Project Design & Cost Management

- "Target costing is a structured approach to determine the life-cycle at which a proposed product with specified functionality and quality must be produced to generate the desired level of profitability over its life cycle when sold at its anticipated selling price<sub>1</sub>"
- Objective: "design costs out of products, not try to find ways to eliminate costs after products inter production,"

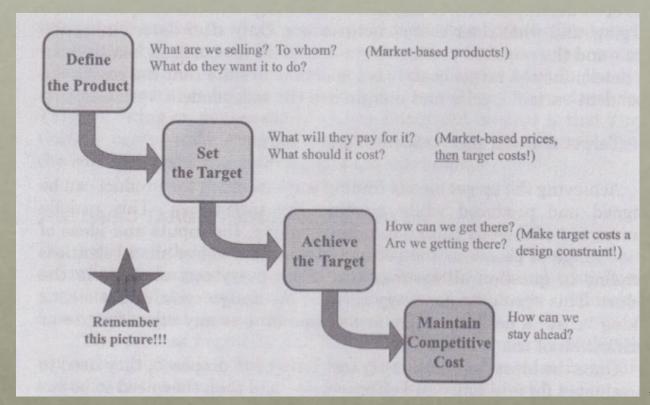
#### **Target Costing Process**

Define the Product

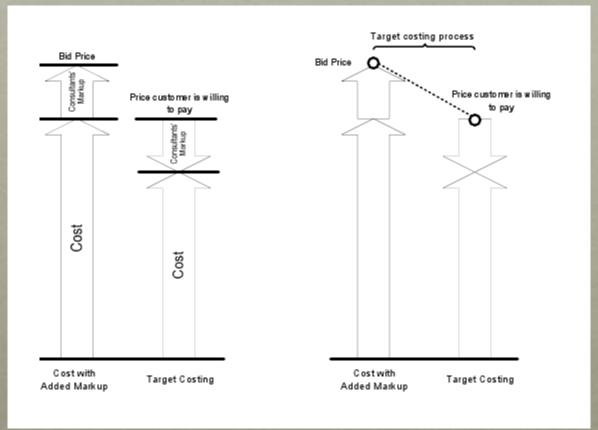
Set the Target

Achieve the Target

Maintain Competitive Cost<sub>2</sub>

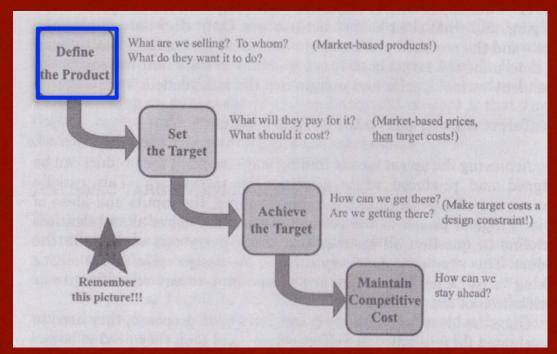


**Target Costing Overview** 



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## DEFINE THE PRODUCT

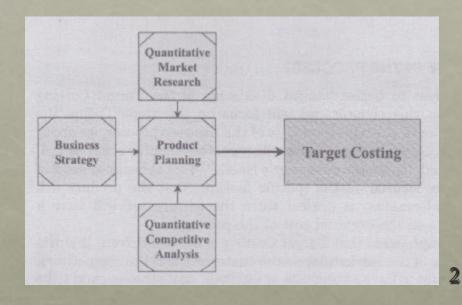


### DEFINE THE PRODUCT

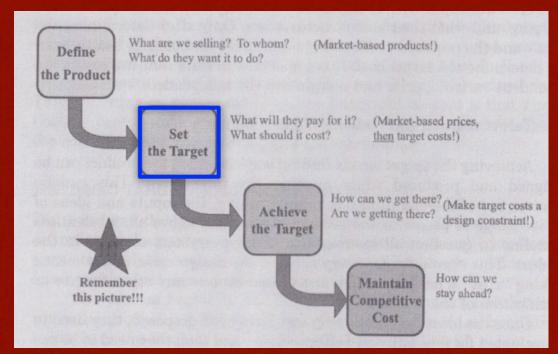
- Competitive Analysis<sub>2</sub>
  - Competitive Price and Feature
  - Competitor Cost Structure
  - Reverse Engineering
- Customer Knowledge<sub>2</sub>
  - Quantifying Needs
  - Conjoint Analysis
  - Feature/Price Data<sub>3</sub>
  - Attribute/Price Data<sub>3</sub>

