

Report

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Innovation and Complex Problems

ACIT4200

# Introduction

Don’t even know what it is about

# The Innovation Game

What did I learn in the innovation game?

# Design Thinking 1

Example: Over a billion people across the world don’t have stable access to electricity. Solving this problem for a small ‘innovation’-group is practically impossible. But the problem can be broken down into smaller pieces, hence solar-powered lamps.

# Design Thinking 2

# Lecture 2

Inclusive innovation is the development of new treats for poor people (Foster & Heeks, 2013). Four systems must operate together for inclusive innovation to be successful: the product, retailing and marketing, the micro-services that provide demand-side services, and the wider context.

# Chapters 1, 2 & 3

# Conclusion

# References

Foster, C., & Heeks, R. (2013). Conceptualising Inclusive Innovation: Modifying Systems of Innovation Frameworks to Understand Diffusion of New Technology to Low-Income Consumers. *The European Journal of Development Research*, *25*(3), 333-355. <https://doi.org/10.1057/ejdr.2013.7>