

# Appunti ICT

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## 1 Note sul corso

Professore: Carlo Pasquini.

## 2 Innovation

### 2.1 Novelty vs Innovation

Innovation is the **implemetation** of a new or significantly improved product, or process, a new markeitng method, or a new organizational metho in business practise, worplace organizaiton or external relations.

Innovation = invention + exploitation

An innovation:

- there is a market need
- has a strong value proposition
- solves a problem
- does the job better than other
- there are customers willing to pay
- it is technologically feasible
- it is financially sustainable

## 2.2 Why do we need innovation?

Businesses **must** innovate to keep up with the competition. The benefit to the customer is a byproduct of the race between the companies.

For the business, innovation is a necessity to survive

- to survive competition in the short and long term
- to acquire market share
- to look for premium price, better margins, higher added value
- innovation is the **real** protection of your IPRs

## 2.3 Kinds of innovation

Innovation can be a **process**, a **product**, or an entire **business model**. The only thing that matters is that it is **NEW**.

## 2.4 Radical vs Incremental innovation

**Incremental** We call an innovation "*incremental*" when it improves on something that already exists.

It lives in a short cycle, with recurrent improvements on an existing solution.

It's a reliable investment for the companies because it relies on mainstream customers in major markets.

**Radical** Radical innovation is the departure from existing technologies and solutions to offer something **entirely** new. Radical innovations are those innovations that bring to a market a very different value proposition that hadn't been available previously,

## 2.5 Theory of disruptive innovation

In his book "disruptive innovations", Christensen presents "the innovator's dilemma". This dilemma is the one between investing in a possibly risky innovation and playing it safe.

One of the risks in NOT investing in a disruptive technology is that of a competitor investing in it and stealing potential market shares.

## 3 Types of problems

- **Latent problems:** Customers have a problem but they don't know it.  
Esempi:
  - Spotify / music streaming
  - Smart voice assistants
- **Passive problems:** Customers know they have a problem but are not motivated or aware of the opportunity to change
- **Urgent problems:** Customers recognize a problem and are searching for a solution

## 4 My Idea

- Who: Music enthusiasts with short attention spans
- Problem (a latent one): Someone suggests a song to you but you forget the title, or to listen to it
- Solution: An app where your friends can leave you song suggestions, and you see them as a playlist

## 5 2024-09-30

Idee:

- Data protection with AI - Donathan - meh
- Toilet As A Service - Fabio M. - meme
- Picture2Video - Marco L. - not feasible? cool
- University Summary - Silvanus - silvanus
- Let's play - Mario S. - no
- Automated Garden - Hunter B. - carino
- Datapool - Riccardo S. - carino

	Nome progetto	presentatore	opinione
1	Data protection with AI	Donathan	meh
2	Toilet As A Service	Fabio M.	meme
3	Picture2Video	Marco L.	not feasible? cool
4	University Summary	Silvanus	silvanus
5	Let's play	Mario S.	no
6	Automated Garden	Hunter B.	carino
7	Datapool	Riccardo S.	carino
8	Lookify	Sano	bah
9	A healthy app	Giacomo S.	fattibile
10	Deliver your groceries	Maria A.	Glovo
11	Ski App	Ludovico	unfeasable?
12	OWD	Tommaso S.	Ci sta
13	Chatbot Monitor	Lerenza B.	mercato è limitato
14	Bike Aware	Sebastian W.	buono. Ma pratico?
15	Tidy Storage	alessio z.	lazy
16	SmartPack	dems c.	esiste
17	DevConnect	Davide Z.	Github
18	OpenSourceSec	Simone A.	Unfeasable
19	Where I Train	Massimiliano	Good
20	Just Do It	Leonardo	no
21	Garbage Collector	Ale	Anche solo per il nome
22	Fridge Management	Alberto M.	Tedioso
23	Pong Stats	Francesco D.	Carino ma AI
24	Magic Mirror	Davide M	Good
25	Vending Machine Finder	gabriele M.	good
26	Delivery food 4 students		Deliveru (2)
27	Accident report ai	saras	Difficile ma bello
28	Artva		No
29	SW4G	Samuel	c'è già OWD
30	Gamification		carino
31	Smart Stoves	Gabriele V.	esiste, ma carino
32	Traffic avoidance	Francesco S.	unfeasable
33	Opportunity Seeker	Quentin M.	non ascoltato
34	One Track	Enrico T.	small market
35	Healthcare at home	Salvatore C.	too hard
36	SOS artists	Denise C.	gut
37	Slow Bonding	Matteo D.	bah
38	Smart Shoes	Nicola B.	carino
39	NoWasteFood	Andrea V.	too good to go

## 6 Lean

In the lean methodology the assumption is that its possible to figure out the **unknowns** of a business in advance, before you raise money and actually execute the idea.

### 6.1 Principle 1

Rather than engaging in months of planning and research, entrepreneurs/intrapreneurs accept that all they have on day one is a series of untested hypotheses.

**How do we test these hypothesis?**

1. State your hypothesis  
L'ipotesi deve essere **specifica** e avere uno scope limitato
2. Design experiment  
L'esperimento deve essere semplice e di tipo binario (pass/fail)
3. Test  
Il test deve coinvolgere l'utente
4. Insight

**Never hire a banana!**

## 7 'CAUSE AFTER AAAALL! YOU'RE MY WONDER FLOOOOOW