



UNIVERSITÀ
DEGLI STUDI
DI TRIESTE

contamination lab

units

Salvatore Dore

TRIESTE, 13° DECEMBER 2023

WHY DO TECHNOLOGY TRANSFER?

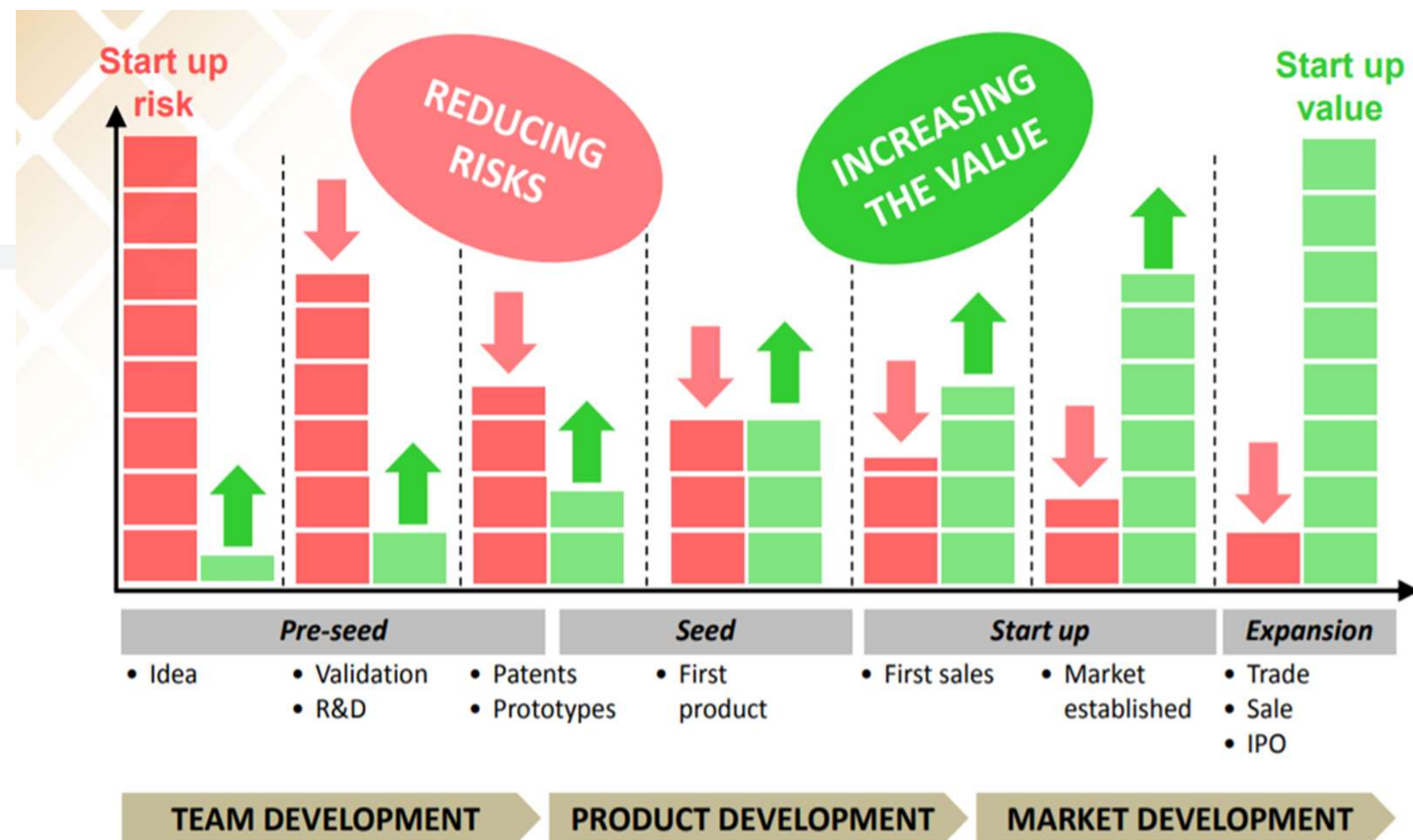
- To promote the research
- To make money
- A combination of the above
- To create work
- To create national wealth

How Universities can help the development of soft skills



A practical example:
the **Contamination Lab** of the University of Trieste

A BRIEF PREMISE: INCUBATORS AND ACCELERATORS



Incubators support businesses in the first stages (first 3 years).

