

University of Natural Resources and Applied Life Sciences, Vienna Department of Economic and Social Sciences



Approaches to Innovation Research

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Overview

Schumpeter's contribution
 Linear Approach
 Innovation System Research

 uNational Innovation System
 uRegional Innovation System
 uSectoral Innovation System

 Cluster

- u Networks
- U Innovative Milieu
- Industrial District
- U Diffusion Research



Schumpeter (1883-1950)

Father of economic innovation research
 Great influence on current innovation
 research and policy



- U Three main aspects of innovation:
 - Uncertainty is inherent in all innovation projects
 - U Need to move quickly before somebody else did
 - U Prevelance of resistence to new ways or inertia at all levels of society



Schumpeter's hypotheses

- Linnovation as source of economic growth and technological change
- Capitalism is characterized by "creative destruction" in which old ways of doing things are endogenously destroyed and replaced by the new
- The possibility to reach a (quasi) monopolisitic position increases the disposition to take the risk of innovating
- Big enterprises are more innovative than smaller ones







Systemic Approaches Base on

U New Institutional Economics

- Role of institutions in furthering or preventing economic growth
- Transaction costs, political economy, property rights, hierarchy and organization, and public choice
- U Evolutionary Economics
 - Microfoundation for growth theory and industrial dynamics
 - Complex interdependencies, competition, growth and resource constraints
- U Social Systems
 - System as a set of interrelated components working toward a common objective. Systems are made up of components, relationships and attributes.





Knowledge I

- Learning economy as the frame of reference
- Knowledge is the most fundamental resource in the modern economy, making learning the most important process
- Almost all learning processes are social and interactive rather than individual
- Firms tend to engage in cooperative interactive learning relationships with a wide range of actors, such as suppliers and users of new technologies, public research institutes and other organisations.
- Learning not only within specific knowledge producing sector but also and to a large extent as by-product of ordinary economic activities



Knowledge II

Important interaction between production,
 distribution and utilisation of new knowledge

Learning by doing

Learning by selling

Learning by using

Learning by interacting

U Different degrees of accessability

U May be more or less cumulative

U May be explicit or tacit



Actors

Firms as key actors – characterized by specific beliefs, expectations, goals, competencies and organization and are continously engaged in processes of learning and knowledge accumulation

- u Users and suppliers
- Non-firm organizations such as universities and, financial organizations, government agencies, local authorities... support in various ways innovation and diffusion



Institutions I

- Shape actors' cognition and actions
- Regulate the relations and interactions between individuals, groups, and organisations
- Include norms, routine, established practices, rules, laws, standards
- May range from ones that bind or impose enforcements on agents to ones that are created by the interaction among agents
- U Binding to less binding, formal and informal



Institutions II

- Form selection environments for innovation and store and transmit knowledge from one period to another (routines)
- Evolutionary processes are embedded in institutions
- Continuous mutual interaction between knowledge, innovation and institutions



Interactions

U Interactive character of innovation process

- Innovation not only depend on properties of organisations and institutions but also on how they interact
- Interactions include market and non-market relations, inter-firm alliances and formal networks of firms
- U Interactions may be
 - U Vertical
 - u Horizontal



Evolutionary Perspective

U Technological change as evolutionary process (similar to biology):

USelection mechanisms

UTrial and error processes

UOpen-ended process

Uncertain future

UDiversity creation

 I novation keep the evolutionary process going by introducing new variety



Path dependency

- Growth process historically specific
 Institutions are self-reinforcing
 - A standard which is first-to-market can become entrenched
- Feedback mechanisms like bandwagon and network effects lead to reinforcing patterns
- By this inferior standards can persist simply because of the legacy they have built up = lock in
- Leaving the path would require high switching costs







National Innovation System

- u "...the elements and relationships which interact in the production, diffusion and use of new, and economically useful knowledge (...) and are either located within or routed inside the borders of a nation state" (Lundvall 1992)
- "The national systems of innovation is constituted by the institutions and economic structures affecting the rate and technological change in the society (Edquist and Lundvall 1993)





