Innovation Checklist

1. Tools
2. Governance
3. Processes
4. Goals & Objectives
5. Behaviors for engagement & Participation
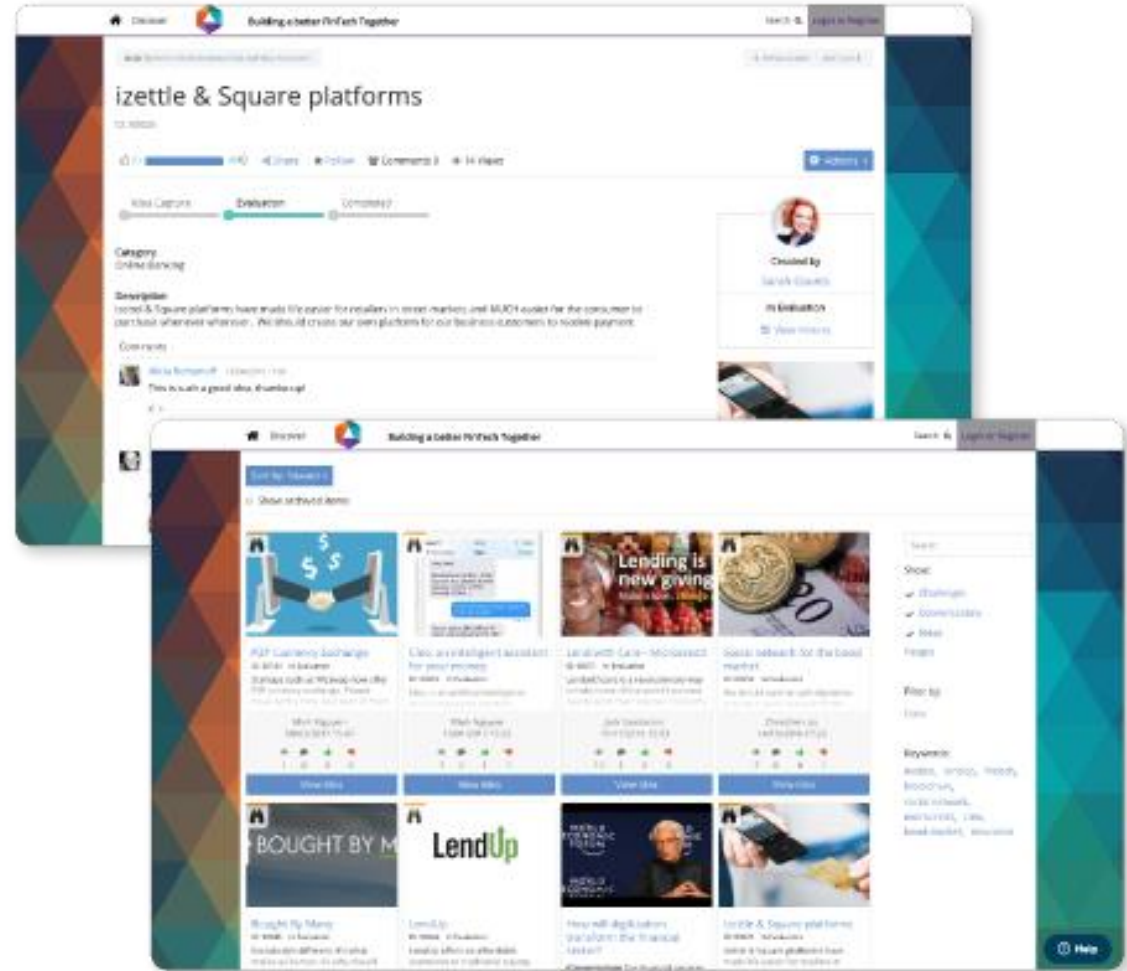
Tools

➜ **Innovation tools**

Tool's Benefits

1. Configurability
2. Scalability
3. Access o Networks
4. Culture of Innovation
5. Tracking and Reporting

Question!

