

Collaborative Innovation: A Strategy Selection Framework

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Helena Holmström Olsson, Malmö University
&
Jan Bosch, Chalmers University of Technology

Software Center

Mission: Improve the software engineering capability of the Nordic Software-Intensive industry with an order of magnitude

Theme: Fast, continuous deployment of customer value

Success: Academic excellence

Success: Industrial impact



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Three Key Take-Aways

- Companies are increasingly shifting from internal and technology-driven innovation towards **collaborative innovation** in which they co-create value through alliances and partnerships.
- **Innovation initiatives** typically involve a mix of internal, external and collaborative elements and the **collaborative element** is becoming increasingly important for companies to accelerate new product development.
- **Intentionally managing** your ecosystem is superior to taking ad-hoc decisions. **TeLESM** provides an effective framework for the selection of strategies for engaging with ecosystem partners.

“There is an Uber out there just waiting
to *eat* you...”



The Digital Disruption Has Already Happened

- World's largest taxi company owns **no** taxis (Uber).
- Largest accommodation provider owns **no** real estate (Airbnb).
- Targets phone companies own **no** telecommunication infrastructure (Skype, WeChat).
- World's most popular media owner creates **no** content (Facebook).
- Fastest growing bank has **no** actual money (SocietyOne).
- World's largest movie house owns **no** cinemas (Netflix).
- Largest SW vendors **don't** write the apps (Apple, Google).

Ecosystem-Driven Competition



Business ecosystem: Definition

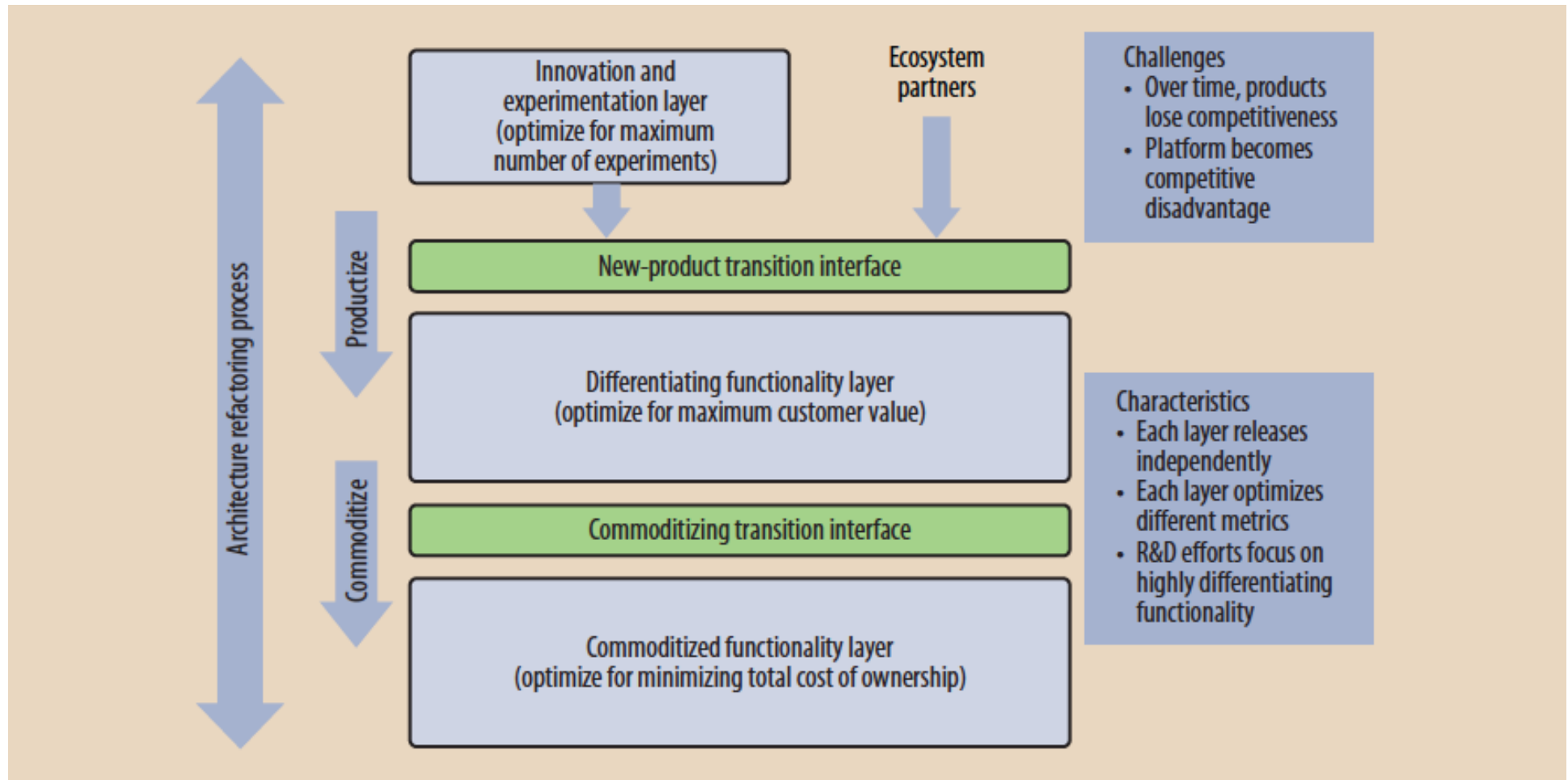
Economic community supported by a foundation of interacting organizations and individuals, which can also be perceived as organisms of the business world (Moore, 1993).

