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CENTER FOR KNOWLEDGE AND INNOVATION RESEARCH

Knowledge Transfer and Management in Networked Open Innovation Environments: Innovation Management from the Viewpoint of a Company

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- globalisation, democratisation of knowledge and extensive utilisation of developed ICTs enables users to demonstrate increased power and influence over the content of available products and services
- paradigm shift for the business sector widely acknowledged
- autonomous activities of single organizations cannot produce those radical, cross-disciplinary and architectural innovations required to respond to customer > networked approach thus become important



- innovation networks with other companies, the academia and public organizations are emerging; at best even processes to gather user input
- still only few companies can capitalize on the user generated data
- systemic way to assess the economic and organizational value of open source development and external intellectual assets in their operating environment still waits to be developed
- challenge further emphasized by enormous quantities and lack of structure of the data
- need for sustainable mechanisms, concepts and models for knowledge management and transfer, as well as for the classification and synthesis of various data inputs is recognized

- framework proposed based on recent EC funded projects regarding innovation (Collaboration@Rural, Target, COLLABS)
- conceptual framework for knowledge transfer, classification and management in collaborative open innovation environments
- framework explores the knowledge transfer and management models from various viewpoints
- focuses on:
 - 1) knowledge categories and management
 - 2) bridging knowledge and innovation
 - 3) partners and phases of innovation in networked open innovation environments

1) Knowledge Categories and Management: Samuelson's Public Goods Theory Applied in the Context of Knowledge

- Samuelson's theory re-discovered e.g. by Lanzara & Morner (2005)
- different types of knowledge > different ways to manage its creation, storage and transfer
- access and reusability / access and control

1) Knowledge Categories and Management: Samuelson's Public Goods Theory Applied: -managing creation, storage and transfer

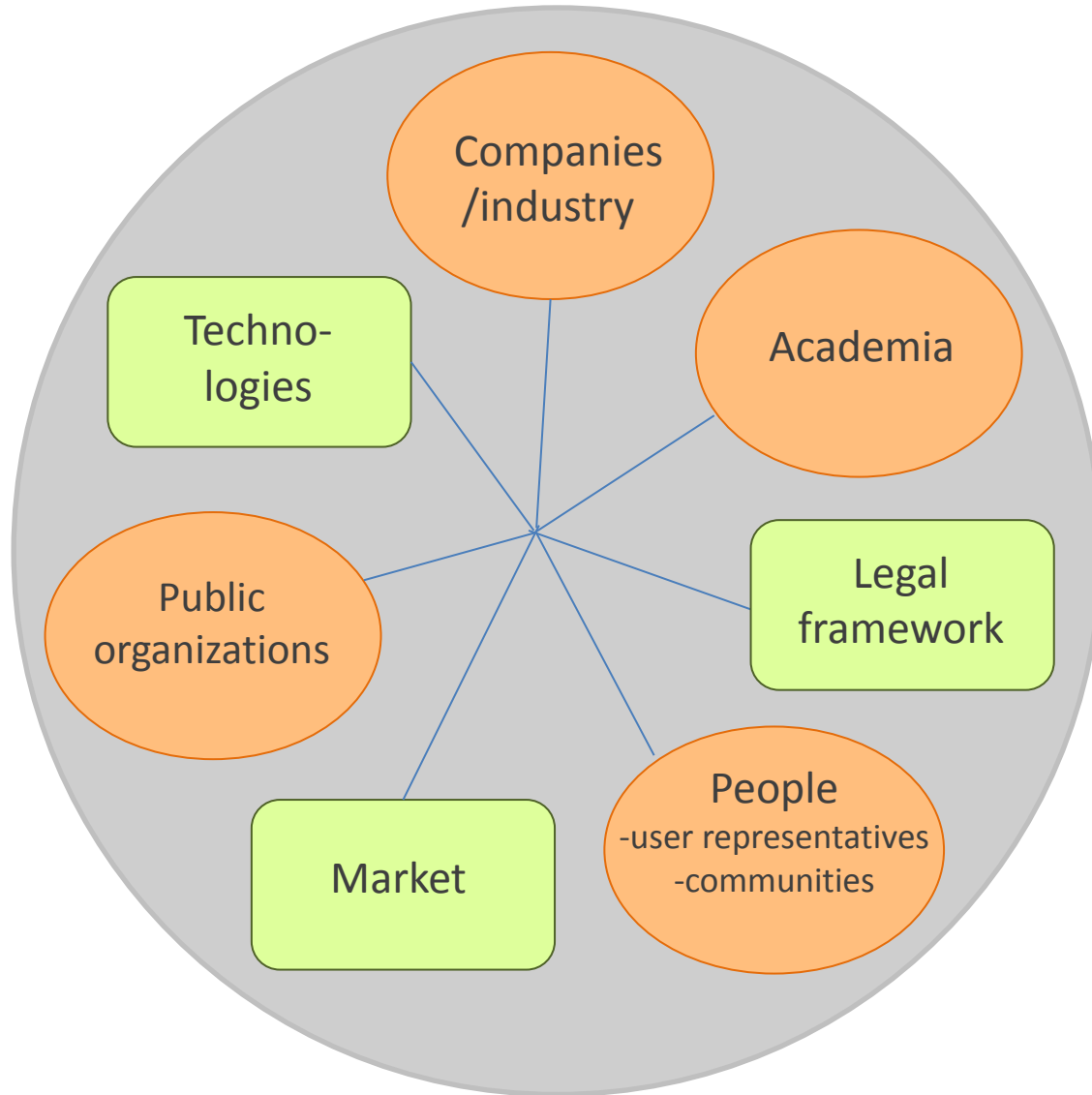
	Excludable	Non-excludable
Rivalrous (cannot be reused)	<p>PRIVATE GOODS -----</p> <p>Knowledge encapsulated in corporate products and services, tacit knowledge (companies have access and control over this type of knowledge)</p>	<p>COMMON GOODS -----</p> <p>Non-reusable open access knowledge (companies have access but no control over this type of knowledge)</p>
Non-rivalrous (can be reused)	<p>CLUB GOODS -----</p> <p>Re-usable expert knowledge, e.g. collaborative open innovation networks (companies have access but often only limited control over this type of knowledge)</p>	<p>PUBLIC GOODS -----</p> <p>Re-usable open access knowledge (companies have access but no control over this type of knowledge; they may, however, want to push for certain knowledge to be used widely)</p>

