

COMM 219 MCQs 1,2,6,7,8,9

Innovation Management (Concordia University)



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Chapter 1: Introduction

1. What does technological innovation refer to?

- A) The development of new marketing strategies
- o B) The development and application of new technologies and products
- o C) The decline of industries due to new technologies
- D) A company's branding strategy
- o Answer: B

2. How does technological innovation drive economic growth?

- A) By reducing productivity
- o B) By introducing more competition
- o C) By increasing productivity and economic output
- o D) By lowering consumer demand
- o Answer: C

3. Which of the following is NOT affected by technological innovation?

- o A) Economic growth
- o B) Standard of living
- C) Employment opportunities
- o D) Government elections
- o Answer: D

4. Which industries typically experience fast innovation cycles?

- A) Steel manufacturing
- o B) Pharmaceuticals and electronics
- C) Agriculture
- o D) Textiles
- o **Answer**: B

5. What is the innovation funnel?

- A) A method for generating business ideas
- B) A process where many ideas are narrowed down into a few successful innovations
- o C) A strategy for reducing innovation costs
- o D) A tool for increasing competition
- o Answer: B

6. What does 'first-mover advantage' mean?

- o A) Being the last to enter a market
- o B) Being the first to introduce a new product to the market
- o C) Reducing costs by using older technologies
- D) Imitating competitors' products
- o **Answer**: B

7. Why is the timing of entry important for innovation?

- A) To delay competition indefinitely
- o B) To maximize the impact of an innovation and capture market share
- o C) To avoid market risks entirely

- D) To minimize the cost of marketing
- o Answer: B

8. Which of the following is NOT a benefit of technological innovation for society?

- A) Improved health outcomes
- o B) Increased energy efficiency
- o C) Increased job displacement
- o D) Higher standard of living
- o Answer: C

9. Technological innovation is a key determinant of:

- o A) Government regulations
- B) Competitive advantage and organizational success
- C) Natural resource availability
- o D) Traditional business models
- o Answer: B

10. Which of the following is a challenge of technological innovation?

- o A) It always results in increased profits
- B) It can pose challenges for existing firms
- o C) It makes the market less competitive
- o D) It slows down product development cycles
- o **Answer**: B

Chapter 2: Sources of Innovation

11. Which of the following is NOT a common source of innovation?

- o A) Individuals
- o B) Firms
- C) Universities
- o D) Customer complaints
- o Answer: D

12. Creativity is:

- A) The production of novel and useful ideas
- o B) The application of new technologies in manufacturing
- C) Limited to organizational efforts
- D) The same as market research
- o Answer: A

13. Which of the following influences individual creativity?

- A) Personality
- o B) Knowledge
- o C) Motivation
- o D) All of the above
- o Answer: D

14. Organizational creativity can be fostered by:

- A) Restricting access to research facilities
- o B) Encouraging a culture of experimentation and collaboration
- o C) Limiting the flow of information
- o D) Assigning repetitive tasks
- o **Answer**: B

15. Which company policy is cited as encouraging innovation at Google?

- A) Offering employees bonuses
- B) Providing 20% of work time for personal projects
- C) Mandatory weekly innovation meetings
- o D) Hiring external consultants for innovation
- o **Answer**: B

16. Translating creativity into innovation requires:

- A) Access to external markets
- B) A supportive culture and resources
- o C) Reliance on existing patents
- D) Increasing project timelines
- o Answer: B

17. Who are often the key drivers of new innovations?

- A) Employees in finance departments
- o B) Customers with product complaints
- o C) Inventors with unique vision and persistence
- o D) Board members with financial interests
- o Answer: C

18. Why are users an important source of innovation?

- A) They create solutions to meet their own needs
- B) They rely on competitors' products
- o C) They invest heavily in R&D
- o D) They have no involvement in product development
- Answer: A

19. What role does R&D play in innovation?

- A) It eliminates the need for collaboration
- o B) It drives the creation of new products and processes
- o C) It limits the scope of innovation
- o D) It prevents competition from entering the market
- o Answer: B

