

ESI 2019 Project Day – Technical and Market Feasibility

Technology Transfer

Is the process of transferring skills, knowledge, technologies, methods of manufacturing, samples of manufacturing and facilities among governments or universities and other institutions to ensure that scientific and technological developments are accessible to a wider range of users who can then further develop and exploit the technology into new products, processes, applications, materials or services.



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Technology Transfer & Commercialization



"It's a toenail clipper that gets Facebook, checks my e-mail and makes phone calls. What do you mean, why do I need that?"

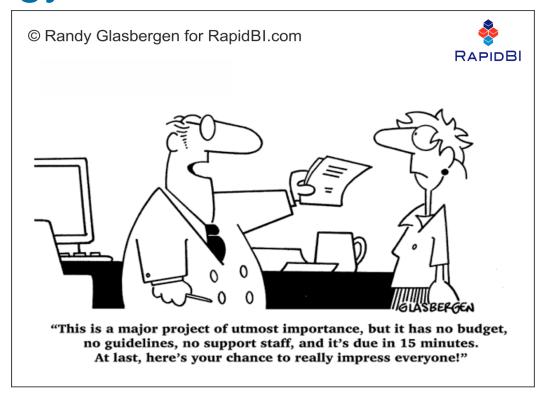


Technology Transfer & Commercialization





Technology Transfer & Commercialization





Technology Push and Market Pull

CAPABILITY PUSHI



- 1 TECHNOLOGY ALREADY EXISTS 2 FIND DIFFERENT APPLICATIONS
- 3 FIND MARKET OPPORTUNITY

OPPORTUNITY PULL

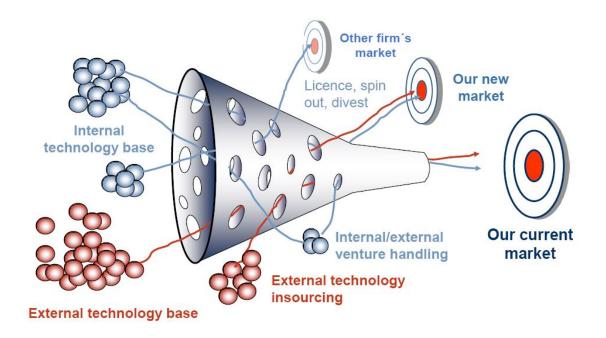


- 1 SEE NEED/PROBLEM
- 2 DEVELOP TECHNOLOGY TO FULFILL NEED/ SOLVE PROPLEM

Source: https://newentrepreneurship.files.wordpress.com/2012/07/push-pull-green.jpeq



Open Innovation and the importance of TT





Universities and Research Organizations





Private Companies













































Support Organizations







How can we transfer technology into a business?



- -Licensing between established entities
- New venturing:ENTREPRENEURSHIP



Start-up Development Phases

Main reason for failure?

Go to Kahoot.it again!



Start-up Development Phases





Problem-Solution Fit

Translate problems into solutions that will be adopted

Pre	bblem-Solution Fit canvas	Purpose / Vision	Purpose / Vision		Version _i	
Define CS, fit into CL	1. CUSTOMER SEGMENT(S)	CS	6. CUSTOMER LIMITATIONS EG. BUDGET, DEVICES	CL	5. AVAILABLE SOLUTIONS PROS & CO.	Explore A5, differentiate
Focus on PR, tap into BE, understand RC	2. PROBLEMS / PAINS - ITS FREQUENCY	PR	9. PROBLEM ROOT / CAUSE	RC	7. BEHAVIOR + ITS INTENSITY	Focus on FR, tap into BE, understand RC
Identify strong TR & EM	3. TRIGGERS TO ACT 4. EMOTIONS BEFORE / AFTER	TR	10. YOUR SOLUTION	SL	8. CHANNELS OF BEHAVIOR ONLINE OPPLINE	Extract online & offline CH of BE



 Translate solutions in products that will be acquired by your customers

The Product-Market Fit Pyramid



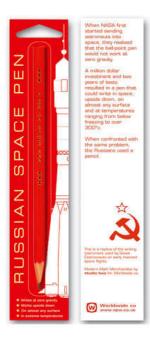




Problem space vs solutions space

Problem Space	Solution Space
A costumer problem or benefit that the product should address A well-written user story: "As a_, I	A specific implementation or design to address the customer need
want to_, so I can"	







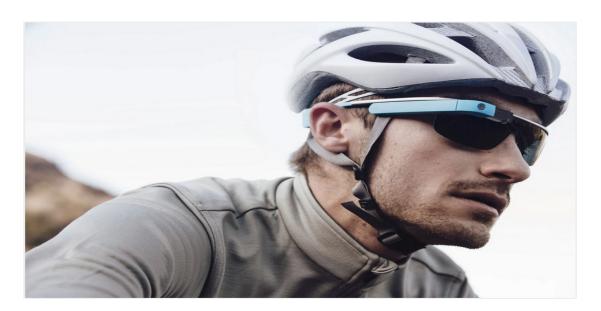


















Problem vs Solution

Problem space (user benefits)

Book an accommodation

- 1. Define specific problems-benefits.
- 2. Group by topics
- 3. Define specific solutions

Solution Space (product)







Next step

- 1. Explore the different applications identified (solutions/products/services)
- 2. Implement an initial technical feasibility of the technology. Clearly identify the added value of your technology (what is the main value in the technology?)
- 3. Understand the market:
 - 1. Identify main Stakeholders (internal and external for the commercialization)
 - 2. Identify main potential receivers (your clients) and users (the final clients)
 - 3. Identify main barriers of the market
- 4. Consider the need to agree on the license of the technology to your company:
 - 1. Steps to achieve a successful transfer of the technology (development needed?, funding needed?)
 - 2. Foresee critical negotiation points



Consider the IP aspects

Exclusivity and duration

Geographical coverage

Sectorial coverage

Remuneration: Patent maintenance costs, Royalties and other payments. Consider initial investment of the company for the integration in the remuneration

Any IP developed during technology integration?

Use of other image rights



Thank you

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IMKTT WG Chair EIROforum

