



06 Innovation Streaming

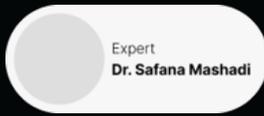
I have not failed. I have just found 10,000 ways that won't work.

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Challenge Background

The road between a discovery generated from basic research to a commercial product or process is long and, according to some, rife with significant roadblocks. Innovators and investors alike routinely claim that a “funding gap” or “Valley of Death” exists at an intermediate stage of this process, between basic research and commercialization of a new product. This intermediate stage funding gap may have a significant impact on the productivity of government-supported R&D efforts. In particular, if intermediate-stage financing is not available to individuals and firms that allow them to take a new innovation or discovery and transform it into a commercial product, then society should expect to see a diminished return on the public support of early-stage R&D (S. Ford, 2007).

Relation to Goal

Setting the value chain of the innovation journey starts by identifying the right stakeholders and sectors that will collaborate efficiently to create the right innovation ecosystem that is required to bridge the gap between innovations and economical sustainability. The GTP will work towards building a platform that ensures the recruitment of talent minds and innovations to be pipelined and matured through a defined process map that ends by development, prototype and most importantly, connection with the right investors through market penetration strategy that contains a valid business model. This will minimize the width of the valley of death and will ease the journey for innovators.

Problem statement

Based on the design principles of GTP seek to pave the path for the innovation journey: from inception to impact; including the formulation of solutions in basic science to the post implementation and into the commercialization phase. In large organizations, innovation activities often take place in separate departments, centers, or studios. These departments aim to produce prototypes of solutions to the problems of operational business owners. However, too often these concepts remain in the prototype stage: they are never implemented and fall into what is popularly termed the Valley of Death.

As a team, think collectively about how the platform can asset the empowerment and development of the ecosystem that is needed to complete the value chain of innovation.

Problem statement

Possible questions to answers are as follow:

- What is the best framework to expose innovations to the right investor?
- What types of support and empowerment can be provided to individuals through the platform?
- What services and educational and training programs are individuals looking forward to?
- How does the platform help to build teamwork of talented individual's skills?
- What is the best model of partnerships that will empower innovation?
- What are resources that must be available on the platform?
- If the team or one of its members needs training in specific skills related to the challenge, how is the training provided on the platform? What is the mechanism for determining the training need?



Solution Evaluation Criteria

- Comprehensiveness
- Creativity
- Practicality
- Actionability

Solution Requirements

This “Rock IT” challenge offers you the opportunity to produce innovative ideas that will provide solutions to the problems listed above. Your solution should be developed to provide your recommendations for empowering talented individuals according to the design principles listed. Particular attention should be given to using the recommendations in a sample user defined journey, so that it brings a real-world application to the forefront.

Tools

Resource Links:

- **The 4Ps of innovation space:**

<https://dutchuncles.in/aspire/the-4-ps-of-innovation-every-entrepreneur-must-know/>

[\(12\) Radical Innovation Strategies - YouTube](#)

- **The 3 horizons model**

<https://www.boardofinnovation.com/blog/what-is-the-3-horizons-model-how-can-you-use-it/>

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<https://www.youtube.com/watch?v=UIF8GDeW80c>

Communication Tips

- Use the challenge pathway
- Use the analytical tool to understand the phenomena and bring new perspectives to your solution
- Ask the *subject matter experts* to get insights
- Create stick notes, drawings and data/graphs, if necessary
- Clearly state the problem, the solution and the potential impact
- Upload your solution to the platform

Ready, Set GO!

- Leader of the group discusses the strategy, defines roles, and motivates the team, and formulate the solution collectively.
- As a group, discuss the background and review any relevant links and literature
- Assign group tasks for the allotted time
- Go through the brainstorming process
- Reconvene the team approximately 20 minutes prior to session end
- Communicate your solution in a clear and interesting format

Specific Results

- Identify the innovative talented people.
- Define the problem, solution and Added value.
- How do you turn risk to a competitive advantage.

