TE 250: Week 2 Fall 2021 Vision, Creativity & Innovation

John Thode jthode@illinois.edu



Topics

Paul Couston

Who Are You?

Top 10 Idea Pitches & Next Steps

What is Creativity?

More Innovation

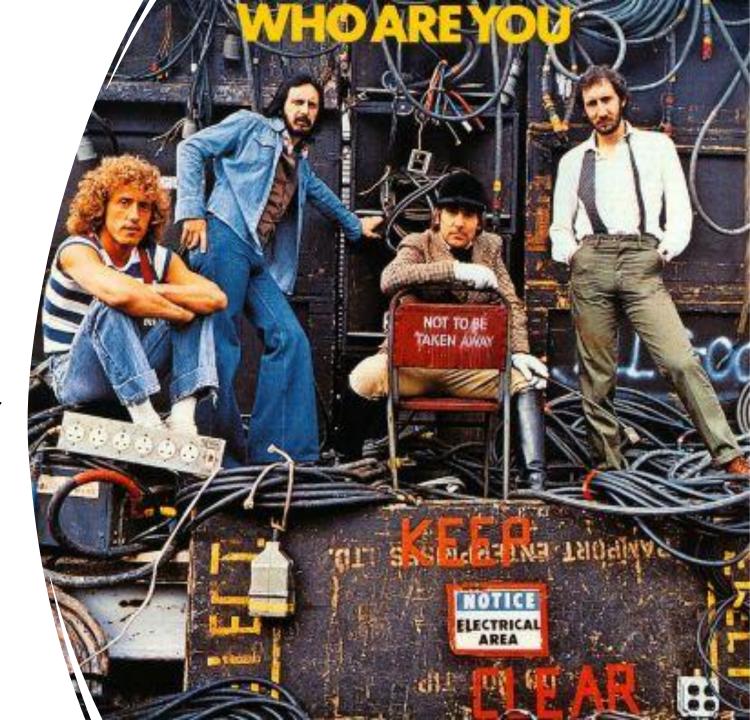
UIUC Inventors & Innovators

TEC & the UIUC Innovation Ecosystem



Who Are You?

Name, Major, Fun fact



Top 10 Idea Pitches (Any last-minute appeals?)



2 minutes - No slides



Idea/Company - Be sure to answer:

What problem are you solving? How are you solving it? What do you need?



Team/Culture – Be sure to answer:

What do you need – people, skills, other resources?

How do you like to work?

What team culture do you want to cultivate?

What values do you find non-negotiable?

Exercise

- Break up into small groups.
- Discuss the following question:
 - Are you concerned someone will steal your idea/problem if you share it?
 - Why or why not?

What is **Creativity**? And what role does it play?



Imagination is the result of wanting more.

Vision is the ability to see the world the way you want it to be.

Creativity is the ability to use the imagination to develop new ideas, new things, or new solutions.

Imagination → Vision → Creativity → Invention → Innovation

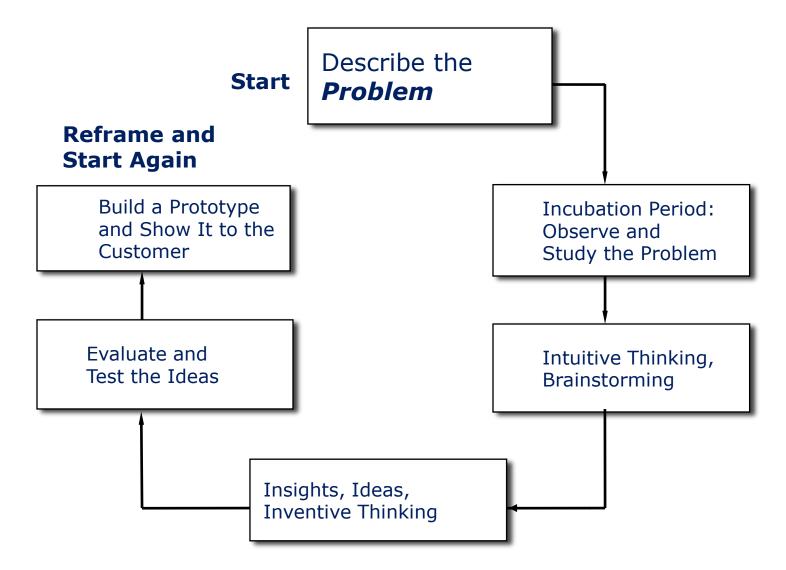


Resources for a Creative Enterprise

- Knowledge in the Required Domain and Fields knowing what is new
- Intellectual Abilities to recognize connections, redefine problems and envision and analyze possible practical ideas and solutions
- Inventive Thinking about the problem
- Motivation towards Action
- Opportunity Oriented Personality and Openness to Change
- Contextual Understanding that supports creativity and mitigates risks



Creativity Process





Systematic Creativity

- Of 200 top-rated ads, 89% fit 1 of 6 templates Of losing ads, only 2% fit a template
- highly creative ads are more predictable than uncreative ones



So can Creativity be taught?

