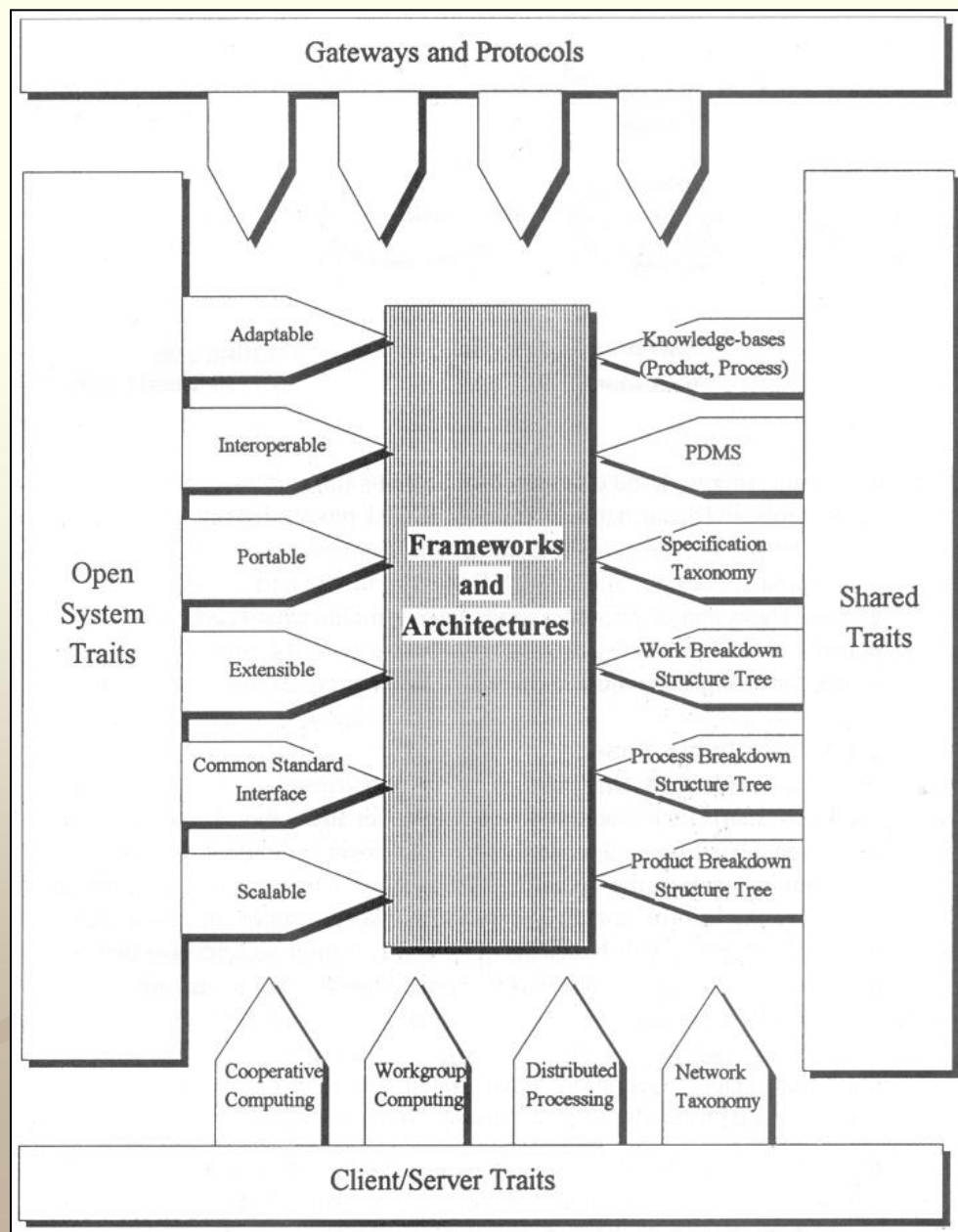


vi. Strukture i arhitekture

Elementi mreže koji omogućuju integraciju

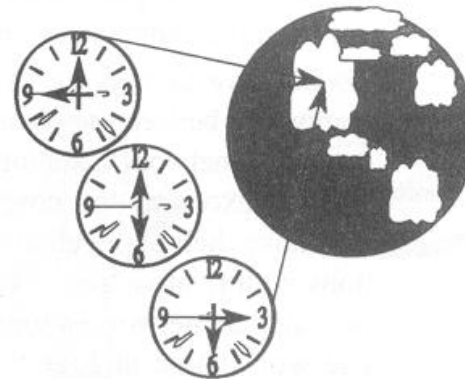


Vrste interakcija između članova radne grupe

