

Research-Industry Open Innovation Contests for Advanced Manufacturing

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UNIVERSITÀ
DI TRENTO



FONDAZIONE
BRUNO KESSLER



FONDAZIONE
EDMUND
MACH

TRENTINOSVILUPPO

IMPRESA INNOVAZIONE MARKETING TERRITORIALE

HOW WE ARE STRUCTURED



1. INNOVATION & TECH TRANSFER

2. STARTUP AND ACCELERATION

3. INNOVATION ECOSYSTEMS

1. Analyzed technologies

2. Dossiers elaborated

3. POC

4. R&D collaborations

5. IP licences

6. DIH assessments

7. Supported SMEs

INDUSTRIAL PROBLEM SOLVING PULLING INNOVATION



PULL

A large, thick green arrow that starts on the right and curves to the left, pointing towards the laboratory image.

PUSH

A large, thick blue arrow that starts on the left and curves to the right, pointing towards the factory image.

OPEN INNOVATION CONTESTS



**LONGITUDE
PRIZE**

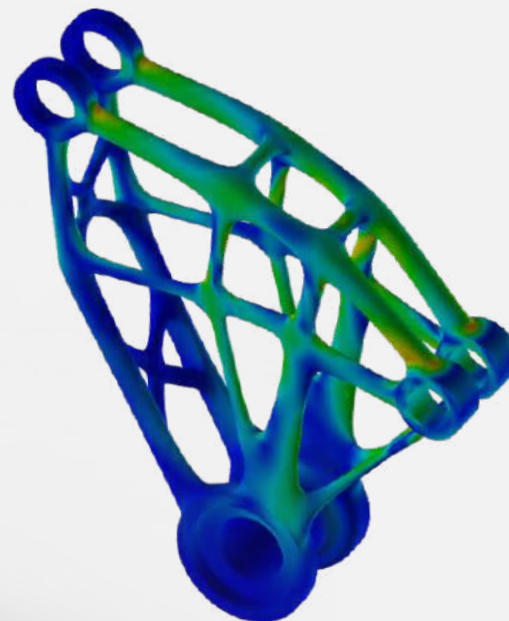
Google
LUNAR **X** PRIZE

مؤسسة دبي للمستقبل
DUBAI FUTURE FOUNDATION



Challenge.gov
Government Challenges, Your Solutions

PROTO CHALLENGE



EDIZIONE 2018:



EDIZIONE 2019:

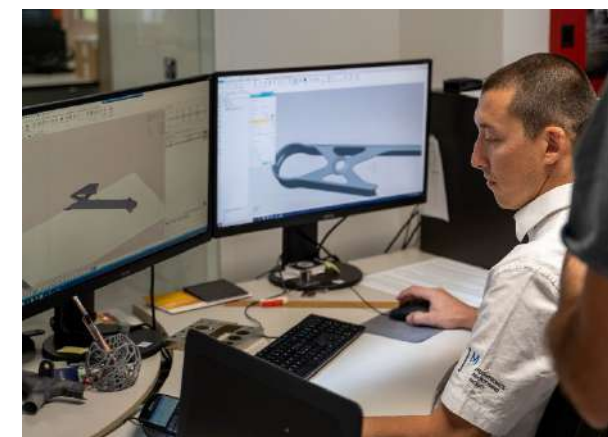


IN COLLABORAZIONE CON



CON IL SUPPORTO DI





PROTO CHALLENGE



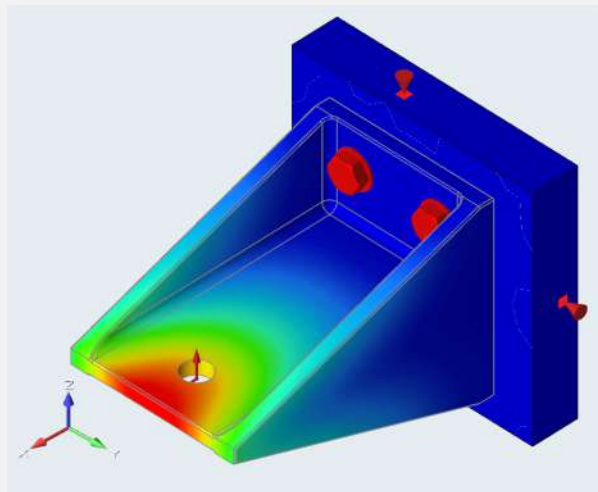
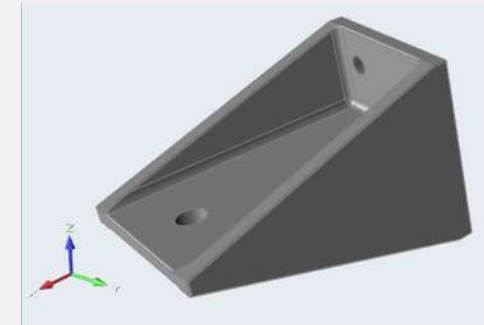
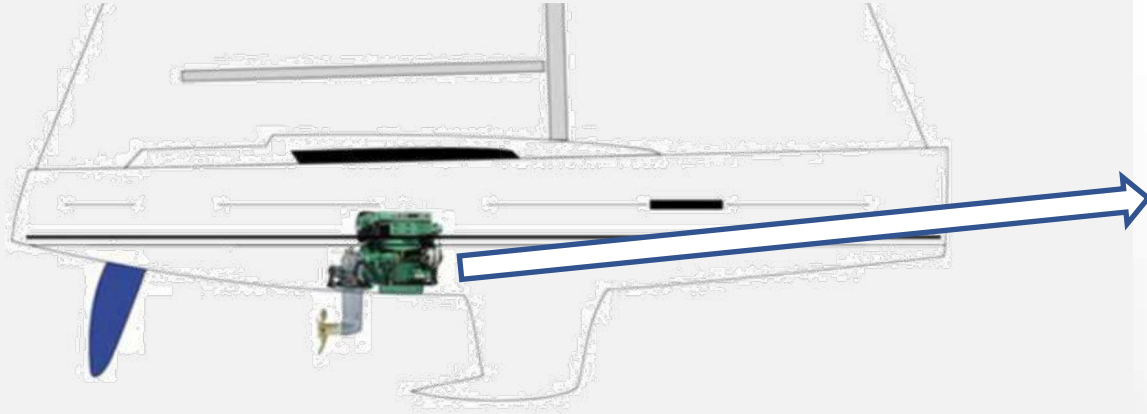
IN COLLABORAZIONE CON



