# MANAGEMENT OF TECHNOLOGY



**Technology** 

is a system of professional knowledge (SW)

and instruments (HW)

for exploiting nature's potentials

to satisfy the needs of the society.

# Today's economic landscape is being shaped by two powerful forces:

technology and globalization.

Philip Kotler

system of expertise and tools

system of expertise and tools



system of expertise and tools





- 1897 Dr. Felix Hofman: acetylsalyicylic acid
- 1899 market entry of Bayer Aspirin
- 1971 Dr. John Vane: mechanism of action for aspirin-like drugs
- 1982 Dr. John Vane: Nobel Prize in Physiology or Medicine
- 1984 Sir John Vane: gained the title of knight



audio physic



**PRODUCT TECHNOLOGY:** 

WHAT?

#### **PRODUCT TECHNOLOGY:**

**WHAT?** 

Product concept, product design, application engineering, after sale service etc.

**PROCESS TECHNOLOGY:** 

HOW?

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**WHAT?** 

Product concept, product design, application engineering, after sale service etc.

#### **PROCESS TECHNOLOGY:**

HOW?

Manufacturing or service procedures, quality management, logistics, maintenance of the machinery etc.

**CORE TECHNOLOGY** 

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**PERIPHERAL TECHNOLOGY** 

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#### PERIPHERAL TECHNOLOGY

Necessary for <u>additional</u> functions of the product in <u>some</u> cases.

**BASE TECHNOLOGY** 

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Commonly known and used.

**KEY** (DIFFERENTITATION) **TECHNOLOGY** 

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### **KEY (DIFFERENTITATION) TECHNOLOGY**

Mastered by a single firm or a limited number of firms.

**PACING TECHNOLOGY** 

#### **BASE TECHNOLOGY**

Commonly known and used.

### **KEY (DIFFERENTITATION) TECHNOLOGY**

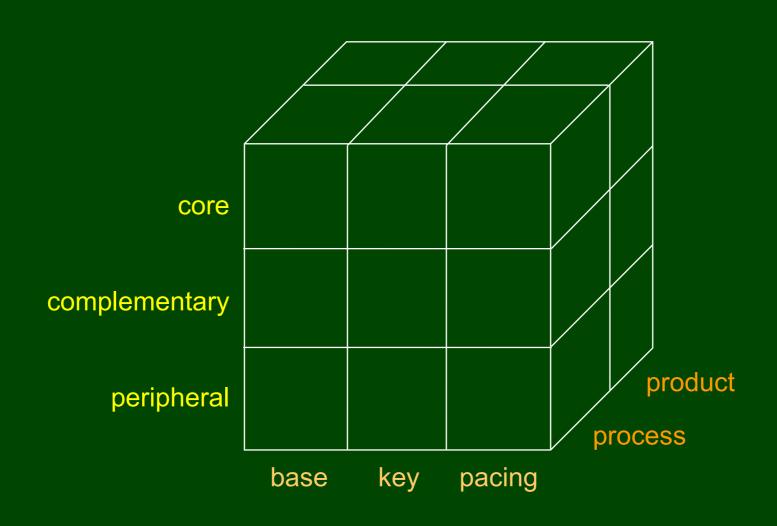
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#### **PACING TECHNOLOGY**

Under development, not used yet.

# **TECHNOLOGY TYPES**

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# **MANAGEMENT**

### **MANAGEMENT**

**PLANNING** 

**ORGANIZING** 

CONTROLLING

LEADING

### **MANAGEMENT**

PLANNING
ORGANIZING
CONTROLLING
LEADING

human
physical
financial
informational

resources

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## **MANAGEMENT OF TECHNOLOGY**

