

*Appendix A: 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	<ul style="list-style-type: none"><li>- Corporate vision for growth opportunities</li><li>- Testing loop by applying the rationales of the lean startup build-measure-learn</li><li>- Understanding the Business Model Canvas and its building blocks</li></ul>	<p><u><b>Lean Startup Knowledge:</b></u></p> <ul style="list-style-type: none"><li>- 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</li><li>- Structured ideation through decomposing customer needs, solution properties and business model characteristics by formulating testable hypotheses</li><li>- Creation and development of minimum-viable products (e.g., low-fidelity and/or comprehensive prototypes)</li><li>- Practice and refine experiment-based innovation methods</li><li>- Gain presentation skills through customer interactions</li></ul> <p><u><b>Entrepreneurial alertness:</b></u></p> <ul style="list-style-type: none"><li>- Develop “antennas” for entrepreneurial opportunities by recognizing customer problems, observing possibilities in novel industries, and solving technological constraints</li><li>- Explore new target markets as growth options for the parent firm</li><li>- Continuous assessment of innovative solutions based on hypotheses, experiments and customer feedback</li><li>- Value capture of entrepreneurial opportunities through experimenting and transforming the business model based on new solutions for future cash-flows</li></ul> <p><u><b>Creative Self-Efficacy:</b></u></p> <ul style="list-style-type: none"><li>- Creative self-efficacy (i.e., confidence) in applying the the build-measure-learn loop in entrepreneurial settings encountering novelty and high uncertainty</li><li>- Creative self-efficacy through face-to-face customer interaction (e.g., in shopping malls, via telephone or video)</li><li>- Creative self-efficacy through executives’ encouragement to take entrepreneurial decision and freedom to make mistakes and take the risk of failure</li></ul>	<p><u><b>Corporate Entrepreneurship:</b></u></p> <ul style="list-style-type: none"><li>- Exploration of novel market domains (e.g., Covin et al., 2018, 2020)</li><li>- Managers’ adeptness to accumulate novel knowledge (e.g., Covin et al., 2018, 2020)</li><li>- Resource redeployment for real venture projects (e.g., Covin et al., 2018, 2020)</li></ul> <p><u><b>Entrepreneurial learning and Lean Startup:</b></u></p> <ul style="list-style-type: none"><li>- Circularity of entrepreneurial learning and the lean startup framework as a common theoretical ground (e.g., Cope, 2005, Minniti &amp; Bygrave, 2001, Ries, 2011)</li><li>- Rationales of the Lean Startup build-measure-learn loop (e.g., Blank, 2006, Camuffo et al., 2020, Shepherd &amp; Gruber, 2020, Ries, 2011)</li><li>- Principles of the Business Model Canvas as an instrument to explore business opportunities (Camuffo et al., 2020, Osterwalder &amp; Pigneur, 2010)</li></ul> <p><u><b>Entrepreneurial alertness:</b></u></p> <ul style="list-style-type: none"><li>- Recognition of entrepreneurial opportunities by decomposing customer segments, customer latent needs, gaps in the external environment, and thus developing entrepreneurial alertness (e.g., Kaish &amp; Gilad 1991, Tang et al., 2012)</li></ul> <p><u><b>Creative Self-Efficacy:</b></u></p> <ul style="list-style-type: none"><li>- Generation of creative outputs thereby gaining creative self-efficacy (Tierney &amp; Farmer, 2002, 2011)</li><li>- Creative self-efficacy through deliberate practice (e.g., Ericsson, 2008, Tierney &amp; Farmer, 2002, 2011)</li><li>- Management support as motivational encouragement (Hornsby et al., 2002)</li></ul>
Customer Desirability	<ul style="list-style-type: none"><li>- Customer discovery by identifying relevant customer segments and value-driver for customer satisfaction/dissatisfaction</li><li>- Customer journey by sketching and visualizing customer problems and their interrelations</li></ul>		
Product Feasibility	<ul style="list-style-type: none"><li>- Development of a preliminary solution matching the customer latent needs</li><li>- Investigation of the key resources and activities to build a preliminary solution, based on the Business Model Canvas</li></ul>		
Product Viability	<ul style="list-style-type: none"><li>- Calculation of cost and revenue structures</li><li>- Selection of a pricing strategy</li><li>- Validation of the customers’ willingness to pay</li></ul>		
Pitching for Funding	<ul style="list-style-type: none"><li>- 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)</li></ul>		

*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*