CON IL SUPPORTO DI



PROTO CHALLENGE CASE EXAMPLE



Stress	- 84%	✓
Weight	- 57,5%	✓
Displacement	=	✓

IN COLLABORATION WITH

Sei un'impresa?
Presenta la
tua candidatura

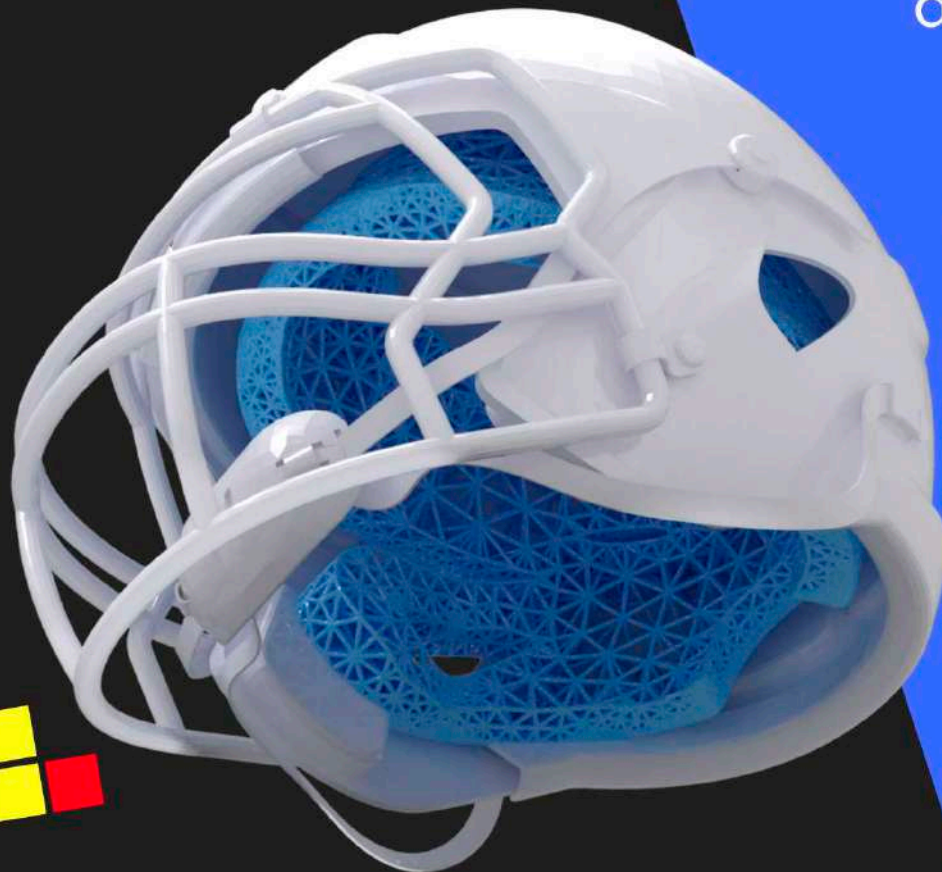
} entro il
27 novembre 2020

Image credits: nTopology

disegno generativo
e ottimizzazione
topologica
per la manifattura additiva

03.03.21
19.05.20

**PROTO
CHALLENGE**



INFO E CANDIDATURE



A VISUAL GUIDE TO DESIGN OPEN INNOVATION CONTESTS



The **Innovation Challenge** Design Canvas

Challenge Name: _____

WHY?	WHAT?	HOW?
1. GOAL Define an objective, measurable, achievable, relevant, and time-bound goal for the challenge. Consider the scope, the expected impact, and the resources available.	5. ACTIVITIES Define the key activities that will be undertaken to address the challenge. Consider the nature of the activities, the resources required, and the expected outcomes.	9. GOVERNANCE Define the governance structure for the challenge. Consider the roles and responsibilities of the participants, the decision-making process, and the communication channels.
2. SEEKERS Identify the individuals or organizations that will be seeking solutions for the challenge. Consider their expertise, resources, and motivation.	6. SOLVERS Identify the individuals or organizations that will be providing solutions for the challenge. Consider their expertise, resources, and motivation.	10. BUSINESS MODEL Define the business model for the challenge. Consider the revenue streams, the cost structure, and the value proposition.
3. CHALLENGE Define the specific challenge that needs to be solved. Consider the problem statement, the constraints, and the desired outcomes.	7. INCENTIVES Define the incentives that will be provided to encourage participation and innovation. Consider the nature of the incentives, the amount, and the timing.	11. IPR Define the intellectual property rights for the challenge. Consider the ownership, the licensing, and the protection of the intellectual property.
4. SOLUTIONS Define the solutions that are being sought for the challenge. Consider the nature of the solutions, the criteria for selection, and the expected outcomes.	8. TIMELINE Define the timeline for the challenge. Consider the start and end dates, the key milestones, and the expected duration.	12. REGULATIONS Define the regulations that will apply to the challenge. Consider the legal framework, the industry standards, and the regulatory requirements.



www.innochallenge-project.eu

Thank you for your attention

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