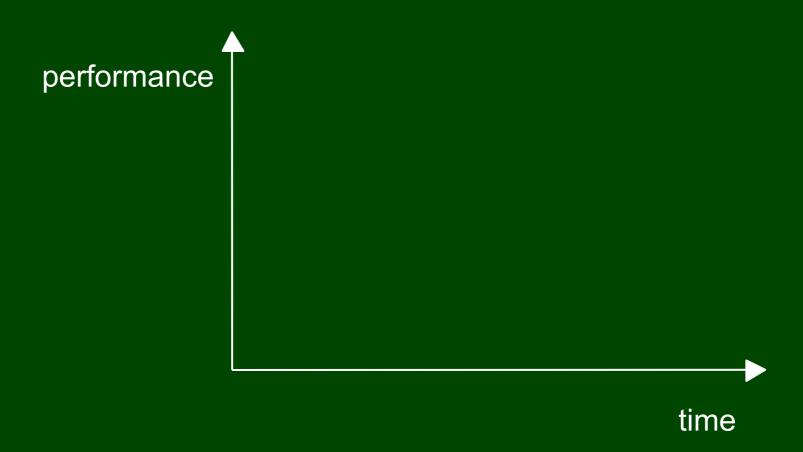
#### **MANAGEMENT OF TECHNOLOGY**

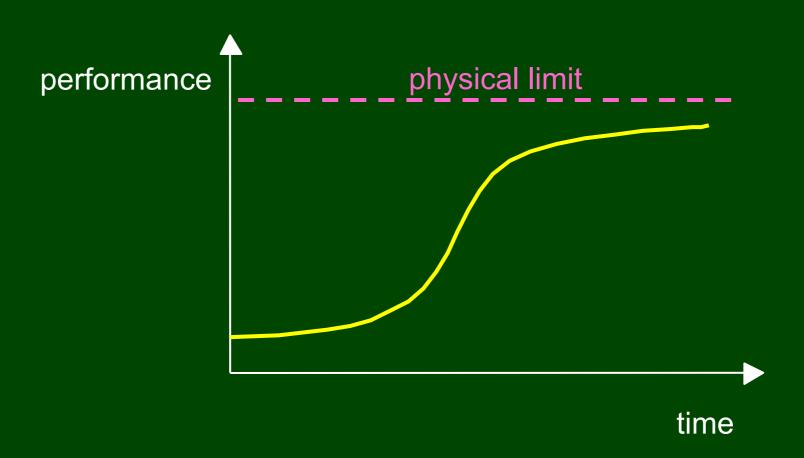
MoT is a cross-functional activity

that addresses how to develop, adapt, and exploit

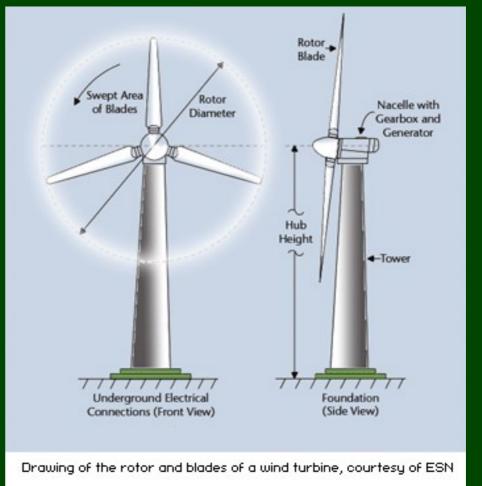
technological capabilities

to accomplish the goals of an organization.