20. Technology clusters are geographic concentrations of:

- o A) Firms and institutions that accelerate the pace of innovation
- o B) Traditional industries
- C) Government offices
- o D) Natural resources
- o Answer: A

Chapter 6: Types of Innovation

21. What is the primary characteristic of product innovations?

- A) They focus on marketing strategies
- B) They involve the creation of new goods or services
- o C) They improve internal business processes
- D) They are not market-driven
- o **Answer**: B

22. Process innovations are focused on:

- o A) Improving the way an organization conducts its business
- B) Creating new products for consumers
- C) Reducing marketing costs
- o D) Increasing product prices
- o Answer: A

23. Which of the following best describes a radical innovation?

- o A) A minor improvement to an existing product
- B) A completely new-to-the-world product
- o C) An imitation of a competitor's product
- o D) A reduction in production costs
- o **Answer**: B

24. Incremental innovations typically:

- A) Introduce groundbreaking changes
- B) Represent minor improvements to existing products
- o C) Eliminate the need for research
- o D) Require significant financial investment
- o Answer: B

25. Competence-enhancing innovations:

- o A) Render a firm's current knowledge obsolete
- o B) Build on the firm's existing capabilities
- o C) Disrupt market dynamics
- D) Are not important to innovation strategy
- Answer: B

26. A competence-destroying innovation:

- o A) Enhances a firm's core capabilities
- o B) Forces a firm to develop entirely new knowledge
- C) Improves a firm's existing processes
- o D) Reduces competition in the market
- o Answer: B

27. Which type of innovation focuses on reconfiguring how components link together?

- A) Component innovation
- o B) Architectural innovation
- o C) Product innovation
- o D) Process innovation

o Answer: B

28. S-curves in technological improvement represent:

- A) Performance over time relative to investment
- o B) A company's sales trajectory
- o C) The financial impact of new technology
- o D) Market saturation rates
- o Answer: A

29. Technology diffusion refers to:

- o A) The spread of a technology through a population over time
- B) The decline of outdated technology
- C) The financial cost of implementing new technology
- o D) Market competition
- o Answer: A

30. What happens during the 'era of ferment' in innovation cycles?

- A) Stability in the market is achieved
- o B) Firms experiment with new designs and configurations
- C) Standardization takes hold across the industry
- o D) Incremental improvements are introduced
- o Answer: B

Chapter 7: Dominant Designs and Technology Cycles

31. What is a dominant design?

- A) The first prototype of a product
- o B) A stable architecture that most firms adopt after a period of experimentation
- C) An outdated product design
- o D) A design that fails in the market
- o **Answer**: B

32. Creative destruction refers to:

- A) Incremental improvements in existing products
- B) The emergence of a new technological discontinuity that disrupts an industry
- o C) The destruction of outdated processes
- D) A method for eliminating competitors
- o Answer: B

33. What does 'increasing returns to adoption' mean?

- A) A technology becomes more valuable the more it is adopted
- o B) A technology loses value as it is widely adopted
- o C) Market saturation reduces a product's value
- D) Technology costs decrease with adoption
- o Answer: A

34. The learning curve refers to:

A) An increase in production costs over time

- o B) The efficiency gained through repeated practice
- o C) A reduction in technology's effectiveness over time
- o D) The decline in innovation due to market saturation
- o **Answer**: B

35. What is absorptive capacity?

- o A) A firm's ability to absorb external knowledge and apply it for innovation
- o B) The number of patents a firm owns
- C) The market share a company holds
- o D) A firm's ability to reduce costs
- o Answer: A

36. Network externalities occur when:

- o A) The benefits of a product increase as more people use it
- o B) A technology becomes obsolete quickly
- o C) A product is only valuable in a niche market
- o D) A firm invests heavily in marketing
- o Answer: A

Chapter 8: Timing of Entry

37. Who are first movers in a market?

- o A) Companies that wait for competitors to launch products
- o B) Companies that are the first to introduce a new product category
- C) Companies that imitate existing products
- D) Companies that rely on outdated technology
- o Answer: B

38. What is a risk associated with being a first mover?

- A) High R&D costs
- B) No competition
- o C) Low customer demand
- D) High marketing costs
- o Answer: A