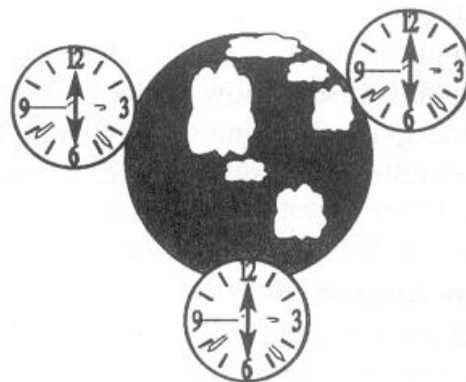
Face-to-Face



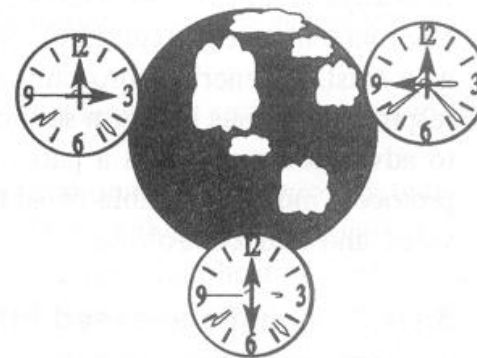
Asynchronous



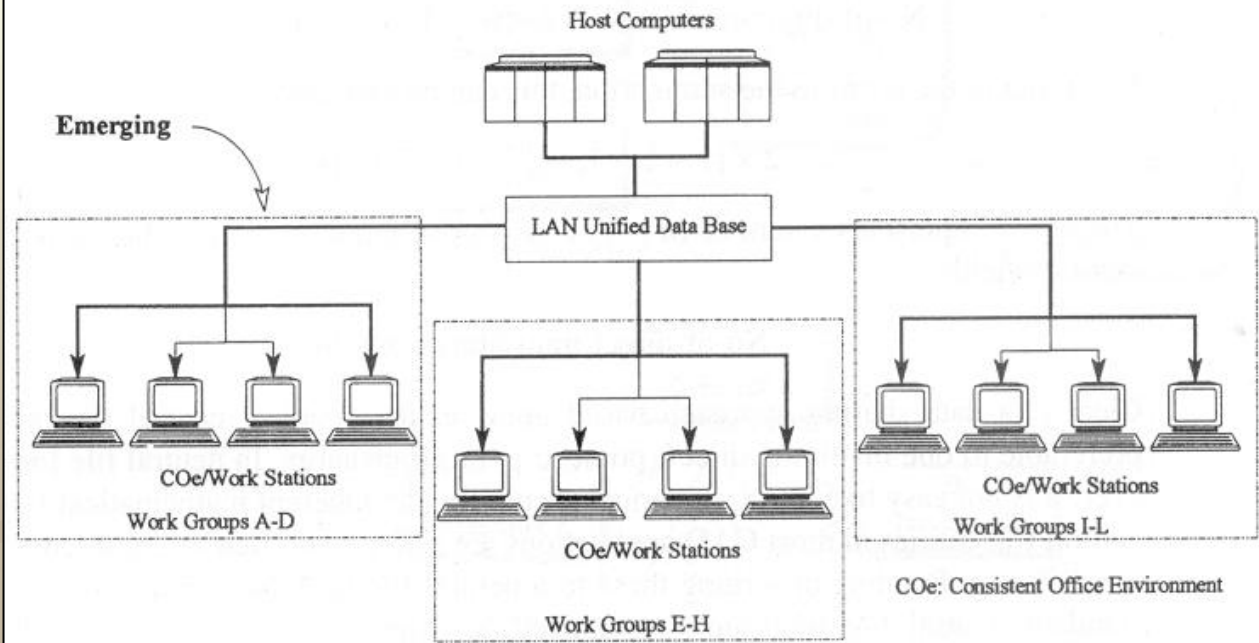
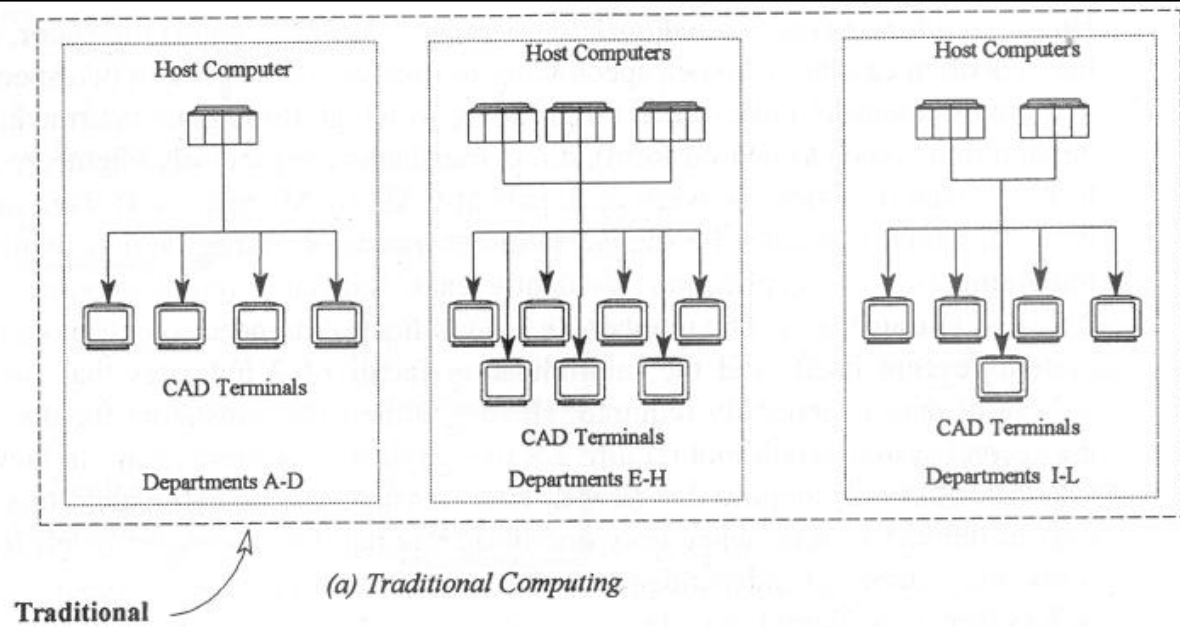
Distributed Synchronous



