

INNOVATION: A WORKING DEFINITION

Innovation

[in-uh-vey-shuh n]

noun

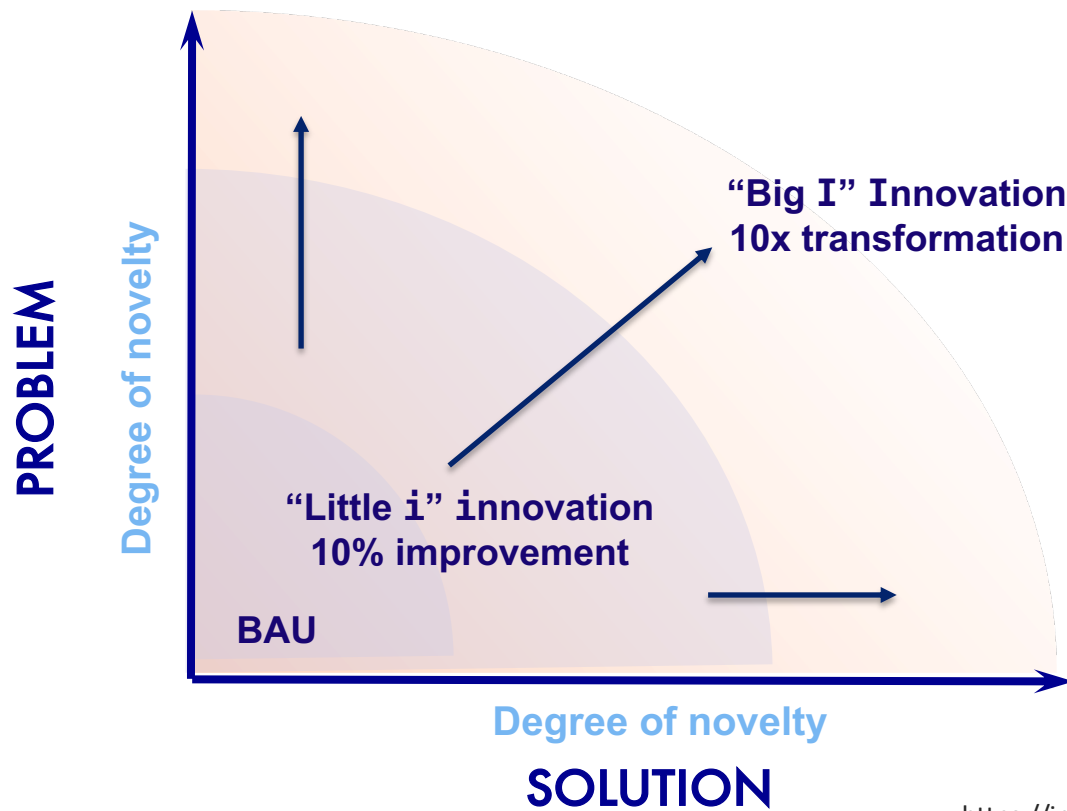
1. At MIT, innovation is the **'process of taking ideas from inception to impact'**
2. We emphasize that an **'idea'** is the match between a **problem** and a **solution**
3. We are interested in **impact** which is broader than simply profit
4. We focus on the **process** (not products / services) to highlight the entire journey
5. We recognize that the journey engages many parties – startups, corporations, nonprofits, governments & universities



https://innovation.mit.edu/assets/BuddenMurray_An-MIT-Approach-to-Innovation2.pdf

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Large Corporates tend to be better at '10%' innovation, and so engage ecosystems to tap others' '10x' Innovation.



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Corporates need to be strategic in engaging the ecosystem Stakeholders

MIT Sloan
Management Review

MENU

Strategically Engaging With Innovation Ecosystems

Where startups, researchers, and investors cluster, opportunities to accelerate corporate innovation abound.