- Guiding concept for empirical research on how institutional and production structures affect economic performances in firms and industries in different national contexts
- Special emphasis on historical evolution of national institutions
 - National institutions represent a medium through which the current options that firms and policy makers are confronted with are affected by previous economic agents' choices and actions
- U Cultural characteristics of a nation





Sectoral Innovation System

Three key dimensions:

- Set of sector-specific characteristics defining its technological regime (knowledge base, appropriability and cumultativeness conditions and technological opportunities)
- Actors and their networking relationships that define how cooperation is realized by different organisations such as firms and universities, users and suppliers, individual entrepreneurs and finance, R&D institutes and government agencies...
- Institutional framework and the impact of specific common habits of thought, norms, standards and laws



Sectoral Innovation System Traditional Sectors

- Knowledge base for innovation: relatively simple, generic, and embodied in equipment and materials, easy imitation
- Opportunities to innovate are mainly related to the search for lower production costs, through the introduction of new capital goods, inputs, and materials coming from suppliers
- Appropriation of competitive advantages rests upon the use of less conventional means, like trade marks, aesthetic design...
- Competition on the basis of price as well as other non-price variables, like advertisement and postsale assistance (Breschi and Malerba 1997)



Regional Innovation System

"geographical distinctive, interlinked [institutions and] organizations supporting innovation and those conducting it, mainly firms" (Cooke et al. 1996)

- Spatial and social proximity are important conditions for the realisation of innovation
- Facilitate exchange of knowledge, create learning processes





Source: Cooke 2002, S. 137



Innovation System

U Common characteristics of IS approaches

- Innovations, learning and institutions at centre
- Holistic and interdisciplinary
- Evolutionary perspective
- Non-optimality
- Emphasis on interdependece and non-linearity
- Product and process innovations
- Conceptual framework rather than formal theories





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Clusters

"Clusters are geographic concentrations of interconnected companies, specialized suppliers, service and specialized infrastructure providers, firms in related industries, channels and customers and associated institutions in particular fields that compete but also cooperate"

(Porter, 1998)





Types of clusters

- Generally two types of business clusters, based on different kinds of knowledge:
- Techno clusters- high-technology oriented, well adapted to the knowledge economy, often involve renowned universities and research centers, examples Silicon Valey, Bangalore
- U Historic know how-based clusters based on more traditional activities that maintain their advantage in know-how over the years; often industry specific, examples: Paris for Haute Couture, Antwerp for diamonds



Networks

- U Networks as intermediate organisational forms between markets and firms, when these fail in efficiency and efficacy
- Constituted by a set of actors and by the links connecting them, non-hierarchical
- U Exchange characterised by:
 - Reciprocity
 - Interdependence
 - Loose coupling
 - Power



Cluster vs. Networks

Rosenfeld 2001

- **CLUSTERS**:
- Attract specialized services to a region
- Have open membership
- Are based on social values that foster trust
- U Generate demand for more firms with similar capabilities
- Require both cooperatin U Are based on U and competition
- U Have collective visions

NETWORKS:

- U Allow firms access to services at lower costs
- u restricted membership
- U Are based on contractual agreements
- U Make it easier for firms to engage in complex production
- cooperation
- U Have common business goals



Innovative Milieu

"Set of relationships that occur within a given geographical area that bring unity to a production system, economic actors, and an industrial culture that generate a localised dynamic process of collective learning and that act as an uncertainty-reducing mechanism in the innovation process" (Camagni 1995)

U Socio-cultural approach

- U Informal, social and cultural factors
- U Networking
- Historical structures



Industrial district

- Model of network of firms: characterised by a low level of hierarchy, by horizontal linkages among small firms, by inter-organizational networks
- U Strongly rooted in local context
- Productive structure bases on highly specialized division of labour among SME's
- Most of firms are specialized in a single stage of production









Rogers: Diffusion of Innovations

Five stage model for the diffusion of innovation:

- Knowledge learning about the existence and function of the innovation
- Persuasion becoming convinced of the value of the innovation
- U Decision committing to the adoption of the innovation
- U Implementation putting it to use
- Confirmation the ultimate acceptance (or rejection) of the innovation







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