1. ***Symbiotic relationship:*** Close and often long-term interactions between two or more objects.
2. ***Co-evolution:*** The change of an object is triggered by the change of a related object.
3. ***Co-creation:*** Joint production of a mutually valued outcome.
4. ***Platform:*** Tools, services and technology used in ecosystem to enhance performance

Ecosystem stakeholders

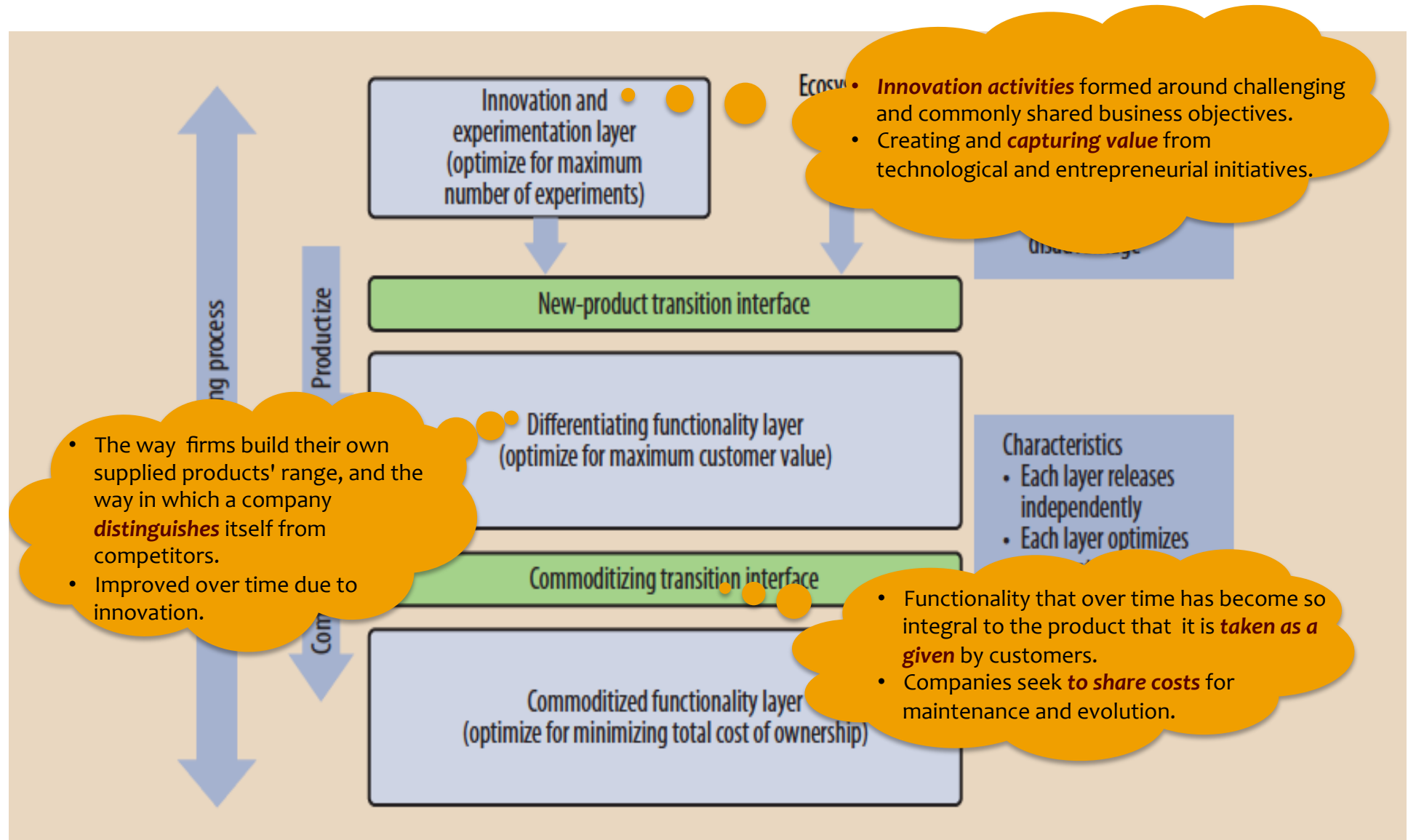


3LPM: Three Layer Product Model

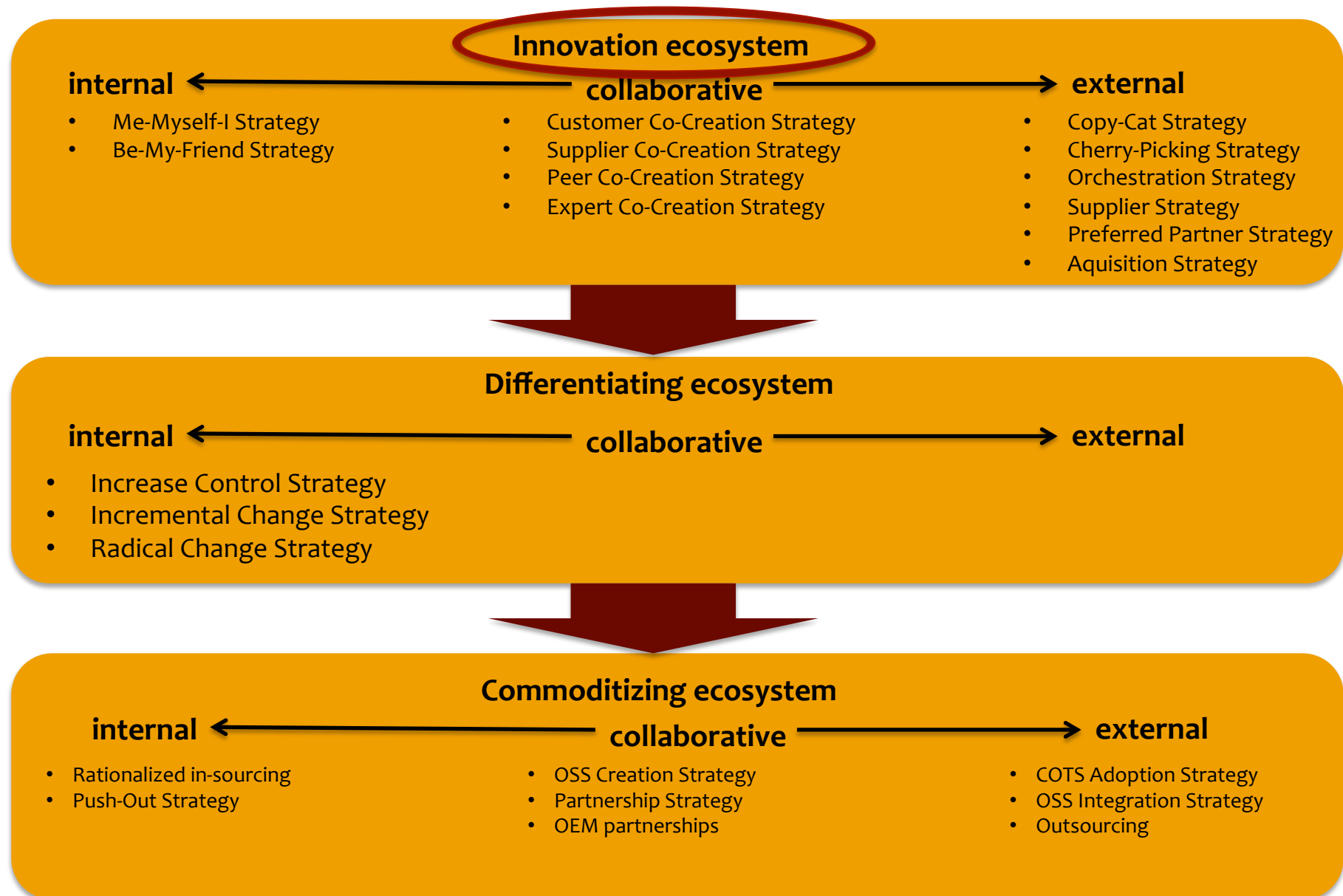


Bosch, J. (2013). Achieving Simplicity with the Three-Layer Product Model, *IEEE Computer*, Vol. 46 (11), pp. 34-39.