Governance

Running an Innovation Program

RUNNING AN INNOVATION PROGRAM

SPONSORS
The people who Sponsor your program

MANAGERS
The people who Manage your program

PRACTITIONERS
The people who support your Program

CHAMPIONS
The people who Champion your Program

INNOVATORS
The people who Participate in your Program

Running an Innovation Program

Group Head of Innovation, CVC and Digital Hub
Sponsor

| Innovation Ecosystem Lead Manager | Internal Innovation & Entrepreneurship Lead Manager | Corporate Venture Capital Lead Manager | Innovation Lab Lead Manager |

Generation and Trading Business Innovation Lead Practitioner

Market Business Innovation Lead Practitioner

Waste Business Innovation Lead Practitioner

Networks and District Heating Innovation Lead Practitioner

International Business Innovation Lead Practitioner

Innovators

Group Head of Innovation, CVC and Digital Hub reports to Chief Digital and Innovation Officer, who reports into Company CEO

Running an Innovation Program at YOUR company
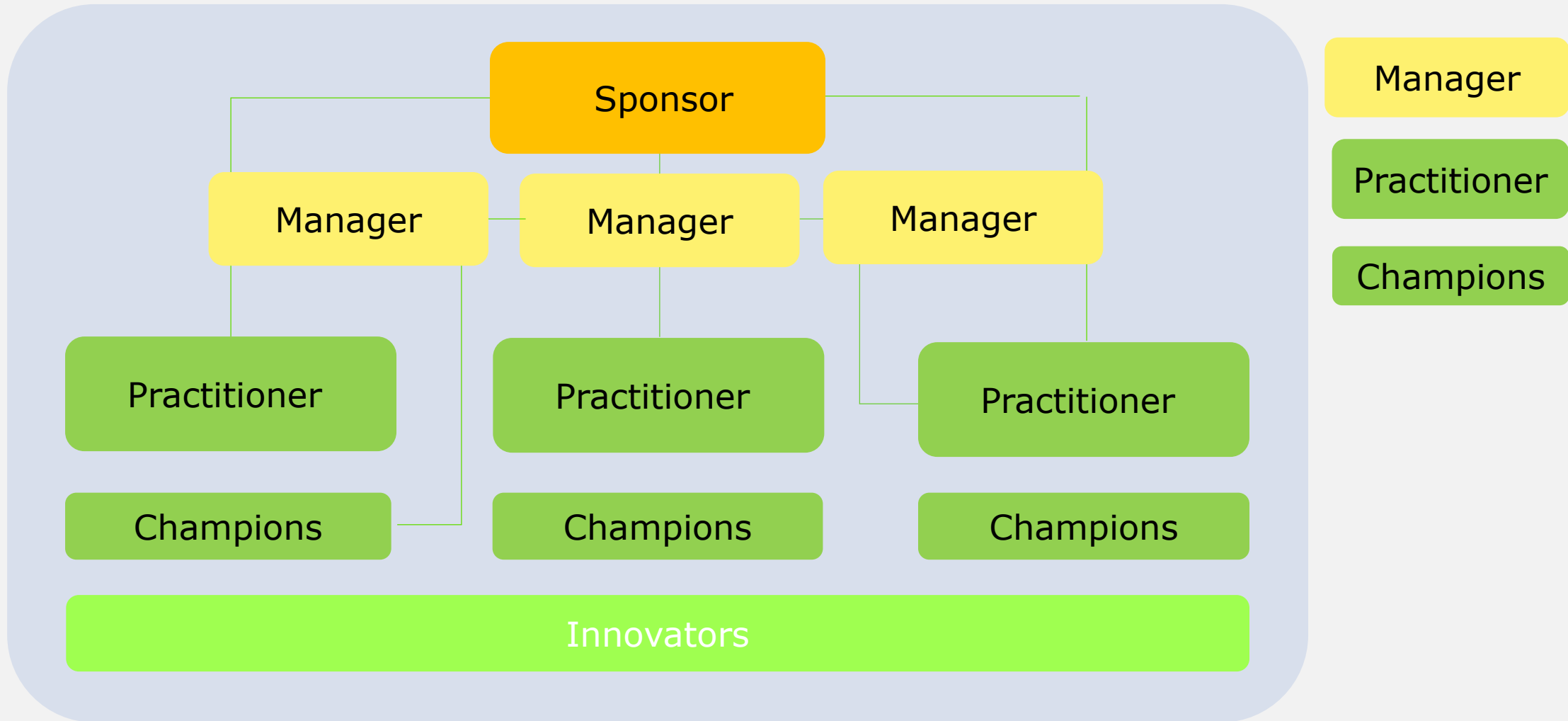
Processes

