



eams

Dipartimento di

Scienze Economiche, Aziendali, Matematiche e Statistiche "Bruno de Finetti"

UNIVERSITY OF TRIESTE – DEAMS DEPARTMENT BACHELOR COURSE IN BUSINESS & MANAGEMENT

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BLOCK 3 Management of Innovation

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HOW TO BUILD AN INNOVATIVE ORGANIZATION PART 1

Components of the Innovative Organization						
Component	Key Features					
Shared vision, leadership and the will to innovate	Clearly articulated and shared sense of purpose Stretching strategic intent 'Top management commitment'					
Appropriate structure	Organization design that enables creativity, learning, and inter-action. Not always a loose 'skunk works' model; key issue is finding appropriate balance between 'organic and mechanistic' options for particular contingencies					
Key individuals	Promoters, champions, gatekeepers and other roles that energize or facilitate innovation					
Effective team working	Appropriate use of teams (at local, cross-functional and inter-organizational level) to solve problems. Requires investment in team selection and building					
High- involvement innovation	Participation in organization-wide continuous improvement activity					
Creative climate	Positive approach to creative ideas, supported by relevant motivation systems					
External focus	Internal and external customer orientation. Extensive networking					

1. Shared vision, leadership and the will to innovate

- Vision: "aspirational description of what an organization would like to achieve or accomplish in the mid-term or long-term future"
- It should be related to the future, not the present or the past
- It bounds managers' autonomy and direct their strategic decisions towards certain agreed directions (a crucial element in big groups or in companies having many branches)
- It is also a "soft" coordination mechanism for employees

1a - A good vision statement ...

- ... should be timeless.
- ... should motivate people.
- ... should be brief so people can remember it.

"Meeting our clients' expectations" is not a vision.



"Our vision is to be earth's most customer centric company; to build a place where people can come to find and discover anything they might want to buy online."



Capture and Share the World's Moments.



To fulfill dreams through the **experiences** of **motorcycling**.

Some good examples

- BBC: "To be the most creative organization in the world"
- Disney: "To make people happy."
- **Google:** "To provide access to the world's information in one click"
- IKEA: "To create a better everyday life for the many people"
- LinkedIn: "Create economic opportunity for every member of the global workforce"
- **Microsoft:** "To help people throughout the world realize their full potential"
- Nike: "To bring inspiration and innovation to every athlete in the world"
- **Oxfam:** "A just world without poverty"
- Shopify: "To make commerce better for everyone"
- Sony: "To be a company that inspires and fulfills your curiosity."
- TED: "Spread ideas"
- Tesla: "To accelerate the world's transition to sustainable energy"
- Uber: "We ignite opportunity by setting the world in motion"
- Whole Foods: "To nourish people and the planet."

the Vision and the Market

 Invented for Life. Enhance the quality of life with solutions that are both innovative and beneficial.



 Saving people money to help them live better



1b. Leadership style

In the last decades, many scholars have been trying to define what are the distinctive characteristics of a good leader and how a good leadership is connected with innovation performance outcomes (see: Clark, Clark and Campbell, 1992. Impact of leadership. The Center of Creative Leadership, Greensboro, NC). Tidd and Bessant (2021) have summarized part of this literature and identified the following traits that characterize a good leader:

A Good Leader is expected to...

be bright, alert and intelligent

• S/he has intuition, analytical capabilities, s/he is able to see/create connections between apparently distant concepts, s/he is able to find creative solutions to routine problems.

seek responsibility and take charge

S/he does not flinch in the face of responsibilities and does not pass the buck. S/he does not
ignore emerging problems but faces them immediately. S/he regularly monitors the progresses
of the activities/projects s/he is responsible for. S/he regularly checks that all the
activities/projects proceed as scheduled.

be skillful in her/his task domain

• S/he is able to leverage on her/his experience in the workplace, s/he periodically updates her/his skills, s/he is open and curious.

be administratively and socially competent

• S/he is able to persuade people without recurring to the authoritative power of her/his position, s/he able to reconcile people.

be energetic, active and resilient

 S/he is able to work under stressful conditions for a long period of time. S/he respect deadlines. S/he can energize people.

SCORE YOURSELF!

be a good communicator

• S/he has charisma. S/he has oratorical skills. S/he knows how to convince skeptics.

