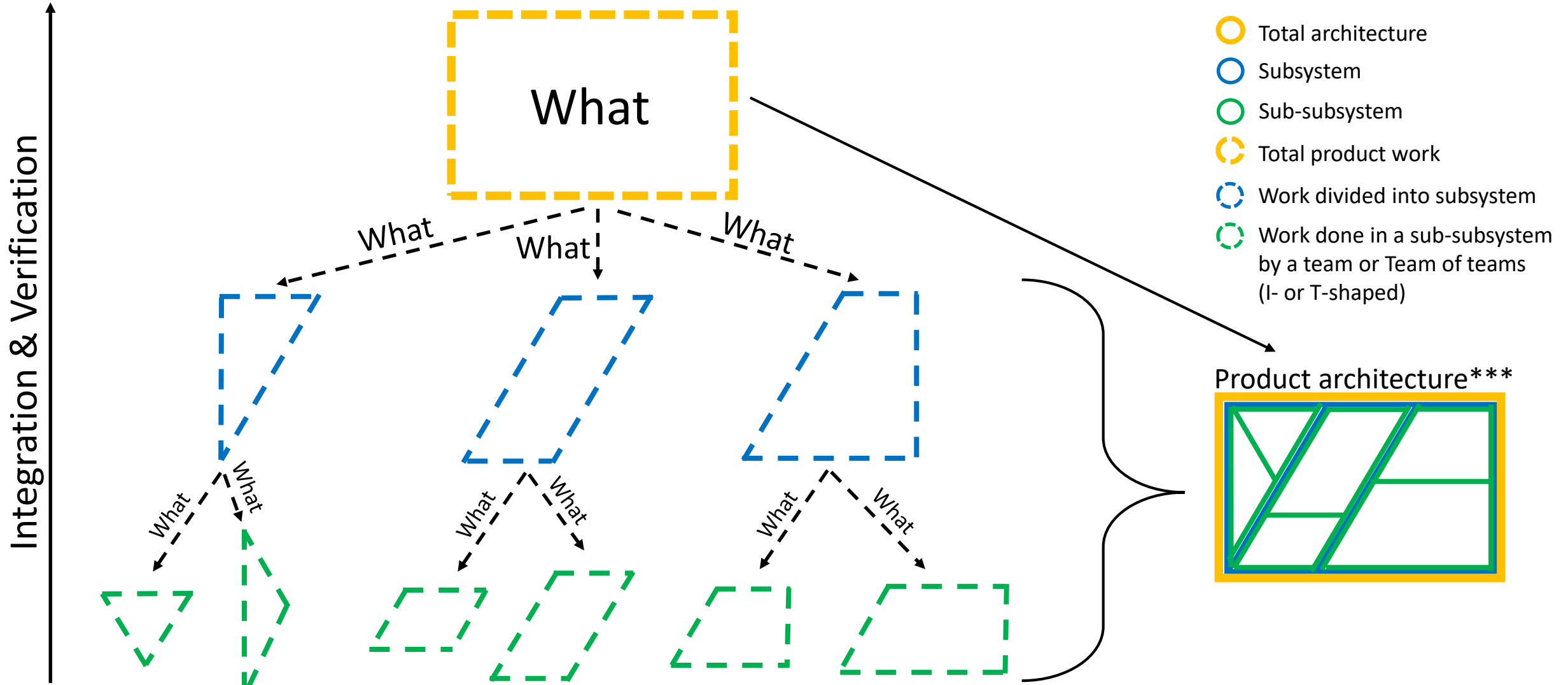


Architecturally dividing the work – traditional hardware product development projects*



* remember that experiments and innovations are done before the project starts, i.e. no complexity left (except maybe for industrial design sub-subsystem**)

** multiple concepts needed to mitigate the risk due to the complexity *** a structure in order to reduce complexity, with clear interfaces between the parts