- company's value increasingly determined by intangible knowledge assets and future potential as opposite to past performance
- organizational ability to manage and create value and innovations of knowledge and information at it's disposal becomes increasingly important
- applying Marchland, Kettinger and Rollins Information orientation model to study the effectiveness of usage of user generated data in product and service innovations
 - Information behaviours and values (IBV),
 - Information management practices (IMP) and
 - Information technology practices (ITP)
- our focus on Information management practices (IMP) i.e. a company's ability to sense, collect, organize, process, and maintain information effectively over its' life cycle

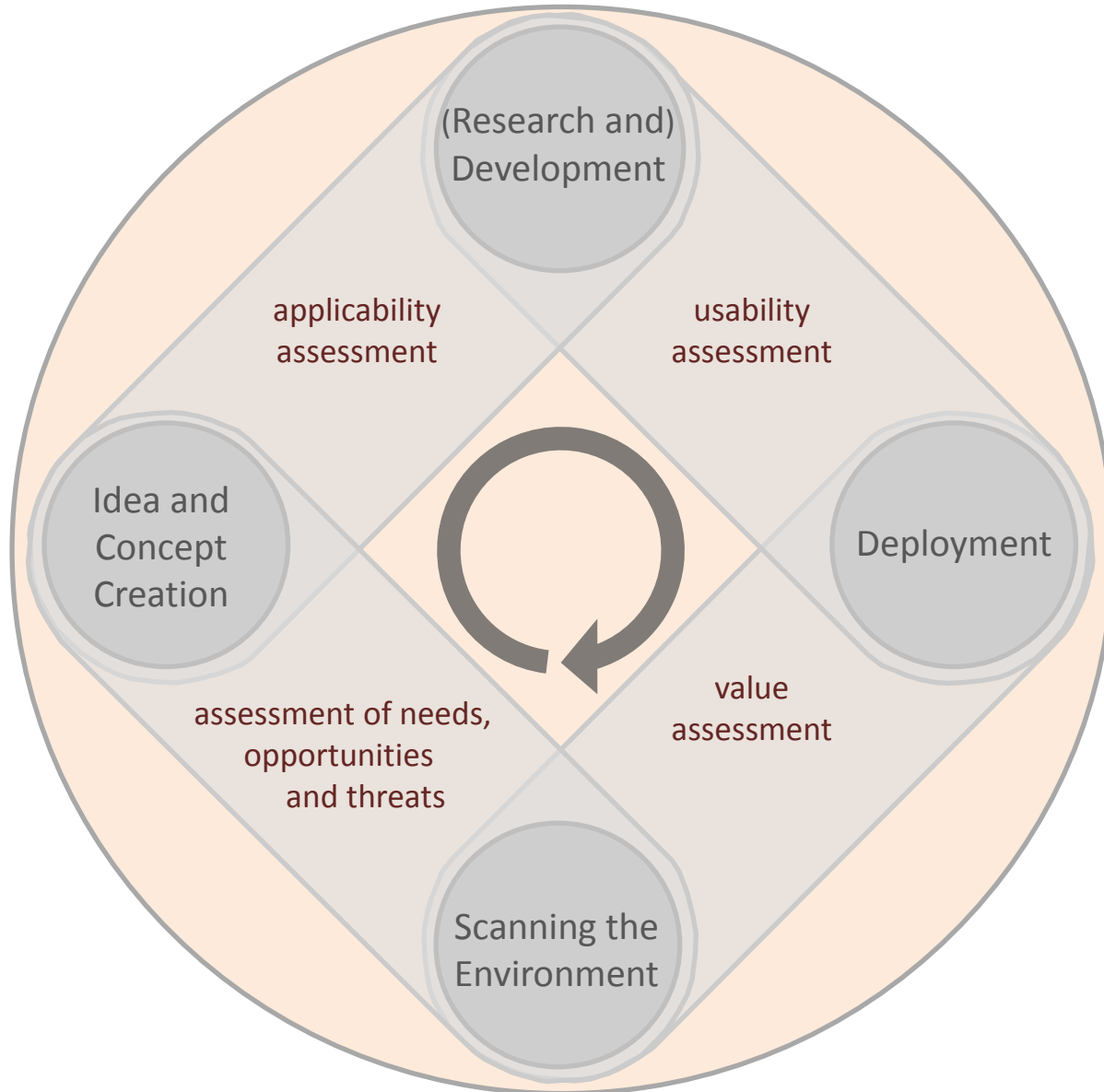
2) Bridging Knowledge and Innovation: Information Management Practices

- 1. Learning organizations:** putting together the processes, structures and behavioural routines which together institutionalise the process of knowledge generation, sharing and capture
- 2. Organization designs** that enable high levels of creativity but also take into account task focus
- 3. Creative climate:** a positive approach to creative ideas, supported by relevant reward systems which recognize and value creativity
- 4. The role of key individuals** who by virtue of their position, knowledge, experience or enthusiasm contribute energy and direction to the innovation process
- 5. Effective team working,** team selection and development to ensure high performance
- 6. Extensive communication** within and between levels and with the 'outside world' as well as internally
- 7. High involvement in innovation:** enabling participation in the innovation process.
- 8. User focus:** an orientation internally and externally towards the demands and requirements of users as a driver for product, service and process improvement

