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Titolo	Product Development in the Socio-sphere : Game Changing Paradigms for 21st Century Breakthrough Product Development and Innovation // edited by Dirk Schaefer
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Descrizione fisica	1 online resource (242 p.)
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Soggetti	Manufactures Engineering economy Management Industrial management Manufacturing, Machines, Tools, Processes Engineering Economics, Organization, Logistics, Marketing Innovation/Technology Management
Lingua di pubblicazione	Inglese
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Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references at the end of each chapters.
Nota di contenuto	Social Product Development -- Open Source Product Development -- Technological Game Changers for Product Development in the Socio-sphere -- New Business Models for Product Development in the Socio-sphere.
Sommario/riassunto	This book provides a broad overview of a number of game-changing paradigms that are anticipated to reshape 21st century product development. Topics including cloud computing-based design, cloud manufacturing, crowd-sourcing and mass collaboration, open source and social product development will be discussed in the context of advanced distributed and collaborative product creation. The purpose of the book is threefold: (1) to provide decision makers in industry with a solid base for strategic design and manufacturing-related process re-organization; (2) to provide researchers and scientist with the state-of-

the-art from an academic perspective as well as a research agenda aimed at advancing the theoretical foundations of the field; and (3) to serve as supplementary reading in design and manufacturing-related courses at universities and technical colleges.
