Tech Push

Innovation







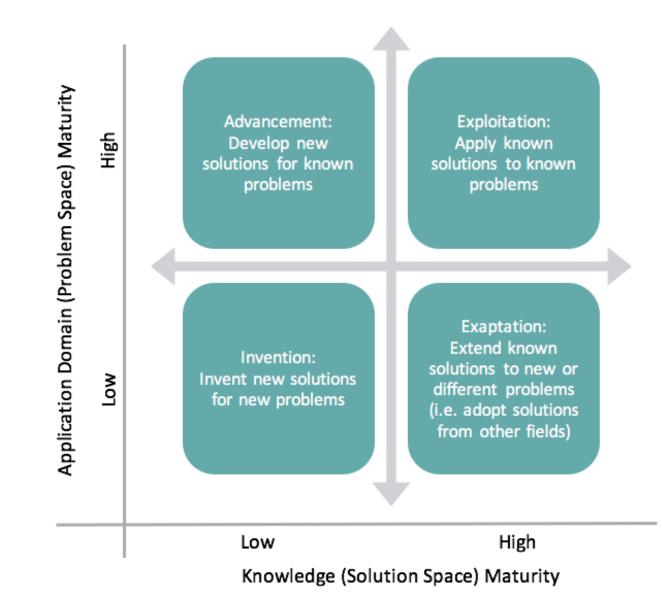
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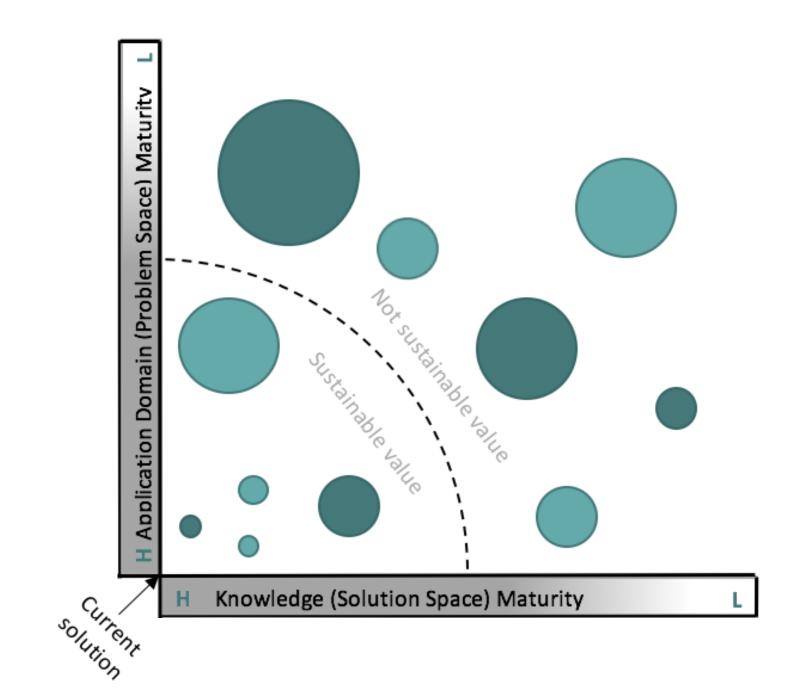
Tech push vs. Market pull

- Market pull: the easiest way to innovate
- Tech push: harder, but...
 - too bad if we do not try
 - bigger potential
 - available funding



The knowledge innovation matrix





Tech push innovation: the steps

- 1. Understanding of the technology
- 2. Application identification
- 3. Application verification
- 4. Building a business case



Understanding the technology

"If a newcomer to a field has the requisite information, he/she is more likely to achieve a creative solution than a long-time worker in the field" (Mednich, 1962)



Application Identification

- Everyone too busy to actively pursue this at CERN
- The collective intelligence:
 - Brainstorming in heterogenous groups
 - ...with creative traits
 - ...and high intrinsic motivation
- Isolating the functions of the tech: Keyword searches
- Serendipity



Application verification

- Talk to people: experts, potential customers, competitors...
- Learn as much as possible: Feasibility, usefulness, willingness to buy
- Prototype (if possible)



Building a business case

- The right team
- The value proposition
- The business model
- Go to market strategy
- IP situation and strategy
- Fundraising



Challenges

- Tech push can work, however often it turns out to be too specific
 - Why we have started to speak more about know-how
- Innovation gap between research and market opportunities
- Need to have the right competences in the teams



Conclusion

- Tech push is hard, but can have great potential
- To find more 'exaptive' applications, creative methods are useful
- One can still not forget about the customers...
- CESP is tailored to find opportunities based on tech