Distributed Asynchronous

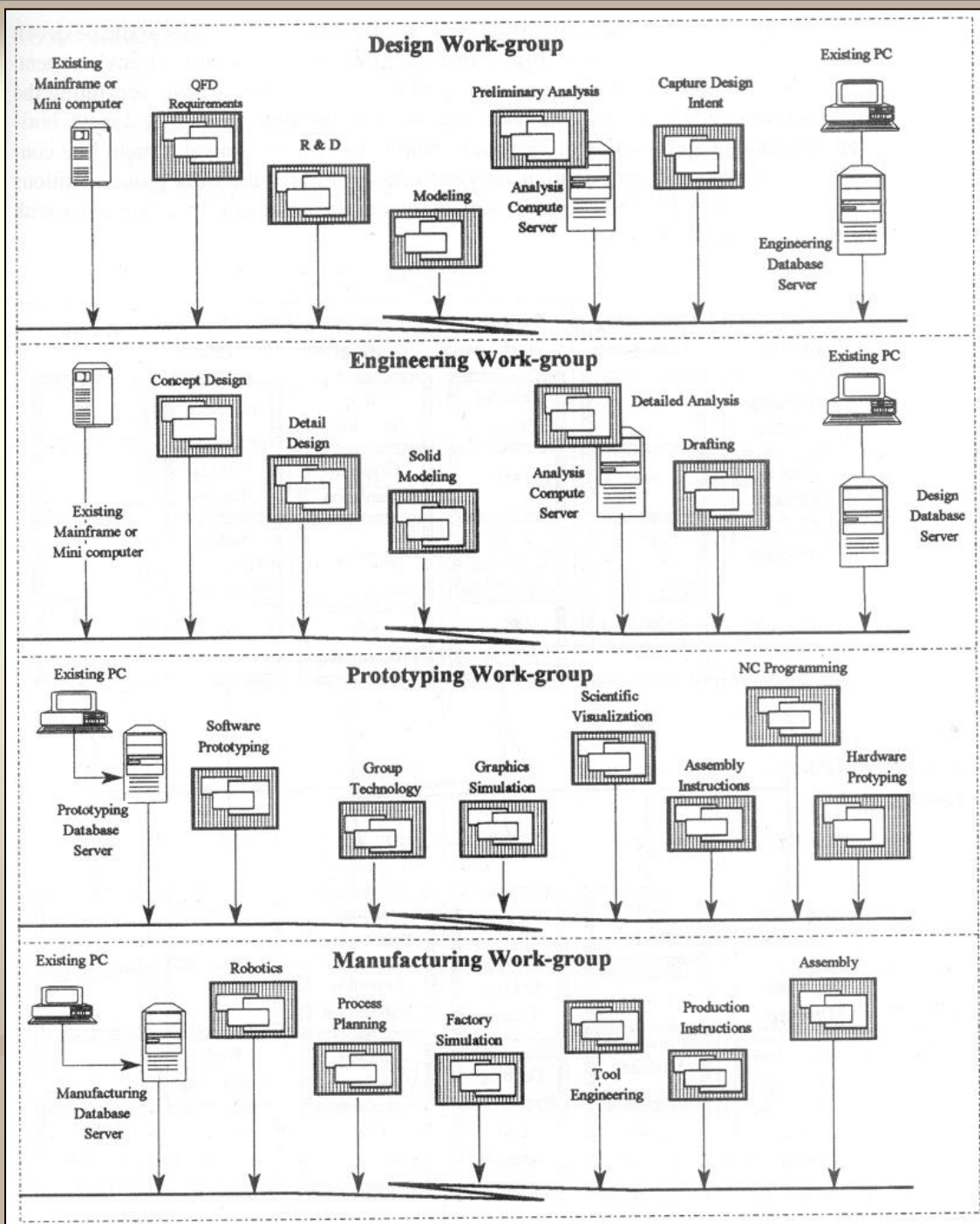


Procesiranje
informacija:
a) tradicionalni
računalni sustavi,
b) distribuirani