A good leader according to



- External Focus: Is in tune with customers and environment, connects with stakeholders, and is educated on global issues
- Clear Thinker: Embraces and adapts to uncertainty, connects strategy to purpose and inspires, uses knowledge and instinct decisively, and hits commitments
- Imagination & Courage: Generates innovative ideas, takes risks and learns from success and failure, and challenges bureaucracy
- Inclusiveness: Welcomes ideas, listens and is humble, collaborates with respect to individuals and cultures, and drives engagement
- Expertise: Has domain expertise, continuously develops self and others, and leverages technology

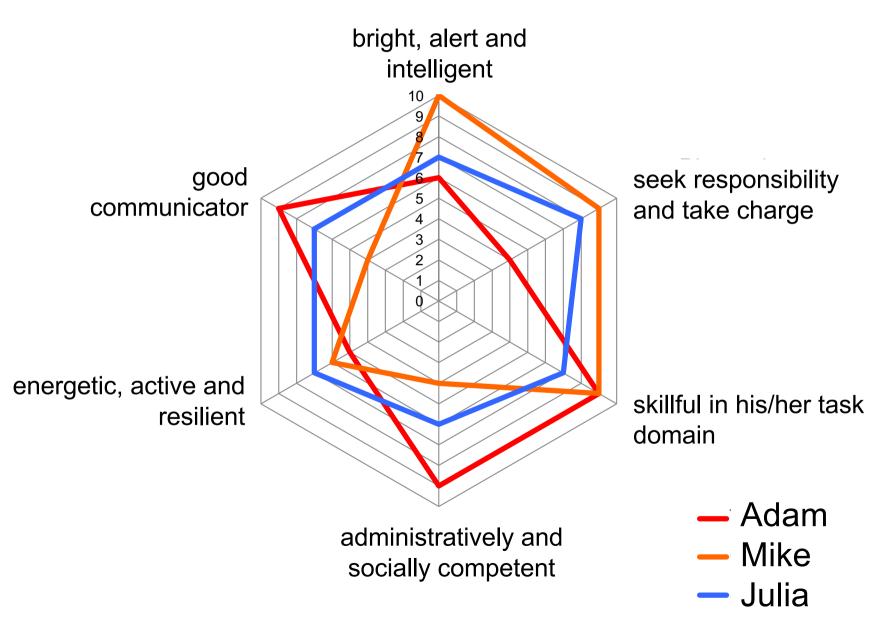
+1 Integrity

Fonte: <u>http://www.gecapital.com/en/pdf/The_leading_edge.pdf</u>

Three good leaders?

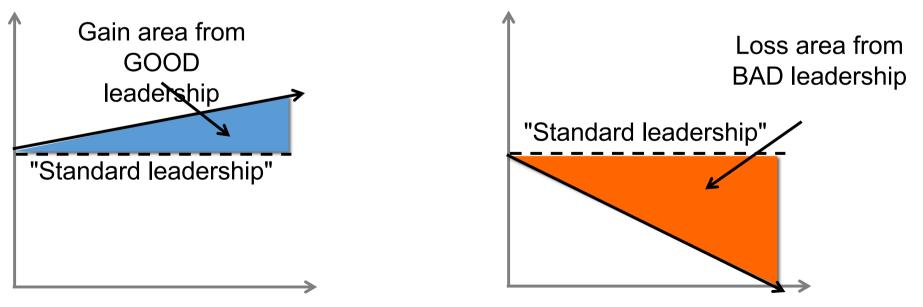
	Adam	Mike	Julia
bright, alert and intelligent	6	10	7
seek responsibility and take charge	4	9	8
skillful in his/her task domain	9	9	7
administratively and socially competent	9	4	6
energetic, active and resilient	5	6	7
good communicator	9	4	7
TOTAL	42	42	42

Three good leaders?



