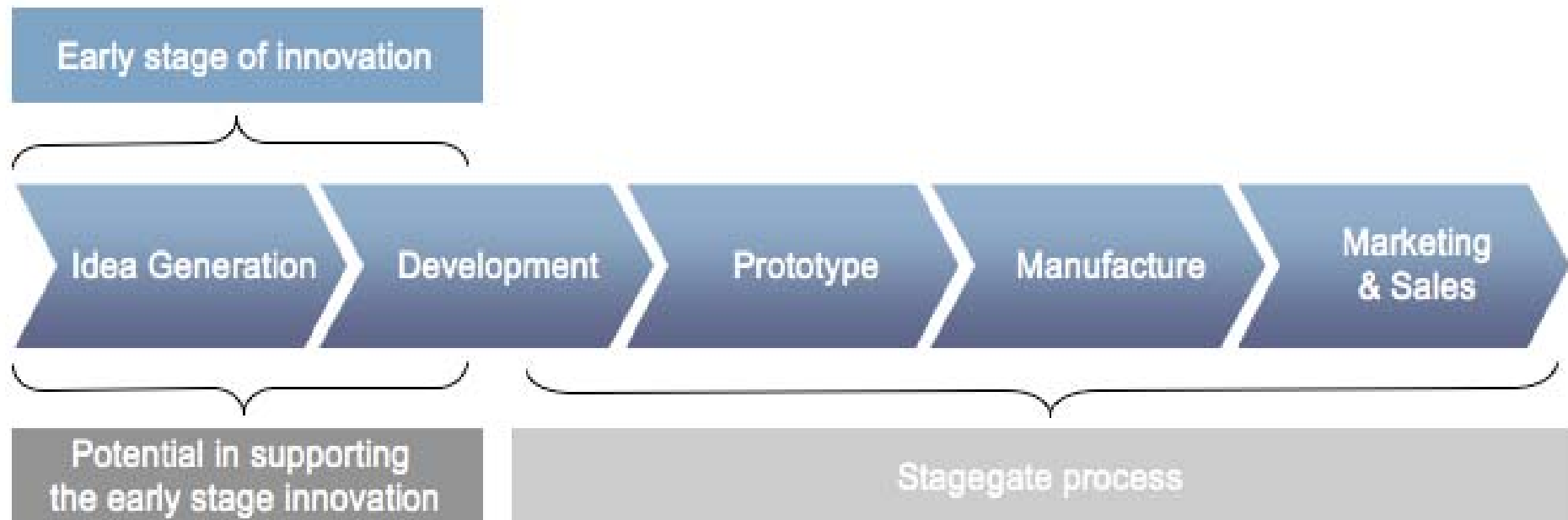


network
idea
games
team



Focus: The Early Stage Innovation Process



Early-Stage Innovation is much about:

- ... experience to generate ideas
- ... communication to generate ideas
- ... representing ideas → Sketches, Powerpoint, Textdocuments
- ... sharing ideas with others → Mail with attachments.
- ... discussing ideas → Mail, Phone, VoIP, Meetings
- ... getting feedback for idea development → Mail, Phone, VoIP, Meetings

Ideation

Connection

Evaluation

Laboranova Toolset

IT supported Collaborative Innovation

Example: Scenario in 4 Phases



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Phase 1



Team Building

XPertum

Inno Tube

...

Phase 1 - Tools

Team Building (Connection)

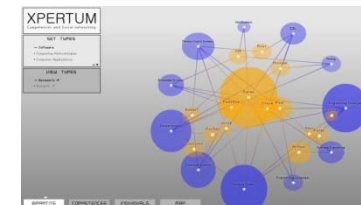
InnoTube

- Video-based Channel and Profile-related Connection Game.
- Closed environment where profiled users can watch / load their videos or other ones, coming from other sources
- Allows to visualise 3 kind of videos (Innovation Awareness, Ideas and Innovators) and to navigate / explore the Network represented by the users, the videos and the related tags and the connections among them via the embedded Network Visualisation and Navigation Tool, NVNT.



Xpertum

- Interactive web-based tool for visualizing social networks which uses basically force-directed and bipartite graph algorithms.
- People can visualize data and relationships between two entities- competences and individuals - through different views in order to analyze important aspects in the current social network. To facilitate the integration with other tools, a xml data file is required as parameter to proceed with the visualization.
- The visualization of relationships between entities help to graphically see the significance related to competences and individuals.
- The colour, size and shape have been used to emphasize the relationships between entities.



Conclusions

(first Living Labs related achievements)

- Various tools are available (status: different development stages of tools)
- Tool validation in selected living labs (status: ongoing)
- Long term positioning of tools (including licensing agreements or open source development strategies: (status: started/ongoing)
- Inter-operability with existing creative collaboration tools (e.g. Mediawiki, Facebook): (status: started/ongoing)
- All LLs: Get in contact with tool developers: Detailed descriptions of tools available: www.laboranova.com

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