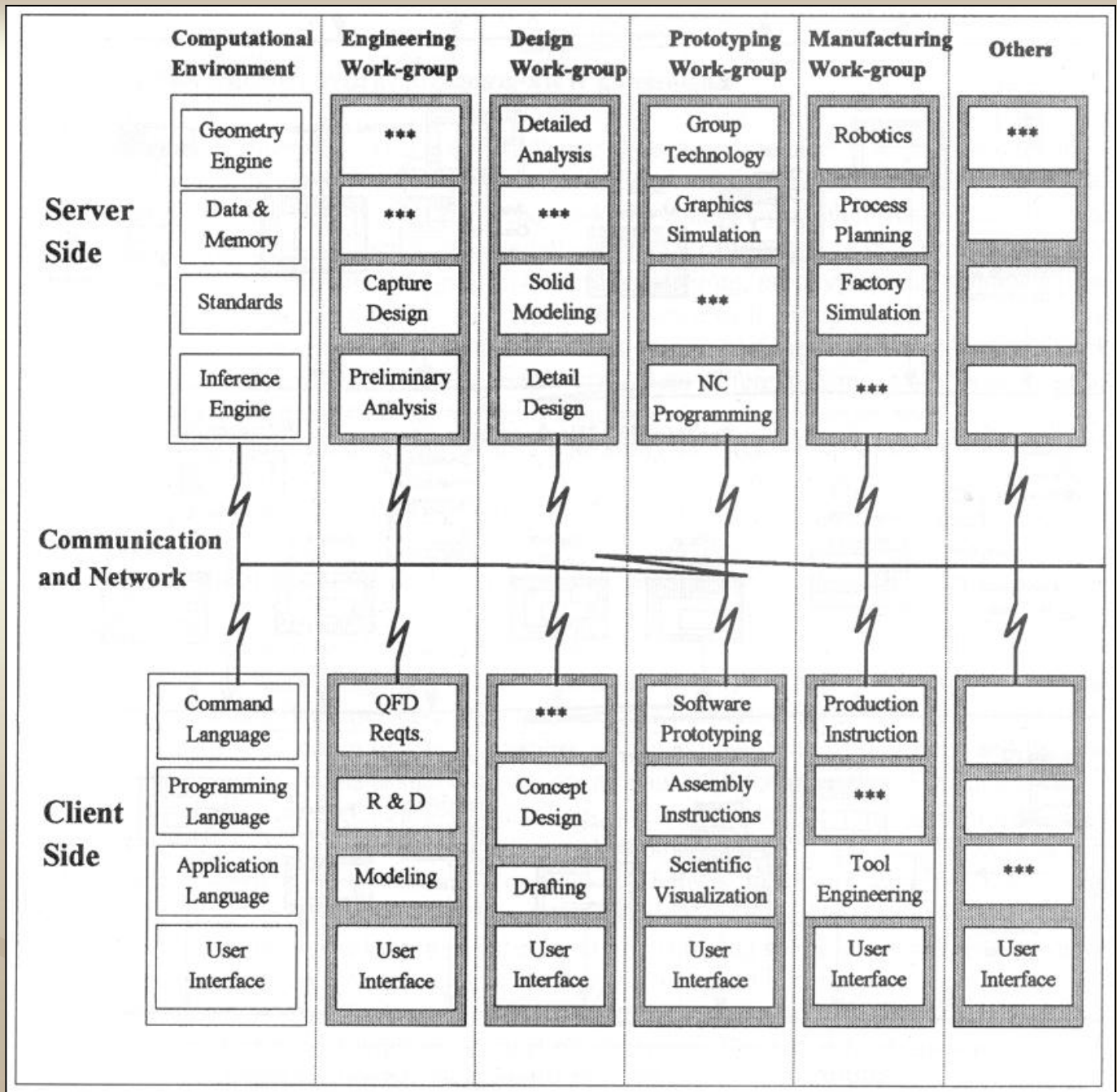


(b) Distributed Computing

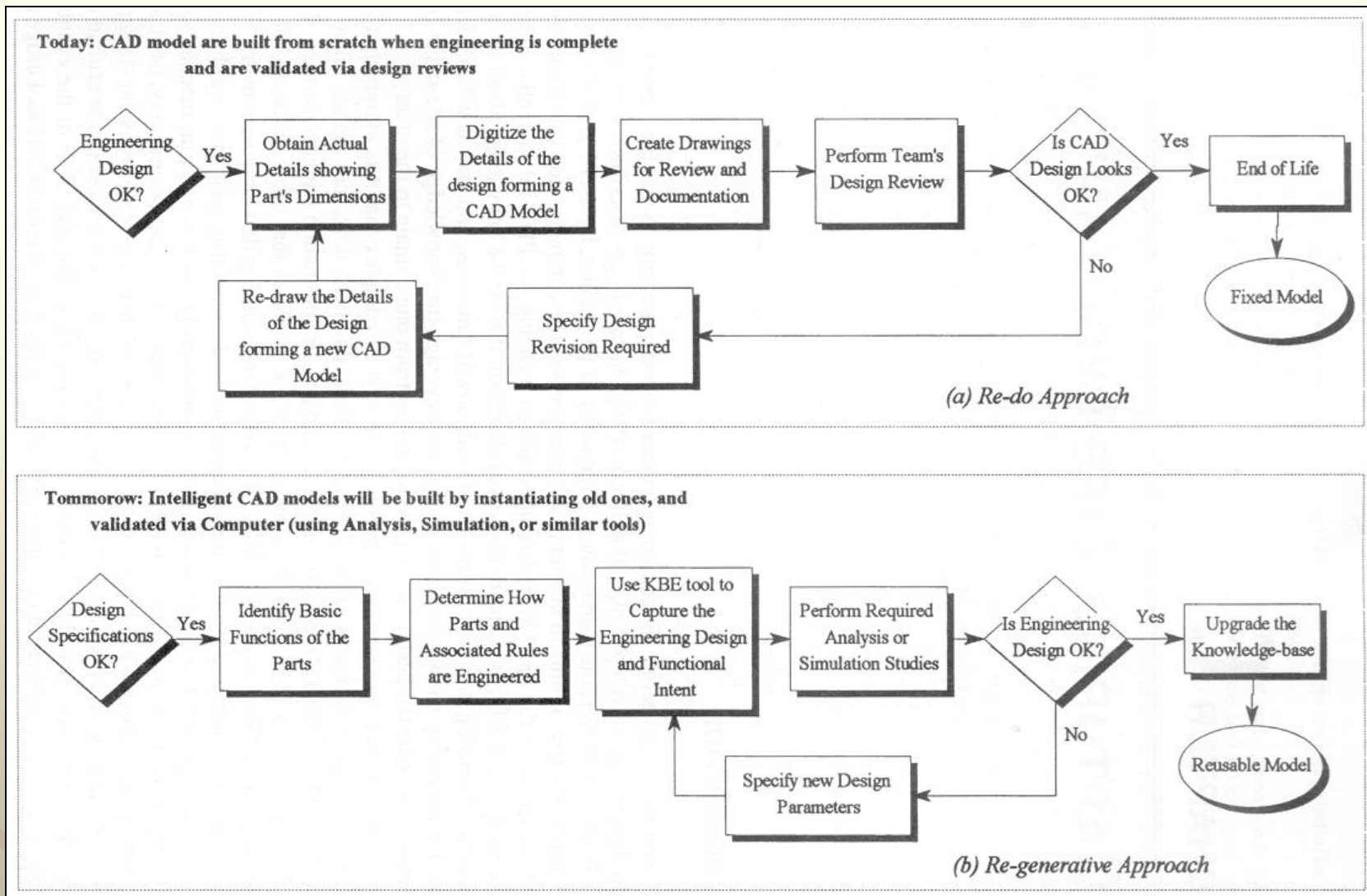
Usporedne radne grupe u istodobnom inženjerstvu