Good and Bad leadership consequences

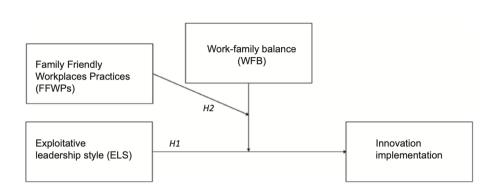
- A good team leadership can have a significant impact on team's performances
- The NEGATIVE consequences of a BAD leadership style are HIGHER than the POSITIVE consequences of a GOOD leadership style



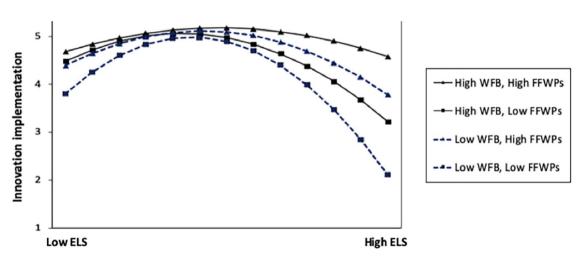
Source: Amabile, Schatzel, Moneta and Kramer (2004)

The power of balance: interplay effects of exploitative leadership style, work–family balance and family-friendly workplace practices on innovation implementation

Grazia Garlatti Costa DEAMS, Università degli Studi di Trieste, Trieste, Italy Darija Aleksić School of Economics and Business, University of Ljubljana, Ljubljana, Slovenia, and Guido Bortoluzzi DEAMS, Università degli Studi di Trieste, Trieste, Italy



Note(s): H1 indicates Hypothesis 1; H2 indicates Hypothesis 2 **Source(s)**: Authors



Note(s): ELS, Exploitative Leadership Style; WFB, Work-family balance; FFWPs, Family Friendly Workplace Practices

1c. Perceptions and Attitudes

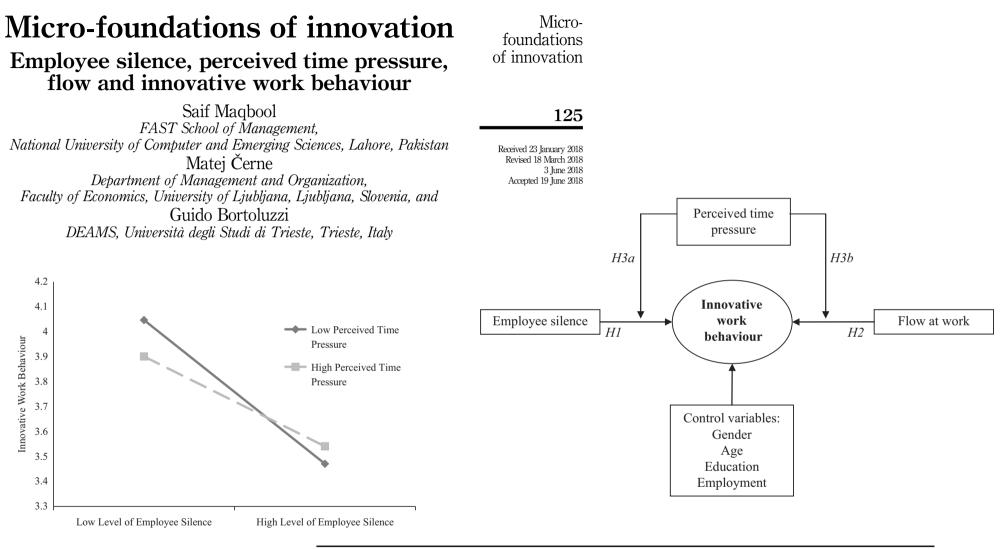
- "Perceptions" and "Attitudes" (and Biases as well) impact on human behaviors
- Behaviors then impact on performances
- Hence, there's a mediated relationship between attitudes/perception and performances.

Perceptions Believes Attitudes Mental states Behaviors Strategies Routines Heuristics

