INNOVATION MANAGEMENT

4. INVENTION

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- New, novel and value-adding ideas and concepts that are the product of creative thinking;
- the output is a new and value-adding object or process;
- principle: a change in the structure of knowledge in order to achieve a goal more efficiently (faster and cheaper);
- Motivation for R&D staff:
 - finance (remuneration arising from IPR protection, profits arising from competitive advantage, etc.);
 - scientific name;
 - altruism (love of R&D and desire to push the boundaries of R&D).

- prerequisite: knowledge of the current state of the art;
- link to positive externalities (others who have not been involved in the invention can benefit from our inventive ideas - the issue of intellectual property rights protection);
- nature: theoretical (as opposed to innovation);
- two types:
 - transformative;
 - fundamental (breakthrough);
- protection through intellectual property rights.

- Inventions are divided according to inventive sources.
- The sources of inventions are distinguished on the basis of the degree of novelty.
- Sources of inventions:
 - a) acceptance;
 - b) imitation;
 - c) adaptation;
 - d) absolute invention.

ad a) Acceptance:

- questionable inventiveness;
- use or understanding of an existing solution;
- inventive character consists only in the understanding of previously known knowledge (inventive character only for the one who has newly understood this known knowledge - no authorial intervention).

ad b) Imitation:

existing solution slightly adapted to the needs of the company (little author's intervention).

ad c) Adaptation:

- or modifications;
- existing solution significantly adapted to the needs of the company (major author's intervention);
- use of an existing solution in diametrically different conditions.

ad d) Absolute invention

- a completely unique and innovative solution with a major added value;
- the highest level of inventiveness.

Thank You for Your Attention