Accelerators support businesses during the scale-up stage, helping them improve business models and connect with investors.

THE CLAB IS A HUB

**It is neither an incubator
nor an accelerator.**

A hub facilitates enterprise development focusing on different stages and different types of services that involve:

CO-WORKING - NETWORKING - COMMUNITY

WHO ARE THE “CLABBERS”?

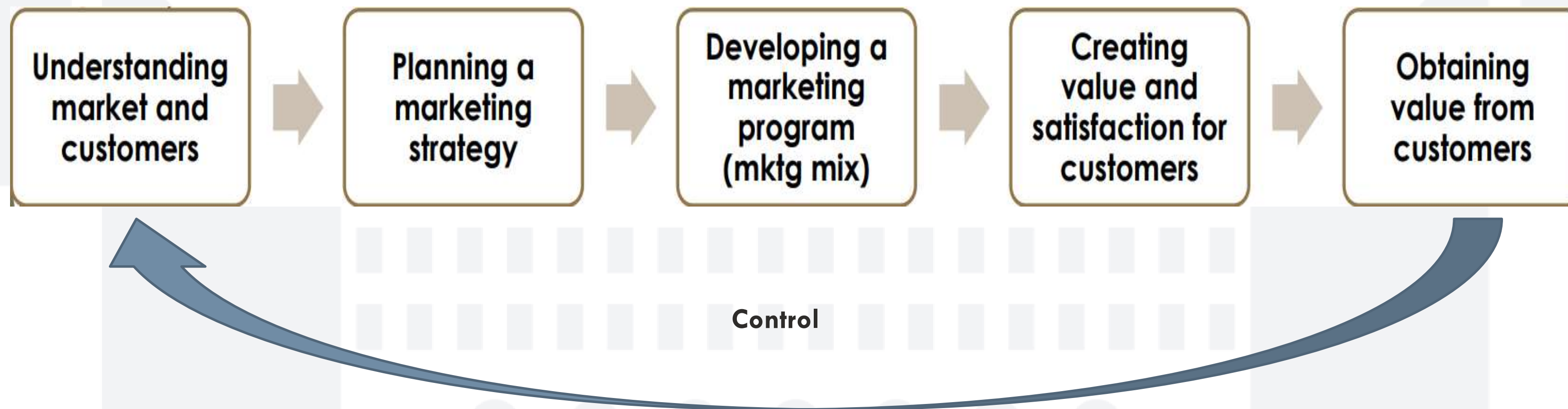
Each year, 30 UniTS students have the unique opportunity to work on their projects side by side with professionals in **business planning**, **open innovation** and **enterprise strategy**.

The CLab is structured as an aggregator of innovative paths of teaching and support for new business creation. Within this framework, physical spaces are made available for **innovative teaching**, **coworking** and a **making** corner where to create prototypes.

Almost 1,000 square metres distributed on 2 floors for students to invest in themselves: the only thing they need to put in is their own time and ideas!

UNDERSTANDING THE MARKETING PROCESS

Marketing is a process by which companies create **value** for customers and build strong customer relationships in order to capture value from customers in return. (Kotler et al., 2019)