Outcomes Results Performances

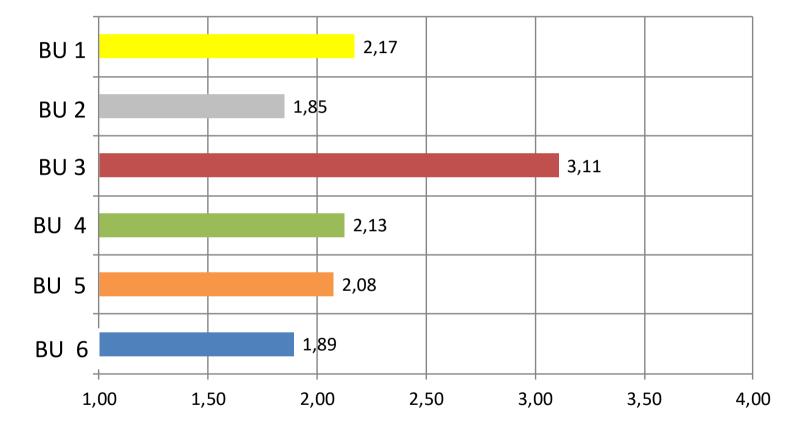
Managers with ' <i>mature</i>	Managers with ' <i>dynamic</i>
perceptions' believe that	perceptions' believe that
the industry is stable with slow	there is potential for change , new
demand growth & incremental	ways of operating, & new
changes in technology	strategies
profitability is achieved by process	value is created through innovation
improvement and product	in positioning and business
differentiation	modelling
profitability is determined by industry, and is limited in mature industries	profitability is determined by the firm.
market share is critical	Mature industries offer many opportunities. Market share is reward for creating value
dominance demands extensive	effectiveness, not extent of
resources	resources counts

Knowledge hiding	Employee silence	Time perspectives	
			INNOVATION (IDEA
Idea championing	Time pressure	Task conflict	IMPLEMENTATION)
championing			CREATIVITY (IDEA GENERATION)
Time management	Cultural intelligence	Flow	



	Hypothesis	Status
H1. H2.	Employee silence is negatively related to IWB Flow is positively related to IWB	Supported Supported
НЗа.	Perceived time pressure at work moderates the relationship between employee silence and IWB	Supported
	Perceived time pressure at work moderates the relationship between flow and IWB A three-way interaction exists among perceived time pressure, flow and employee silence in predicting IWB	Unsupported Supported

Internal benchmarking (different BUs)

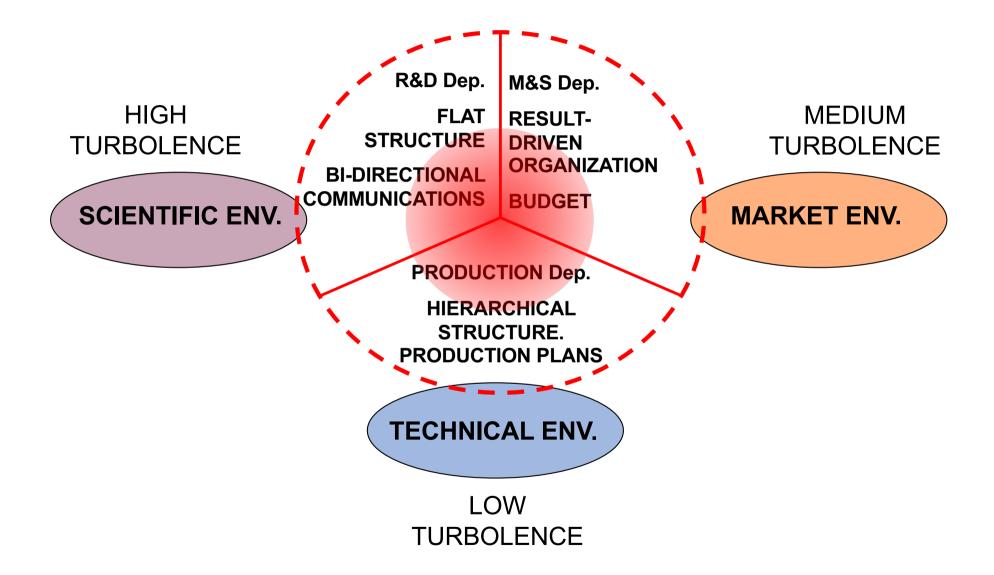


Employee Silence

2. APPROPRIATE STRUCTURE

- ORGANIZATIONAL STRUCTURE = "the framework within which an organization arranges its lines of authority and communication, and allocate rights and duties"
- Is there any "one best way" for fostering innovation?
- According to the "contingency school" there must be some fit between the external and the internal environment

Paul Lawrence and Jay Lorsch (1967)



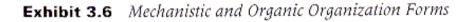
Lawrence, P., & Lorsch, J. 1967. Organization and environment. Boston: Harvard Business School Press.