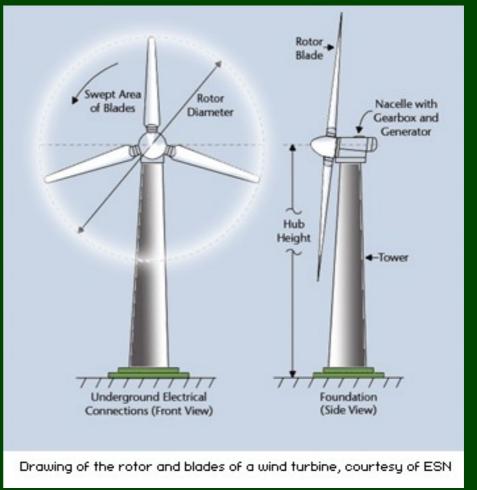








# Theoretical max. efficiency: Betz number = 16/27

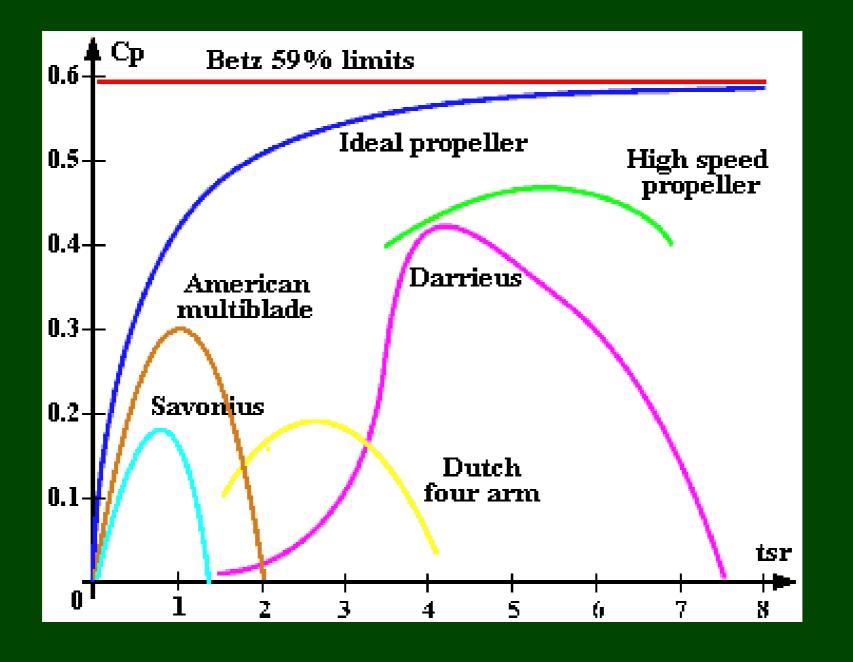


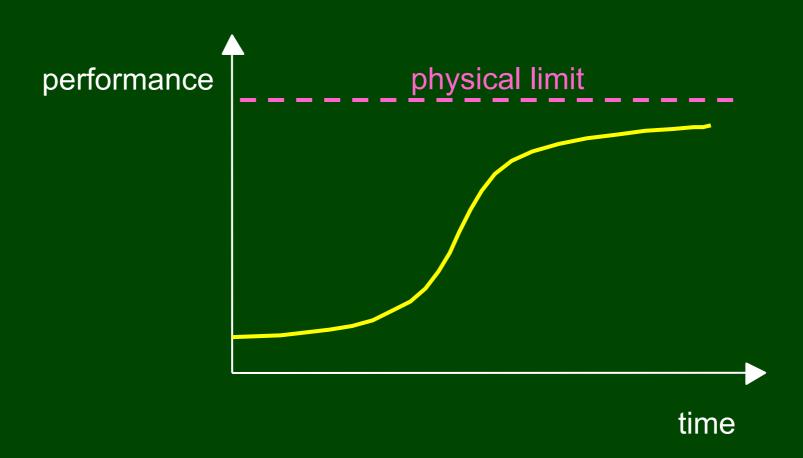


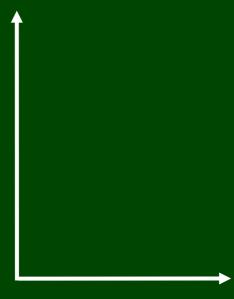


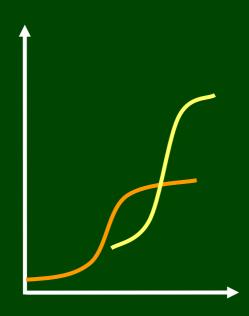


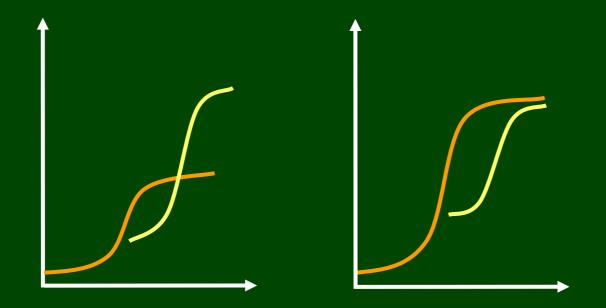


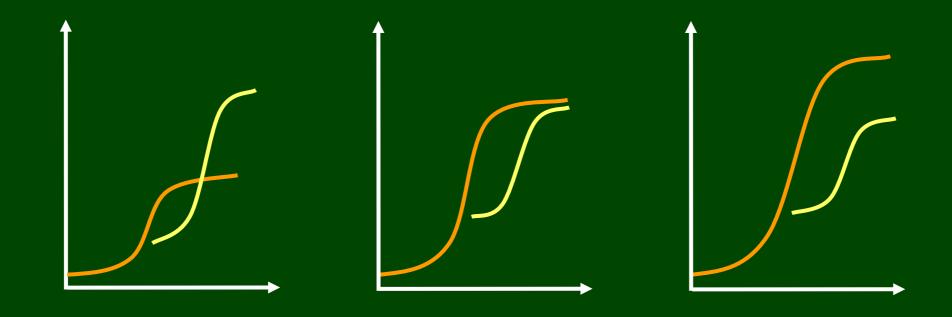


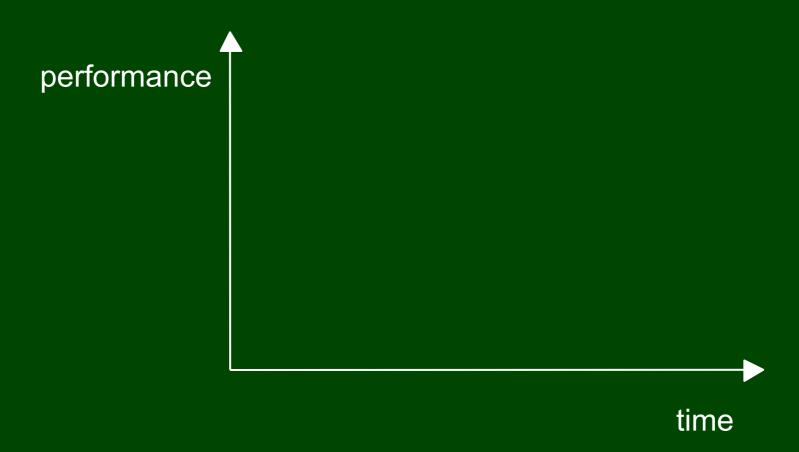


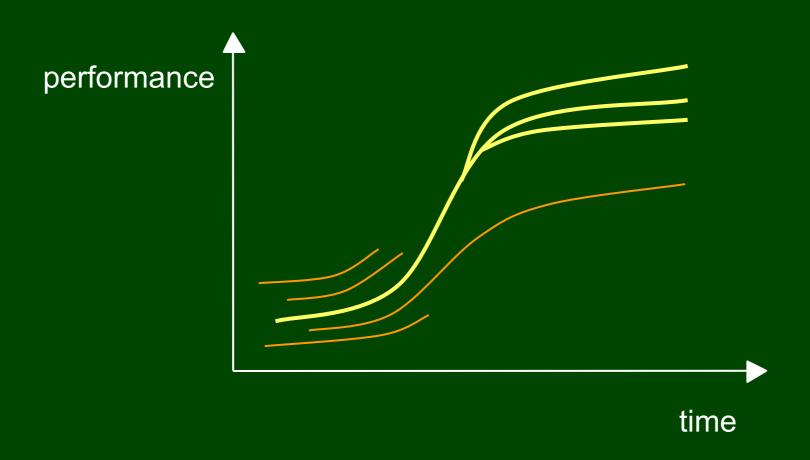


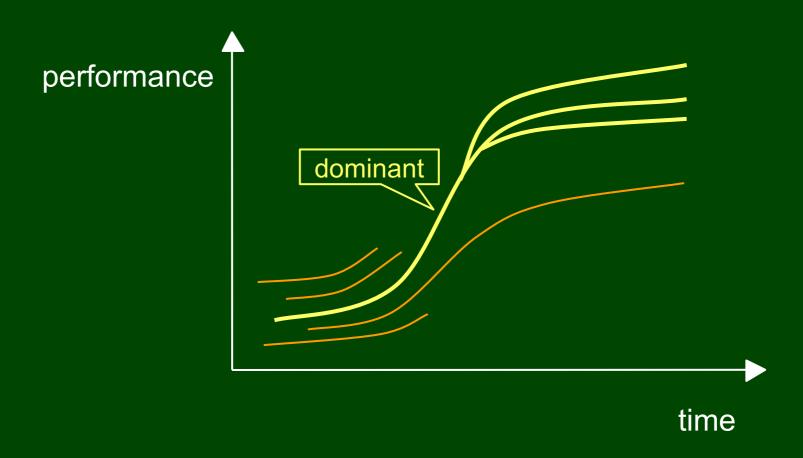


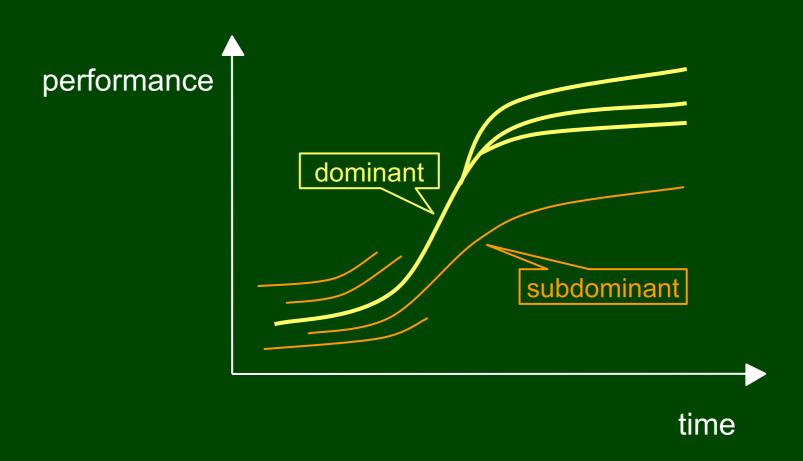


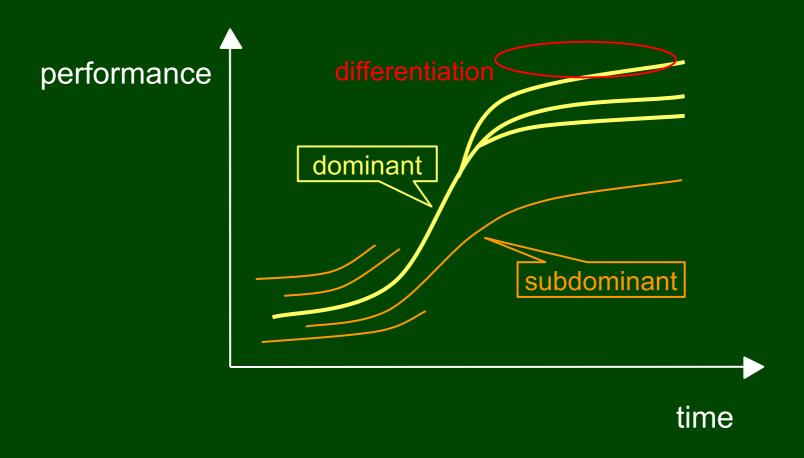












**MARKET BASED** 

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different price categories

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- different ways of usage

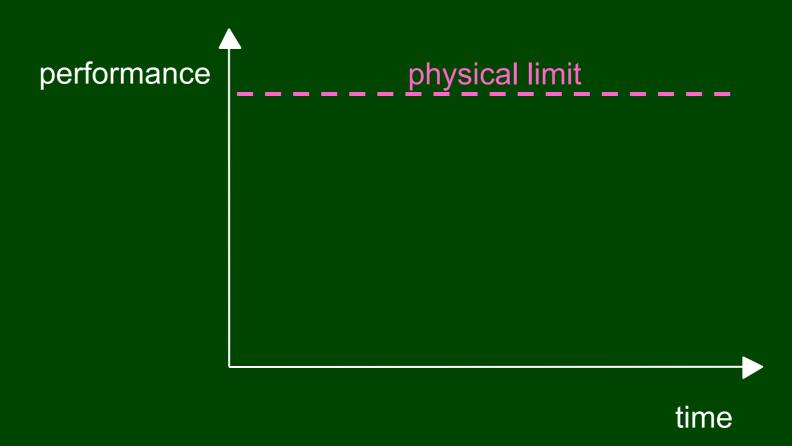
**TECHNOLOGY BASED** 

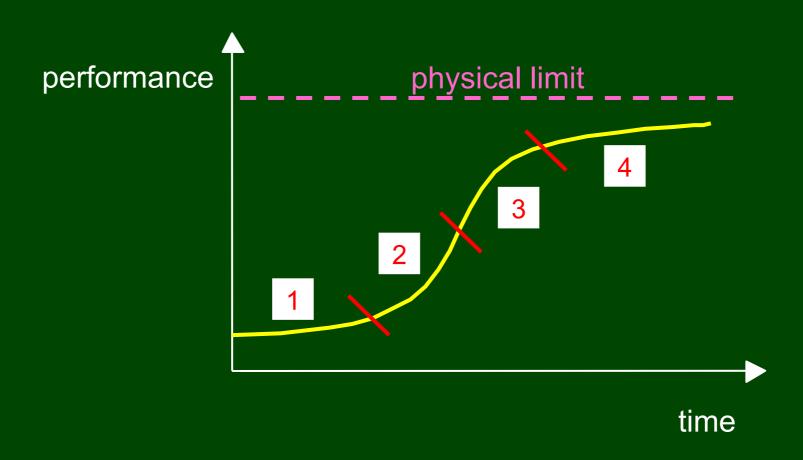
