

Computing Innovation for Technology Entrepreneurship Information and Communications Technology based Innovation



Types of Innovation

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Outline

- Introduction
- The Innovation Matrix
- Doblin's 10 types of Innovation
- Other positions
- Closed vs. Open Innovation





Introduction

- Innovation is regarded as the process of introducing something new (idea, method, process, device) or the subject/result of this action.
- Because it is regarding the NEW, its image, scope and classification are changing continuously.
- An important component of innovation is the one related to science and technology, with direct application in the production of goods.
- Most of the time, innovation comes with small improvements of existing products, but sometime it represents radical changes in what was known up to that time.





Innovation Process

General evolution for the innovation process.

- Identify a problem. It is usually in a domain/market you are familiar with. May need investigations, surveys, etc...
- Bring/invent a solution. It can be something totally new, an adaptation of something existent in the same domain or in other domain, etc... The solution should bring profit!
- Test the solution. The solution should work. Make prototype(s) and subject them for evaluation on the market.
- Launch the solution (product or service) to the market.
- Develop it.





Types of Innovation - Classification

- As specified, it is a fluid subject because it is large and fluid.
- Classification Matrix
- Doblin's 10 types of Innovation
- Other positions
- Closed vs. Open Innovation
- For each one, taxonomies can be defined and discussed.





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Problems

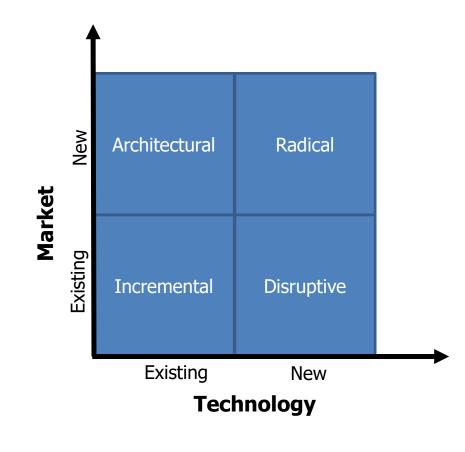
- Innovation is difficult to understand, because it can be viewed from different perspectives. Many times, usual things are labeled as innovation for marketing purposes and it may happen that the value of important things to be recognized after a long period of time.
- It is in the human nature to try to solve problems and to improve things and we are doing it every day. In order to become innovations, the ideas (in their purest form – inventions) should be applied to a specific domain (market) and should be valuable to people (customers).
- That gives an important outline for innovation, where it is considered the domain and the existing technology.





The innovation matrix

- One way to categorize innovation is to classify it based on two dimensions: the technology it uses and the market it operates in.
- We can use the innovation matrix to visualize the most common types of innovation: incremental, disruptive, architectural and radical.





New

Market

The innovation matrix

Architectural

Take the existing experience, skills and technology and applying them to a different market. The risk involved in architectural innovation is low due to the fact that there are used proven ideas and technology and the customers accept easier familiar concepts. Usually the technology and concepts have to be adapted to the new market.

Examples: Fiber-optical cables, Mobile phones, digital photography

Radical

It creates new, revolutionary technology, ideas or business models, being identified usually with the concept of innovation. It can create new industries and can change the life of people. It crates new industries or dramatically change existing ones.

Examples: Transistors, Initial Radio, TV, Cars

Incremental

Classic process of improving existing products or services, already on the market.

It uses existing technology to increase the value to the customer (new features, design changes, etc.) without changing dramatically the product or the market. It is the most present type of innovation.

Examples: Personal computers, TV sets, Car models...

Disruptive

Applying new technology or processes to an existing market. It is stealthy in nature because the newer things are inferior (more expensive, unstable, without features) to the existing ones at the beginning. After several improvement stages, the newer technology exceeds the old one and disrupts the existing companies/industry.

Examples: Electric cars, Video on demand

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Existing

Existing



The innovation matrix (2)

Problem/domain type based

BREAKTHROUGH INNOVATION SUSTAINING INNOVATION **Mavericks** Roadmapping Skunk Works R&D labs Open innovation/prizes Design thinking Acquisitions HOW WELL IS THE PROBLEM DEFINED? BASIC RESEARCH DISRUPTIVE INNOVATION Research divisions VC model Academic partnerships Journals and conferences Innovation labs 15%/20% rule Lean launchpad Not well Well

HOW WELL IS THE DOMAIN DEFINED?