- Marketing Research<sub>2</sub>
  - Provides quantitative info about customer needs/wants
  - Reveal unrecognized niches<sub>3</sub>
    - Public Information
    - · Analysts' Reports
- Product Planning<sub>2</sub>
  - Analyzing all three areas and determining what segment to concentrate on

## DEFINE PRODUCT



Influencing factors in Defining the Product



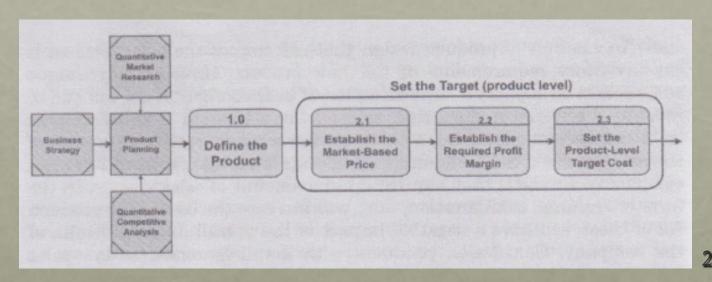
• Establish Price

Know Costs

• Determine Profit Margin

Develop Subsystems

Functional and Cross
Functional Groups



Setting the Target: Price, Margin, Cost

#### • Establish Price<sub>2</sub>

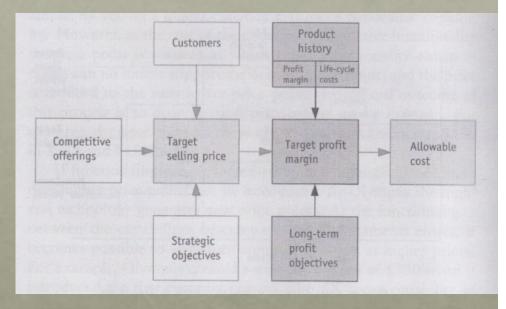
- Based upon the information gathered when defining the product
- Experience Curves

#### • Determine Profit Margin<sub>2</sub>

- Corporate profit expectations
- Competitive analysis
- Historical results

#### Know Your Costs<sub>2</sub>

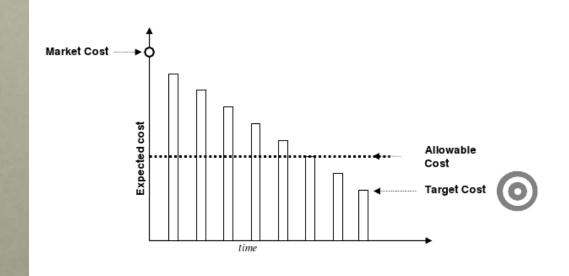
 Look at all factors significantly affecting product cost



Market Cost is a benchmark cost, cost for a comparable project<sub>4</sub>

Allowable Cost is the maximum allowable cost to be financially feasible<sub>4</sub>

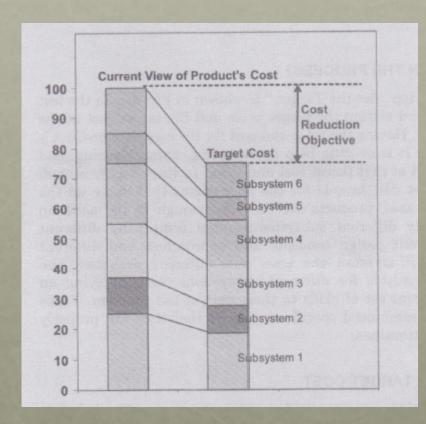
Target Cost is equal to the Target Price minus the Target Margin<sub>4</sub>



