Innovation Management 2030: Integrating social aspects in Technology- and Innovation Management

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It is by no means certain that things will become better when they change, but in order to become better, they have to change.



Georg Christoph Lichtenberg German physicist and author (1742-1799)

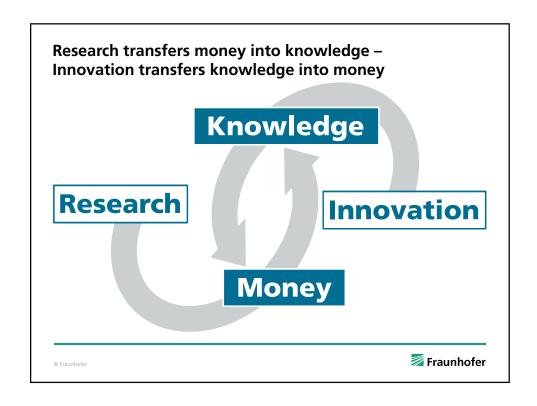
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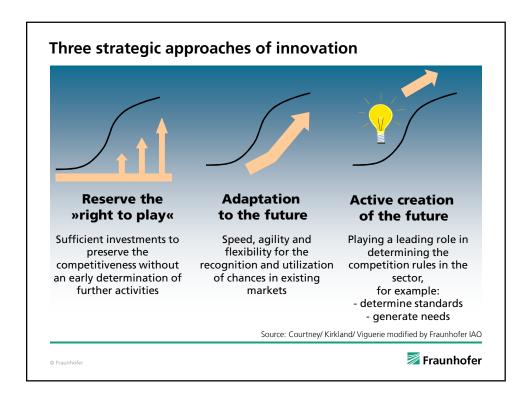
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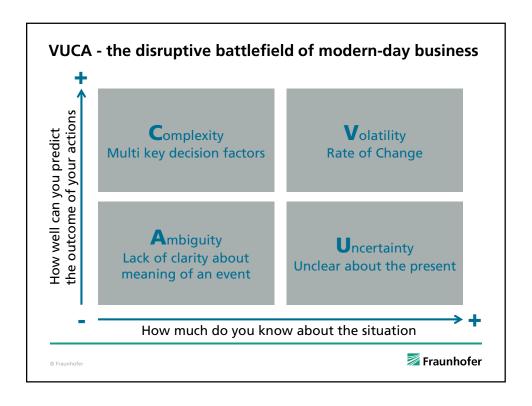