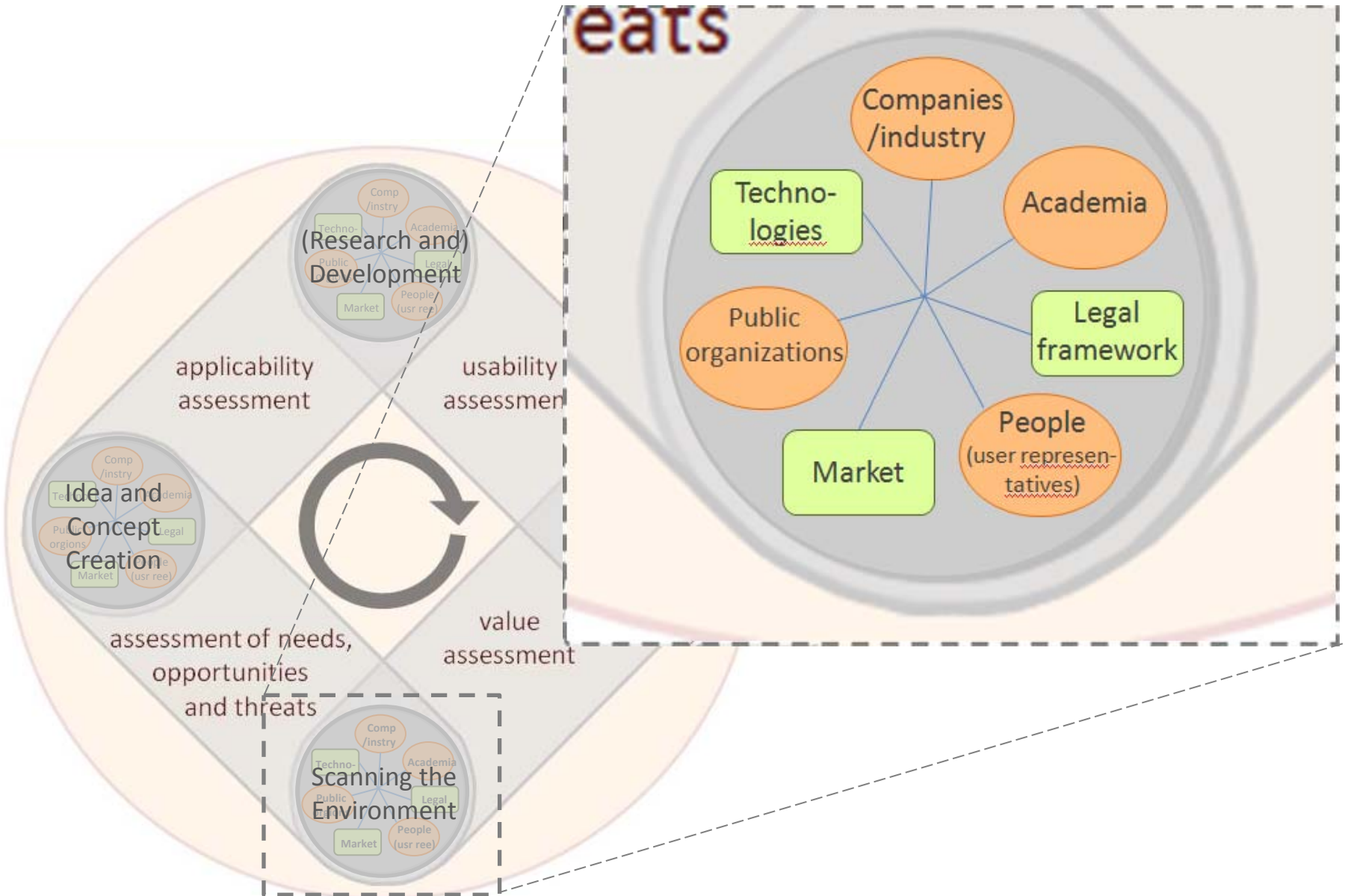
3) Partners and Phases of Innovation in Networked, Open Innovation Environments: Partners and Factors



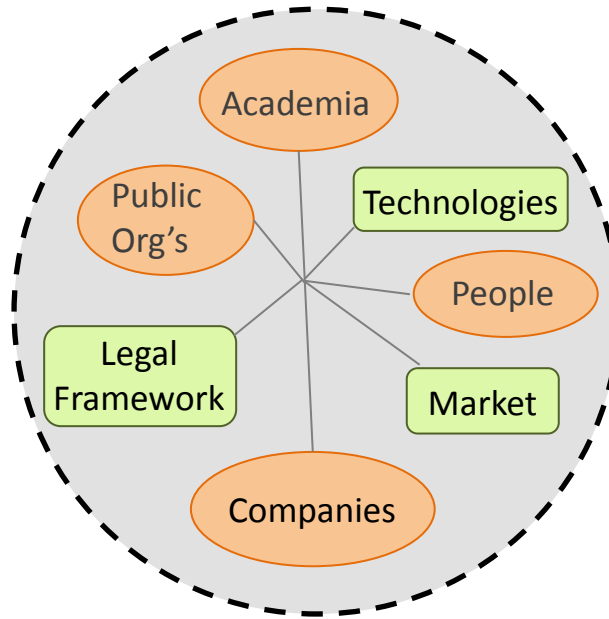
3) Partners and Phases of Innovation in Networked, Open Innovation Environments: Cyclic Model



