**Slide - 1**

In simpler terms, "Innovation Essentials: Art and Science" means combining creative ideas (the art) with practical solutions (the science) to make new things. It's about using imagination to think of cool ideas and then using knowledge and tools to turn those ideas into reality. This involves working together, being open to new ways of thinking, and always being curious to learn and explore new things. It's like mixing the fun of dreaming up fantastic ideas with the satisfaction of solving puzzles to make those ideas come to life.

This slide presents the key elements that are fundamental to thinking like an innovator in the field of technology. It includes:

The integration of Art and Science: This suggests that innovation requires both creative thinking (art) and analytical reasoning (science).

Vision: Having a clear, forward-thinking idea of what you want to achieve.

Collaboration: Working together with others, combining skills and knowledge to create better solutions.

Challenging the Status Quo: Being willing to question and change the existing ways of doing things to make improvements.

Curiosity: Having a strong desire to learn and understand more, which fuels innovation.

Together, these elements create a mindset geared towards fostering new and creative technological solutions.

**COVE**

The slides are focused on the "COVE" framework, which stands for Customer, Originality, Value, and Empathy. This framework is likely used to guide the process of innovation and product development. Here's a simple breakdown:

Customer: This emphasizes understanding who you're creating the product for. It's important to know your customer's needs and desires.

Originality: This is about creating something new or different. It means thinking outside the box and not just copying what others have done.

Value: This refers to the importance of creating something that is useful and provides benefits to the customer.

Empathy: This is about putting yourself in the customer's shoes to truly understand their experience and how they feel about the problem you're trying to solve.

Together, these elements encourage innovators to create unique, valuable products with a deep understanding of their customers' perspectives.

**New Slide**

The slide appears to present three key concepts important in the context of business and innovation:

Value Creation: This refers to the process of developing new products, services, or processes that provide significant benefits to customers or users.

Value Capture: This focuses on how a company or organization can retain a portion of the value that it has created. This could be through profits, market share, or other means.

Value Exchange: This involves the transaction between businesses and customers where value is exchanged. This could be a customer paying for a product or service, or it could refer to the mutual exchange of value in a less transactional sense.

**This slide is presenting the differences between a project and a product in a tabular form:**

Project: It is defined as having a pre-determined scope and is aimed at responding to an organizational problem or priority. Its success is measured by its ability to deliver on time, on budget, and achieve the intended result. A project has a defined beginning and end.

Product: In contrast, a product adapts to the needs that arise. It focuses on solving a customer problem or priority. Success for a product is measured by customer satisfaction and its ability to evolve over time. Unlike a project, a product is seen as an ongoing entity with no definitive end.

This distinction is important in understanding the different approaches in managing and evaluating projects versus products.

In essence, these are stages or aspects of how businesses create value with their innovations, make sure they can benefit from it, and how they provide it to customers in return for something of value.

Alright, think of a project like a school assignment that has a clear start and finish, where you have to do specific tasks and once it’s done, it’s done. It’s meant to fix a problem at school or meet a school need, and doing it on time and without using too many resources is what makes it successful.

Now, a product is more like your personal hobby, like gardening. You start it to make your yard look good (solving a need), and you keep changing and growing it as you get new ideas or as the seasons change. There’s no real end to it because your garden can always get better, and the main goal is to keep yourself (the customer) happy with it.

**New Slide**

This slide shows a table dividing technology products into five categories:

Hardware: These are physical devices like smartphones, laptops, smartwatches, gaming consoles, and computer mice.

Software: Programs and operating systems that run on hardware, like Windows/MacOS for computers, MS Office 365/Google Workspace for productivity, web browsers for internet navigation, antivirus software for security, and database management systems for organizing data.

Services: These are offerings that help users complete tasks or provide entertainment, such as streaming services (Netflix, Apple TV+, Hulu), cloud providers (AWS, Azure), online payment systems (PayPal, Stripe), webhosting services (WordPress, Wix), and data storage services (Dropbox, Google Drive).

Website: Platforms accessible via browsers, including search engines, news sites, online games, online banking portals, and e-commerce websites.

App: Mobile applications that provide a wide range of functions, like communication (WhatsApp), video conferencing (Zoom), social media (TikTok, Instagram), and weather information (Accuweather).

Each category is essential in today's digital ecosystem, providing various functionalities to end-users.

**New Slide**

The slide outlines three key roles in a technology team:

Technical Lead: The person with the vision for the technical side of things. They make big decisions on how the technology should be built, write important parts of the code, and make sure everyone follows the rules for writing good code.

Developer: The main workers in creating the software. They write, fix, and update the code to meet the needs of the project. They also work with others to make sure all parts of the software work well together.

Project Manager: The organizer who keeps the project moving forward. They plan, set up schedules, keep an eye on how things are going, and talk to everyone involved. They manage resources, solve problems, and make sure the project is completed on time.

**New Slide**

The slide describes three different roles in a technology team:

UX/UI Designer: This person designs the look and feel of the software, making sure it’s easy to use, looks good, and can be used by everyone. They do a lot of research and testing to understand how users will interact with the product.

Documentation/Technical Writer: This role involves writing clear instructions and information about the software. They make sure that everyone, whether they are tech-savvy or not, can understand how to use the software by writing guides and manuals.

Testing/QA (Quality Assurance): The person in this role checks the software for any problems and makes sure everything works as it should before it’s released. They plan tests, find and report bugs, and help to fix them to make sure the software is of high quality.