Economic

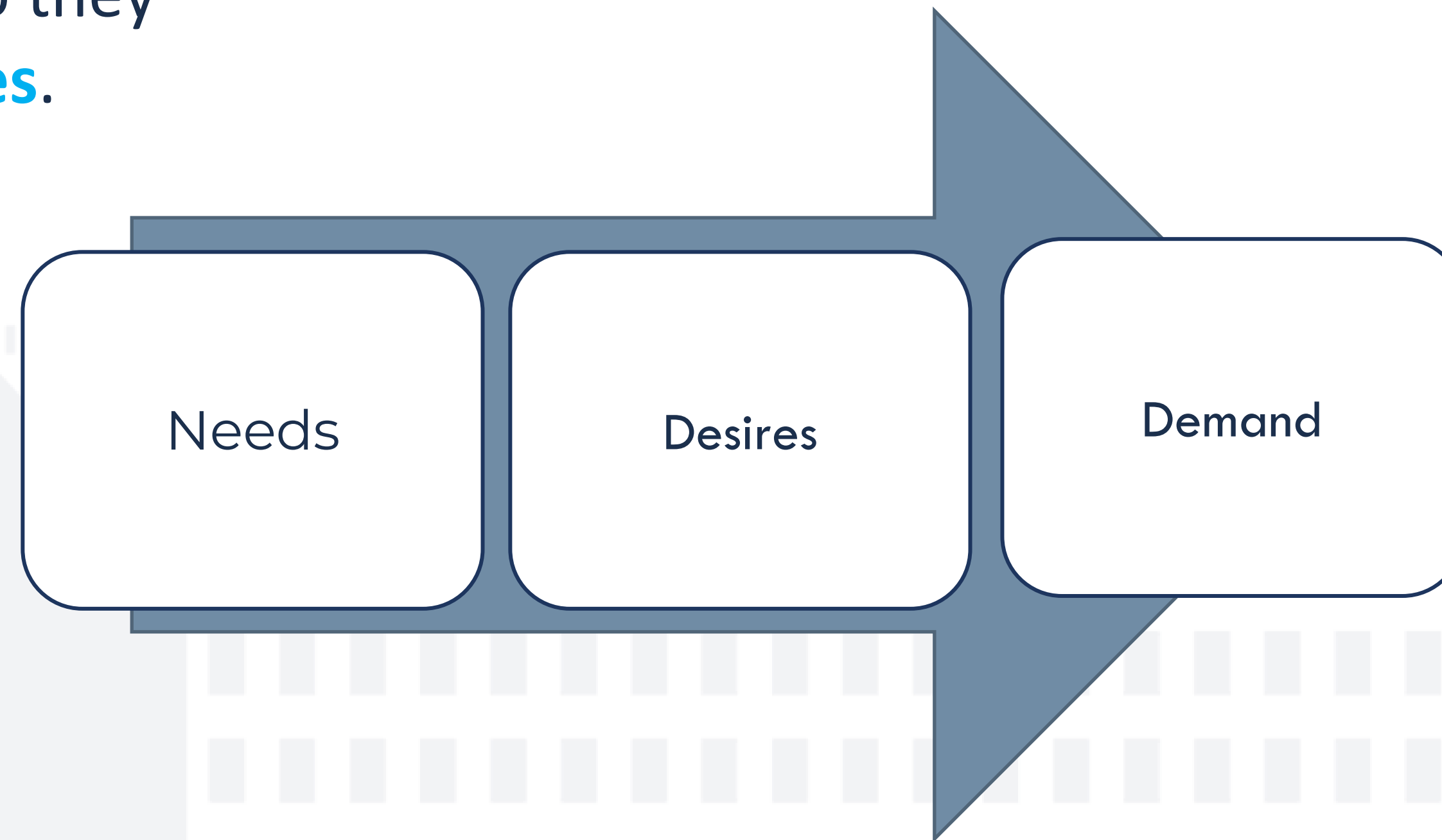
Value

Functional

Symbolic

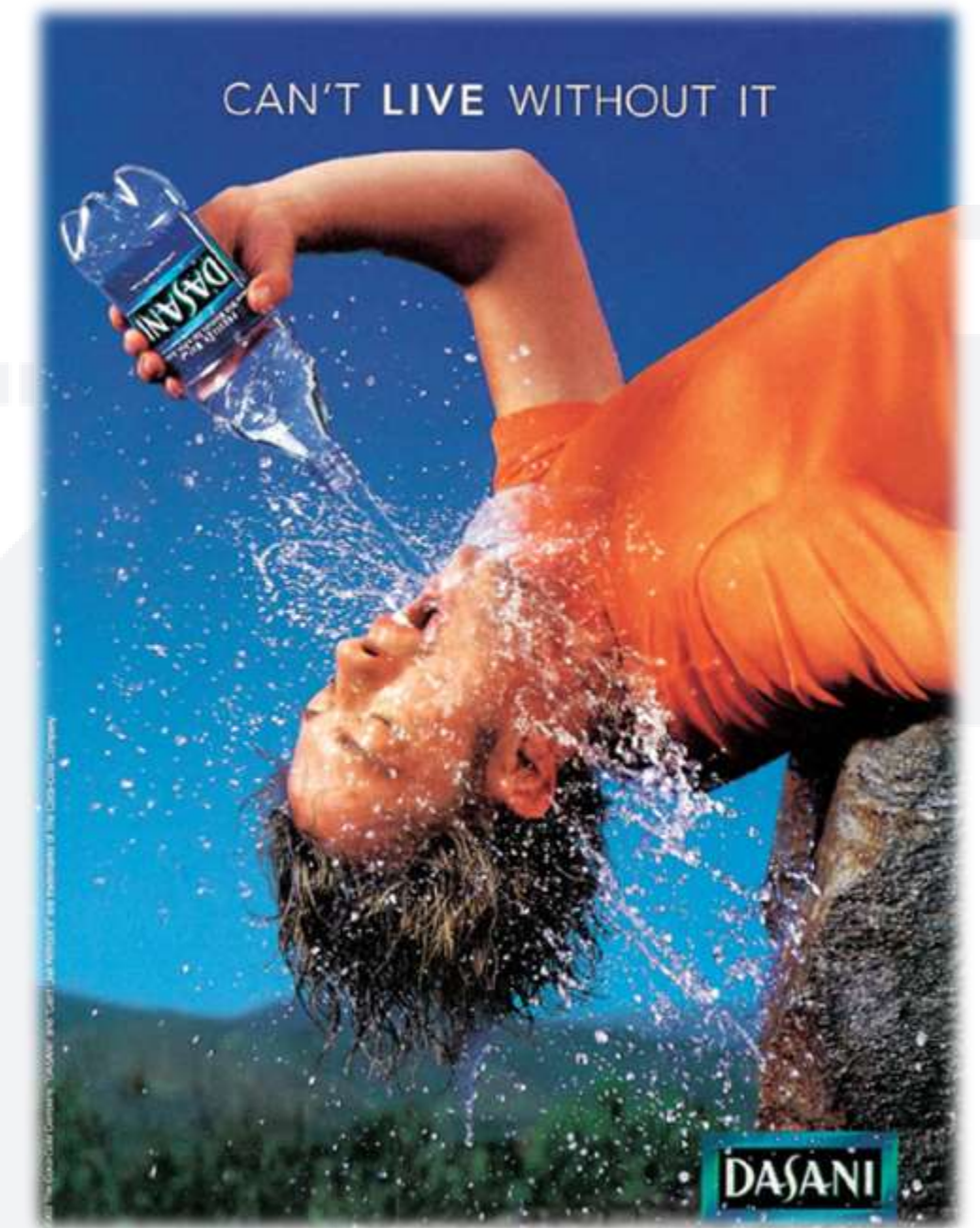


Needs are shaped by culture and individual personality and so they become **desires**.



Desires create **market demand** only if they are supported by purchasing power.

Needs and desires change
over **time** and **space**.



TOWARD SUSTAINABLE MARKETING



>> Does a company that meets its target market's immediate needs and desires always act in the best interest of **consumers** and the **community** from a long-term perspective?

>> The sustainable marketing orientation challenges marketing's ability to assess possible conflicts between **consumers' short-term desires** and **long-term well-being**.