EXPLORATION - EXPLOITATION

- March (1991) introduced the concepts of EXPLORATION and EXPLOITATION capabilities
- EXPLORATION includes things captured by terms such as search, variation, risk taking, experimentation, flexibility, discovery, and innovation.
- EXPLOITATION includes such things as refinement, choice, production, efficiency, selection, implementation, and execution

(March, 1991, p. 71)

Organizational Structure and Exploration/Exploitation capabilities



The level of uncertainty determines the position of the organization on the mechanistic vs. organic continuum:

Certainty	 Uncertainty 			
Mechanistic	Organic			
 Tasks are broken down into specialized, separate parts. 	 Employees contribute to the common task of the department. 			
2. Tasks are rigidly defined.	Tasks are adjusted and redefined through employee teamwork.			
There is a strict hierarchy of authority and control, and there are many rules.	There is less hierarchy of authority and control, and there are few rules.			
 Knowledge and control of tasks are centralized at the top of organization. 	 Knowledge and control of tasks are located anywhere in the organization. 			
5. Communication is vertical.	5. Communication is horizontal.			

Source: Adapted from Gerald Zaltman, Robert Duncan, and Jonny Holbek, Innovations and Organizations (New York: Wiley, 1973), 131.

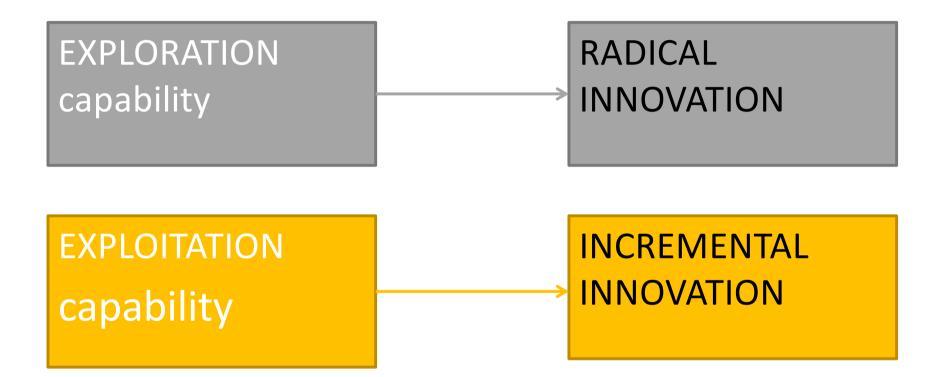




According to the contingency perspective organizations cannot be at the same time mechanistic AND organic.

Hence also exploration and exploitation capabilities tend to be mutually exclusive

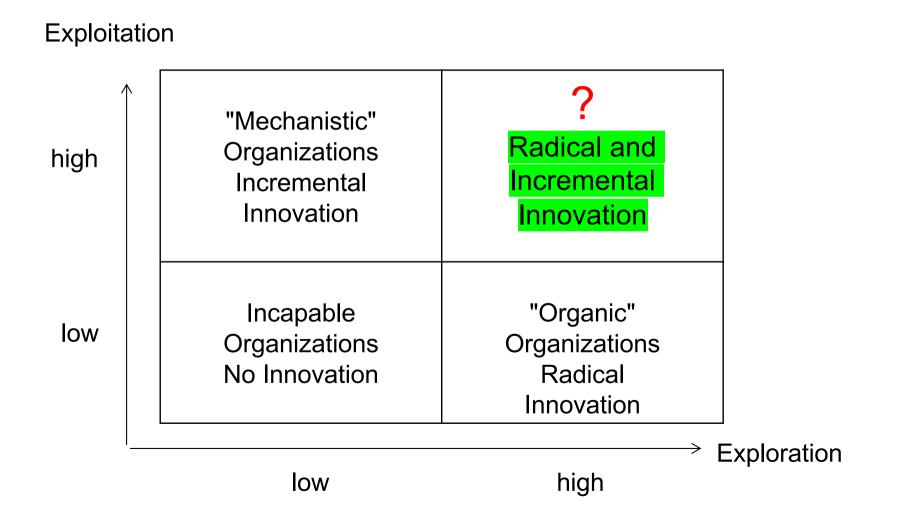
Exploration/Exploitation capabilities and Innovation



Exploitation is to invest resources to refine and extend its existing product innovation knowledge, skills and processes. Exploration is to invest resources to acquire entirely new knowledge, skills and processes.

