

Breaking The Ice

GEFÖRDERT VOM



Bundesministerium
für Bildung
und Forschung



WELCOME

- 1 Welcome and Introduction
- 2 The Brainstorming Workshop
- 3 Summary and Outlook



WELCOME

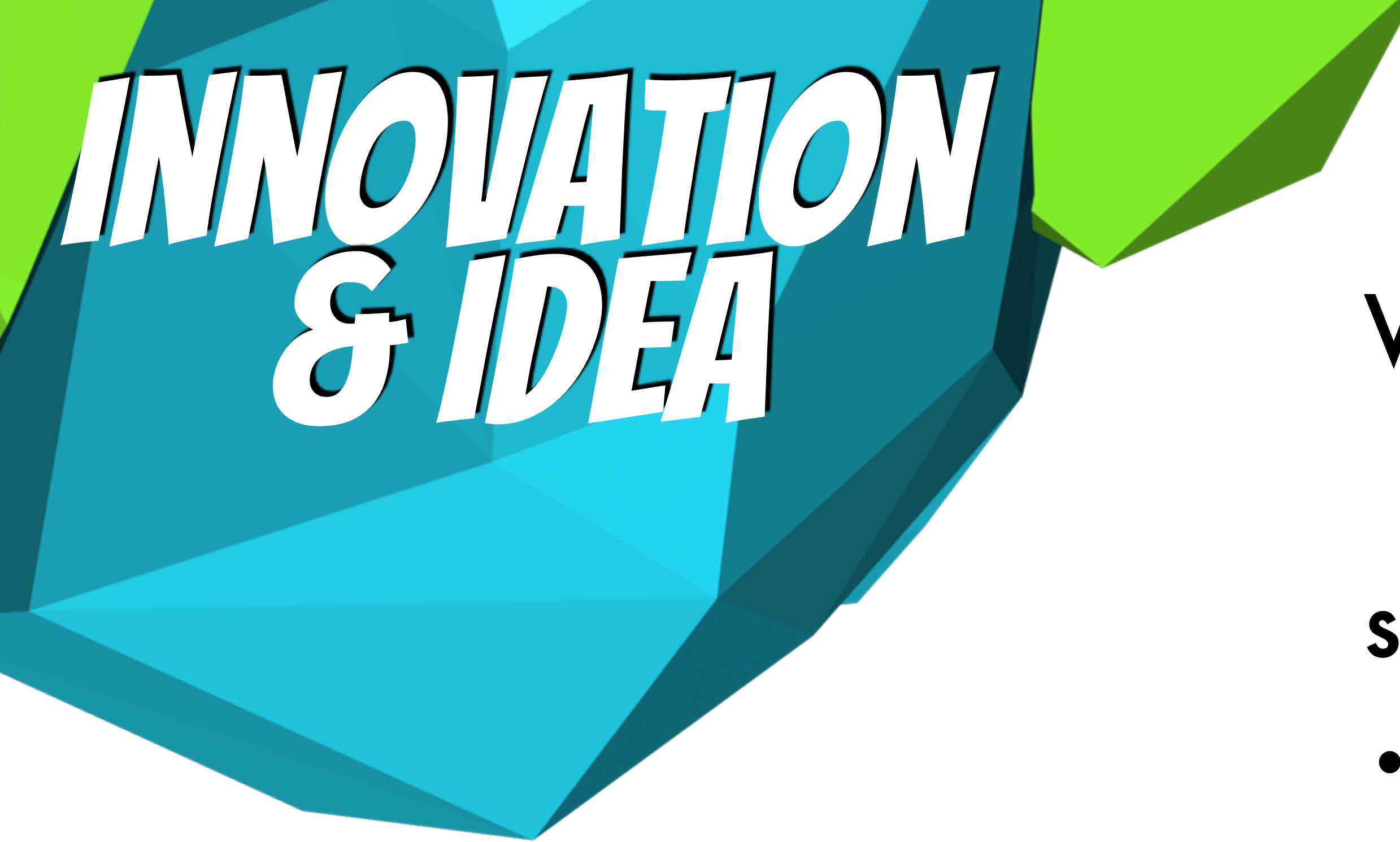
- 1 Welcome and Introduction
- 2 The Brainstorming Workshop
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Goal:

Brainstorm and Meta-Brainstorm

Output:

First Ideas, Experiences in Idea Creation



What is “innovative”?

something:

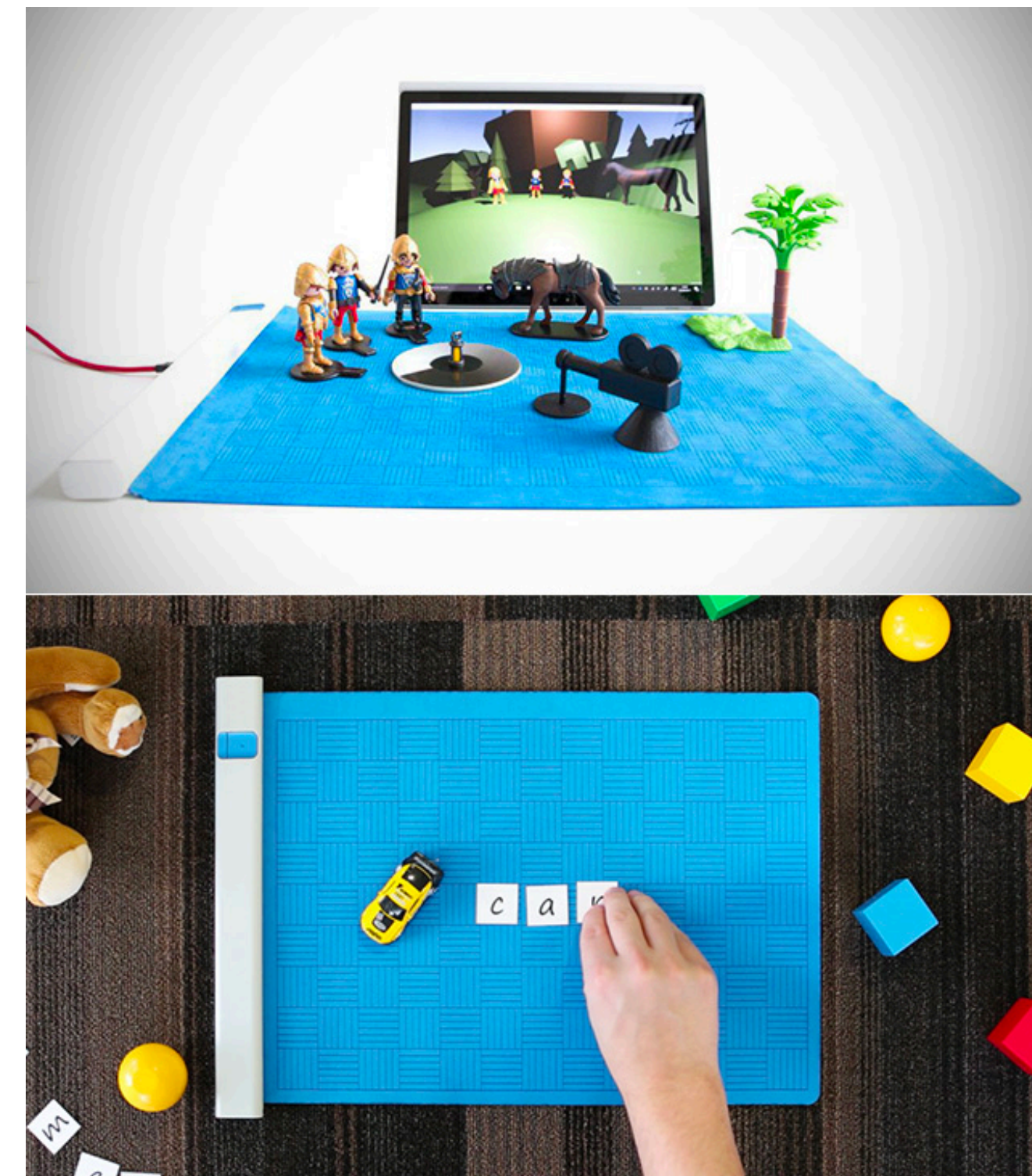
- interesting
- newly combined
- (really) not done yet
- revolutionary