#### Subsystems<sub>2</sub>

Subdivide the Target Cost of the product into subsystems

- If the Target Cost is far below the estimated cost
  - Is it fair to forced each subsystem to equally reduce?
  - No, some subsystems are already as low as possible
- Target Cost of each subsystem linked to the customers' "perceived value" of the features provided by each subsystem
- Basic rule is to only include features customers are willing to pay for<sub>2</sub>



## SUBSYSTEMS

#### Process:

- Develop a list of features provided by your product
- Have customers rank them by their importance to the product (percentage)
- Multiply the importance percentage by the Target Cost and reveal the value of that feature to the customer
- Reveals the TC for each feature

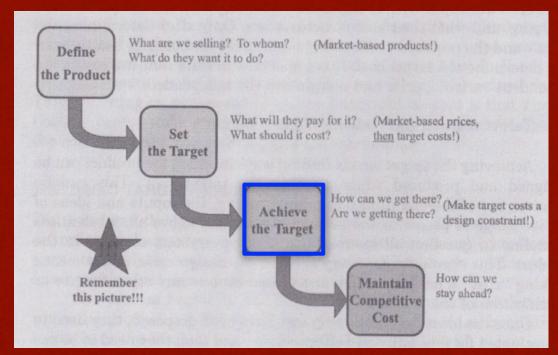
Customer Requirements	Customer Ranking			Relative	
	1 (not important)		5 (very important)		Ranking (%)
Coffee tastes and smells like espresso				5	20%
Easy to clean			4		16
Looks nice	2				8
Has 6+ cup capacity		3			12
Starts automatically at designated time			4		16
Works well with different coffee beans	1				4
Keeps the coffee warm		3			12
Automatically shuts off		3			12
Total					100%

## Functional Teams (Core Groups)<sub>3</sub>

- Focus on reaching the cost target for each of the subsystems
- Each team must know the product TC and each subsystem's TC
- Team sizes vary on complexity
- All work as one unit
- Experience shows benefit in including individuals outside the product or project
  - Provide Fresh Ideas
  - Better development and product road maps

## Cross Functional Teams<sub>3</sub>

- Develop initial product concept & test feasibility
- Steer the functional teams in the right direction
- Cuts time to market by reducing design reviews & engineering changes
- Maintains technical info and expertise that can be used to assist fictional teams
- Keep up with most recent developments and improvements
- Facilitates planning, design, and problem solving



 Compute and Decompose Cost Gap

Perform Cost Analysis
& Assign TC to
Functional Teams
(Core Groups)

Achieve Target Costs

#### Compute and Decompose Cost Gap<sub>3</sub>

- Current cost estimate based on current cost factors
- Gap between current market cost and the allowable cost decomposed by:
  - Life cycle
  - Value chain
- Findings show firms which areas are in need cost reduction efforts the most

- Life cycle
  - Total product cost broken up into categories from "birth" to "death"
  - Requires estimates from R&D, manufacturing, marketing, distribution, repairs and support, and disposal.

#### Value Chain

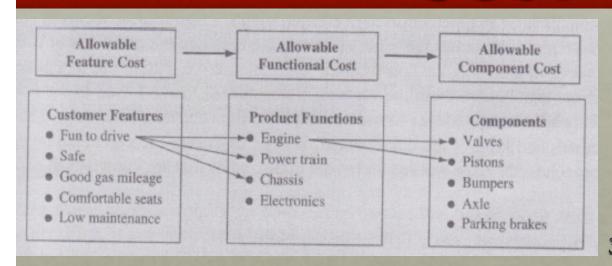
- Separates cost on whether incurred by firm or value chain member
- Requires estimates from firm, suppliers, dealers, and recycler

Perform Cost Analysis

"Customers think in terms of features but products are designed in terms of functions and components<sub>3</sub>"

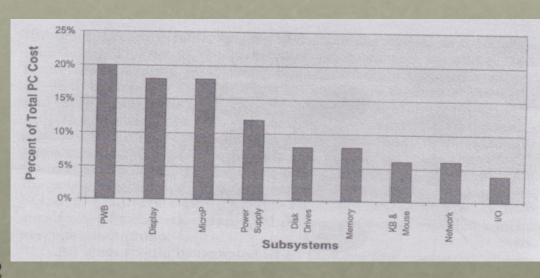
- 1 Identify features most desired by customers
  - Feature ranking method
- 2 Identify what functions make those features possible
  - Percentage of Contribution
- 3 Identify what components make up those functions
- Multiply the TC per feature times the function contribution percentage to reveal the TC for each function (Functional Team)

