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# Industrial Parks: Problems and Solutions with the Help of TRIZ Индустриальные Парки: Проблемы и Решения с Помощью ТРИЗ

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## **Outline**

- Scenario of the problem
- Contradiction Analysis
- Function and Su-Field Analysis
- Solutions

### Scenario of the Problem

- In China, There are many traditional industry parks built in the late 20 century in some large cities, especially in the urban district
- For many years, these parks have made a great contribution to the development of cities
- After several decades, Many parks are starting to fall into operational difficulties due to poor management, infrastructure and fiscal revenues, which making them difficult for the park continuing to play a role in promoting regional development
  - Scattered, small and disorganized layout
  - Lack of impetus for traditional industries
  - Property Service for Park administration
  - Many idle carriers: such as buildings, plants, incubators, etc.

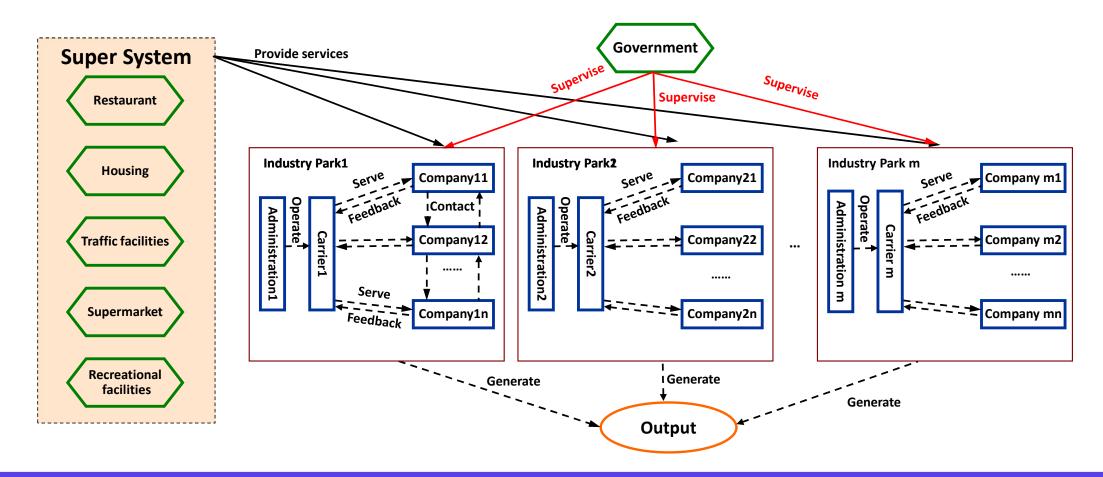
## Scenario of the Problem (Cont'd)

- Difficulties of regional development by relying on the industry park:
  - Existing industry parks can not carry new functions to promote the development of industry
  - The new industry park needs a lot of input, but for abilities limited
- A new construction mode of the industry park should be designed to adapt to the current development environment

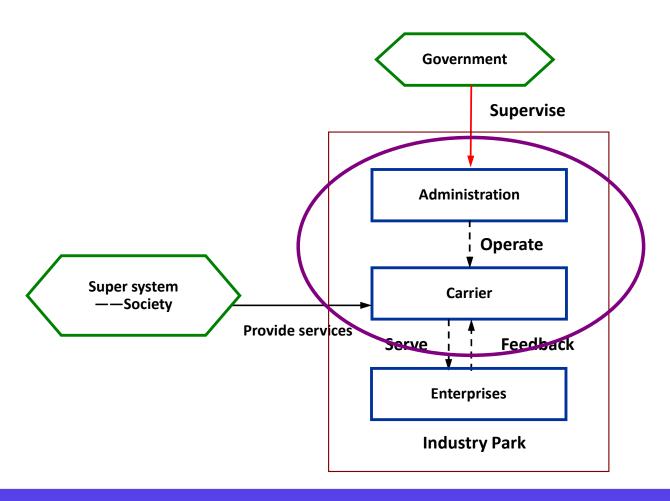




## **Problem Analysis: Function Model**



## **Problem Analysis: Simplified Function Model**



## **Problem Analysis: Contradiction**

- IFR:
  - A park that can play the role of promoting the development of cities and boosting innovation by itself.
- The better way for achieving IFR: Building a new park
- Problem: lack of lands in the urban district of large cities
- So a more suitable way for the cities is transformation of existing parks, which
  is easier to achieve IFR
- But more difficult to reconstruct existing parks than building new ones
- A technical contradiction:
  - IF: reconstructing existing parks
  - THEN: easier to achieve IFR (Ease of operation)
  - BUT: more difficult for reconstruction (Ease of manufacture)