SOURCE GREG SATELL © HBR.ORG

https://www.ideas4allinnovation.com/innovators/types-innovation/





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10 Types of Innovation

- Jay Doblin set 10 important dimensions/types for innovation around 1997.
- Jay Doblin and Larry Keeley founded in 1981 the Doblin global innovation agency, now part of Deloitte.
- According to <u>Doblin</u>, they offer a combination of design, strategy, social science, and technology.
- Important book, authored by Keely and some disciples: <u>Ten Types of Innovation: The Discipline of Building</u>
 <u>Breakthroughs</u>, Wiley (2013).
- This theory is the result of studies performed on over 2000 successful companies, such as Amazon, IBM, Ford.
- They are not just types, but models of Innovation





The 10 Types of Innovation [1]



THE TEN TYPES OF INNOVAT10N

CONFIGURATION OFFERING EXPERIENCE Product Channel Customer **Profit** Structure **Process** Service Brand Product Network System Engagement Model Performance The way in Connections with Alignment of your Signature or Distinguishing Complementary Support and Representation of Distinctive How your others to create talent and assets features and enhancements that which you make superior methods products and offerings are your offerings and interactions you value Whole Foods has for doing your functionality services surround your delivered to business foster money Target works with built a robust work OXO Good Grips Scion thinks beyond offerings customers and Virgin extends its Wil's experience draws Skype uses the "freemium" model renowned external feedback system for Zara's "fast products cost a the car to cater to "Deliver WOW users brand into sectors more from the fashion" strategy to make money designers to internal teams premium but the drivers' lifestyle through service" is Nespresso locks in ranging from soft interactions in the room differentiate itself Zappos' #1 internal customers with its moves its clothing company's "universal needs drinks to space travel that on the screen design" has a loval useful members' from sketch to core value shelf in record time following only club





Profit Model

- It shows how the organization changes its value, offering, resources into profit.
- "Innovative profit models often challenge an industry's tired old assumptions about what to offer, what to charge, or how to collect revenues" [x]
- Examples:
 - Premium pricing
 - Cheap Ink-Jet printers
 - Subscription for media
 - Computer Games: Arcade (pay to play)->Boxed (Retail)>Digital (Internet)-> Microtransactions (In-game purchases,
 DLCs, season passes, loot boxes, etc..)>Subscription.
 - Noteworthy Games with Player-to-Player Marketplaces





Network (1)

- The value that is created by working with others. One major representative is Open Innovation, where companies create partnerships or develop collaborations in order to create new goods or services.
- By duration:
 - Short-term Project teams and virtual corporations
 - Long-term Strategic alliances, joint ventures, and business association
- By position of the actors:
 - Vertical connecting actors along a supply chain;
 - Horizontal connecting actors from similar functional areas
 - Diagonal connecting actors from complementary functional areas





Network (2)

- Geo-scope:
 - Local
 - Regional or national
 - International or global
- Examples:
 - ID2020 Alliance
 - The Enterprise Ethereum Alliance
 - Different franchises





Structure

- It shows how are organized the assets in a company.
 Structure innovations are optimizing the organization of the company (hard, human, or intangible assets) in some exclusive ways, in order to create value.
- It can be given by the presence, functioning and value of departments like Human Resources, R&D and IT.
- It will adapt the structures to the functionalities
- Competency centered structures
- Decentralized management
- Knowledge management
- Examples: Google Research, Microsoft Research, Manufacturing facilities abroad





Process

- Process innovations refer to the production activities of the company- its core operations. Changes applied here will make the company distinctive, with unique capabilities, efficient functioning, fast adaptation and resilience
- Examples:
 - IKEA furniture
 - Zara integrated and efficient production system of design, production, logistics, and distribution





Product Performance

- Product performance innovations deal with the value, quality, features, capability of a company products.
- This is often considered the total sum of innovation, and revolves around the R&D department. It's certainly important, but only one of the ten types.
- Examples:
 - Corning® Gorilla® Glass





Product System

How you create additional value by adding other firms' products and services to yours, or how you combine multiple products to create significantly more value. The web browser Mozilla is built on open-source software, and allows developers to create add-ons to enrich the product. Oscar Mayer offers "lunchables," combinations of food snacks for school lunches, making it easy for parents, and fun for kids.





Service

How you make your product easier to use, more enjoyable, or get better value from. Zappos is famous for its customer service, with employees empowered to take the initiative to solve the customer's issue - whether it means spending hours on the phone with them, or sending them flowers. Men's Wearhouse offer lifetime pressing on their suits and coats.





Channel

How you connect with your customer. It differs from Network, in that it's not about whom you work with to make those connections, but more about the ways in which you connect. Nike's NikeTown flagship stores offer a rich and unique experience for shoppers, with product launches, and athletic staff, including ex-basketball professionals.





Brand

 Your brand can be a powerful innovation in itself, it can represent the values you stand for, or a simple but big idea that resonates with customers. Virgin is a classic example of brand, led by Sir Richard Branson, and companies such as Virgin Atlantic Airways, Virgin Records, Virgin Trains, and Virgin Galactic; Virgin stands for being different and fun, spicing up the industries in which it ventures. Intel is another powerful brand, making a computer component so valuable that having the "Intel Inside" on the box elevates the value of the overall product.





Customer Engagement

How you understand and then leverage the customers needs and desires. They can be hard to spot, often sitting among one of the other nine types. The question is how to interact with your customers and delight them? Blizzard Entertainment, who makes World of Warcraft, is an expert at customer engagement understanding what makes users play for hundreds of hours, and what drives them to collaborate and connect with other users. Apple of course is another company that thrives on the engagement of its devotees.