# FUNCTIONAL TARGET COST

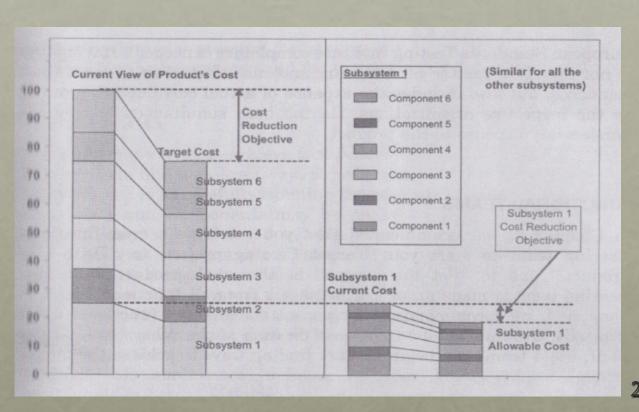


Feature to Component Breakdown

Function Contribution Percentage



# FUNCTIONAL TARGET COST



**Functional Target Cost** 

#### **Achieve Target Costs**

- Each Functional Team (Cluster Group) has a TC for their subsystem
- All groups should collaboratively progress to obtain product TC goal
- "Good communications are essential<sub>1</sub>"
- Cross-Functional Groups:
  - In charge of approving trade offs between functional groups

#### Methods of Achievement:

- Value Engineering
- · Big Room
- Co Location
- Function and Component Analysis
- · Design for "X"
- Supplier TC

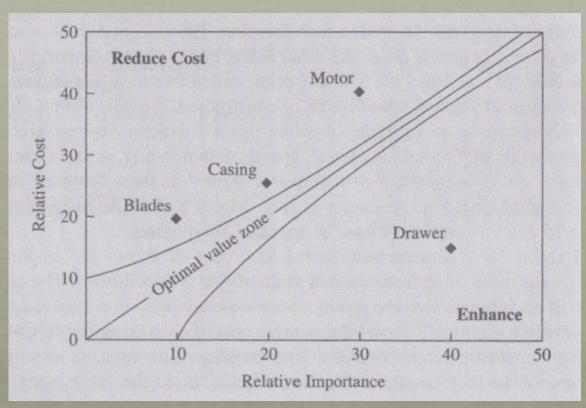
#### Achieve Target Costs

#### Value Engineering<sub>3</sub>

- Functional Analysis
  - Determine what function an item performs, what it cost, and what it is worth to the customer
    - Value Index: ratio of the degree of importance to percentage of cost
      - VI > 1 = enhancement needed, not spending enough on feature
      - VI < 1 = Value engineering needed, spending too much

- Creative Thinking
  - Brainstorming about cost reduction ideas for each function
    - Evaluated if it can be eliminated, simplified, or reduced while still delivering function
- Analysis
  - Ideas most likely to reduce costs indentified for further study
    - Must be technically feasible and acceptable to a customer
- Idea Development
  - Convert ideas into concrete proposals for product or process changes

## VALUE INDEX



Ratio = Degree of Importance: % of Cost

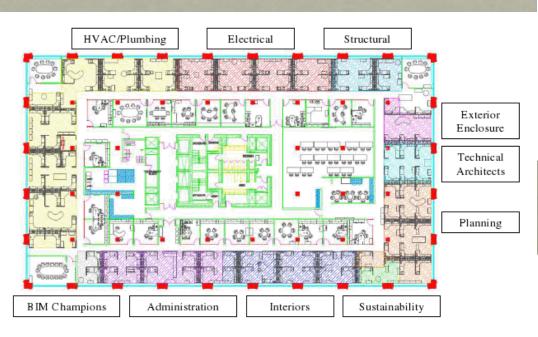
#### Achieve Target Costs

#### Methods of Achievement

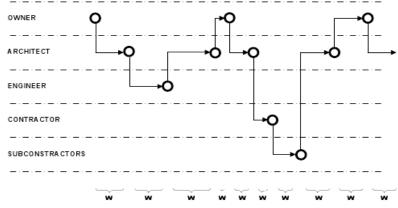
- Big Room<sub>4</sub>
  - 1 Bring together all teams members into large group settings
    - Facilitates discussion
    - Provides means of addressing progress on product level
    - Idea development
  - 2 Co Locating teams

