

Current Trends of Corporate



Driving for success in a corporate world

Agenda

- Introductions
- Topics of discussion
- Q&A

Introduction to the Panelist

- Facilitator: Vince Jesus, Microsoft Corp
 - 24 yrs experience
- Bruce Willey, Ziba Design
 - Tbd experience
- Lanson Emerson, Garmin International
 - Tbd experience
- Robert Schneider, Whirlpool Corp.
 - 32 yrs experience
- Patrick Marr, Hasbro
 - 25 yrs experience
- Don Fardie, Hasbro
 - 37 yrs experience
- Marc Millspaugh, Hasbro
 - 30 yrs experience
- Peter Mack, Steelcase, Inc
 - 26 yrs experience
- Julie Chen, Payette
 - Tbd experience
- Mark Noordman, Motorola
 - 13 yrs experience



Topics of Discussion

- Staying relevant in our current economy.
- In house capability, both cutting edge and old school.
- Model Discipline (design, product development, engineering, tradeshow, concepts).
- Typical external capabilities desired from Partner Shops.
- Outsourcing: Point of View.

Staying relevant in our economy

- Partner with Incubation and Innovation teams.
- Bartering with external Design Firms.
- Developing Cost reduced methods for Models/Prototypes.
- Become Center of Excellence.
- Staffing using temp and vendors.

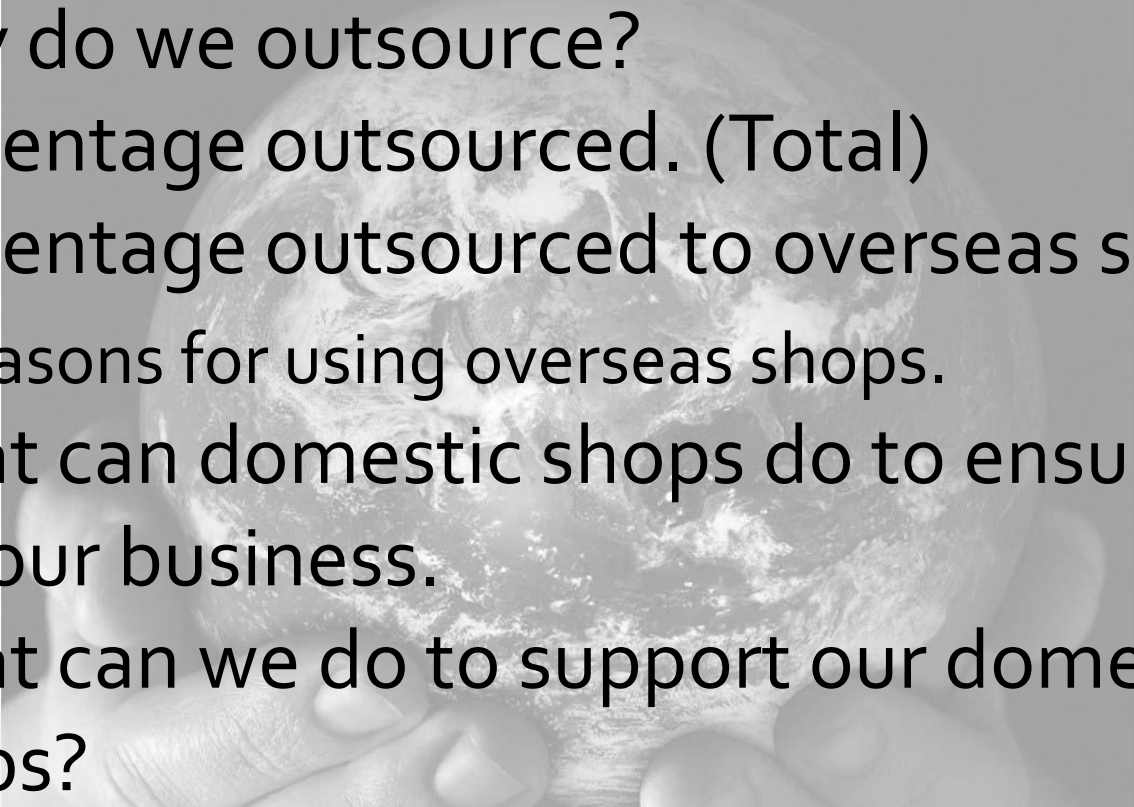
IN-house capabilities

- RP Systems
 - Objet
 - 3D Systems
- Casting
- Traditional Machining
 - CNC
 - Milling/Lathing, etc...
- Finishes
 - Coating (painting)
 - Texturing
 - Material exploration
- Sheet Metal fabrication

External Capabilities

- Plating (VM, chrome)
- Metal finishes (Anodizing, sand blasting, honing)
- Graphics (Silkscreening, Dry Transfer, Vinyl Masking)
- Aluminum Extrusion
- CNC, 5-axis
- Sheet Metal fabrication

Outsourcing Point of View

- Why do we outsource?
 - Percentage outsourced. (Total)
 - Percentage outsourced to overseas shops.
 - Reasons for using overseas shops.
 - What can domestic shops do to ensure they get our business.
 - What can we do to support our domestic shops?
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Q&A