CT436

Advanced Professional Skills

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1 Introduction

1.1 Lecturer Contact Information

• Dr. Owen Molloy (owen.molloy@universityofgalway.ie

1.2 Group Project

- Groups of 3 5.
- Work on an idea that your team is excited about.
- Take the ideation & team formation phase very seriously: it can greatly determine your experience within the class.
- If you find that your idea hits a dead-end, do not be afraid to pivot mid-way through the semester.

Each team will maintain an online portfolio documenting their journey & linking with or containing their deliverables:

- Idea generation.
- Market segmentation / analysis.
- End-user profiling.
- Customer persona.
- Lifecycle use case.

- Quantified value proposition.
- Product brochure.
- Business model canvas / business plan.
- Video (which will be submitted to EI Student Entrepreneur Awards).

2 Innovation

Innovation consists of using new technology & new ways of thinking to add value to an existing idea or product and to make substantial changes in society. Innovation = Invention \times Commercialisation.

2.1 Four Misinterpretations of Innovation

- 1. **Innovation** ≠ **Invention**: An invention is a creative idea while an innovation makes that idea feasible and turns it into a product or service that satisfies the customer's needs.
- Innovation ≠ New Products and/or Services: Innovation has rightly been associated with many cases of new
 product development. However, innovation can concern other new developments such as new markets or new
 marketing methods.
- 3. **Innovation** \neq **Original**: Innovation often builds on old existing ideas & resources.
- 4. **Innovation** ≠ **One-Off Inspiration**: Unlike the one sudden flash of inspiration, innovation is a gradual process that takes place over a period of time (or incubation).

2.2 Sources of Innovation

Innovators are generally attentive to changes which give them clues to what opportunities may come in future. Would-be innovators must also go out and look, ask, & listen. Above all, innovation is *work* rather than *genius*. It requires knowledge, it requires focus, and it often requires integrity.

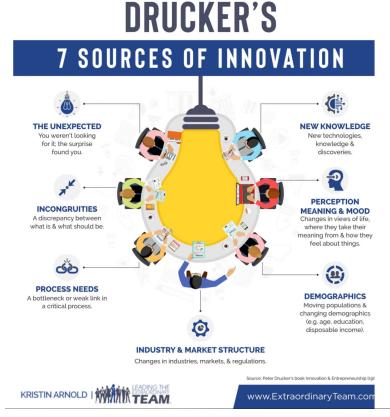


Figure 1: Drucker's Sources of Innovation

2.3 Types of Innovation

- Invention: Totally new product, service, or process.
- Extension: New use or different application of an already existing product, service, or process.
- **Duplication:** Creative replication of an existing concept.
- **Synthesis:** Combination of existing concepts & factors into a new formulation or use.

3 Entrepreneurship

Entrepreneurship is the formation of a new venture that produces a product or offering that creates some value to make it economically sustainable. It has the ability to improve standards of living & create wealth.

In contemporary markets, entrepreneurs act as innovators or developers who identify & capture opportunities, transform the opportunities into merchandisable concepts, create value through multiple stakeholders & resources, and take risks while seeking rewards for their ventures & efforts.

3.1 What do you need to start a successful new venture?

- 1. Idea.
- 2. Team.
- 3. Process.

Good entrepreneurial business ideas are:

1. Market-Driven:

- Solve a problem.
- Find a market need.
- Customer-focused, not product-driven.
- Targets an identified sizeable market segment.

2. Feasible:

- Attractive: there is a demand.
- Achievable: it can be done.
- Durable: it lasts.
- Value-Creating: it is worth something.
- Safe.
- Affordable.

3. Unique:

- Faster/Better/Cheaper.
- Differentiated (vs. commodity).

4. Fundable:

- Revenue stream.
- Management risk.
- Sustainable: market exists with frequency of purchase.
- Scaleable or replicable.
- Barriers to entry.
- · Growth potential.
- Product pipeline.
- Exit plan.
- Innovative.

5. Innovative:

- Invention: totally new product/service/process.
- Extension: new use or different application of an already existing product/service/process.
- Duplication: creating a replication of an existing concept.
- Synthesis: combining existing concepts and/or factors into new formula for use.