

INNOVATIONS IN TOY INDUSTRY: DESIGN YOUR PLAY

BECOME PART OF THE IBUS H2020-PROJECT in PADERBORN



Industry-Workshop presented by



September 19th 2017
2:00 pm

DMRC
Mersinweg 3
33098 Paderborn



h2020ibus.eu
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A very simple Design process for demand-driven toys customisation



INDUSTRY WORKSHOP AGENDA

September 19th 2017: 2:00 pm



Workshop Language: ENGLISH

DMRC, Mersinweg 3, 33098 Paderborn

Time	Topic	Speaker
14:00	Welcome at Paderborn University and DMRC	Prof. Dr.-Ing. Rainer Koch (Paderborn University – C.I.K.)
14:10	Main objectives of iBUS Platform concept, Customisation, 3D-Printing, Toy Safety	Con Sheahan (University of Limerick)
14:40	Interactive Session: Who is who? Introduction of participants	All participants
15:10	3D-Printing / Additive Manufacturing Bridging the hype: Making 3D-Printing viable for industry!	Christian Lindemann (DMRC)
15:30	<i>NETWORKING COFFEE</i>	
16:00	Legal Aspects in Additive Manufacturing	Prof. Dr. Stefan Müller (Paderborn University)
16:20	Toy Safety	Suny Martinez (AIJU)
16:40	Toy customisation and market needs	Dermot McInerney (University of Limerick)
17:00	Interactive Session: Bring in your desires, requirements and products	Participating companies
17:30	<i>CLOSING; AFTERWARDS NETWORKING COFFEE</i>	
18:00	PROTIQ – Experts in Industry (Additive Manufacturing and Rapid Tooling)	Johannes Lohn (PROTIQ)
18:30	Optional: Visit of DMRC Additive Manufacturing LAB	DMRC Staff

Registration

open until August 30th 2017

Participation is free of charge



H2020ibus.eu/workshop2017

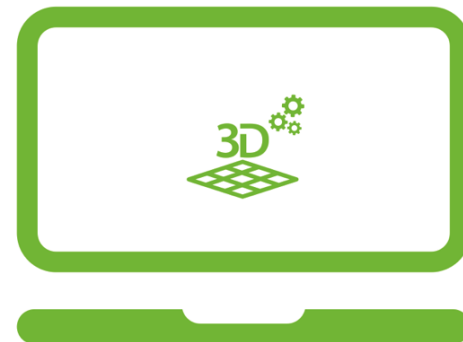
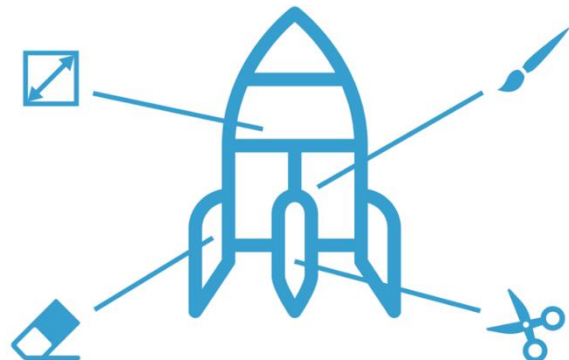
Please follow QR-Code / Link

or register via eMail:
ulrich.jahnke@uni-paderborn.de



BRIEF PROJECT PORTRAIT: 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.

