The main focus of iBUS is to drive sales for EU traditional toy and furniture manufacturers by leveraging internet based technologies, focusing on safe products, quality, design and innovation.

In this new iBUS model consumers become designers, designing, customising and placing orders for their own products online in the iBUS cloud. They will be supported by embedded services in iBUS, developed in the main by SME Technology providers. These services include augmented reality design assistants, design verification tools for compliance with EU product safety guidelines, analysis of environmental footprint and prototyping with additive layer / 3D printing.

Subsequently, parametric engineering design principles will take the design from concept to demand. This demand will then be synchronised and optimised across the supply chain, supported by the embedded supply chain optimisation tools, to produce sustainable demand driven production and supply plans.

Manufacturers will then produce the furniture and toys in small scale series production driven by the actual customer demand. Suppliers will have visibility of, and make decisions based on, end-customer demand. Likewise customers will have visibility of their orders through all stages of production and delivery. The infrastructure will be cloud based using internet and social media technologies, allowing interaction and collaboration, but also accessible to home-based or small business users, promoting social inclusion.

