

IBICT Lecture 4

INNOVATION SKILLS

THINK:
which are my skills?

Why do we talk about skills?

ANSW. from STUDENT: it is difficult to innovate w/o skills

SKILLS

- > communication
- > time management
- > leadership
- > problem solving
- > teaching
- > technical skills
- > agility
- > awareness
- > pitching

They are relevant in various discussions in many fields:

- education
- policy
- business
- academic world

FRAMEWORKS for skills

Some slides from EU-commission, OECD and MS-Intel-Cso, Mackay ...

Main themes:

- > across all documents
- > common, shared and:

interconnection, making sense of data, dependency among skills, management, horizontal across sectors and areas

↳ Organisation for Economic Co-operation and Development

But skills are usually loosely defined; there is lots of diversity across the world when interpreting skills

GROUP DISCUSSIONS and PRESENTATIONS about SKILLS

Answer following:

- 1) Why is your skill relevant to I&E?
- 2) Where do you see it in action?
- 3) Who are the key actors using it?
- 4) How is it normally developed?
- 5) How can it be developed in the "digital age"?
- 6) When is the term applied sparsely (incorrectly)?
- 7) How can it be applied to now vs the future?

Presentations:

① TAKING INITIATIVE

Relevant in I&E because of

- progress, new ideas which you implement;
- you are the first one, and also first one to succeed;
- you have an advantage in time;

You see it

- in everyday life;
- in companies, promoting new products;
- in startups: Uber;
- in both underdeveloped economic fields

(need for new ideas)

and overdeveloped fields

(small room, but still new ideas -> involves risks)

The key actors

- should be and are the people who adopt first, reply first to a challenge;
- entrepreneurs, CEOs, leaders
- expert domains, which know what they are doing

The skill is normally developed when having

- idea
- courage
- passion & willingness

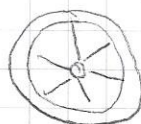
} it should be accompanied by evaluation

In the digital age

- it's easier to get followed and sponsored when taking initiative (crowd funding);
- it's easier to get inspired -> read, watch, see what others do
- go DIGITAL: REVOUWIT ...

It is applied wrongly when

- reinventing the wheel



- not ethical purposes

If you take the init. now

- you will succeed in the future : ONICORN companies
- otherwise: change in the environment, it would be more difficult because others will bring their innovations

↳ what is reinvent?

② FINANCIAL & ECONOMIC LITERACY KNOWLEDGE

Creating new company → investigate, research the market
KNOW THE ECONOMICAL SITUATION!

③ CREATIVITY

Horizontal skill:

- Helps in having new ideas, new products, different perspectives
- Good to have in startups, marketing, projects

WHO: Artists, designers, project managers, startupper, students

HOW: New, different, crazy

DIGITAL AREA: Blogs

IMPROPER USAGE: New product but same existing idea
(e.g. existing smartphones)

NOW vs FUTURE: Creativity changes the future

④ MOTIVATION

Motivation and perseverance

↑
motivation in time

- IMPORTANT to SHARE goal with others

~ Fail fast, learn faster

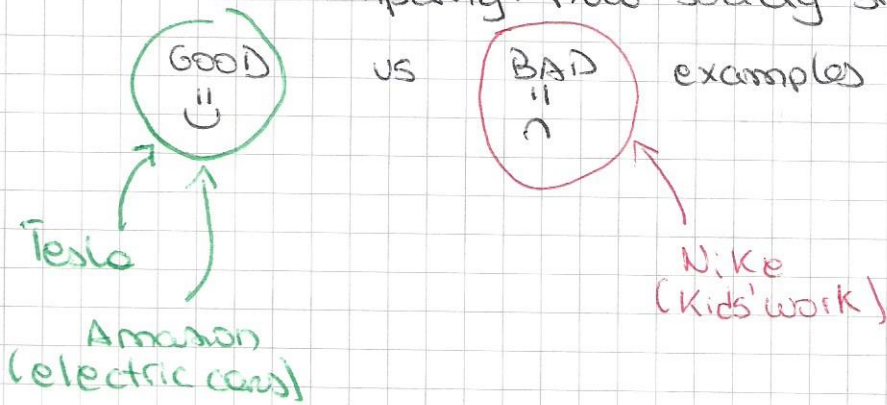
- HOW: have an idea and follow it → motivate the others

- MISUSE: when goal is unreachable (keep failing)

⑤ ETHICS AND SOCIAL RESPONSIBILITY

Ethics → subjective definition

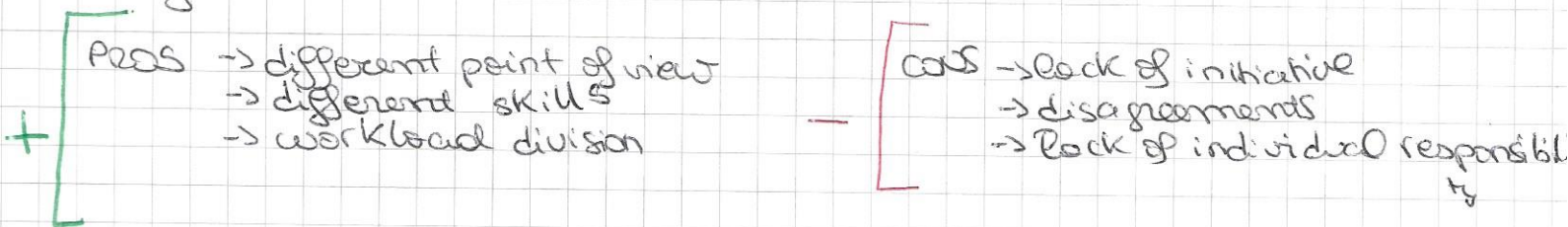
↳ Company: How society should act



Why?
Good marketing strategy, laws, consequences

⑥ WORKING WITH OTHERS

Learn something, do smth. which you are not able to do on your own



BEST EXAMPLE: Leicester city, from the bottom to the top of the championship

⑦ LEARNING FROM EXPERIENCE

Learning through reflection

↳ 10% is experience

Kolb's Cycle of Experiential Learning

WHERE: Education, in company, internships

CONCLUSIONS

• Metareflections on the lecture:

- known things, but different process (skills, info)

(present them with unknown people)

KNOWING vs
! KNOWING
people

• The skills go beyond the ENTREPRENEURSHIP

↳ applicable to other people as well, also to employees

• SOFT and HARD barriers → legislative barriers, but not communication in it