3 groups of study participants, each wrote an advertisement:

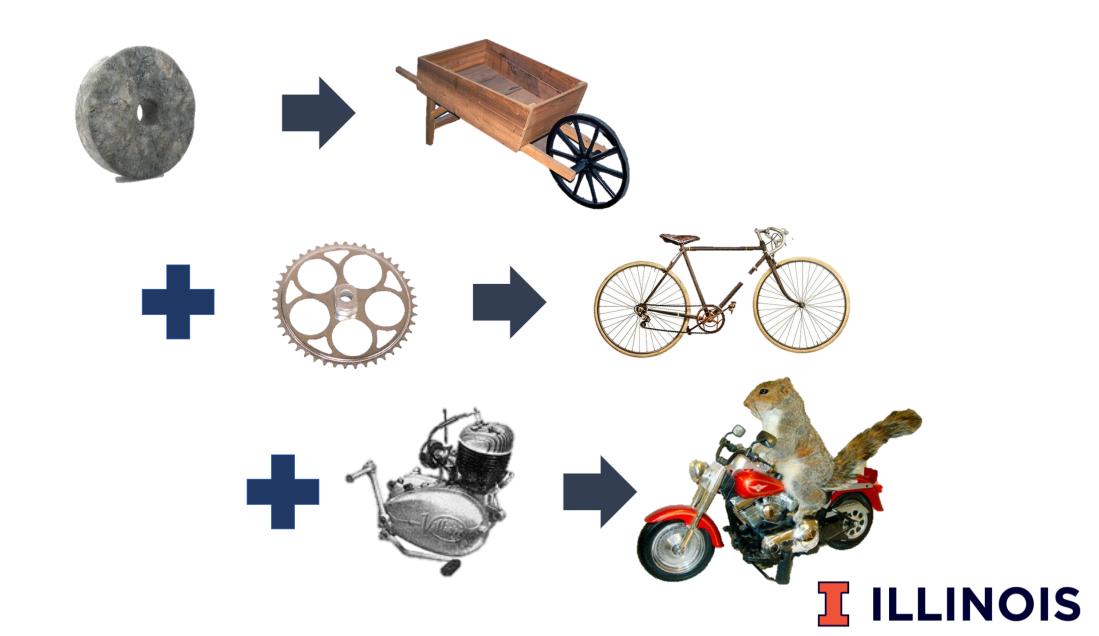
- No training = annoying
- Free association = less annoying, no more creative
- Taught 6 templates = 50% more creative



Group Creativity Exercise

- Brainstorming Diamond
- Reverse Planning
- Disney Creative: Dreamer/Realist/Critic
- Walking Meeting
- Psychological Distancing / Superhero
- SCAMPER

Invention vs. Innovation



Invention is...

• The creation of something new

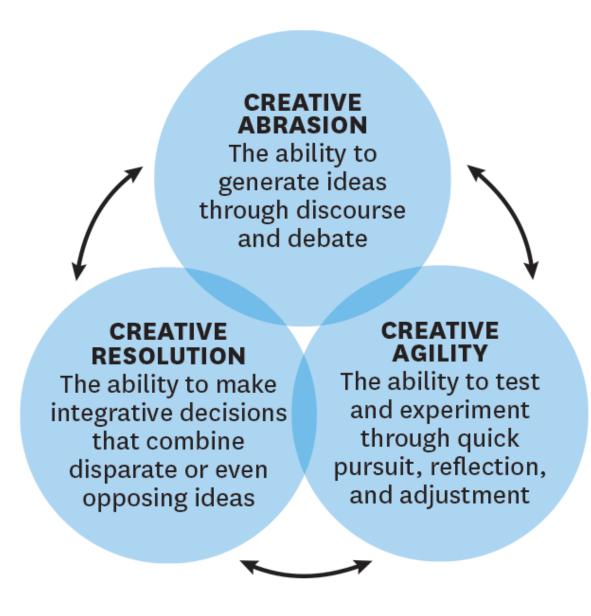


Innovation is...

