Appendix SM1: Detailed Examination of Activities, Learnings and Theoretical Foundations of the Corporate Entrepreneurship Training

	Description of Activities	Overall Learning from Exercises	Theoretical Foundation
Vision & Lean Startup	 Corporate vision for growth opportunities Testing loop by applying the rationales of the lean startup build-measure-learn Understanding the Business Model Canvas and its building blocks 	Lean Startup Knowledge: - Entrepreneurial learning through personal experience, deliberate practice, and proactive application of lean startup iterations. Learning the operational steps implied in early-stage internal corporate venture projects - Structured ideation through decomposing customer needs,	Corporate Entrepreneurship: - Exploration of novel market domains (e.g., Covin et al., 2018, 2020) - Managers' adeptness to accumulate novel knowledge (e.g., Covin et al., 2018, 2020) - Resource redeployment for real venture projects
Customer Desirability	 Customer discovery by identifying relevant customer segments and value-driver for customer satisfaction/dissatisfaction Customer journey by sketching and visualizing customer problems and their interrelations 	solution properties and business model characteristics by formulating testable hypotheses - Creation and development of minimum-viable products (e.g., low-fidelity and/or comprehensive prototypes) - Practice and refine experiment-based innovation methods - Gain presentation skills through customer interactions	(e.g., Covin et al., 2018, 2020) Entrepreneurial learning and Lean Startup: - Circularity of entrepreneurial learning and the lean startup framework as a common theoretical ground (e.g., Cope, 2005, Minniti & Bygrave, 2001, Ries, 2011)
Product Feasibility	 Development of a preliminary solution matching the customer latent needs Investigation of the key resources and activities to build a preliminary solution, based on the Business Model Canvas 	Entrepreneurial alertness: - Develop "antennas" for entrepreneurial opportunities by recognizing customer problems, observing possibilities in novel industries, and solving technological constraints - Explore new target markets as growth options for the parent firm	 Rationales of the Lean Startup build-measure-learn loop (e.g., Blank, 2006, Camuffo et al., 2020, Shepherd & Gruber, 2020, Ries, 2011) Principles of the Business Model Canvas as an instrument to explore business opportunities (Camuffo et al., 2020, Osterwalder & Pigneur, 2010)
Product Viability	 Calculation of cost and revenue structures Selection of a pricing strategy Validation of the customers' willingness to pay 	 Continuous assessment of innovative solutions based on hypotheses, experiments and customer feedback Value capture of entrepreneurial opportunities through experimenting and transforming the business model based on new solutions for future cash-flows Creative Self-Efficacy:	Entrepreneurial alertness: - Recognition of entrepreneurial opportunities by decomposing customer segments, customer latent needs, gaps in the external environment, and thus developing entrepreneurial alertness (e.g., Kaish & Gilad 1991, Tang et al., 2012)
Pitching for Funding	- Pitch the idea to the executive board (i.e., for receiving financial and human capital resources; for an extension and implementation of the internal corporate venture projects)	 Creative self-efficacy (i.e., confidence) in applying the the build-measure-learn loop in entrepreneurial settings encountering novelty and high uncertainty Creative self-efficacy through face-to-face customer interaction (e.g., in shopping malls, via telephone or video) Creative self-efficacy through executives' encouragement to take entrepreneurial decision and freedom to make mistakes and take the risk of failure 	 Creative Self-Efficacy: Generation of creative outputs thereby gaining creative self-efficacy (Tierney & Farmer, 2002, 2011) Creative self-efficacy through deliberate practice (e.g., Ericsson, 2008, Tierney & Farmer, 2002, 2011) Management support as motivational encouragement (Hornsby et al., 2002)

Note. Each distinct iteration constitutes the following tasks/learning: formulate testable hypotheses, build experiments and prototypes, measure customer feedback empirically by creating a dashboard to track relevant key metrics, and learn by reflecting and re-adjusting prior assumptions