#### **MARKET BASED**

- different price categories
- different ways of usage

#### **TECHNOLOGY BASED**

different technological concepts





#### **STAGE 1**

Major uncertainties

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- Practical applications only in some special uses where earlier technologies are inadequate

#### **STAGE 2**

• Emerging body of knowledge ("critical mass") → rapid performance growth ("chain reaction")

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- Emergence of new venture companies

#### **STAGE 3**

• Dominant technologies emerge

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- Market segmentation: different products designed to meet the needs of individual market segments



Philips CD 100



Sony CDP 101



Nokia 1011



Nokia 1011

IBM Simon



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- Product cost becomes more important

#### **STAGE 4**

• Physical limit is close -> little scope for radical new products

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- Emphasis on quality 

   Ionger in-service life 

   smaller replacement market
- Industrial concentration: emergence of a few dominant companies

|                        | Stage of life cycle |                      |                     |
|------------------------|---------------------|----------------------|---------------------|
| Characteristic         | 2 <sup>nd</sup>     | 3 <sup>rd</sup>      | 4 <sup>th</sup>     |
| Source of competitive  | new technology in   | products for defined | lower price,        |
| advantage              | (new) products      | market segments      | better quality      |
| Main determinant of    | research &          | marketing            | production,         |
| business success       | development         |                      | quality management, |
|                        |                     |                      | cost accounting     |
| Length of product life |                     |                      |                     |
| cycles                 |                     |                      |                     |
| Relative importance of |                     |                      |                     |
| quickness              |                     |                      |                     |
| Relative importance of |                     |                      |                     |
| cost                   |                     |                      |                     |