- Utility or exploitation of an existing idea
- Improvement of an existing idea
- Application of an existing idea in new way
- Combination of existing ideas
- Addition of economic value:
 - Product
 - Process
 - Service
 - Ways of Doing Business



THREE CAPABILITIES OF INNOVATION





Types of Innovation

		Basic design concepts		
	-	Reinforced	Overturned	
Linkages between modules	Unchanged	Incremental innovation ("faster, better, cheaper")	Component or modular innovation	
	Changed	Architectural innovation	Radical or disruptive innovation ("brave new world")	



Examples of Innovation Types: Established product: room fan

Incremental:
Insulate to dampen noise, blade design

Modular:
Dyson bladeless fan

Architectural:
Portable fans - same
components, different
construction

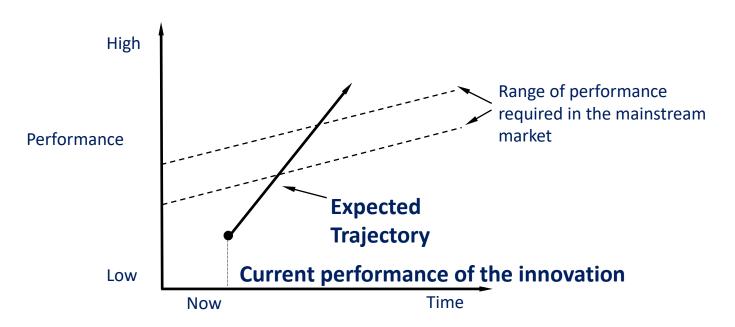
Radical Innovation: Central A/C



Disruptive Innovation

Disruptive (radical) innovations introduce a set of attributes to a marketplace different than the ones that mainstream customers historically have valued, and the products often initially perform unfavorably along one or two dimensions of performance that are particularly important to those customers.

The Expected Trajectory of a Disruptive Innovation







Industry Types – Examples?

CHARACTERISTICS	TYPE OF INDUSTRY			
CHARACTERISTICS	Mature	Growing	Emergent	
Revenue Growth	Slow	Moderate	Potentially Fast	
Stability	High	Moderate	Low	
Uncertainty	Low	Moderate	High	
Industry Rules	Fixed	Fluid	Unestablished	
Competitiveness	High	Moderate	Low or None	



Emergent Industries



Newly created or newly recreated industries formed by product, customer, or context changes [Barney 2002].



First Mover (Dis)Advantages

Possible Advantages	Possible Disadvantages
 Create the Standard and the Rules 	 Short-Lived Advantages Are Competed Away
 Low Cost Position 	Higher Development Costs
 Create and Protect Intellectual Property 	 Established Firms Circumvent or violate patents and intellectual property
 Tie Up Strategic Resources 	 Cost of Attaining the Resources
 Increase Switching Costs for the Producer 	 High Uncertainty of Designing the Right Product. If vision is wrong, then large costs to switch
 Increase Switching Costs for the Customer 	 Customer is reluctant to buy when a large cost to switch may be incurred



Exercise

- Break up into small groups.
- Discuss the following question:
 - What is the value of intellectual property to a startup (patents, trademarks, trade secrets, copyrights, etc.)? Should it be a primary focus?
 - Why or why not?

John Bardeen

Honorary Degree, 1974



Co-inventor of the transistor which revolutionized the electronics industry. Co-creator of the fundamental theory of superconductivity, known as the BCS theory.



Nick Holonyak Jr.

BS, Electrical Engineering, 1950



MS, Electrical Engineering, 1951

PHD, Electrical Engineering, 1954

Inventor of the light-emitting diode (LED) and a contributor to the first practical quantum well laser, which enabled modern fiber optics communication.



Donald L. Bitzer

BS, Electrical Engineering, 1955



MS, Electrical Engineering, 1956

PHD, Electrical Engineering, 1960

Inventor of the plasma display monitor, forerunner of the modern flat panel television screen, and co-developer of PLATO, the first computerbased interactive educational network and home of the first online community.



Thomas M. Siebel

AB, History, 1975 MBA, 1983



MS, Computer Science, 1985 Honorary Degree, 2006

Technology entrepreneur, founder, chairman, and Chief Executive Officer of Siebel Systems, a global leader in application software and recognized as one of the world's preeminent software companies.



Marc L. Andreessen

BS, Computer Science, 1994



Co-author of Mosaic, the first widely used web browser that transformed the exchange of information. Co-founder of Netscape Communications Corporation, which produced the Netscape Navigator web browser.



MAX LEVCHIN

1997 BS Computer Science ILLINOIS



Technology
Entrepreneur, angel investor, and cryptographer;
Cofounder of PayPal, creator of online security and fraudprevention systems; Founder and CEO of Slide; Founder and CEO of Hard Valuable Fun (HVF) incubator lab.