Resources

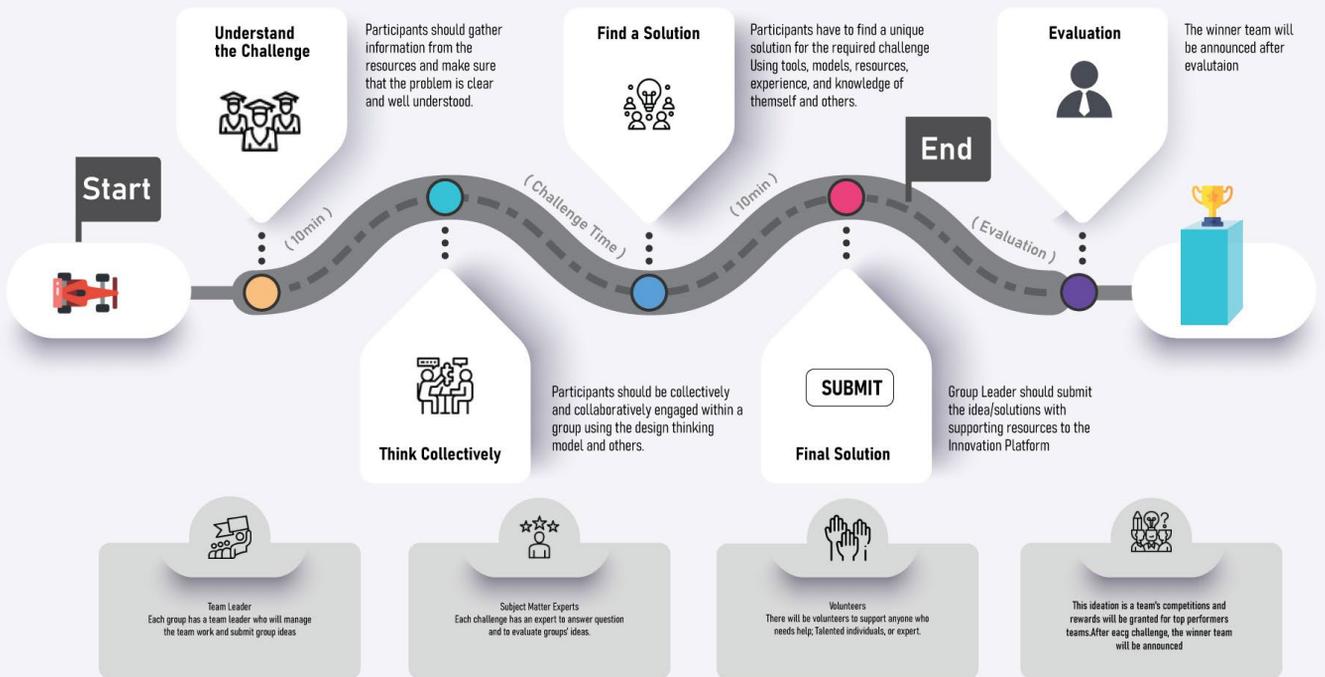
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How Ideathon Will Happen? For each challenge



Challenge pathway (150m)



1

Understand the problem

Take few minutes to know the understand the real problem and the expected result.

2

4 Ps

4 Ps Use the 4Ps of innovation space to produce a sustainable added value for the platform.

4Ps

3

Be Innovative!

Use the three horizons model to identify possible innovations for the GCGC's platform.

The 3 horizons model

6

Submit your ideas!



Condition "Design Principles"

Platform thinking variables to be consider for designing a successful platform

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Platform thinking variables to be consider for designing a successful platform

SMART



Platform Objective

Digital Platform is required to design with future talent business needs and priorities, complexity, and technical maturity. We Mawhiba then merge with our patterns, practices, and principles of enterprise platform towards the existence of a Global talent platform – one of its kind at a global scale whose objective is to "Inspire and empower" talent that can create a positive impact on humanity

STEM
Only it serve to talent domain of Science Technology, Engineering and Math.

MODULAR
Module design with micro-services to be integrated with other Sponsor platform

AGE
The Platform will be for the age group above 19+ to early 30s.

REVENUE
The platform to sustainable with business model characteristics in terms revenue generation.

TECHNOLOGY Platform Virtual
The Platform to be virtual space allows diverse stakeholders to benefit or contribute towards its value.



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Design Principle Cheat List

What is Platform Thinking

- It is Software Based open environment with open infrastructures,
 - It is orchestrator for connecting diverse systems across sectors with our border
 - It is harnesser the network affect
 - Connecting Multiple stake holder towards resource benefit and value output
- In nutshell : The new way of thinking and executing is in terms of participants that interact to create and consume value e.g., Uber,

Ref: <https://www.thoughtworks.com/insights/blog/art-platform-thinking>

What is Platform Design

Platform design involves a spectrum of design choices regarding the infrastructural capabilities and governance mechanisms employed by a platform. These choices are made within the framework of the market within which the platform operates, the interactions that market participants engage in, and the incentives needed to attract participation.

Ref: <https://platformthinkinglabs.com/materials/the-three-design-elements-for-designing-platforms/>