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Other positions

- There are many researchers and practitioners which are seeing the innovation space from other perspectives and come with different types of innovations/ classifications.
- There are intersections and they are not so honed as Doblin's.
- It is important to know about them and to understand the concepts, as reference points for personal attempts in innovation.





12 Types of Innovation you should know in 2021

[3] Jessica Day, 12 Types of Innovation You Should Know in 2021

Closed Innovation Open Innovation

- In closed innovation, the innovation process takes places exclusively inside the company, whereas in the open innovation, it can include external partners.
- These concepts are extremely important and are studied for a long time
- They are presented separately after the other ones.





Social Innovation

- Social innovation is a new concept, regarding the products and services designed to meet the social needs of society including working conditions, education, health, pollution, community development, cultural needs, leisure, etc...
- Learning is extremely important, with services of dedicated tuition, online learning, life-long learning, simulators of real life, etc..
- It may have a social scope, like volunteering, hackathons, treasure finding, mystery rooms, etc...





Process Innovation

 Process innovation is the development and application of technology, production method, or method of delivery that's newly introduced or improved to a notable degree. This includes changes in technique, equipment, or software that help an organization remain competitive in the marketplace.





Product Innovation

Product innovation refers to the creation of a new or significantly improved good or service. It includes both the development of new products and changes in the design of established products. It can also refer to the use of new materials or components in the manufacture of current products, or the improvement of an existing product's overall performance using new technology or materials.





Radical Innovation

- Radical innovation refers to research and development aimed at creating new products, technology, or techniques that leap ahead or completely change the marketplace.
- The goal is to completely change how an industry or market functions, putting the innovator at the center.





Incremental Innovation

- Incremental innovation is research and development to design and implement a series of smaller changes over time, by improving performance, upgrading materials, or lowering manufacturing costs.
- This helps a company stay competitive or increase its position in the market. It's the most common form of innovation.





Business Innovation

- Business innovation refers to the development and refinement of an organization's process for generating new ideas, workflow procedures, methodologies, services, and products.
- The goal is to create practices that accomplish core business initiatives.





Technical Innovation

- Technical innovation uses technology in new ways to enhance business workflows and methodologies as well as improve efficiency in an organization.
- Some examples include automating business processes, developing new technologies for the marketplace, or implementing new technology to increase worker efficiency and decrease costs.





Corporate Innovation

- Corporate innovation, sometimes known as organizational innovation, refers to how the employees of a company, the public or another defined group, organize research and development together.
- Innovation most often occurs from the collaboration and combined efforts of a group, not an individual working alone.





Marketing Innovation

- Marketing innovation refers to research, development, and implementation of new practices and technology that increases the effectiveness and efficiency of a company's marketing strategy.
- This type of potentially breakthrough innovation can provide a competitive advantage in the marketplace by increasing brand awareness and market share.





Value Innovation

- Value innovation refers to the process by which a company develops and introduces new technologies or product improvements that are designed to lower costs as well as differentiate the product in the marketplace.
- Improvements made through value innovation to create both an improved product or service and, at the same time, result in cost savings through the elimination of unnecessary steps in the production cycle.





Open and Closed Innovation

- Closed innovation is based on a model of internal and centralized research and development, with all ideas being produced, developed, created, commercialized, and implemented in-house.
- Open innovation is Open innovation allows for the integration of customers, partners, and other stakeholders in the innovation process. This is helped by a mindset change specifically related to research and development. With closed innovation it was believed that, in order to protect business concerns, all research and development needed to happen internally. Now, there is more acceptance of the reality that external research and development can have its place.





Open Innovation

Open innovation is the concept that, in a world of massdistributed knowledge, firms can and should partner with others to advance their goals. It is innovation by sharing both the risks and rewards of new research. The paradigm is that companies cannot afford to rely strictly on their own internal methods of innovation, but can buy or license processes or inventions from other companies. This helps to further their goals while also providing the opportunity to license or use joint ventures to share their under-utilized technology or processes.





Open Innovation Advantages

- More speed in the innovation process, as it involves resources coming from various areas, internal and external;
- More variety of ideas, as there is a great diversity of people working on a particular topic;
- Greater learning ability, given the number of different minds involved in the work;
- More trust and impact because of the membership in an organization, especially for small players.
- Easier funding, as the project involves other stakeholders in the projects.





Closed Innovation

Before being "open" as in open innovation, research is conducted internally within a company to privately create and manage inventions and new advancements before sharing them with the world. Successful closed innovation requires protection, control, and ownership of intellectual property while still under development, through the use of special product development teams within a company.





Closed Innovation Advantages

- Full control over the innovation process;
- Better performance and stability because of the better control;
- Lack of reliance on external knowledge/elements, which can be a limiting factor during innovation;
- Exclusivity in the innovation process, where products/services can bring an immense competitive advantage;
- Reduction of project leakage to the market.





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