Exercise

- Break up into small groups.
- Discuss the following question:
 - What do you think are the most attractive attributes of being a successful entrepreneur?
 What are the attributes you find most attractive personally?
 - Why or why not?

Technology Entrepreneur Center



SocialFuse

Pitch your idea, find teammmates, and network! WED., SEPT. 15 | 4-6pm RSVP | go.illinois.edu/socialfuse



Startup City Scholars Kickoff Event

Pitch for cash prizes, work on finding teammates for the Grainger Engineering Startup City Scholars Spring 2022 semester in Chicago, or just attend to learn more.

AUG. 31 | 5-6:30pm | VIRTUAL EVENT RSVP | go.illinois.edu/scs



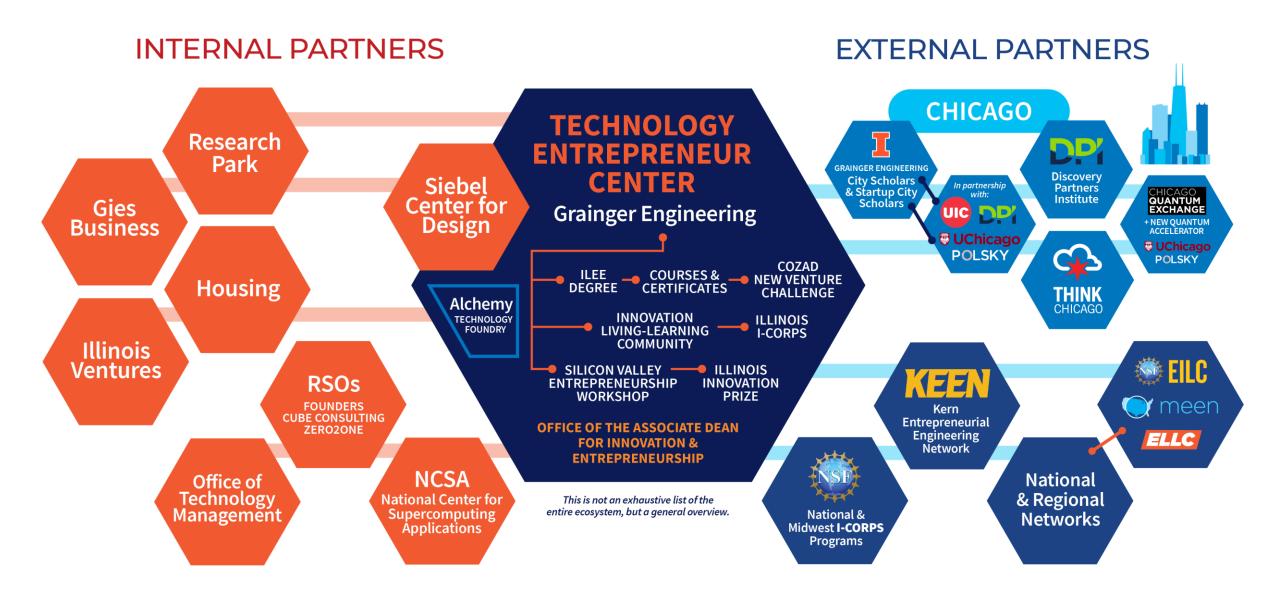
Innovation Expo

A resource fair for entrepreneurs, designers, and innovators!

WED., SEPT. 1 | 11am-1pm
ISR MAIN LEVEL
RSVP | go.illinois.edu/innovationexpo



Grainger Engineering | Innovation & Entrepreneurship Ecosystem



Grainger Engineering | Entrepreneurship Education Pathway for Students



EXPLORE & IDEATE



A great place to start! Take a peek under the hood of innovation & learn what an entrepreneurship mindset might mean for you.

COURSES

TE 100 | Introduction to Innovation, Leadership, & Engineering Entrepreneurship

TE 200 | Introduction to Innovation

TE 230 | Design Thinking/Need Finding

TE 333/TE 598 | Creativity, Innovation, Vision

SE 361 | Emotional Intelligence Skills

TE 398 | Innovation & Engineering Design

TE 401 | Introduction to Design Thinking SCD

UNDERGRAD CERTIFICATES

- Innovation
- Technology Commercialization

BS DUAL DEGREE

 Innovation, Leadership, & Engineering Entrepreneurship (ILEE)

PROGRAMS & EVENTS

- Chicago Entrepreneurship Workshop
- Entrepreneurship Advising
- Grainger Engineering City Scholars
- Grainger Engineering Startup City Scholars
- Innovation Living-Learning Community (LLC)
- TEC Student Advisory Board
- ThinkChicago
- Silicon Valley Entrepreneurship Workshop
- SocialFuse

DESIGN & EVALUATE

Ideas are developed here! Determine needs in the market & develop solutions that address real-world problems.