3LPM To Three Layer Ecosystem Model



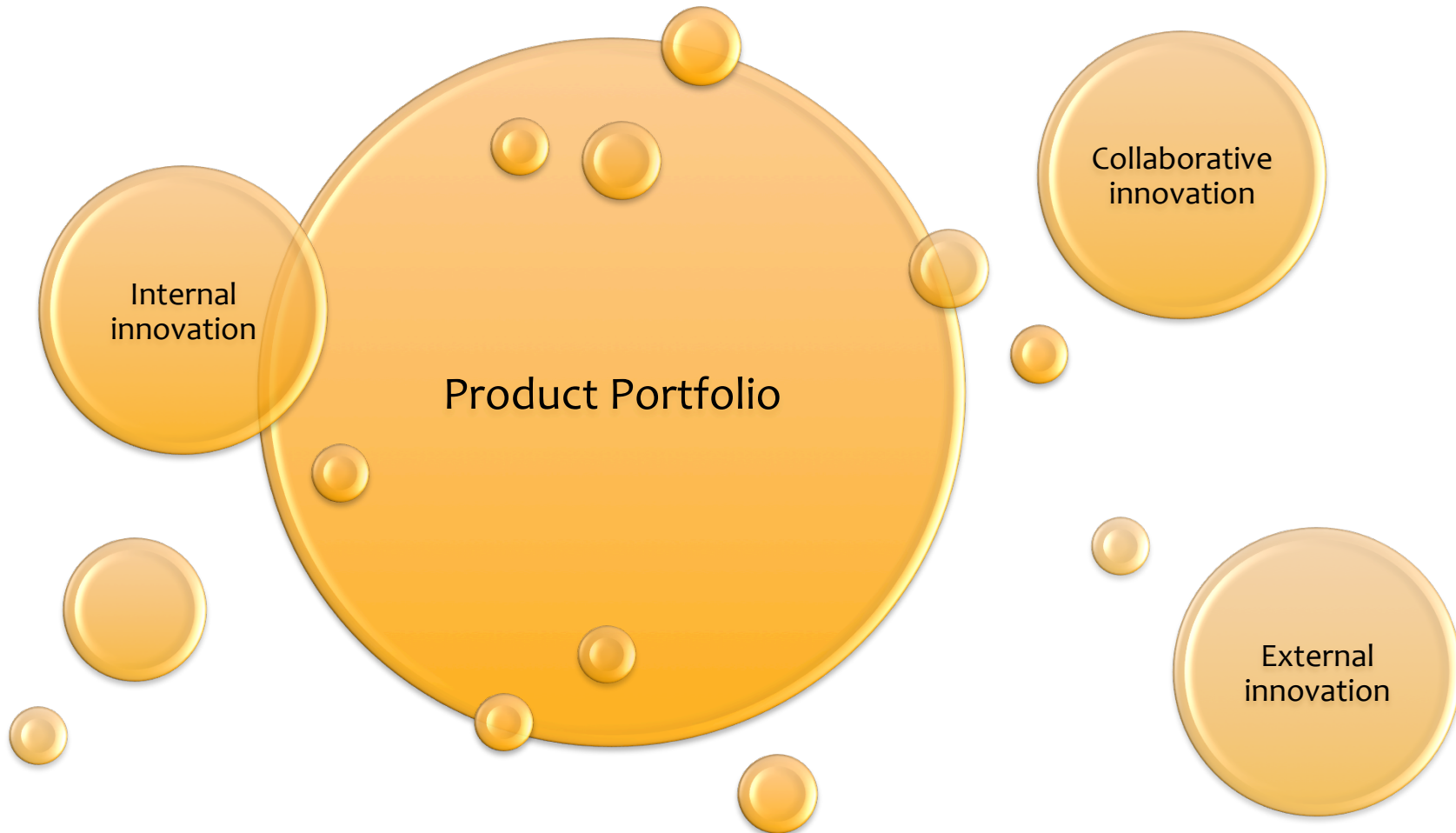
TeLES^M: Three Layer Ecosystem Strategy Model



Innovation Ecosystem: Strategies

- **(I) Me-myself-I:** Select most promising internal innovation (internal idea generation), and bring it to the market (internal idea validation).
- **(I) Be-my-friend:** Select most promising internal innovation (internal idea generation), and look for an external partner(s) to bring it to the market (external idea validation).
- **(C) Customer co-creation:** Collaboration with downstream actors to create new or improved products.
- **(C) Supplier co-creation:** Collaboration with upstream actors to create new or improved products.
- **(C) Peer co-creation:** Collaboration with other internal units to add to each others' solutions.
- **(C) Expert co-creation:** Collaboration with expert networks to create new or improved products.
- **(E) Copy-cat:** Copy promising external innovation and build it yourself.
- **(E) Cherry-picking:** Pick promising external innovations and include them in your product portfolio.
- **(E) Orchestration:** Orchestrate external innovation network(s) to maximize the value created in order to capture a portion of this.
- **(E) Supplier:** Select external partners from the innovation layer and turn them into "supplier-like" relationships in order to monetize through joint platform development.
- **(E) Preferred partner:** Create alliances with selected external stakeholders to increase control and, over time, have them become part of the differentiation ecosystem.
- **(E) Aquisition** Buy companies with promising innovations and integrate these into the company.