Atuahene-Gima, K. (2005) Resolving the Capability- Rigidity Paradox in New Product Innovation. *Journal of Marketing*, 69, 61–83.

Capabilities, Organization and Innovation



Organizational Ambidexterity might help

Organizational ambidexterity refers to an organization's ability to be efficient in the management of today's business (exploitation capability) and at the same time to be flexible/adaptable for coping with tomorrow's changing demand (exploration capability).

Organizational ambidexterity types:

- CONTEXTUAL ambidexterity
- SEQUENTIAL ambidexterity
- STRUCTURAL ambidexterity

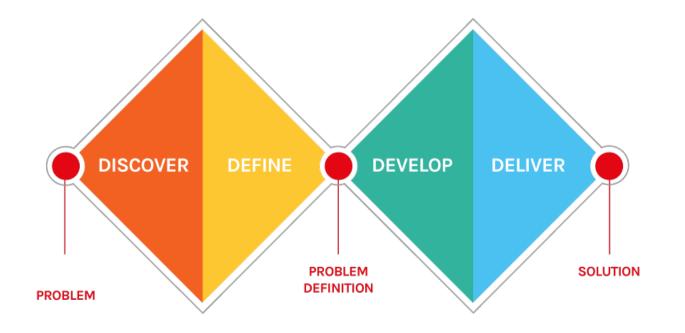
Contextual ambidexterity:

is the ability of an organization to organize innovation internally so that individuals must make choices between either the exploitation-oriented or the exploration-oriented activities in their daily work. To allow this, it is necessary for the organisation context to be flexible, allowing employees to divide their time between their exploration-oriented and their exploitationoriented activities.



Sequential ambidexterity:

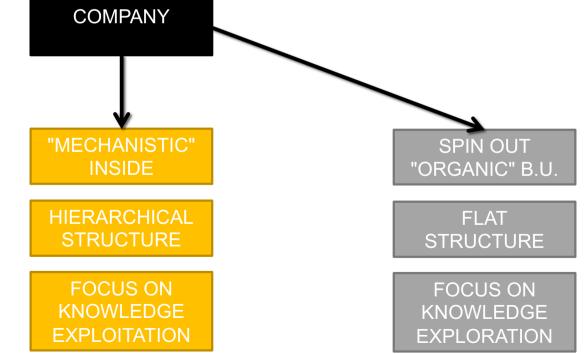
is the ability of an organization to shift back and forth between different organizational models, focusing on exploitation for a period and then moving into exploration mode. It's the logic at the base of the design thinking approach to innovation.



Structural ambidexterity:

is about creating separate organisations or structures (and cultures) for different types of activities - exploitation-oriented and exploration-oriented.

"Some have suggested that big companies adopt a venture capital model, funding exploratory expeditions but otherwise staying out of their way."



Innovation

The Ambidextrous Organization

by Charles A. O'Reilly III and Michael L. Tushman

From the Magazine (April 2004)

"We discovered that some companies have actually been quite successful at both exploiting the present and exploring the future, and as we looked more deeply at them we found that they share important characteristics. In particular, **they separate their new, exploratory units from their traditional, exploitative ones**, allowing for **different processes, structures, and cultures**; at the same time, **they maintain tight links across units at the senior executive level**. In other words, they manage organizational separation through a tightly integrated senior team. We call these kinds of companies "ambidextrous organizations," and we believe they provide a practical and proven model for forward-looking executives seeking to pioneer radical or disruptive innovations while pursuing incremental gains."

Innovation

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From the Magazine (April 2004)

We ended up focusing on 35 attempts to launch breakthrough innovations undertaken by 15 business units in nine different industries. We studied the structure and results of the breakthrough projects as well as their impact on the operations and performance of the traditional businesses.

Companies tended to structure their breakthrough projects in one of four basic ways. Seven were carried out within existing *functional designs*, completely integrated into the regular organizational and management structure. Nine were set up as *cross-functional teams*, groups operating within the established organization but outside the existing management hierarchy. Four took the form of *unsupported teams*, independent units set up outside the established organization and management hierarchy. And 15 were pursued within *ambidextrous organizations*, where the breakthrough efforts were organized as structurally independent units, each having its own processes, structures, and cultures but integrated into the existing senior management hierarchy.