COURSES

TE 230 | Design Thinking/Need Finding

TE 250 | High Tech Ventures: From Idea to Enterprise

TE 333/TE 598 | Creativity, Innovation, Vision

TE 360/460 | Lectures in Engineering Entrepreneurship

TE 398 | Innovation & Engineering Design

TE 398 | Urban Entrepreneurship

TE 401 | Augmented Listening Technology

TE 401 | Design Thinking for Social Impact SCD

TE 401 | Design Thinking for Women's Health SCD

TE 498 | UX Fundamentals SCD

UNDERGRAD CERTIFICATES

- Innovation
- Technology Commercialization

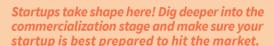
BS DUAL DEGREE

• Innovation, Leadership, & Engineering Entrepreneurship (ILEE)

PROGRAMS & EVENTS

- Entrepreneurship Advising
- International Student Workshop
- Silicon Valley Entrepreneurship Workshop
- SocialFuse
- HackIllinois UIUC STUDENT-RUN EVENT

BUILD & LAUNCH



COURSES

TE 250 | High Tech Ventures: From Idea to Enterprise

TE 298 | Communication for Tech Innovators

TE 360/460 | Lectures in Engineering Entrepreneurship

TE 398 | Successful Storytelling: Designing the Ultimate Pitch SCD

TE 401 | Developing Breakthrough Projects (Independent Study)

TE 450 | Startups: Incorporation, Funding, Contracts, & Intellectual Property

TE 461 | Technology Entrepreneurship

TE 466 | High Tech Venture Marketing

TE 498 | Alchemy Technology Foundry ECE

TE 498 | Hacking for Defense

TE 565 | Technology, Innovation, & Strategy

UNDERGRAD CERTIFICATES

- Innovation
- Technology Commercialization

BS DUAL DEGREE

• Innovation, Leadership, & Engineering Entrepreneurship (ILEE)

PROGRAMS & EVENTS

- Cozad New Venture Challenge
- Intellectual Property Clinic
- Mottier Innovation Challenge ISE
- 54 Startup Weekend FOUNDERS RSO

GROW & SCALE

Ventures level up here! Become the hero of your market as you position your venture to quickly reach more customers successfully.

COURSES

- **SE 361** | Emotional Intelligence Skills
- **TE 398** | Bootstraps to Venture Capital: Funding Your Startup
- **TE 450** | Startups: Incorporation, Funding, Contracts, & Intellectual Property
- **TE 466** | High Tech Venture Marketing
- TE 498 | Leading Sustainable Change
- **TE 498** | Alchemy Technology Foundry
- **TE 566** | Finance for Engineering Management
- **TE 567** | Venture Funded Startups
- TE 565 | Technology, Innovation, & Strategy

GRAD CERTIFICATES

- Business Management for Engineers
- Strategic Technology Management

PROGRAMS & EVENTS

- Illinois I-Corps
- Illinois Innovation Prize



& Programs (unless otherwise noted)



Gies College of Business

- Disruption Lab
- Origin Ventures Academy for Entrepreneurial Leadership
 - iVenture Accelerator
 - Illinois Social Innovation
 - EntreCORPS
 - Entrepreneurs Without Borders
- Hoeft Technology & Management Program
- Illinois Maker Lab

Research Park

- EnterpriseWorks
- Entrepreneur-in-Residence Program
- AgTech Innovation Summit
- Big Data Summit
- CEO Roundtable
- SBIR & STTR Technical Assistance Program
- I-Start Accelerator Program

Illinois Ventures

- Consulting Services& Funding
- Proof of Concept Grants

Siebel Center for Design

- New Courses based in Design Thinking (DT)
 & Human Centered Design (HCD)
- Integrating DT & HCD into Existing Courses
- Fostering Multidisciplinary Collaborations
- Innovative Building Space Opening Soon
- DT & HCD Training
- Illinois RapidVent Partner

Office of Technology Management

- Disclosure & Licensing Info
- Illinois Ignite & Share the Vision Events
- Illinois Proof of Concept (I-POC)
 Program

RSOs

- Founders: Illinois Entrepreneurs
- Zero2One
- CUBE Consulting
- OTCR Consulting

Exercise

- Break up into small groups.
- Each student name an entrepreneur and/or startup you admire and why.
- ID at least 5 common characteristics among those selected by the group members