Challenge Definition

Repeatable Process: Challenge Driven Innovation

DISCOVER
Uncover the right opportunities

DEFINE
Agree on the right problem to solve

DELIVER
Solve problems quickly and continuously improve

DEVELOP
Build the best solution in the shortest time
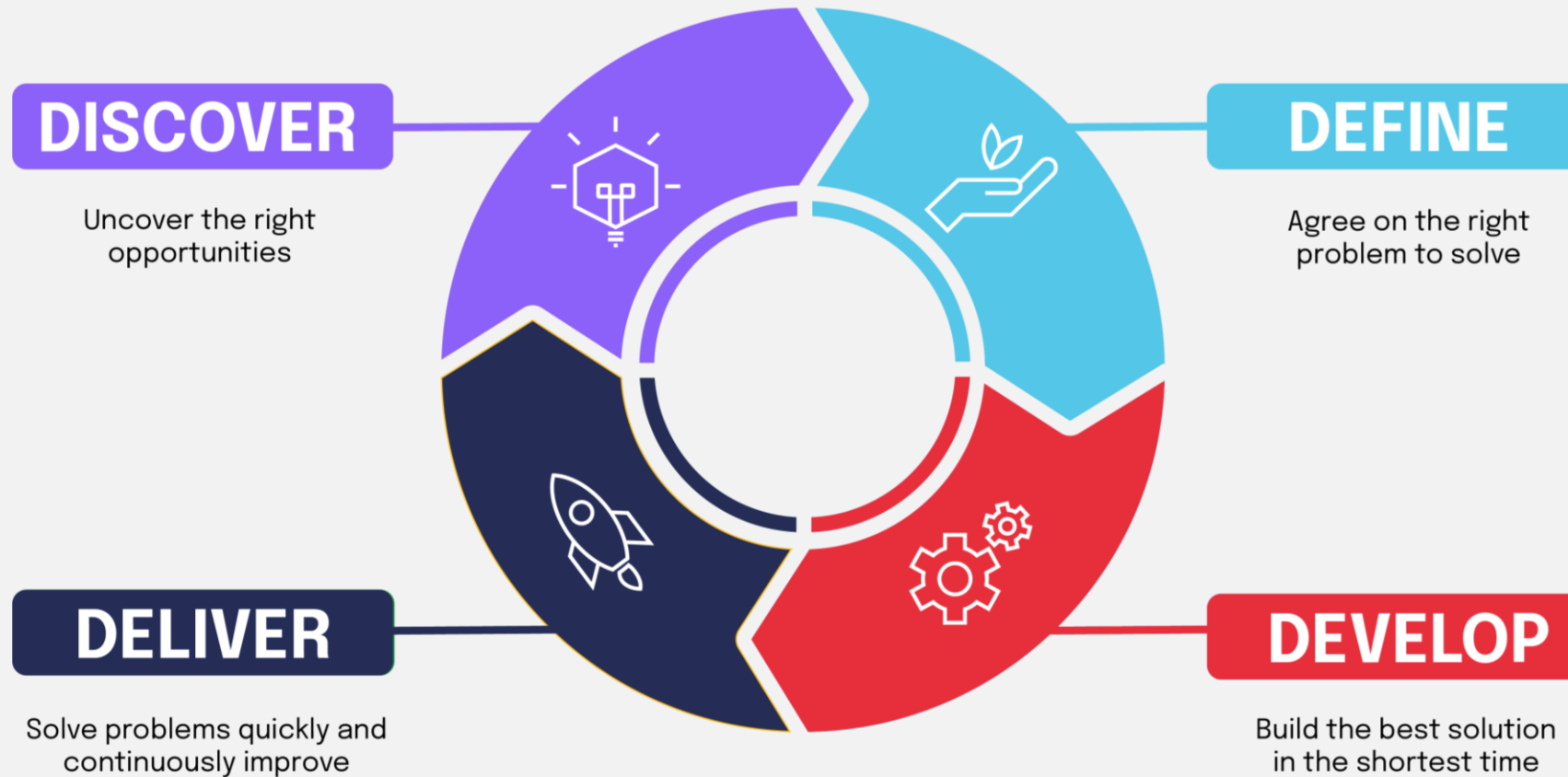
Goals & Objectives