## **Problem Solving: Inventive Problems**

Inventive Principles	Solutions
No.2: Taking Out	Selecting the idle carriers from all the industry parks in the urban districts of lager cities
No.5: Merging	Combining the idle carriers as a whole park by merging in time
No.12: Equipotentiality	Establishing interconnected links within the combined idle carriers

#### Solutions:

- Integrating existing idle carriers as a whole "new" park
- Chain Mode: Unifying planning, unifying operation, unifying management
- The enterprises can enjoy the same quality of service in different carriers
- Functions planning for the carriers on different locations

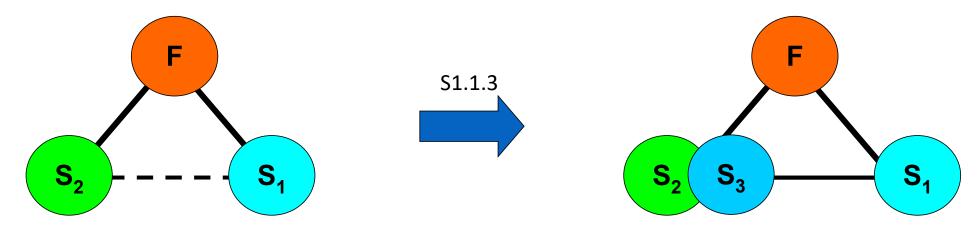
## **Problem Solving: Secondary Problem**

- Secondary Problem: How to define the functions for the carriers on different locations
- Trends: Structure Evolution—Diversity Increase

Lines	Example
<ol> <li>A homogeneous system of identical objects</li> <li>A homogeneous system with a different but similar object(s)</li> <li>A heterogeneous system of different objects</li> <li>A system of objects with opposite properties</li> </ol>	<ol> <li>Software industry in all the carriers</li> <li>Software industry for this park         except IT Outsourcing in one carrier</li> <li>Software and Integrated Circuit         Design in different carriers</li> <li>Software and Hardware in different         carriers</li> </ol>

## **Problem Solving: Su-Field Model**

- S<sub>2</sub>: Administration
- S₁: Carrier
- F: The operations and services from the administration to the carrier
- S<sub>3</sub>: A new object—Professional organization (team)



## **Derivative Problem**

in urban-cities for Makers

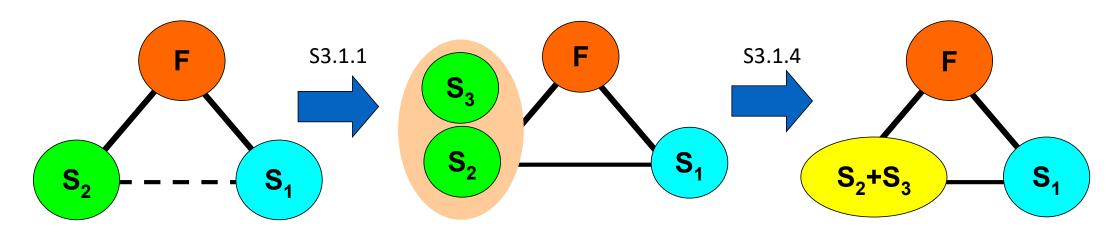
 Goal for makers: Living in Government Peace and Working in **Supervise** Contentment Working: Carriers Living: Super-system Administration Operate Super system Carrier ——Society Provide services Serve Makers Problem: high living cost

**Industry Park in Urban Cities** 



## **Derivative Problem Solving**

- S<sub>2</sub>: Carrier
- $S_1$ : Maker
- S<sub>3</sub>: Carrier for living
- The carrier with functions of working and living: Startup=Home



### **Solutions**

- Integrating all the idle parks and operate them as one park
  - Establishing a new administration for all the idle parks
  - Chain Mode: Unifying planning, unifying operation, unifying management
  - Increasing the differentiations for the carriers on different locations
  - Introducing professional teams for operation
- The function of the government should also be transformed from supervising and intervening to helping the companies
- Carriers for makers
  - Function: Living in Peace and Working in Contentment
  - Apartments for makers: A house can be regarded as a startup and maker's home
  - Measures for reducing the living cost of makers: Tax incentives and waivers, One-stop services, Infrastructure for Public Service, Service for the basic necessities of life, etc

## **Summary**

- In the future, the way of expanding the scale for industry parks are not suitable for the future development
- More possible ways:
  - Changing business model
  - Adjusting industrial planning
  - Improving the competitiveness of industry parks
  - Balancing Economic development and people's livelihood
- A new transformation Mode: Zero-cost entrepreneur community
  - Transition to a community: integrating work, life, leisure and entertainment
  - Start-up Apartment: Unifying the location of home and company for makers
  - Introducing professional team for operation

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## Thank you for your attention! Спасибо за внимание!

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Q&A SESSION











