

This reductive design method involves iteratively removing unnecessary elements from a design. It provides a structured approach to reducing complexity and helps produce a more elegant, streamlined final product, process, or organization.

WHEN

Use Trimming in the mid or late point of a design activity, as the initial design begins to emerge.

WHY

This process can:

- Bring clarity to an overly complex or cluttered system with too many features or components, unwieldy user experience, or lots of steps.
- · Streamline a system that exceeds design thresholds (size, weight, power, cost, etc.).
- · Remove unnecessary friction or complexities.
- · Satisfy objectives of weight, size, cost, etc.
- · Increase maintainability, usability, reliability, etc.

HOW

STEP 1: List all the pieces included in the current design.

STEP 2: Define a Stop Strategy. Three common Stop Strategies are:

- Threshold strategy Stop trimming when the system has satisfied some threshold (size, weight, power, etc.).
- · Time-box strategy Stop trimming when a specified amount of time has passed.
- · Thorough strategy Check every single component.

STEP 3: Remove a piece from the list. Common strategies include:

- · Obviously extraneous Remove components that are clearly unnecessary.
- Threshold busters Remove components that are most responsible for the system
 exceeding thresholds (e.g., remove the heaviest component if the system exceeds the
 weight threshold).
- · Speedy trim Remove any component that can be removed quickly, minimizing the amount of time spent on trimming.
- · Acceleration trim Remove any component whose removal will yield a substantially shorter project timeline.



- · Random Randomly remove a component.
- · Obviously necessary Remove a component that appears essential to the system.
- STEP 4: Test the system to determine if it works without a piece. If so, discard that piece. If not, replace the piece.
- STEP 5: Repeat the process until the Stop Strategy applies.

Trimming Tool | Worksheet

