Orchestrating Networked Innovation and Collaboration
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Session plan

- 11.30 - 11.45 Introductory remarks by me
- 11.45 - 12.30 Collaborative creativity by you
- 12.30 - 12.50 Reporting back by you
- 12.50 - 13.00 Conclusions
Collaborative innovation
Why?

- Knowledge economy, EU Lisbon objectives, staying competitive: new products and services
- New ways of sharing knowledge (learning from each other) but also of being creative
- Need for Networked Learning but also for Networked Innovation
Community-based Innovation

- Distributed, online
- Workflow: support from pedagogic patterns and creativity techniques
- Context-sensitive recommendations to users
- idSpace - project
Networked Innovation

• How do the collaborating communities emerge from a larger network?

• Need for focus on Open Innovation processes within the network as a whole

• Need for mechanism to ‘herd’ people into communities, even if only ad hoc and temporarily
Domain model

AHT community

social network

online s.n.

platform

generic service

innovation serv.

LLL service

authentication

Open Profile

authorisation

news

Twitter

profiling

LinkedIn

sharing

slideshare

tagging

delicious

problem def

ideation

coalition form.

solution feedb.

peer support

charting

navig support

competence

* runs on

*
Imagine ...

large networks of people who have active, online social lives, keep profiling data on social network sites, share documents on slideshare, tag websites via del.icio.us, collaborate online using Google docs, etc.
Problem statements

- How could these people be made to collaborate on open innovation projects?
  - What software services would they need (existing ones, new ones)? list of services
  - How would these have to be ‘mashed up’, orchestrated into an environment? list of constraints
Getting to work

1. Grasp the problem, rephrase if needed
2. Decide on how you want to solve it (goal)
3. Freely collect ideas
4. Evaluate ideas, give feasibility ranking
5. Formulate your solution
Collaboration & reporting back

- 4 groups of about 8 people discuss
  - each group 5 slides, 1 per step, by way of report, put on usb stick
- 20 min. reporting = 5 minutes per group
- 10 general evaluation

Thursday, February 4, 2010
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Results of group brainstorms
Group 1

Citizen & Media Participation
Problem

• Citizens should be able to participate more directly in government, and media should play a more direct role in helping citizens engage in government
Goal

- Connect media, citizens and government
Ideas

• Connect media stories to open community discussion to generate ideas for action
• Connect community discussion to opportunities for direct engagement with government through e-petitions
• Connect results of action to opportunities for policy analysis
• Implement monitoring of enforcement of action
Feasibility

• Add open discussion spaces to news stories (or aggregations of stories) - feasible, already implemented e.g. http://www.worldpress.org

• Enable open discussion to focus into action - challenges e.g. validity of participation, voting systems, critical mass required. Could move into FB or existing large network

• Connecting to e-petitions - feasible, e.g. http://petitions.number10.gov.uk/

• Enabling policy analysis - feasible, e.g. http://writetoreply.org/

• Monitoring and enforcement - feasible, e.g. http://www.politifact.com/truth-o-meter/promises/
Solution

• Identify the existing services and develop solution to make explicit connections between them

• E.g. share on twitter, on facebook already a demo for this
Problem

How to promote collaboration and cooperation on elgg social networking functionality
Goal

• To provide the proper tools to the elgg community that will help them work together better
Ideas

• Improve real time communication (web conferencing, immersive spaces (3d space within elgg as a plugin)
• File repository and versioning system (SVN)
• Mailing lists and group mails
• Provide debugging tools (Bugzilla)
• Virtual workspace sharing
• Project management tools (Tasks, Timelines, Milestones) (wiki)
• Collaborative argumentation tools
• Reputation management tool
Feasibility ranking of ideas

importance scale:  
(least important 1 – 5 crucial)

implementation scale:  
(easy A – E hard)

• Improve real time communication
  • Online chatting 2 A
  • Persistent web conferencing 4 B
  • Immersive spaces (3D) 5 E

• File repository and versioning system (SVN) 5 D
• Mailing lists and group mails 5 A
• Provide debugging tools (Bugzilla) 3 B
Feasibility ranking of ideas

importance scale:
(least important 1 – 5 crucial)

implementation scale:
(easy A – E hard)

• Virtual workspace sharing 1 C
• Project management tools (Tasks, Timelines, Milestones) (wiki) 5 B
• Collaborative argumentation tools 2 D
• Reputation management tool 2 C
Collaborative Creativity Session

group 3
1. Problem statement

- get people to work together for a first meeting for paper writing on future projects
2. Goal setting

- Goal: collective paper writing
- Constraints:
  - collaboration
  - professionals
  - distributed
  - able to connect people
  - time
3. Idea generation

- email
- flashmeeting
- Google wave
- Physical meeting:
  - time planning
  - location planning
- Task Management:
  - responsibility
- Calendar sharing
- Status notifier (distributedness)
  - time zone awareness
- Translation tool (Google Wavelet Rosy)
- Collaboration platform:
  - process things fluently
  - mash-ups
- Doodle polls
- Graphic representation of the progress
- Mind map of initial ideas of the article
- Voting mechanism
- several cycles to get agreement for agenda
4. Evaluation

- Aggregated votes (goal, feasibility)
5. Accepted Solutions

- email
- flashmeeting
- Google wave
- time planning
- Task Management:
  - responsibility
- Collaboration platform:
  - process things fluently
  - mash-ups
- Voting mechanism
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Collaboration on open innovation projects

group 4
PROBLEM STATEMENT

• which **services** can be **mashed up** to support **collaborative innovation projects** in social networks?
GOAL

• offer person & artefact awareness to support the innovation process
• self-reporting (kind of blog / form)
• automatically analyze artefacts
• (automatic) user profiles
• recommender system
• easy contact ways
• links 2 all the objects
• innovation area
• location based services
• open access
• search engines
• visualisations
• augmented reality
• storage space for things
FEASIBILITY RANKING

• self-reporting (kind of blog / form) **~
• automatically analyze artefacts *****#
• (automatic) user profiles *******# ***~
• recommender systems (if you know what to recommend) *****#~
• easy contact ways ***** #~
• links 2 all the objects **** #
• innovation area
• location based services ******#~
• open access --> accessibility *****# **~
• search engines (already taken)
• visualisations *****# **~
• augmented reality
• storage space for things *****

~technical feasibility
#added value for users
SOLUTION APPROACH

- money from CELSTEC
- volunteers (categorized) whose artefacts you can analyze and bother with ideas
- offer added value to anyone
group 5
Problem

• How do we entice people to want to engage in open innovation and how can we convince them of the value of collaborating to do this?

• How do we provide opportunities for that collaborative environment to grow?

• How do we establish authentic shared goals?

• How technologies can be used to make it easier for people to collaborate?
Goal

• Establishing ways to motivate people to establish shared goals (once they have shared goals they will be motivated)

N.B.: we will not be focusing on technology
Evaluate

Pre-conditions

- Trust
- Low stress
- Confidence
- Communication channels
- Commitment & enterprise
- Recognition and respect

Instruments

- Information sharing
- Personal Needs
- Interest in learning
- Recognition and respect
- Protocol

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Solution

• We need activities....

• ... and we still haven’t got there yet! It takes time :-}
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http://idspace-project.org

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