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 \neq 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.
- 2. Innovation \neq 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** \neq **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. Wouldbe 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.