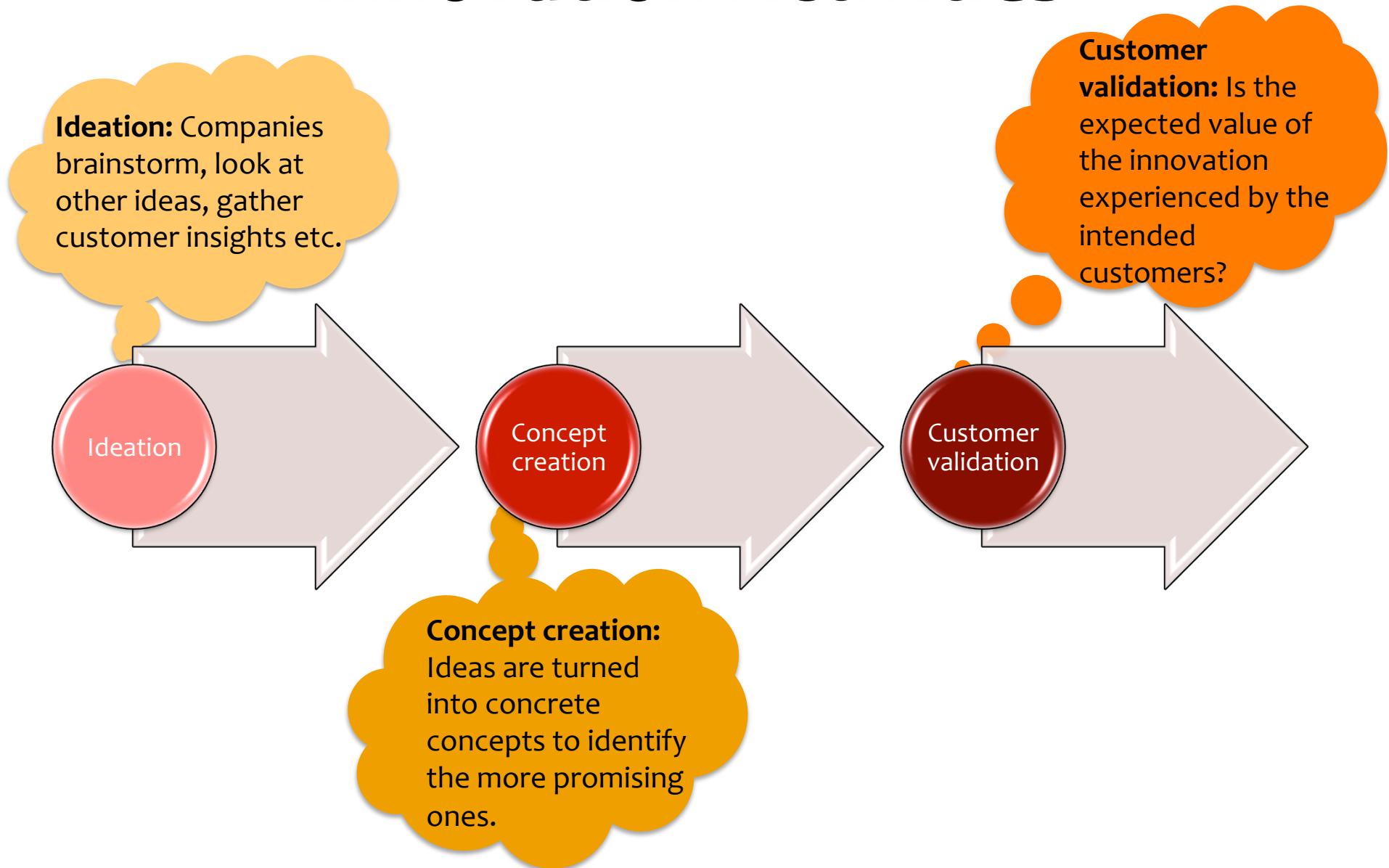
Innovation Ecosystem



Innovation Ecosystem

- Generating ideas, hypothesizing about future differentiating functionality and experimenting with new concepts to evaluate if they add **value to customers**.
- “The interaction of a number of actors, on top of a common technological platform, that results in software solutions and/or services.” (*Manikas and Hansen 2013*)

Innovation Activities



Research Method

- Multiple **case study** research
- Software-intensive companies in the **embedded systems** domain
 - Six of the SW Center companies
- Initiated in January 2014 and **on-going**
 - Literature review
 - Interviews (50+)
 - Cross-company workshops (20+)



Case Example: Company A

- **Company A:**
 - The **company initiated an innovation initiative** to improve calculation and validation of crew fatigue. The idea was internally generated, but the company used **crowd sourcing** as the approach to take development forward.
 - The initiative involved **four external stakeholders** that were actively involved for development and validation purposes. Also, due to strict regulations within the domain, a number of **transport agencies and regulators** were actively involved throughout the initiative.
 - Based on **internal idea generation** but **collaborative and external concept and customer validation**, the company succeeded in bringing a new product offering to the market.