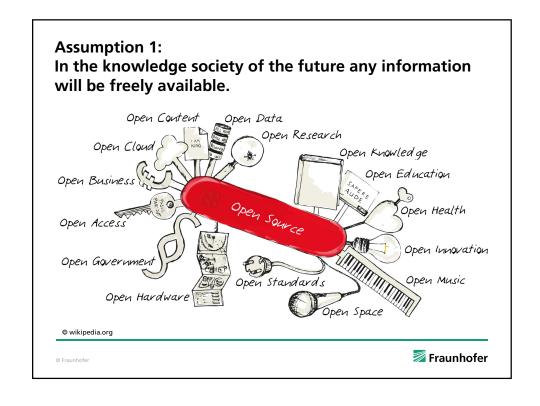


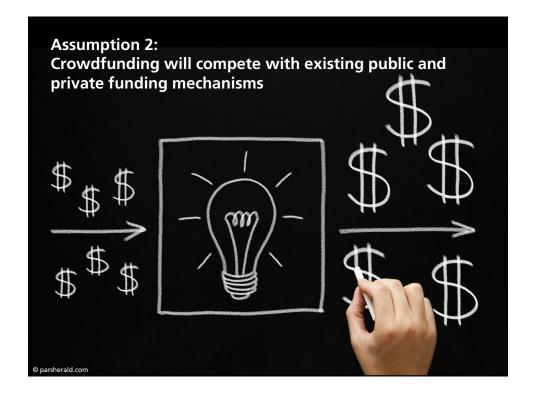


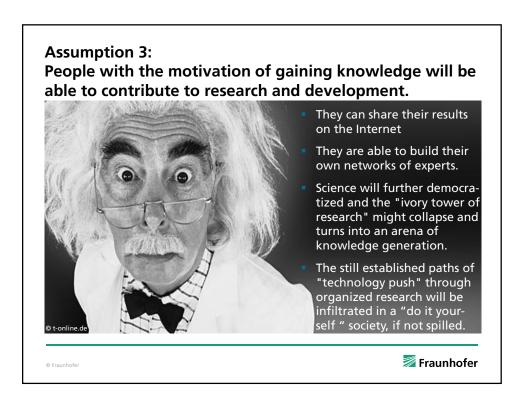


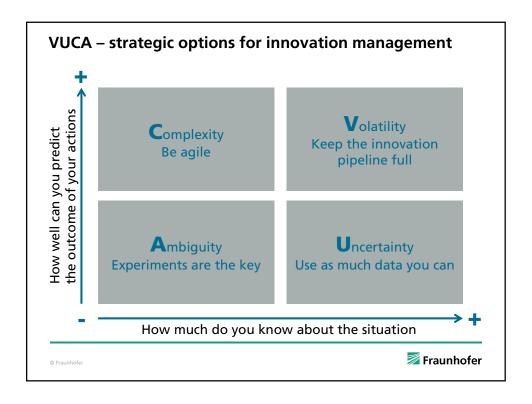




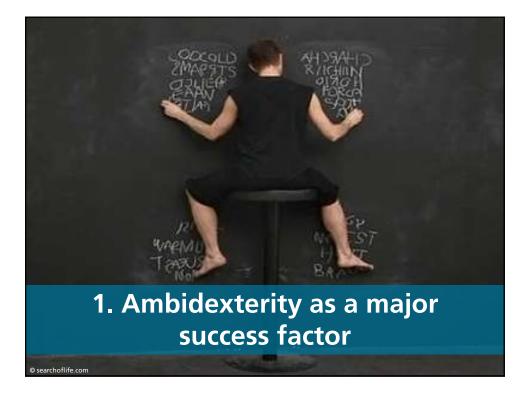












Challenge 1: Ambidexterity as a major success factor Ambidextrous organizational architectures

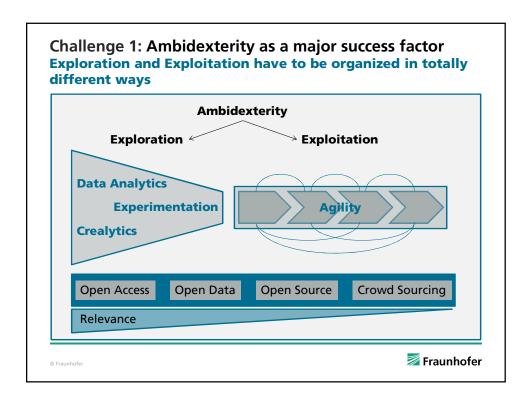
The overcoming of dysfunctions and tensions by instruments and organizational architectures enabling exploitative and explorative innovation simultaneously.

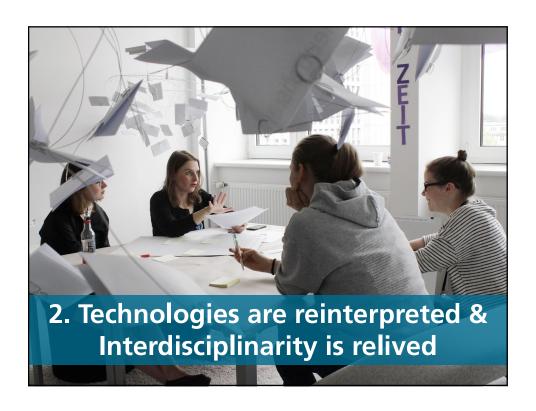
- Currently one of the "hottest" issues discussed in Innovation- and Technology-Management
- Competitive advantages are to be created through the simultaneous pursuit of
 - exploitative (incremental improvements) processes and
 - explorative processes (radical Innovation)
- Organizational challenge:
 Simultaneous implementation of stability and change in the company

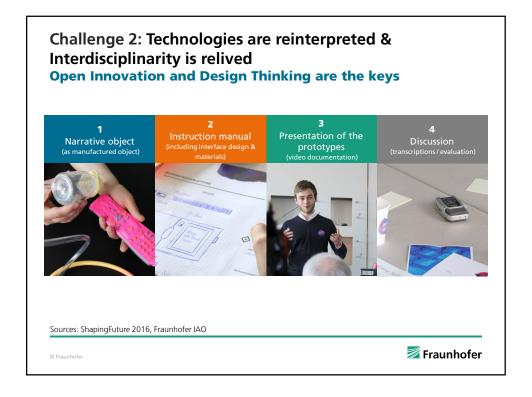
How to design organizational forms / instruments that support exploitative and parallel explorative activities?

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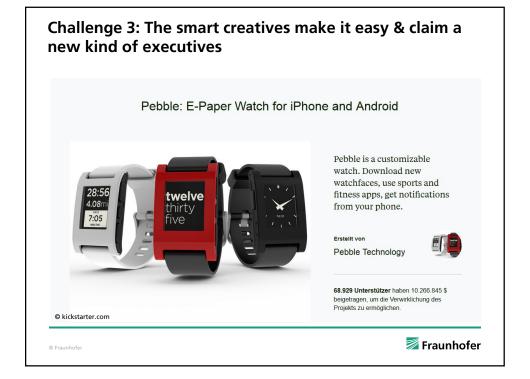












Challenge 3: The smart creatives make it easy & claim a new kind of executives

Learning to decide

Fast Learning in dynamic contexts enables fast decisions

- Creative Labs, Co-Working Spaces and Centers sprouting up everywhere
- Design Thinking as a culture (!) for interdisciplinary, creative problem solving is recognized and is gaining importance
- Effectiveness through discourse and consensus on a defined problem

But:

- > Is the world as it is described to us here?
- > Dealing with the NEW can not be described as a problem!
- > An organization must endure uncertainty

People who want the NEW must be able to learn, want and can.