Clear goals and objectives

Activated Users
Total Users 380 — **12,856**

User Actions this year
Actions per Users 240 — **412,824**

User Actions this Month
Actions per Users 120 — **39,028**

Activated · Deactivated · Pending

Users by Archetype

- Creators — 43%
- Contributors — 41%
- Lurkers — 16%
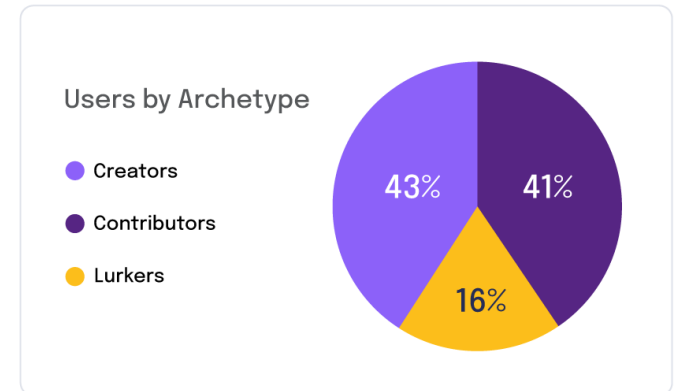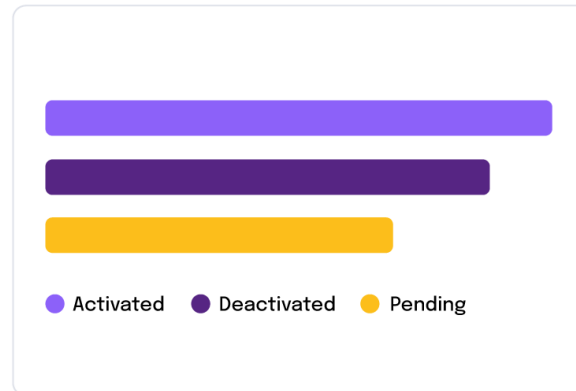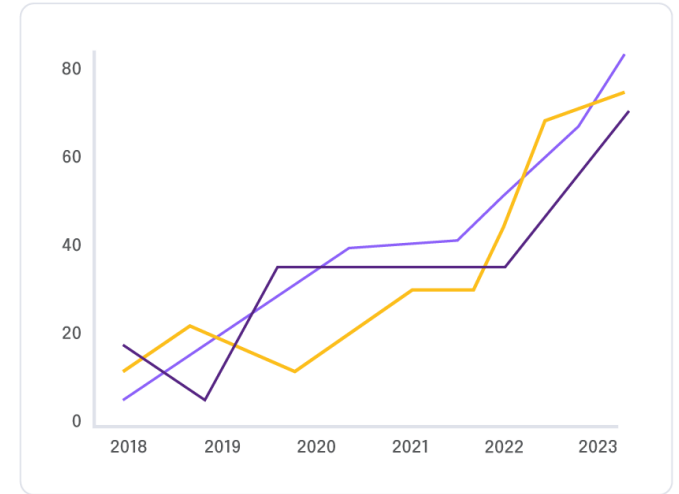
Program Metrics Examples

PROGRAM ENGAGEMENT

- 50% Audience logged in
- 10% Creators
- 40% Contributors
- 50% Lurkers

INNOVATION PRODUCTIVITY

- # Problems Identified
- #Challenges Run
- % Ideas Developed
- % Ideas Selected
- 10% Approved

VALUE CREATED

- # Hours Saved
- # Revenue Generated
- # Customer Problems Solved
- # Local Problems Solved
- # Global Problems Solved

Challenge Metrics Examples

Savings Realised	Revenue Generated	Cost to Implement
£6.84M	£10.73M	£2.88M

Speed to Impact (Days)	Speed to Decision (Days)	Time Saved (Hours)	GHG Emissions Reduction (Tonnes)
5,247	308	795	12,832

Non Financial Benefits

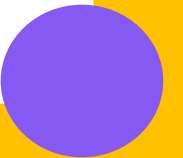| Brand Awareness | Customer Satisfaction | Employee Satisfaction | Risk Reduction |
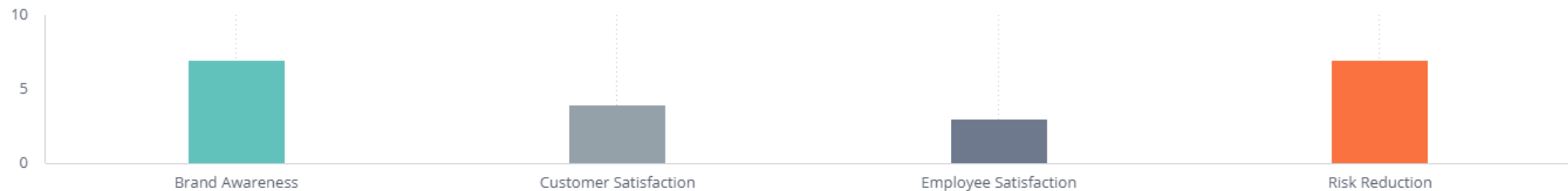
Question!

Behaviors for Engagement & Participation

Behaviors for Engagement & Participation

- Comms
- Incentives, Reward, and Recognition
- Education

Checklist

❑ Innovation Management Tool

❑ Supportive governance

❑ Repeatable processes

❑ Clear metrics

❑ Behaviors for engagement and participation

https://www.wazoku.com/resources/webinars/

Innovation at Scale

John Bell
Innovation Consultant

Gather   Evaluate   Completed

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