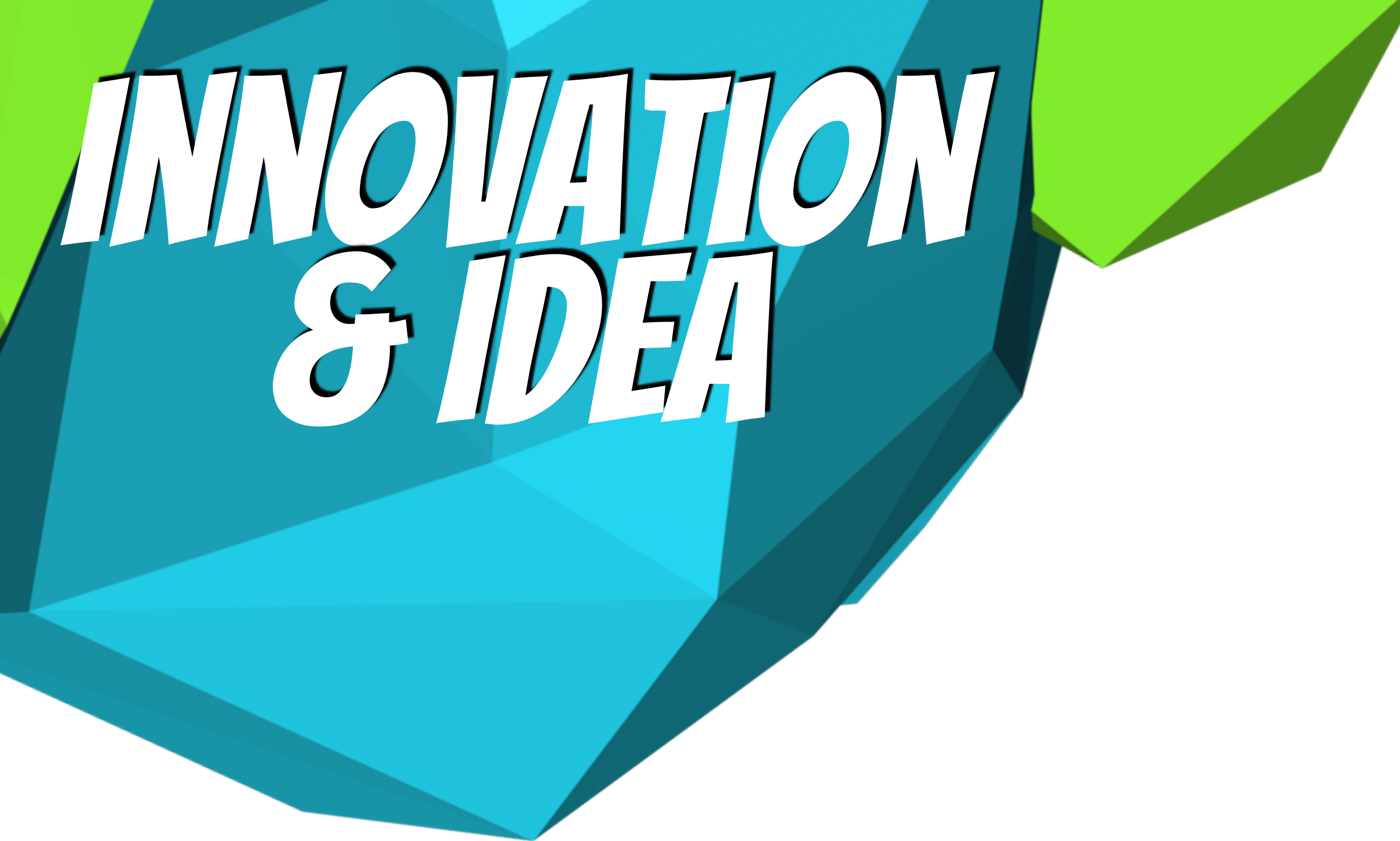
INNOVATION & IDEA

Transparent touch screens,
kinetic installations, real
3d, real-time rapid
prototyping, interactive
mat, sensors, robots, ...

