



# Inovasi Sistem Informasi

JSI 62137

**Modul 1: Pengantar Inovasi Sistem Informasi**

# Tujuan

**01**

Mahasiswa mampu menjelaskan konsep dasar inovasi sistem informasi

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*“Imagination is more important than knowledge. To raise new questions, new possibilities, to regard old problems from a new angle, require creative imagination and marks real advance in science.”*

- Albert Einstein

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# Innovation and Invention

Apakah *Innovation* sama dengan *Invention*?

# Innovation and Invention

One of the most successful, innovative-inventors was the American Thomas Alva Edison, who managed to be granted exclusive rights over more than **1,000 patent throughout his life**. Three of them were the light bulb, the cinema tape-film and the electric chair.

His capacity **not only to have ideas but also convert them into products being sold successively in the market**. In other words, Edison understood correctly the two-way character of innovation requiring mobilization and coordination of two forces, the **technology promise and the market demand**.

# Innovation and Invention

In case of inventing an electric bulb, Edison understood that **without an electrification point, the light bulb would be simply an idea with no practical value**. Therefore, he and his research team began the creation of an electricity generation and distribution infrastructure, including even the design of switches, cables and floor lamps.

# Innovation and Invention

Innovation is something more than having new ideas. It is the process whereby new ideas acquire practical application

# Innovation and Invention

Invention as breakthrough and innovation as an actualization

*-Florida dan Kenney*

An innovation takes effect with the first commercial transaction regarding a new or improved accessory, product, process or system. On the contrary, the invention is an idea, a design or a model of an improved or new accessory that in most of the times does not result in any commercial transaction, although it could lead to a patent.

*-Elias G. Carayannis, Elpida T. Samara, dan Yannis L. Bakouros*



**Invensi** bisa didefinisikan sebagai *process* atau *progress* dari kreativitas, sedangkan **Inovasi** didefinisikan sebagai aktualisasi dan dampak dari semua *process-progress* terhadap masyarakat dan pasar.

# Kreativitas

Kreativitas dapat didefinisikan sebagai kapasitas untuk '*think out of the box*', berpikir lateral, mengamati, memahami dan membangun ide dan model yang melebihi atau melampaui item, cara berpikir, dan persepsi yang ada.

Kreativitas dikaitkan dengan kapasitas untuk berimajinasi dalam arti bahwa kreativitas menuntut seseorang untuk memahami perspektif masa depan yang tidak terlihat dalam keadaan saat ini.

*'seeing what everyone sees and thinking what no one has thought before*

# Technological Innovation

Introduction in the market of a technologically new or significantly improved product or the application of a technologically new or significantly improved productive process, successfully responding to market demand. It is the outcome of the interplay of market conditions on the one hand and of the possibilities to utilize the stock of technological and scientific knowledge

-*Schumpeter*

# Inovasi Sistem Informasi

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Inovasi Sistem Informasi dapat didefinisikan sebagai teknologi baru dalam bidang sistem informasi yang menghasilkan produk baru, sehingga membuka peluang baru bagi organisasi dan industri.



Terima Kasih