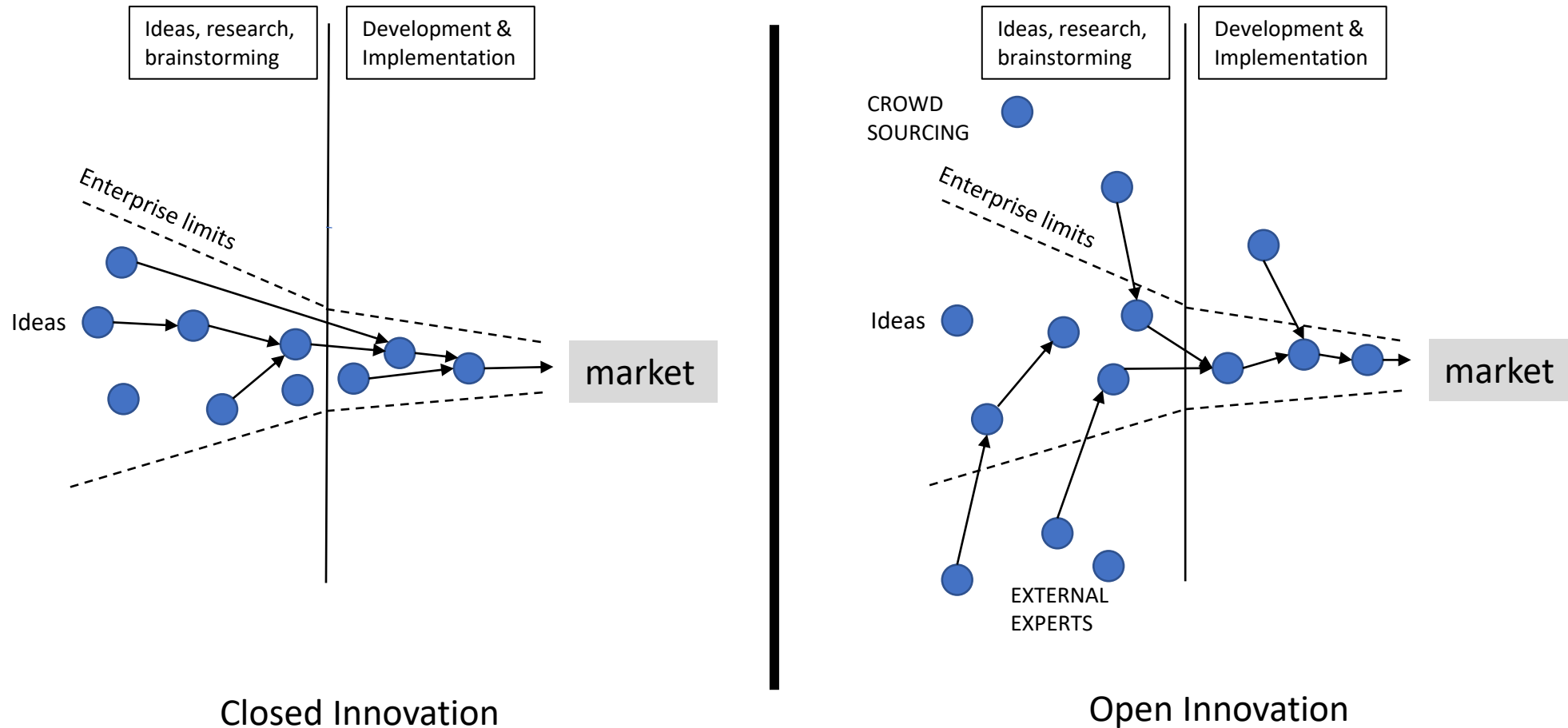


Open Innovation & Living Labs

Key Facts: Open Innovation

- Innovation process that includes outside sources of knowledge into an organization
- Organizations use external experts and crowdsourcing
- Knowledge is shared in innovation networks
- Advantages:
 - Solutions that are outside the scope of the organization
 - Engagement of users/customers/citizen in development leads to more acceptance of the product
- Common barriers are:
 - Lack of engagement of participants
 - Challenge to integrate the result of the open innovation process in the internal structures, for example because of resistance of the employees)

Closed Innovation vs. Open Innovation



Approaches to Open Innovation

- Innovation Challenges
 - Innovation challenges are issued by organizations to solve a certain presented problem or to come up with ideas. The best ideas are awarded with prizes.
 - Example: VETTER Innovation Challenge: Injection 2.0: Teams are invited to come up with a new way to inject by the medical company VETTER.
- Innovation Platforms
 - (Virtual) platforms, where innovation challenges are announced and/or customers are informed about new developments
 - Example: *NASA solve!*: Innovation platform hosted by the American Space Agency with different challenges open to the public.
- Citizen Participation
 - Citizen can participate in policy development and local, regional or national public innovations and projects
 - Example: Living Labs

Key Facts: Living Labs

- Way to engage citizen in the process of policy development
- Organizational structures established in close approximation to a parent organization
- Widely used in EU policy making, with as many as 64 labs identified by a survey in 2016
- Usually use experimental methods to foster innovation
 - User-centered design
 - Design thinking
 - Data analytics
- Event are for example:
 - Workshops
 - Hackathons

Sources

Chesbrough, H. (2005). *Open Innovation: A New Paradigm for Understanding Industrial Innovation*. 27.

Fuller, M., Conseil & Recherche, La 27e Région, European Commission, Joint Research Centre, & Lochard, A. (2016). *Public policy labs in European Union Member States*. Publications Office.

Hall, L. (2017, September 8). *Welcome to NASA Solve!* [Text]. NASA. <http://www.nasa.gov/solve/index.html>

Jukić, T., Pevcin, P., Benčina, J., Dečman, M., & Vrbek, S. (2019). Collaborative Innovation in Public Administration: Theoretical Background and Research Trends of Co-Production and Co-Creation. *Administrative Sciences*, 9(4), 90. <https://doi.org/10.3390/admsci9040090>

McGann, M., Blomkamp, E., & Lewis, J. M. (2018). The rise of public sector innovation labs: Experiments in design thinking for policy. *Policy Sciences*, 51(3), 249–267. <https://doi.org/10.1007/s11077-018-9315-7>

Mergel, I. (2018). Open innovation in the public sector: Drivers and barriers for the adoption of Challenge.gov. *Public Management Review*, 20(5), 726–745. <https://doi.org/10.1080/14719037.2017.1320044>

Moore, M., & Hartley, J. (2008). Innovations in governance. *Public Management Review*, 10(1), 3–20. <https://doi.org/10.1080/14719030701763161>

Schumacher, J. (Ed.). (2008). *European living labs: A new approach for human centric regional innovation* (1. Aufl). wvb.