Four sections:

- Hardware
- Software
- Hot Topics
- Marketing Strategies

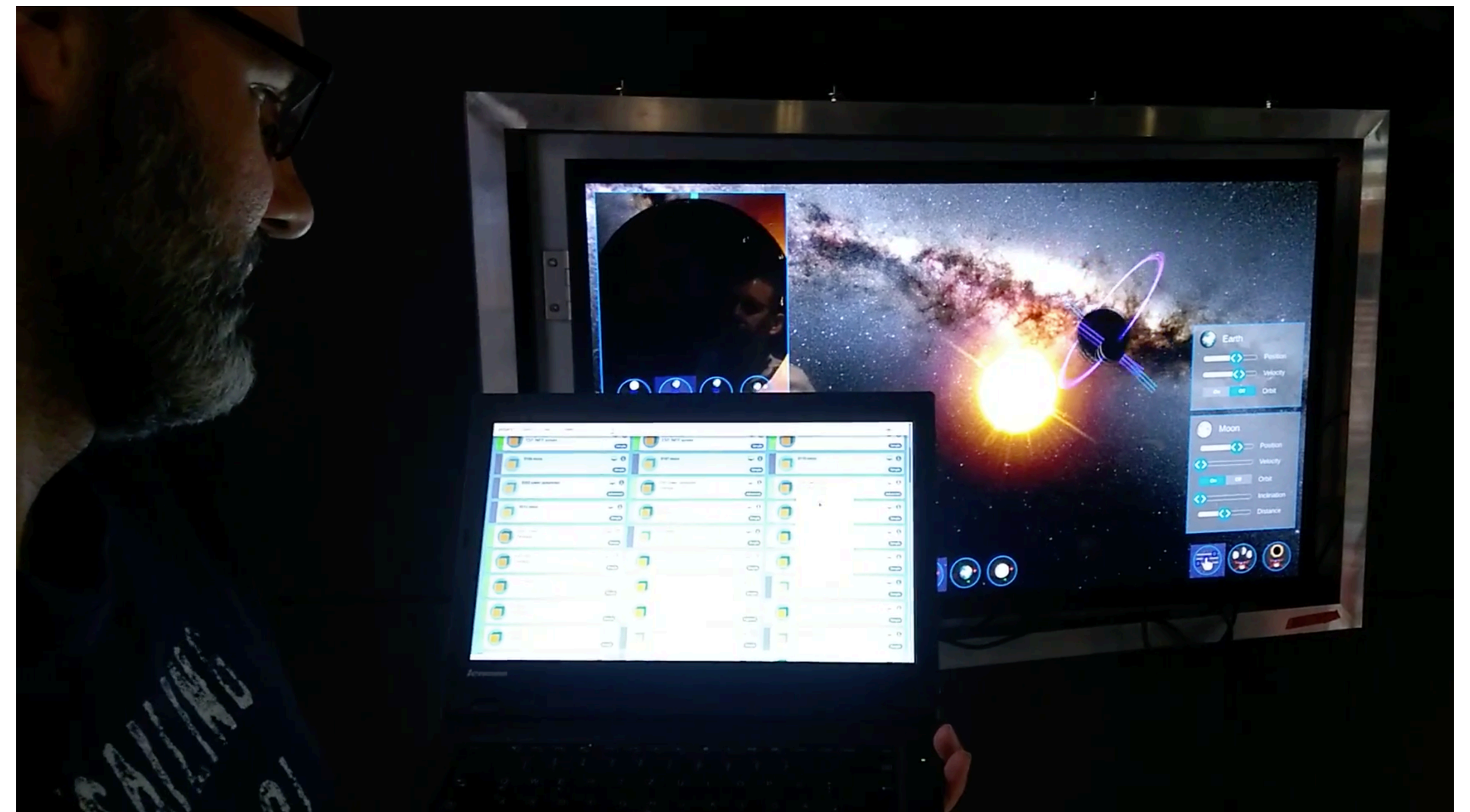


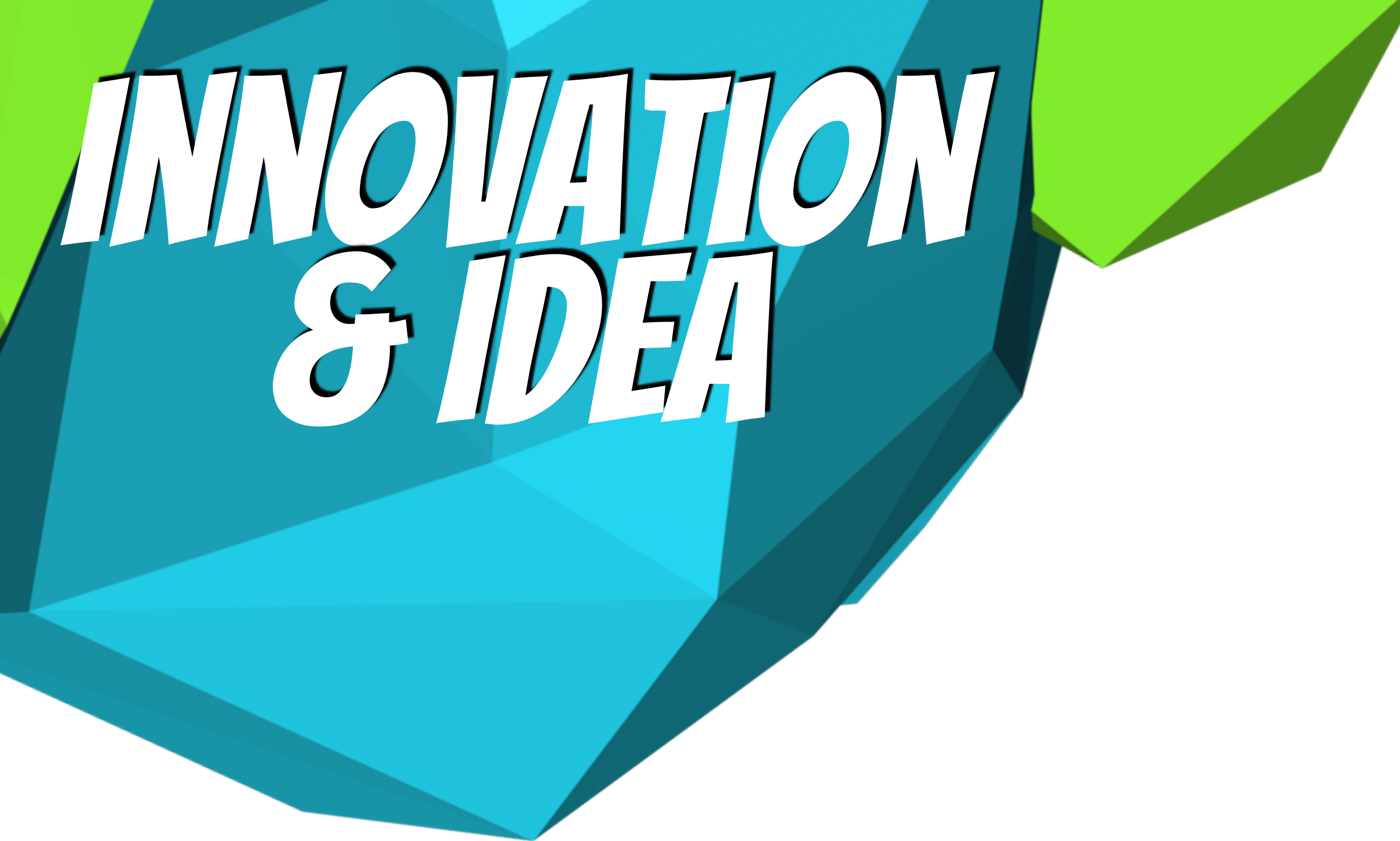


Apps, games, operation
systems / infrastructure,
toolkits, digital interactive,
AR/VR/MR, ...

Four sections:

- Hardware
- Software
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AI, Industry 4.0,
Blockchain, data security,
DNA modification, Space
Travel, Science & Art, ...

Four sections:

- Hardware
- Software
- Hot Topics
- Marketing Strategies



INNOVATION & IDEA

New markets as
“Überraschungsei”,
Airplane Entertainment
Systems, new forms of
participation, guerilla
venues, new regions, ...

Four sections:

- Hardware
- Software
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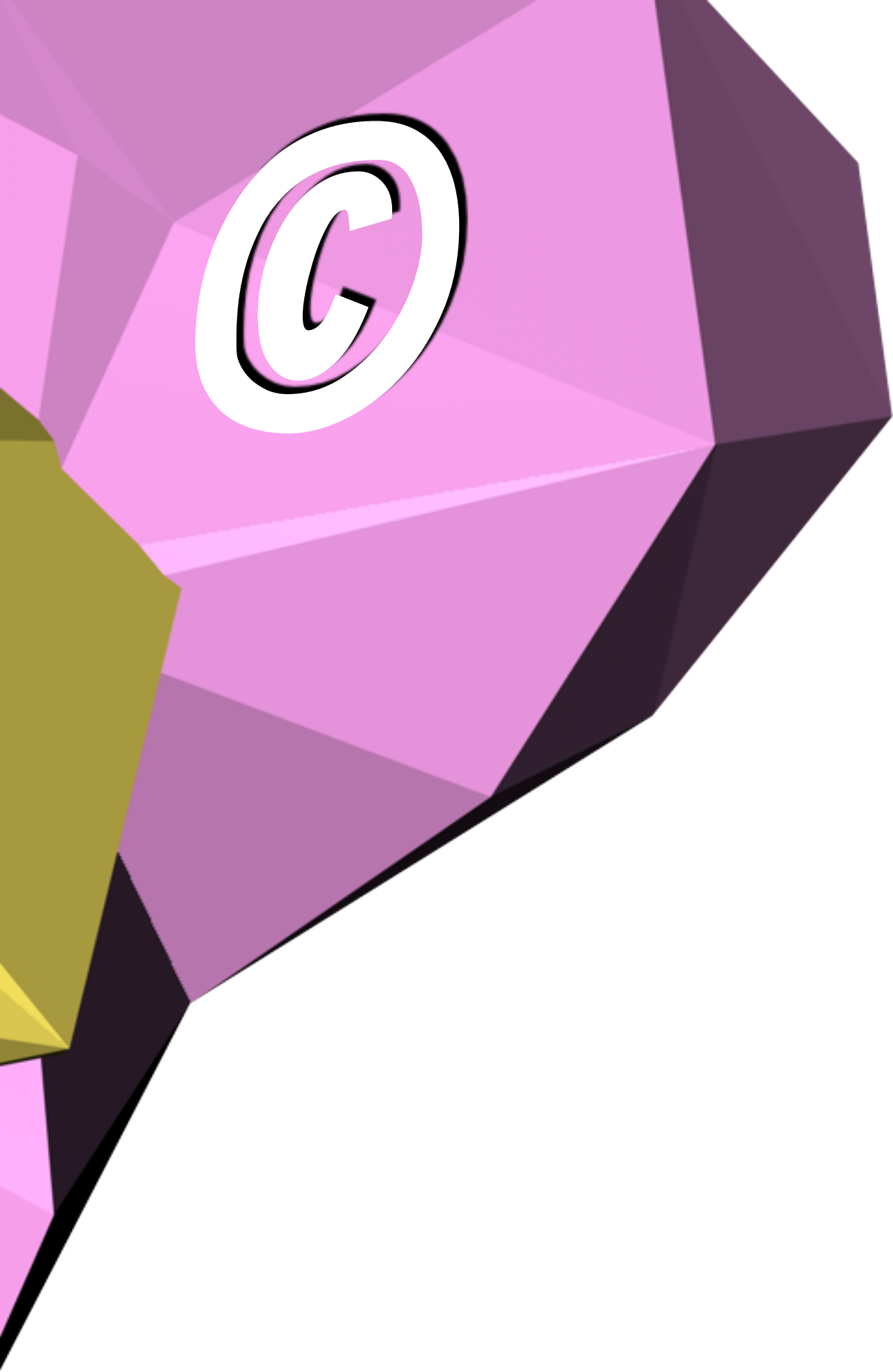
<i>1) Identified needs/problems</i>	<i>2) Concrete Idea</i>	<i>3) Proof of concept</i>	<i>4) Prototype development</i>	<i>5) Market preparations/ Market entry</i>
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Business Model 1: ownership claimed by idea-owner, vendor-client relationship

Business Model 2: collaborating partners are owners, shared profit-model

Business Model 3: open source product (commercial services can be offered)



Fair Acknowledgment and Idea Attribution
Fair Copyright
Non-Disclosure

Pictures



***PARTNER
PRESENTATION &
IDEA PITCH***

Purpose (idea finding, concretization)

Documentation via Nuclino: bit.ly/2v5PqQY

Template (Innovation Idea Canvas, 3 words title)

Start and selection of first ideas

Evaluation



WORKSHOP



***FIND YOUR
OWN STRIKING
WOW IDEA***



SUMMARY & OUTLOOK

- Findings
 - Innovation Forum (31.5 - 1.6.)
 - STEAM Hub Network
- Next Steps
 - invite other organizations
 - collect expectations / wishes