Philip Budden and Fiona Murray • July 20, 2022 READING TIME: 17 MIN

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<https://sloanreview.mit.edu/article/strategically-engaging-with-innovation-ecosystems/>

MIT Sloan
Management Review

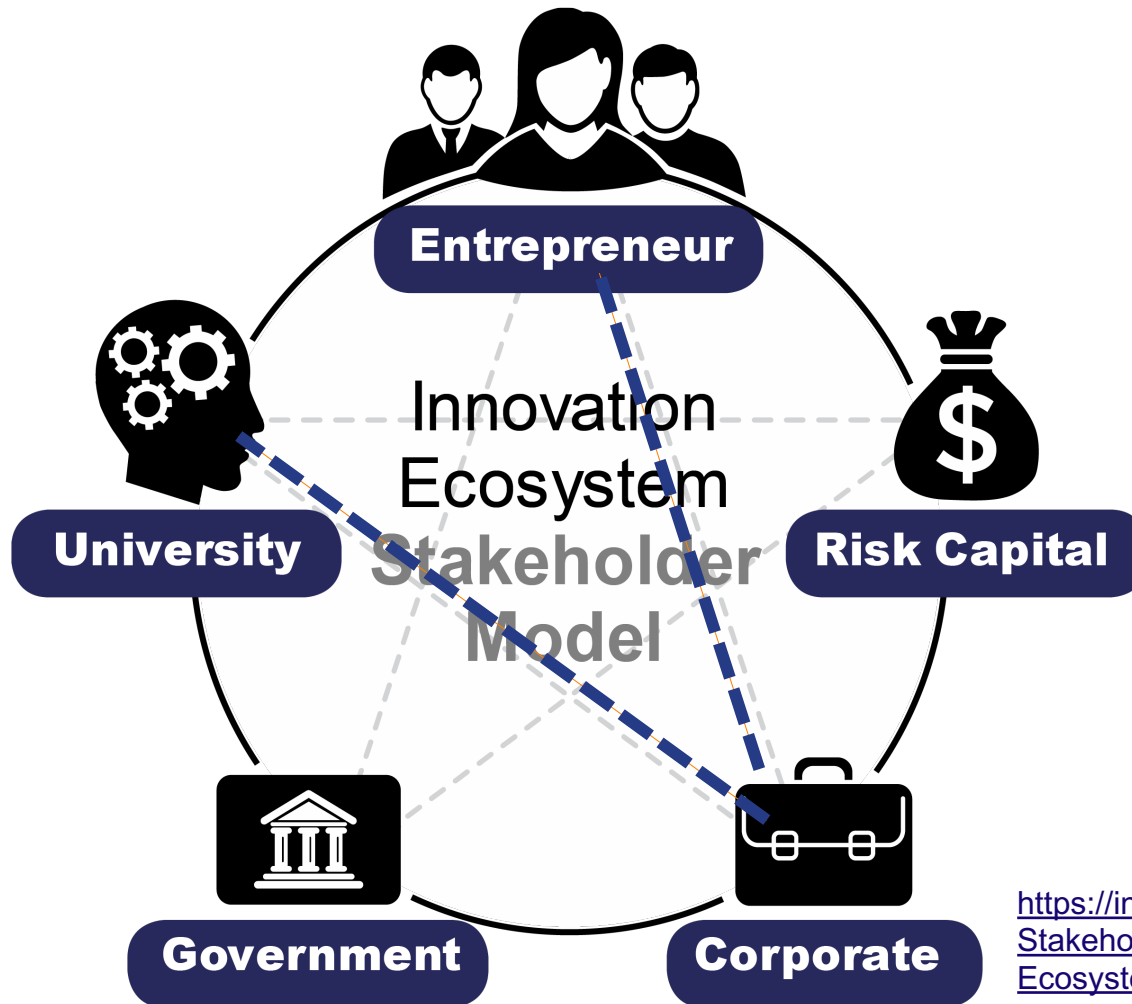
Strategically Engaging With Innovation Ecosystems

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Philip Budden
Fiona Murray

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...and this usually means engaging startup Entrepreneurs, especially those coming out of key Universities.



https://innovation.mit.edu/assets/MIT-Stakeholder-Framework_Innovation-Ecosystems.pdf

Any Plan for innovation is hard for large organizations, for all the usual reasons...

Strategic Design

- Organizations are *machines*
- *Mechanical* systems crafted to achieve defined goals
- Parts must *fit* well together to match environmental demands
- Action comes through planning

Political System

- Organizations are *contests*
- *Social* systems encompassing contradictory interests
- *Competition* for power, influence and resources is to be expected as influencing behaviour
- Action comes through power

Cultural System

- Organizations are *institutions*
- *Symbolic* systems of meanings, artifacts, values and routines
- *Informal norms and traditions* exert a strong influence on behavior
- Action comes through habit

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