

Innovation Models_20 (F. Económicas)

Guía docente 2023-24

PRESENTACIÓN

Breve descripción:

This subject aims to introduce students to the world of innovation. The aim is to understand what innovation consists of, what factors and agents are involved in it and how it is designed, organised and carried out.

• Titulación: ADE + Innovation & Entrepreneurship

• Módulo/Materia: 7.2 optativas específicas

• **ECTS**: 3

Curso, semestre: curso 2 semestre 3
Carácter: Optativa de perfil obligatoria

• Profesorado: Belén Goñi Alegre

• Idioma: Bilingual. The materials will be in English and most of the classes too, except those with a guest that will be in Spanish

• Aula M2 Horario Friday 12.00-14.00

COMPETENCIAS

CEOP12. Conocer y aplicar conceptos y teorías del área de la innovación, en sus diferentes aspectos (innovación social, de producto, radical, modular, disruptiva..) // Understand and apply concepts and theories of innovation, including social, product, radical, modular, disruptive...

CEOP13. Conocer y aplicar conceptos y teorías avanzados del área de la estrategia // Understand and apply advanced strategy concepts and theories

CEOP14. Conocer los fundamentos económicos de la innovación en el área de la empresa // Understand the economic fundamentals of innovation in companies

CEOP15. Conocer y aplicar los conceptos y teorías de entrepreneurship e intrapreneurship // Understand and apply concepts and theories of entrepreneurship and intrapreneurship

PROGRAMA

- 1. Introduction
 - 1. Concepts
 - 2. Starting premises
 - 3. Innovation types
 - 4. Innovation projects
- 2. Innovation: the context
 - 1. Trends & technolgies
 - 2. The ecosystem
 - 3. Managing context: strategic intelligence
- 3. Innovation: The company's organization
 - 1. Organization & structure
 - 2. The optimal organization to innovate
 - 3. Innovation Culture
 - 4. Measuring innovation



- 5. The innovation process. De-risking
- 6. Involving stakeholders
- 7. Learning
- 8. Portfolio Management
- 9. R + D + I projects (Research + Development + Innovation). Technological & investment maturity
- 10. Protection and exploitation of results: Industrial property
- 11. Tools, infostructure, and innovation support systems
- 4. Innovation: People
 - 1. The managers
 - 2. Innovation competences
 - 3. Teams
 - 4. Change Management
- 5. Conclusions
 - 1. Innovation killers

ACTIVIDADES FORMATIVAS

In-class activities (25 hours)

Face-to-face sessions in which master classes, case discussions, debates, talks and workshops will alternate

Personal activities (50 hours)

- Individual preparation of face-to-face sessions and personal study.
- Design and implementation of a real innovation project.
- Innovation examples presentations.
- Learning notebook

EVALUACIÓN

CONVOCATORIA ORDINARIA*

- 1. **Team project**: Implementation of an innovation project. Evaluation criteria: according to the rubric detailed in the project definition Weight in the final mark: 40% of the mark: 30% work (team) and 10% peer evaluation (personal). The people who have not contributed to their team during the semester, will not benefit from their group grade.
- 2. Class participation Evaluation criteria: the content, clarity and specificity of the interventions will be assessed, among other aspects, as well as the previous study (by means of the tests at the beginning of class) the preparation of the cases and the "2 things I learned +1 question" Weight in the final grade: 15% of the grade.
- 3. **HBR manage mentor courses** Each person must do the 2 online courses Weight in final grade: 10%
- 4. **Final knowledge exam** Objective evaluation through tests, short questions or small cases. Weight in the final grade: 35% of the grade.

Please note that in order to pass the course you must have passed the exam.

CONVOCATORIA EXTRAORDINARIA*



Activities carried out during the course (participation, project and HBR courses): Weight in the final grade: 30%.

Knowledge exam 2nd call exam. Objective evaluation through tests, short questions or small cases. Weight in the final grade: 70%

To pass the course it is necessary to pass the exam.

* Students who do not take the knowledge exam will obtain the grade "not presented" in the corresponding call for the subject

HORARIOS DE ATENCIÓN

Belén Goñi Alegre (bgalegre@unav.es)

- Despacho: Innovation Factory School of architecture, ground floor office 0160
- Horario de tutoria: Before or after class or at another agreed time after sending an email

BIBLIOGRAFÍA

- A innovar se aprende innovando Ed Punto Rojo. Autores María Beunza y Belén Goñi Localízalo en la Biblioteca
- Manual mínimo viable de innovación. Autor Ángel Alba Pérez
- Cómo innovar sin ser Google Ed. Profit. Autor: Alfons Cornellá
- HBR's must reads on innovation. Find it in the library.
- Innovating: A Doer's Manifesto for Starting from a Hunch, Prototyping Problems, Scaling Up, and Learning to Be Productively Wrong. Ed. MIT Press. Autor: Luis Pérez-Breva Localízalo en la Biblioteca
- Businees Model generation Ed. Wiley Autores Alex Osterwalder Yves Pigneur Localízalo en la Biblioteca
- Value Proposition Design Ed. Wiley. Autor Alex Osterwalder <u>Localízalo en la</u> Biblioteca
- The Invincible Company: How to Constantly Reinvent Your Organization with Inspiration From the World's Best Business Models (The Strategyzer series) Ed. Wiley. Autores: Alexander Osterwalder, Yves Pigneur, et ál
- Ten Types of Innovation: The Discipline of Building Breakthroughs. Ed.Wiley. Autores Larry Keeley, Helen Walters, Ryan Pikkel, Brian Quinn. Find it in the library.
- The Innovator's Dictionary: 555 Methods and Instruments for More Creativity and Innovation in Your Company. Ed. De Gruyte. Autores: Christian Buchholz, Benno Aerssen Find it in the library.