- Co Location<sub>4</sub>
  - Physically locate team members in the same area (office floor) during design
  - Enhances communication
  - Maximizes collaboration
  - Information travel saves time
    - No waste

## CO-LOCATION

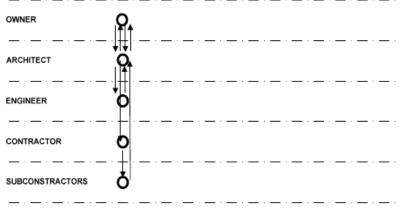


Co-Location Example



## Effects of Co-Location: Communication

w = waste



Achieve Target Costs

Function and Component Analysis

- Examine all parts and functions of each subsystem to reveal additional opportunities for cost improvement
- Subdivide down to the appropriate component level to obtain costs for each of the components
- Identify components that contribute to most cost
  - The function of each major component reveals opportunity for cost reductions
    - Excessive capabilities
    - Functional redundancy
    - Alternative sources
    - Commercial components over custom

#### Achieve Target Costs

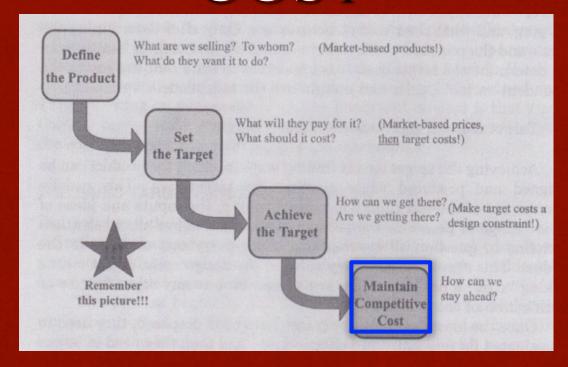
#### Design for "X"<sub>2</sub>

- Process that ensures the requirements of a specific product life-cycle stage/stages are addressed and satisfied
- A tool that can be used to help achieve the product's TC, especially the full-stream costs
- Examples:
  - DFM Manufacturing
  - DFI Installation
  - DFR Recycling
  - DFS Safety

#### Supplier TC<sub>2</sub>

- Suppliers can help identify component or subsystem adding costs without significant benefit
- Alternative approaches with adequate capabilities at a lower cost
- Learn from suppliers and validate the targets and design choices you have made

# MAINTAIN COMPETITIVE COST



#### MAINTAIN COMPETITIVE COST

• Establish Cost Plan

Monitor Progress

Prepare to take Action

Kaizen Mentality

# MAINTAIN COMPETITIVE COST

#### Establish Cost Plan<sub>2</sub>

- Plan developed from sum of sales in different regions
  - Account for each products price trend and the required profit margin
  - Profit margins vary base on:
    - Customer
    - Region
    - Stage of life cycle of product

#### Monitor Progress<sub>2</sub>

- Track actual costs in comparison to the cost plan
  - Must account for areas such as:
    - Changes in Volume
    - Changes in Mix
  - Other areas to monitor for costing purposes:
    - Spare parts
    - Options
    - Other low volume areas

# MAINTAIN COMPETITIVE COST

## Prepare to take Action<sub>2</sub>

- Keep eye on market, competitor development, and product enhancements
- If actual costs are not meeting the plan, action must be taken to fix it
  - Identify root causes
  - Propose remedies
  - Implement improvements

#### Kaizen Mentality

- Develop and support culture that encourages continuous improvement
- Reward ideas that develop into practice
- Encourage employees to approach management with improvement ideas to save time & money, promote employee well being or improve the product

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- 4 Rybkowski, Z.K. (2009). "The application of root cause analysis and target value design to evidence-based design in the capital planning of healthcare facilities." Dissertation, University of California, Berkeley, Ca.