

Creating Novel Approaches to Developing Tacit Knowledge and Skills in Innovation Management

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Who is involved in TACIT?

Academic partners



Industrial partners



Other partners



<http://www.tacitproject.org>

What is TACIT all about?

Project Overview

Business and university educators are working together to create new learner-centred teaching methods – **tools & techniques to enable & facilitate innovation.**

The outputs will be 8 innovative teaching modules which could be embedded in the existing curricula of higher-education institutions and in corporate training programs. The project develops & tests mechanisms that can be used to build tacit knowledge in individuals around innovation and entrepreneurship. The focus is not on developing a new core curriculum, but rather on taking the important elements of existing curricula and focusing on exploring more effective delivery mechanisms which can be easily used by both companies and academics.

A 3-fold approach

Research, teaching, practice

8 Teaching modules

8 different and complementary approaches

Led by partnerships

University-industrial partnership for each approach
Partners from private & public sectors

Learning to teach

New approaches to teaching the modules and Innovation Management more generally

The Research Groups

Teaching modules

1. Storytelling
2. Peripatetic Learning
3. Future learning
4. Entrepreneur laboratory
5. Innovation theatre
6. Innovation games
7. Design making
8. Project-based learning

The Work Packages

- review participants' Innovation & Entrepreneurship education/training provision
- explore, develop and test complementary methods for this
- specifically explore with project partners eight key areas
- develop robust methodology & a toolbox of options to support implementation
- build a community of practice around IE education and training
- create and certify a 6 points European Credit Transfer System (ECTS) module
- create an open-source version of the 'toolbox' of novel learning approaches

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Storytelling

At some point, all innovation projects require 'pitching' to others to secure resources, commitment and support. This places emphasis on the need to develop a compelling narrative which can unfold as the innovation develops. How could we use the skills of storytelling to improve aspects of innovation management?

Peripatetic Learning: walking the talk

Socrates recognised what neuroscientists now support – that we are receptive to ideas when we are moving. Changing our context also makes us see things differently – and this is used as a new approach to learning about managing innovation. Open air landscapes, full of examples of innovation, are explored and discussed away from the classroom.

Future Learning

An 'IF-Lab' (Imagining the Future-Laboratory) is set up where participants imagine alternative futures and explore within them opportunities and challenges which can form the basis of novel product or service concepts. From these rich pictures, tools for 'back-casting' & road-mapping can be used to develop clear pathways to take innovation opportunities forward.

Entrepreneur laboratory

An explosion of interest in start-ups and enabling new ventures, has led to methods of developing novel value propositions and expanding them into robust business models. Combining powerful new approaches around rapid prototyping with early feedback creates a fast track to developing and implementing innovation. This can also help existing organisations.

Innovation Theatre

'All the world's a stage' and on part of that stage the drama of innovation is played out. There is great scope for using both the metaphor and some of the tools and techniques from the world of theatre to explore the characters, scripts and scenery of innovation in different contexts, and to develop new tools and approaches to working with innovation.

Innovation games

Play & playfulness are recognised as powerful aids to creativity and innovation. This strand of work explores the concept of 'serious play' and different ways in which games and structured play might develop innovation capabilities. These may range from simple live exercises to more structured interactions and even online and virtual world gaming.

Design making

'Design thinking' provides a wide-ranging toolkit which people can use to embrace design methods and solve problems. We explore how design thinking can be used to manage innovation more effectively. We also look at 'design making' – a range of approaches which enables user engagement in prototyping and concept testing of various kinds.

Project-based learning

Innovation isn't an academic or theoretical matter – it's the practice of turning ideas into value. Learning comes from reflecting on projects – successful or not. We will look at how structured reflection can be used to capture learning from innovation projects, and how we can design reflection projects to enhance innovation management capability.