ON AMBIDEXTROUS ORGANIZATIONS

SPRING 2012 VOL.53 NO.3

Management Review



Gerry Johnson, George S. Yip and Manuel Hensmans

Achieving Successful Strategic Transformation Companies that are able to radically change their entrenched ways of doing things and then reclaim leading positions in their industries are the exception rather than the rule.

Even less common are companies able to anticipate a new set of requirements and mobilize the internal and external resources necessary to meet them.

Instead, the commitment to the prevailing strategy usually prevents companies from spotting changes such as a shift in either the market or the technology, and leads to a financial downturn — often a crisis — that, in turn, reveals the need for change.

Few companies make the transformation from their old model to a new one willingly. Typically, they begin to search for a new way forward only when they are pushed.

This raises two important questions for corporate managers. First, is decline inevitable? And second, do companies really need a financial downturn to galvanize change?

Although many executives recognize the need to exploit current capabilities while developing new ones, few are very effective at managing this conflicting set of activities.

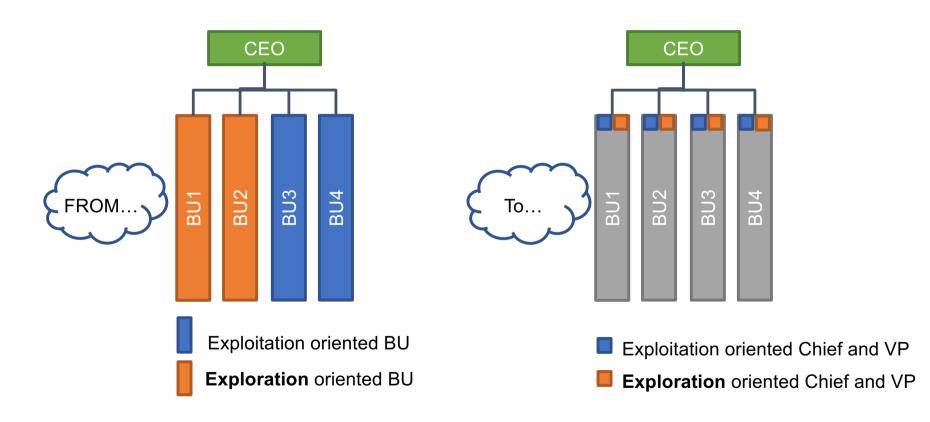
The companies we studied that transformed themselves had an unusual ability to maintain steady performance while pursuing strategic change.

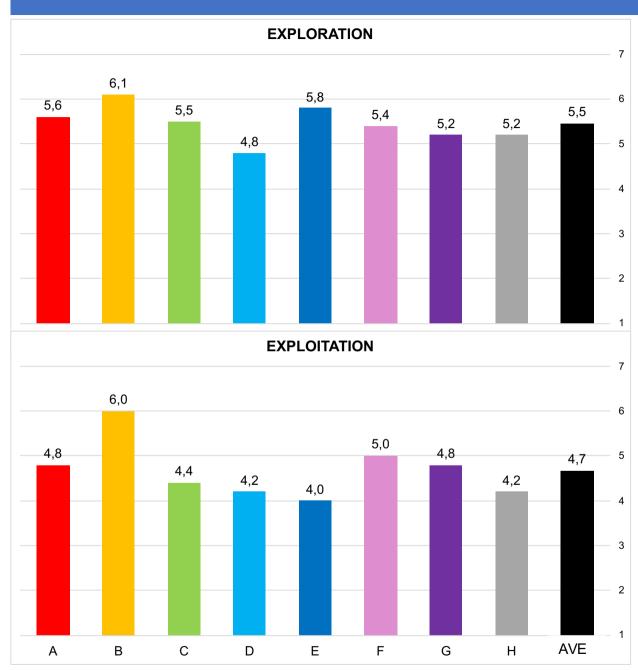
They did this by creating parallel coalitions of senior executives. The first group, typically the more senior one, focused on reinforcing current capabilities, strengths and successes. The second group, usually younger but still senior, actively looked to develop new strategies and capabilities.