Client/Server mod rada

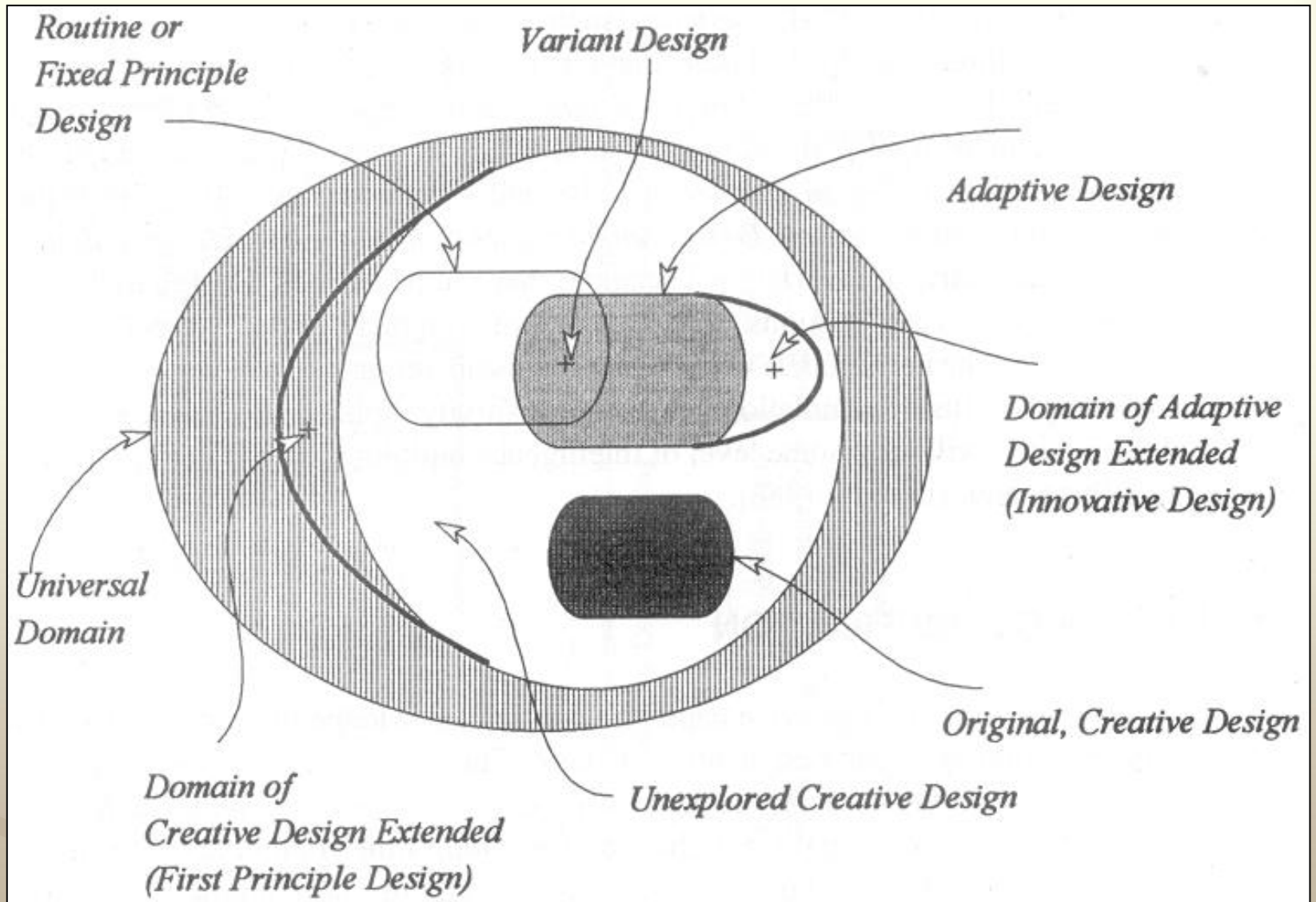


vii. Hvatanje namjere životnog ciklusa

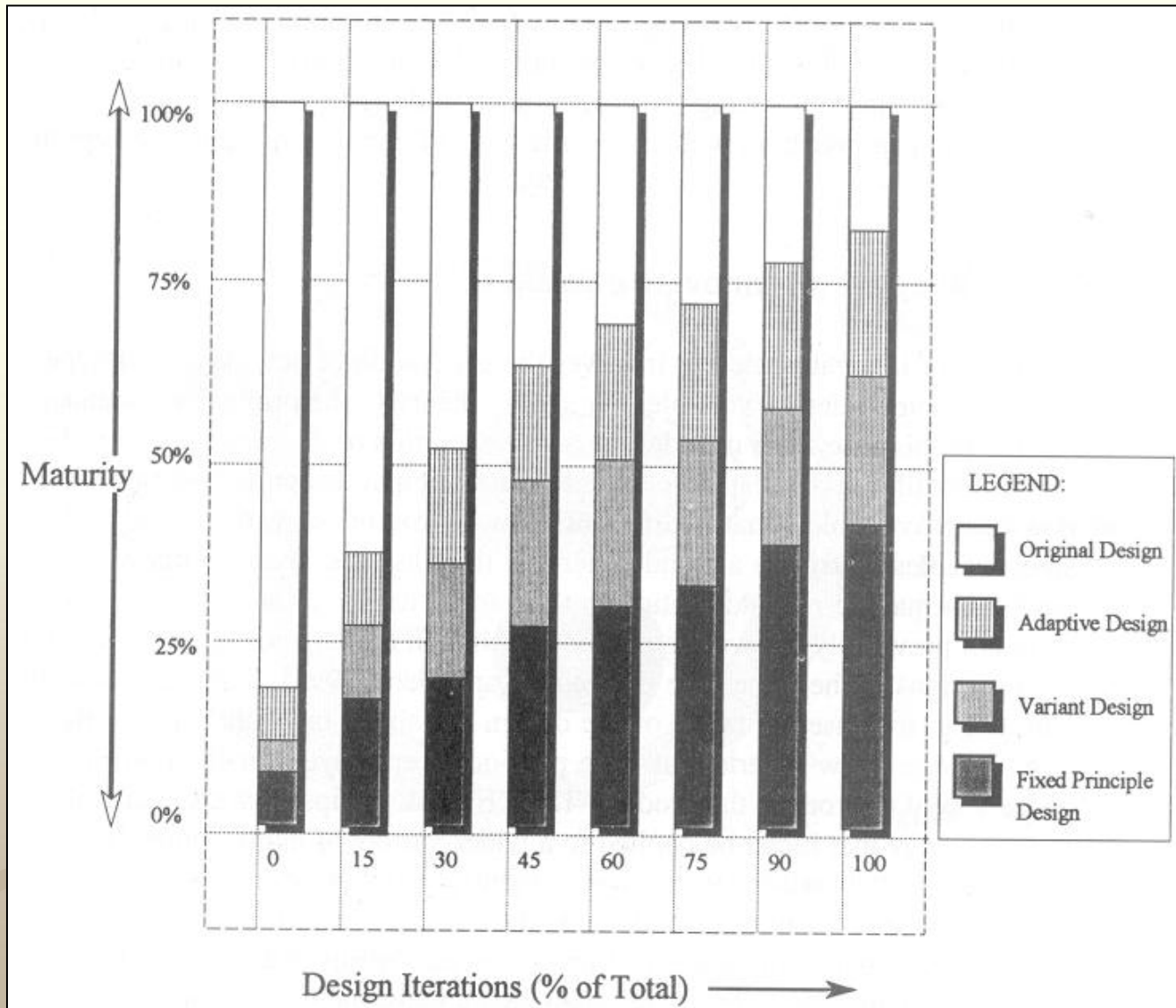