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Challenge 3: The smart creatives make it easy & claim a new kind of executives

Experiment instead of Structure

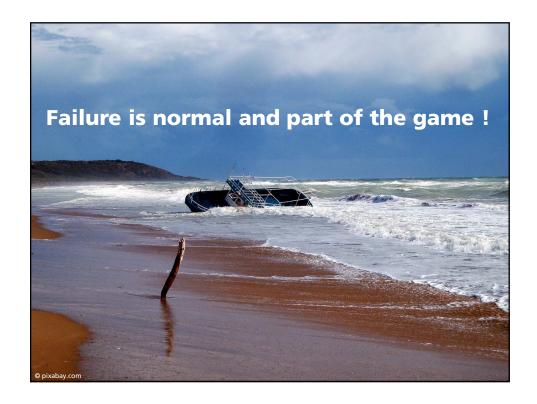
Formal Innovation Strategies and – organisations are replaced by the enabling of fast Experiments

- Invention is an expedition
 - Search for problems whose solution is worthwhile
 - Rapid prototyping and pilot tests
- Everything is there to experiment quickly:
 - Crowdfunding platforms deliver a fast "Feedback" for an experiment
 - Open Innovation Platforms bring ideas to the company or companies to ideas
 - Open standards, open source hardware and software are the drivers!

Learning by doing!

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Challenge 3: The smart creatives make it easy & claim a new kind of executives

Democracy, Sociocracy, Heterarchy, Meritocracy and Holacracy lead to an era of new managers!

Democratic forms of empowerment for potential innovators supplement the force of charismatic entrepreneurs.

- Three out of four executives are convinced that the management culture needs to be changed
- Self-organized networks gain importance
- Collective intelligence of employees and customers presupposes creativity and innovative capacity
- Freedom of decision and responsibility are increasingly important to motivate people

Results of a study commissioned by the "Initiative New Quality of Work" (2014)

Sociocratic decisions lead to better solutions

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Challenge 3: The smart creatives make it easy & claim a new kind of executives

Who knows his crowd wins! StartUp Autobahn Arena2036

- Arena2036 is a research campus for interdisciplinary, cross-company new product development in the future automotive industry.
- Under the lead of Daimler and in cooperation with Plug&Play they introduced the "StartUp Autobahn"to create their specific crowd along all aspects of future Mobility.



ARENA 2036 DAIMLER Will Universität Stuttgart 🗾 Fraunhofer







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Challenge 4: Invention Manager 1.0 Esteem rather than hierarchy

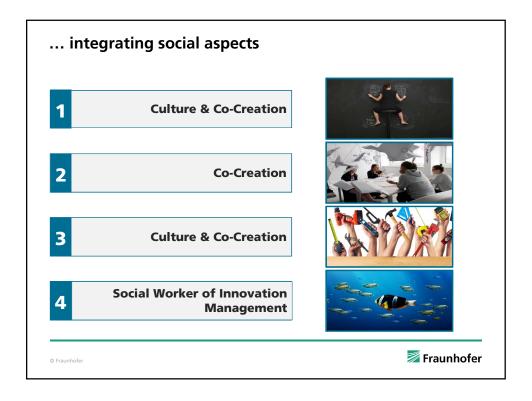
The new Invention Manager identifies technological opportunities and potential needs in the field. He brings people together and enable them to discover and implement the New.

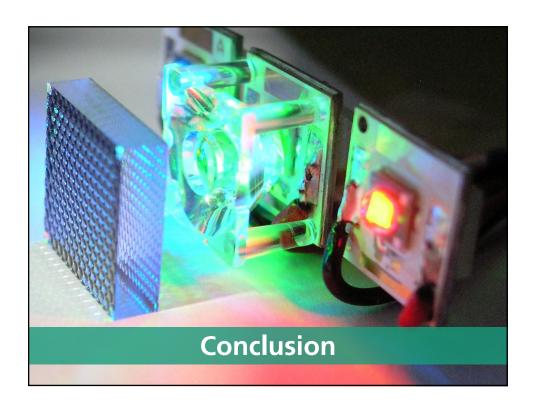
- An Invention Manager ...
 - ... develops an organization that quickly learns from their mistakes in an efficient and consistent way,
 - ... asks the right questions (questioning the core business)
 - ... beats a path into the unknown
 - ... gives time, instruments and tools and sets important limits
 - ... is an advocate for the New

The Invention Manager 1.0 will not be "process owner", but more than ever Coach, Changemaker, Scout, Rule-Breaker and "Crosslinker"

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10 good ideas a day keep your competitors away

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