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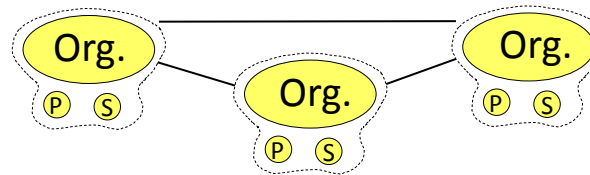


Systems



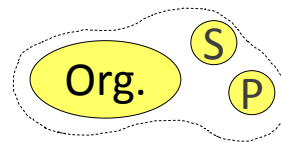
Networks

-public and/or private



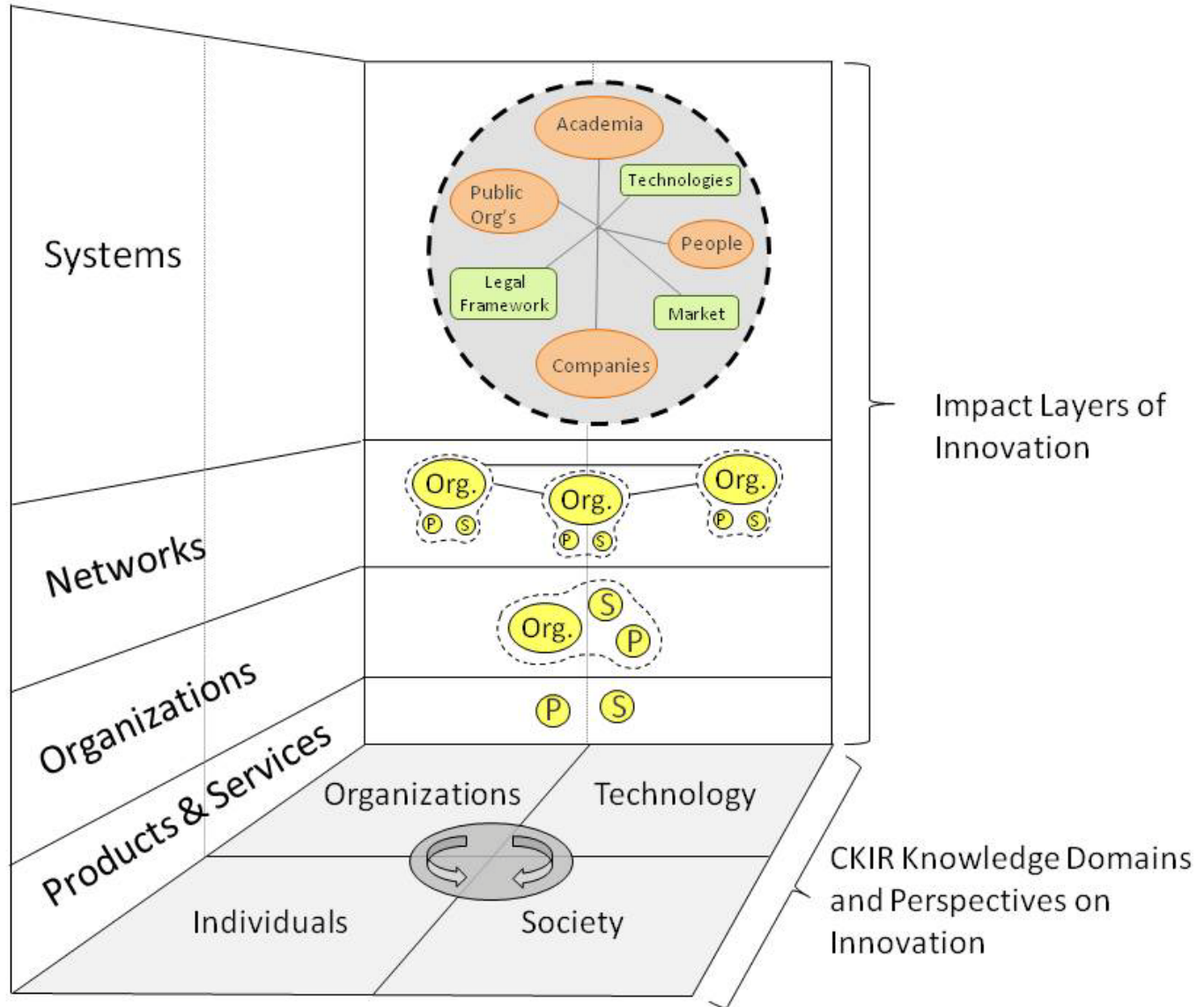
Organizations

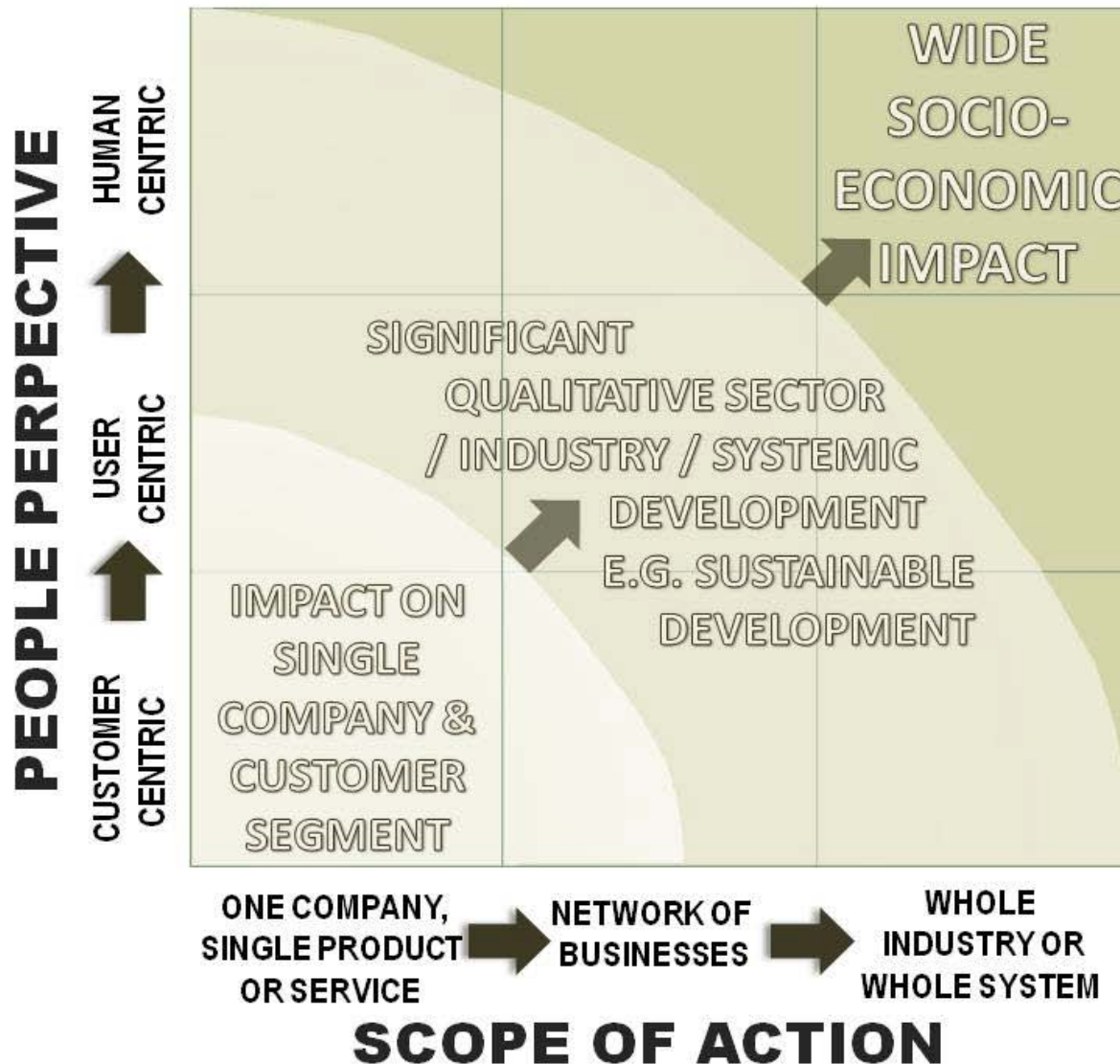
-public and/or private



Products & Services







BRIDGING KNOWLEDGE AND INNOVATION