CAD modeliranje: a) rad “iznova”, b) regenerativni pristup

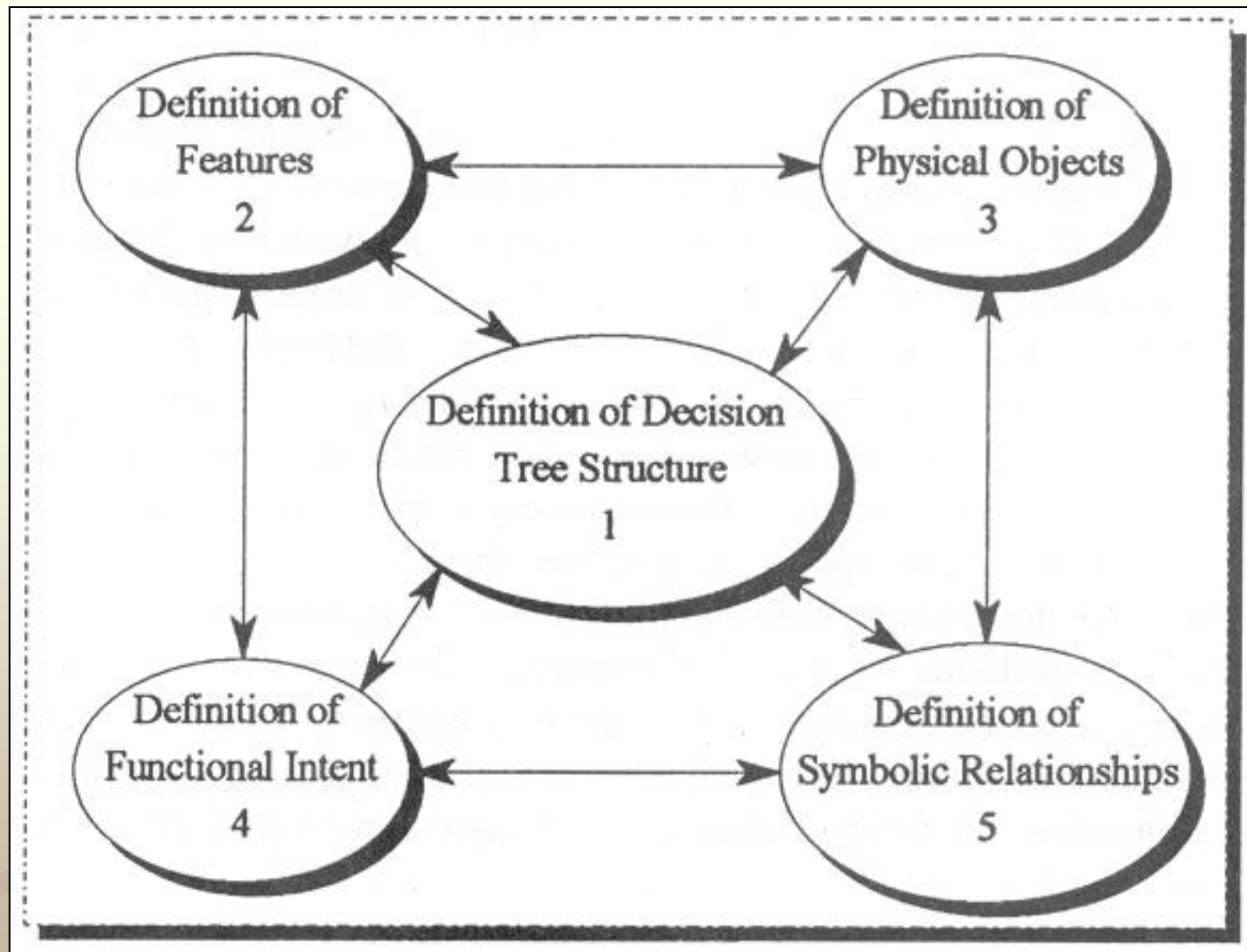
Klasifikacija oblikovanja