39. Late entrants benefit from:

- A) High R&D costs
- B) Avoiding the risks faced by first movers
- o C) Increased competition
- D) Market dominance
- o Answer: B

40. Monopoly rents refer to:

- o A) Profits earned by the first mover in a market
- B) Costs associated with entering a new market
- C) The financial losses of a company
- o D) Reduced competition

o Answer: A

41. Vaporware refers to:

- o A) A product that is advertised but not yet available on the market
- o B) A highly successful product launch
- C) A failed product in the market
- D) A strategy for copying competitors
- o Answer: A

42. What is incumbent inertia?

- A) The advantage new companies have over established ones
- B) The resistance of existing companies to adopt new technology due to entrenched practices
- o C) The flexibility of incumbents to pivot to new markets
- o D) A type of marketing strategy
- o **Answer**: B

43. Parallel development processes allow firms to:

- A) Slow down the innovation process
- o B) Develop different stages of a product simultaneously
- o C) Reduce the overall product quality
- o D) Avoid competition
- o Answer: B

44. What does path dependency refer to?

- o A) The influence of early decisions on the final outcomes
- B) A firm's strategy for reducing R&D costs
- o C) A method for eliminating competitors
- D) The delay in technology adoption
- o Answer: A

45. Fast-cycle processes are beneficial because they:

- A) Reduce the overall quality of a product
- o B) Shorten development times and improve market responsiveness
- o C) Increase the time-to-market for new products
- o D) Reduce the amount of learning from market feedback
- o Answer: B

Chapter 9: Protecting Innovation

1. What does 'appropriability' refer to?

- o A) The ability of a firm to sell its products at a low cost
- o B) The degree to which a firm can capture the profits from its innovation
- C) The process of sharing technology with competitors
- o D) The method by which a firm eliminates competition
- o Answer: B

2. What does a patent grant?

- o A) Exclusive rights to use a brand name or logo
- o B) Protection for original works of authorship

- C) Confidential information to be used in marketing
- o D) Exclusive rights to an invention
- Answer: D

3. Which of the following is protected by trademarks?

- A) Inventions and technical processes
- o B) Brand names, logos, and other identifiers
- o C) Artistic works such as books and music
- o D) Trade secrets and confidential information
- o **Answer**: B

4. What do copyrights protect?

- A) Inventions and technical innovations
- o B) Confidential company information
- o C) Original works of authorship
- o D) Logos and branding materials
- Answer: C

5. What is a key feature of trade secrets?

- A) They are publicly disclosed after 10 years
- o B) They give firms a competitive edge by remaining confidential
- o C) They are used in marketing campaigns to attract customers
- D) They are easy to reverse-engineer by competitors
- o **Answer**: B

6. In which industry are patents particularly effective?

- A) Consumer electronics
- o B) Pharmaceuticals with long product life cycles and complex products
- C) Fast food and restaurant industries
- D) Retail and clothing sectors
- o Answer: B

7. What is an advantage of wholly proprietary systems?

- o A) The firm retains full control over its technology and standards
- o B) The technology is freely shared, encouraging rapid adoption
- o C) The system allows for collaborative innovation with competitors
- D) The firm avoids the costs associated with R&D
- o Answer: A

8. What is a benefit of wholly open systems?

- A) It ensures full control over technology development
- B) It promotes the widespread adoption of a technology
- o C) It keeps technology confidential to protect competitive advantages
- o D) It eliminates the need for complementary goods
- Answer: B

9. What is one advantage of protecting innovation through patents, trademarks, or copyrights?

- A) It reduces the time needed for R&D
- B) It allows firms to capture returns from their innovations and reinvest in R&D

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o C) It encourages immediate sharing of technology with competitors

- o D) It lowers the cost of producing new products
- o **Answer**: B

10. What is an advantage of diffusing technology through open systems?

- A) It ensures complete control over intellectual property
- B) It facilitates widespread adoption, creating complementary goods and services
- C) It reduces competition from other firms
- D) It eliminates the need for external partnerships
- Answer: B