- introduction of a new product
- introduction of a new method of production
- opening of a new market
- development of a new source of supply for raw material or other input
- creation of a new organisation of industry

- product innovation
- process innovation
- marketing innovation
- organizational innovation

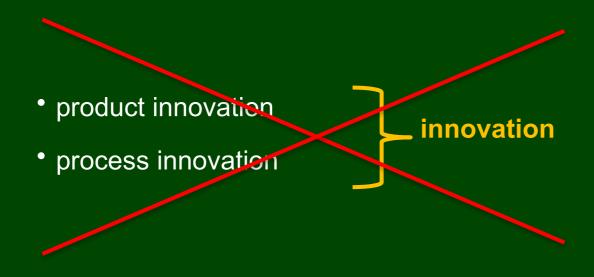
- product innovation
- process innovation
- marketing innovation
- organizational innovation

technological innovation

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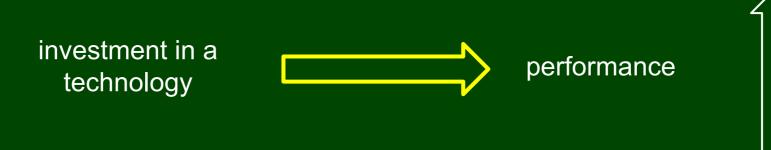




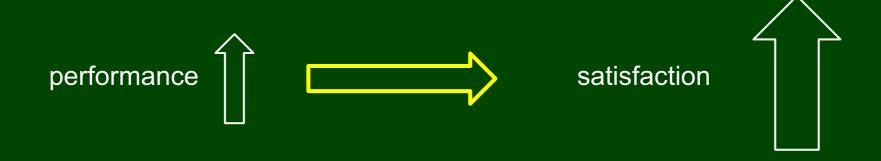
## **DISRUPTIVE INNOVATION**

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PRODUCTIVITY

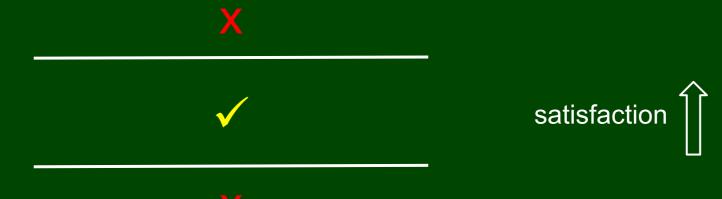


• LEVERAGE

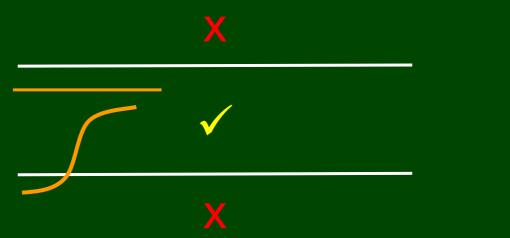


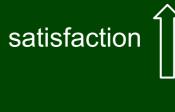
• LEVERAGE MINIMUM

- LEVERAGE MINIMUM
- LEVERAGE LIMIT

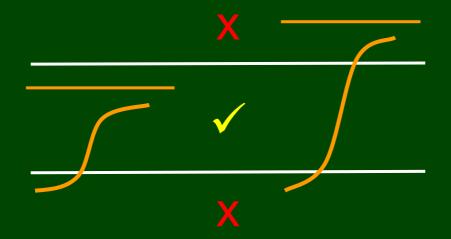


- LEVERAGE MINIMUM
- LEVERAGE LIMIT





- LEVERAGE MINIMUM
- LEVERAGE LIMIT







**COLLECTIVE GENIUS** 



### **COLLECTIVE GENIUS**

• diverse people, wide-ranging ideas, debates



### **COLLECTIVE GENIUS**

- diverse people, wide-ranging ideas, debates
- trial and error, learning



#### **COLLECTIVE GENIUS**

- diverse people, wide-ranging ideas, debates
- trial and error, learning
- "either-or" → "both-and" thinking