Case Examples: Company B

- **Company B:**
 - The **company initiated an innovation initiative** to improve a certain type of protecting systems. Due to current systems being costly to inspect, maintain and difficult to monitor, the company started a **collaborative innovation initiative** to engage a number of different stakeholders in developing a digital solution.
 - The **idea was internally generated**, but due to the characteristics of the innovation, the company had to re-organize the innovation network.
 - Due to strict regulations, a number of authorities were **actively involved** throughout the initiative. Also, internal units as well as distribution partners and external consultants were involved in **concept creation and customer validation**.

Case Example: Company C

- **Company C:**
 - The **company initiated an innovation initiative** to reduce storage and reduce bandwidth requirements for their products.
 - The **idea was internally generated** based on input from customers and product management, and the concept creation and validation of this were conducted by having **internal units collaborate**.
 - Due to a very strong position in the ecosystem, Company C either **orchestrates partnerships** with external stakeholders, or they benefit from ideas that **are externally generated** and that they can develop and validate within different internal units before including them in their product offerings.

Summary: Case Examples

Company	Innovation Initiative		
	<i>Focus</i>	<i>Innovation approach</i>	<i>Innovation strategy</i>
A	Product offering	Internal - Collaborative	Be-my-friend
B	Stakeholder network	Internal - Collaborative	Orchestration
C	Product offering	Internal – Internal collaboration	Peer co-creation
D	Process improvement	Internal - Collaborative	Preferred partner
E	Infrastructure	External - Internal	Cherry-pick
F	Product standard	Internal - Collaborative	Orchestration

Innovation Strategy Elements

Strategy	Innovation Activities		
	<i>Ideation</i>	<i>Concept creation</i>	<i>Customer validation</i>
Me-Myself-I	I	I	I/C
Be-My-Friend	I	I/C	C
Customer co-creation	I/C	C	C
Supplier co-creation	C/E	C	I
Peer co-creation	I	I/C	I
Expert co-creation	C	I	I
Copy-cat	E	E	I
Cherry-pick	E	I	I
Orchestration	I	C	C
Supplier	I	E	I
Preferred partner	I	C	I
Acquisition	E	E	I

Findings (1/2)

- Ideation is conducted *internally*.
- Concept creation is shifting towards *collaborative practices*.
- Early *customer validation* helps companies to efficiently push innovative functionality to their core product offering to make it available for a larger customer base.
- Companies adopt collaborative innovation strategies *to learn from customers* and to “fail faster”.

Findings (2/2)

- Companies select **internal innovation** strategies for mature markets and technology, when they have a strong position in the ecosystem and when technological know-how is superior.
- Companies select **collaborative innovation** strategies when entering new markets/new technology, to share risks and costs and for functionality with non-proven customer value.
- Companies select **external innovation** strategies to complement existing offerings, to minimize development investments and for functionality that has proven customer value.

Strategy Selection Framework

Innovation strategy	Innovation activities		
	<i>Ideation</i>	<i>Concept creation</i>	<i>Customer validation</i>
Internal	<ul style="list-style-type: none">• Mature markets/technology• Keystone player• Superior know-how		
Collaborative	<ul style="list-style-type: none">• Emerging markets/technology• Sharing of risks and costs• Non-proven customer value		
External	<ul style="list-style-type: none">• Complement existing offerings• Minimize development investments• Proven customer value		

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Thank you!

helena.holmstrom.olsson@mah.se

jan.bosch@chalmers.se