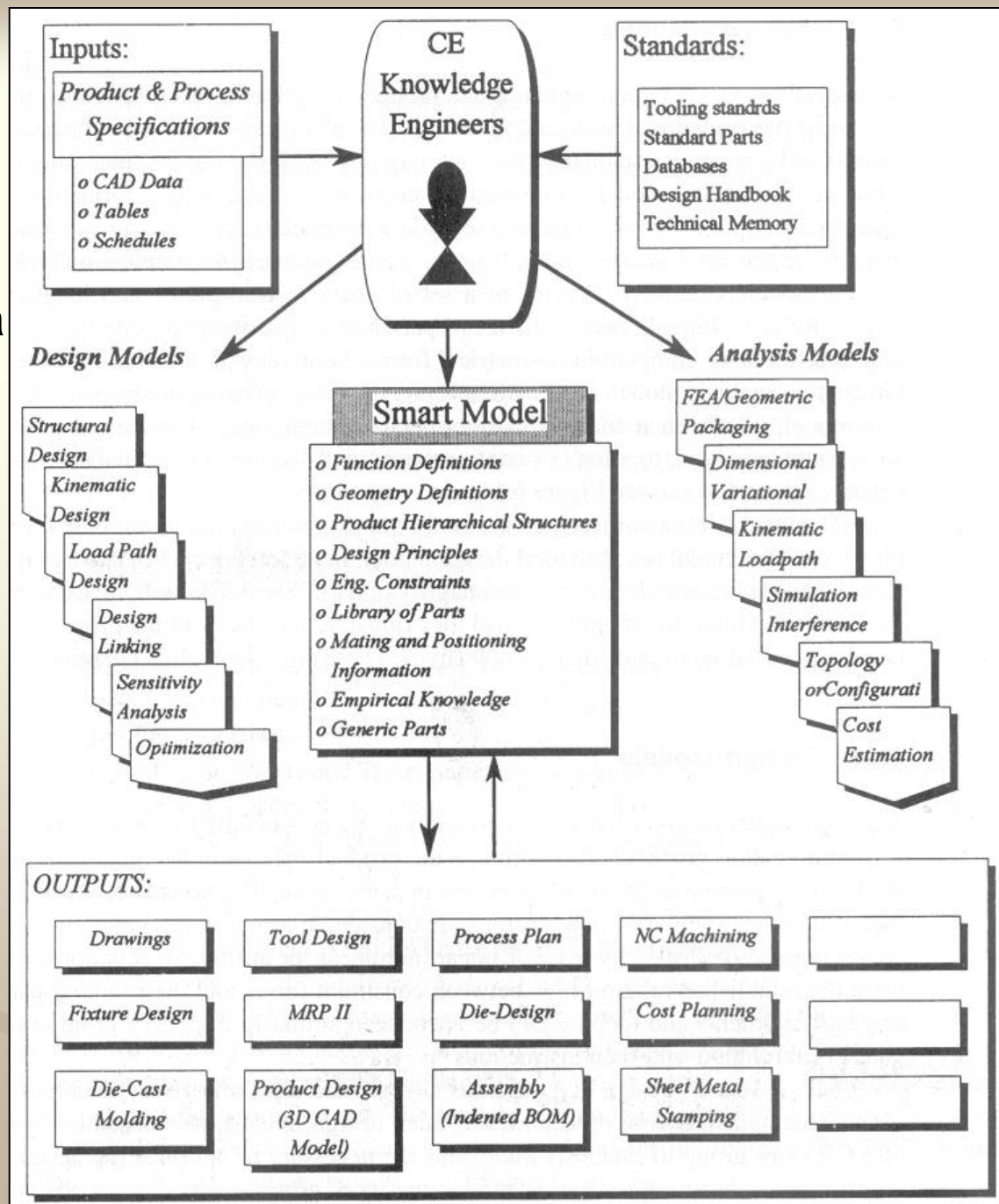
Zrenje oblikovnog znanja



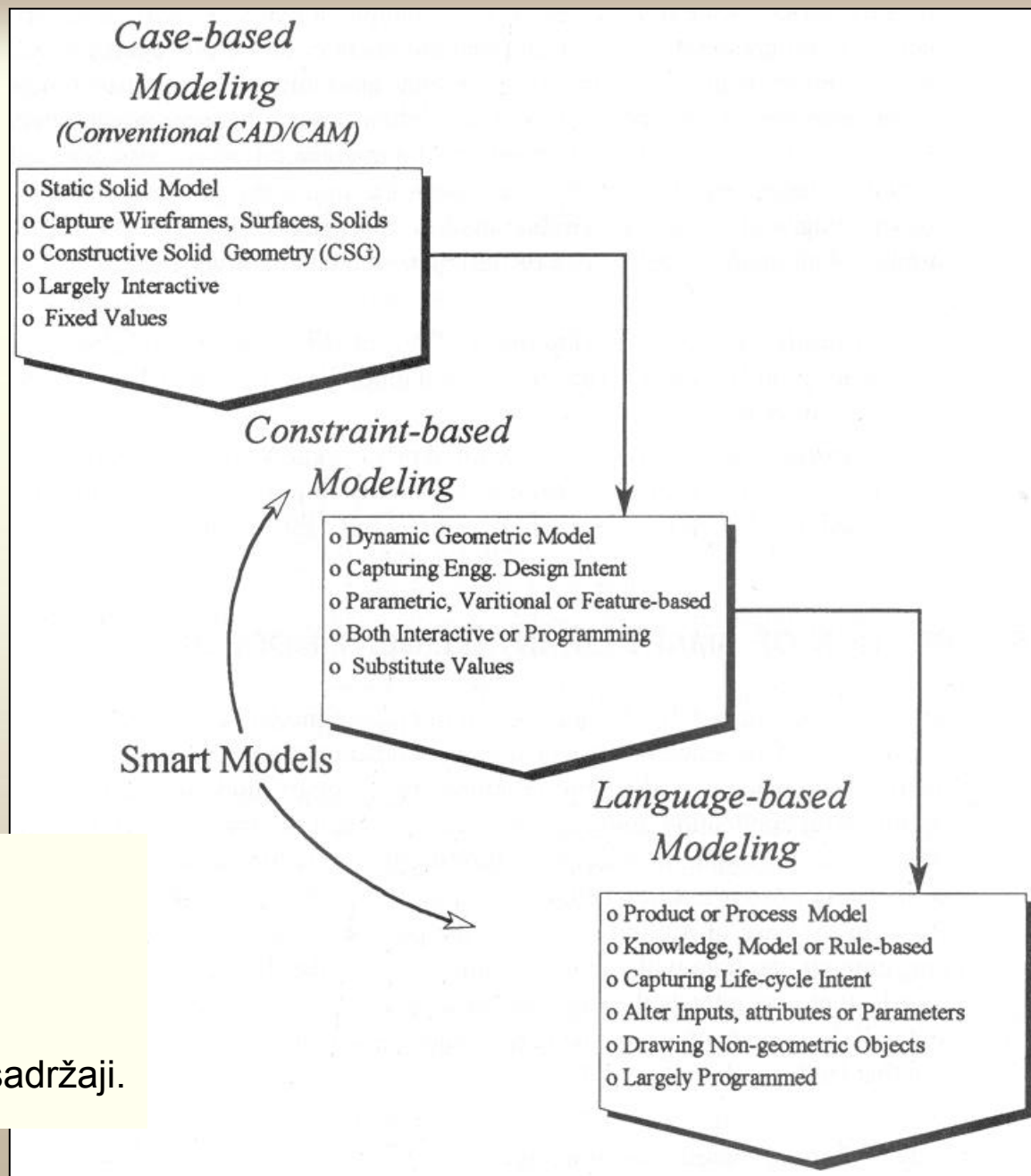
Koraci u hvatanju namjere životnog ciklusa