This parallel system came to be an accepted part of how the company operated. It was encouraged and eventually institutionalized. In particular, the second group often anticipated strategic drift that would leave the company increasingly misaligned with a changing environment.

DANIELI as an example of contextual ambidexterity strategy







EXPLORATION

- The company I work for is capable of exploring new businesses, new
- technologies and introducing new products and solutions to the market

EXPLOITATION

The company I work for is efficient, well organized and capable of containing costs



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Business model evolution, contextual ambidexterity and the growth performance of high-tech start-ups



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A R T I C L E I N F O

Keywords: Business model evolution

Business model design Business model ambidexterity Growth Start-ups High-tech

ABSTRACT

Focusing on the role of efficiency and novelty design themes, this paper examines how (a) the initial business model of a start-up, (b) the subsequent changes in the design themes and (c) the combinative effect of efficiency and novelty (contextual ambidexterity) impact a start-up's growth performance. The study is based on a survey involving 267 new ventures from high-tech industries. The results highlight the importance of pursuing higher efficiency over the life cycle of a start-up, although not at the moment of its establishment. In relation to business model ambidexterity, the findings highlight the different effect that contextual ambidexterity can have on the growth performance of a start-up firm in different stages of its life cycle. While initial ambidexterity is found to have a negative effect on growth performance, successive increases in the level of ambidexterity have a positive influence on growth.

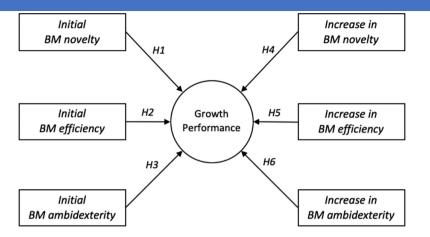


Table 3

Hierarchical multiple regression results.

Fig. 1. Research hypotheses.

	Model 1		Model 2		Model 3		Model 4		Model 5	
	St. coeff.	t	St. coeff.	t	St. coeff.	t	St. coeff.	t	St. coeff.	t
Dependent variable: Growth perf	formance									
(Constant)		2.043		1.947		2.280		2.325		2.29
Control variables										
Age	-0.081	-1.346	-0.085	-1.421	-0.093	-1.573	-0.084	-1.428	-0.086	-1.47
Size	0.284***	4.618	0.283***	4.620	0.284***	4.705	0.274***	4.585	0.275***	4.63
Industry1 (pharma & biotech)	0.050	0.685	0.061	0.832	0.049	0.673	0.041	0.577	0.032	0.45
Industry2 (ICT)	-0.041	-0.324	-0.022	-0.173	-0.025	-0.201	-0.019	-0.154	-0.018	-0.14
Industry3 (KIBS)	0.000	0.001	0.023	0.179	0.013	0.108	0.011	0.088	0.014	0.11
BA share	-0.036	-0.601	-0.031	-0.516	-0.019	-0.324	-0.018	-0.300	-0.007	-0.11
VC share	-0.100	-1.627	-0.095	-1.555	-0.104^{*}	-1.721	-0.113*	-1.895	-0.121*	-2.02
CORP share	0.000	0.001	-0.011	-0.187	-0.007	-0.112	-0.037	-0.622	-0.035	-0.59
UNI share	-0.036	-0.589	-0.031	-0.506	-0.036	-0.586	-0.034	-0.565	-0.035	-0.58
Independent variables										
Initial BM efficiency			-0.108	-1.598	-0.133**	-1.979	-0.028	-0.379	0.021	0.26
Initial BM novelty			-0.013	-0.198	-0.017	-0.259	-0.011	-0.158	0.023	0.32
Initial BM ambidexterity					-0.170***	-2.854	-0.172***	-2.921	-0.120^{*}	-1.87
Increase in BM efficiency							0.208**	2.524	0.265***	3.05
Increase in BM novelty							0.006	0.083	0.008	0.09
Increase in BM ambidexterity									0.142**	2.01
R^2	0.091			0.104 0.1		0.163		53	0.176	
ΔR^2	0.0	91	0.0	13	0.028		0.031		0.013	
Model F	2.852		1.8	52	8.145		4.724		4.	052
Ν	267		26	57	267		267		2	67