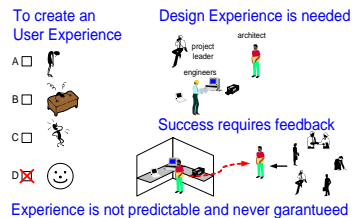


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Abstract

The ultimate goal of Product Creation is to create products which give the user a great experience. User experience is very intangible. Product engineering focuses on tangible requirements. Successful products require both sound engineering as well as creative design. The question is how to obtain a workforce, which is capable of both activities?

The education of successful engineers is limited to engineering methods. Additional skills are acquired by experience. Unfortunately experience cannot be transferred from one engineer to the next. Such a transfer is approximated by active personal development.

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<http://www.extra.research.philips.com/natlab/sysarch/>

version: 1.2

status: draft

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1 test

This is an empty document for test purposes

References

- [1] Gerrit Muller. The system architecture homepage. <http://www.extra.research.philips.com/natlab/sysarch/index.html>, 1999.

History

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- Solved printing problem

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- Created, no changelog yet