Totalni model proizvoda
(matematička replika
proizvoda i njegovih
okruženja)



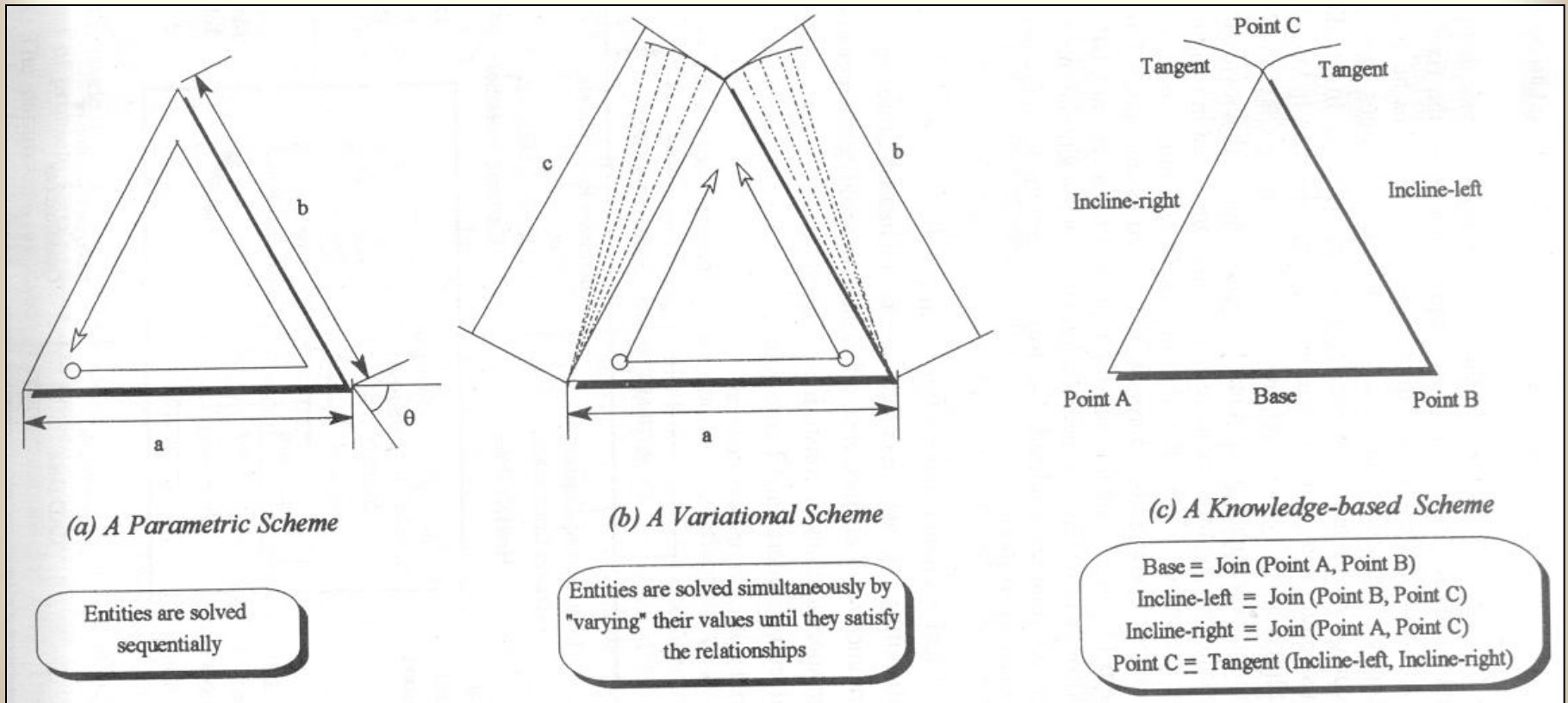
Svojstva konvencionalnih i pametnih modela



Porast mehanizacije i automatizacije mentalnih procesa:

- interaktivnost
- sve složeniji simbolički sadržaji.

Razlike između parametarskih i varijacijskih shema i shema zasnovanih na znanju



viii. Sustavi podrške odlučivanju

Kognitivni model odlučivanja