learning

Lectures



mentoring



coworking



making

Business model canvas

Business planning

New product forecasting

Storytelling and Communication

Leadership, team building and social strategies



learning



mentoring

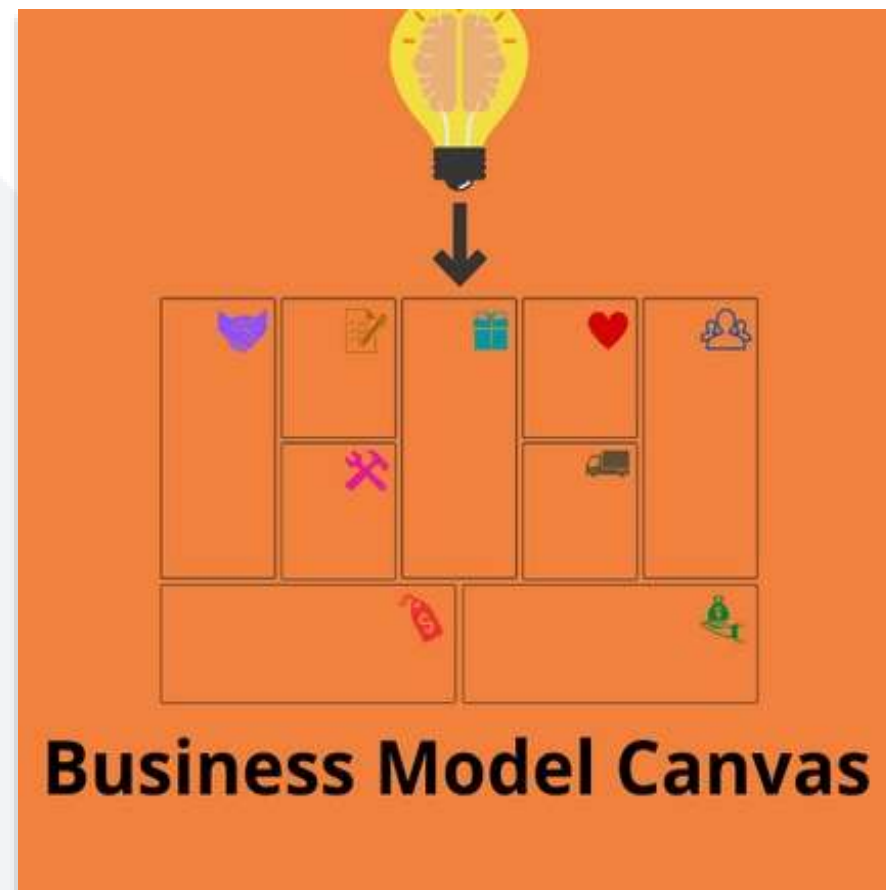


coworking



making

Lectures: Business Model Canvas



- Business models and competitiveness.
- Case study analysis and risk evaluation.
- The Business Model Canvas as a tool to easily schematise one's business model.

→ The **Business Model Canvas** divides a business model into 9 fundamental blocks, each of which can be analysed both separately and in relation with the others to better rationalise operating methods.



learning

Lectures: Business Planning



mentoring



coworking



making



- Logistics and dynamics of new business creation and its main tool: the Business Plan. How to read market dynamics and weak signals and predict their tendencies.
- Elements that can make a new business successful and how to include them in a plan.
- Building an effective Business Plan: functional and logical framework.
- Executive summary and business plan and their parts.
- Practical examples: analysis of an actual business plan.



learning



mentoring



coworking



making

New Product Forecasting



Lectures: New Product Forecasting

- Risk evaluation of new products in terms of time and budget.
- Market analysis and product placement examples.
- Sales forecast, trading and pricing policies.
- Simulation techniques to determine economical and financial sustainability, the choice of investments and the risk evaluation methods.
- Megatrends and microtrends.
- Market analysis and demand forecast: understanding how competitors work.
- The lifecycle of the product and its phases.



learning

Lectures: Storytelling and communication



mentoring



coworking



making



- Storytelling as a method to create meaning.
- Storytelling and narration in marketing and communication.
- The elements of a story and recurring narrative models.
- The creation of a digital story.
- Tools to create engaging contents.
- How to set up a narrative online campaign.
- New storytelling trends and applications.



learning

Lectures: Leadership, team building and social strategies



mentoring



coworking



making



Leadership, team building & social strategies

- Individual identity and team identity affirmation.
- The team as multiplier of individual competences.
- Building a team: striving for high performances, working towards common objectives vs. individual objectives.
- Motivational dynamics of associates and how they influence professional performance and company affiliation.
- Managing a team and leadership strategies: the leader as the team's first trainer, assertive leadership for the effective guidance of associates.
- Organisational communication: keeping working relationships professional while protecting personal ones.



learning

“Business Lounge”: a cycle of in-depth seminars



mentoring



coworking



making

@BUSINESS LOUNGE

IL METAVERSO

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DOCENTE: MARINO FIRMANI

@BUSINESS LOUNGE

COME LA DISINTERMEDIAZIONE DIVENTA DISINFORMAZIONE

Dalla crisi della carta stampata ad un'informazione sempre più affidata ai social e agli algoritmi

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@BUSINESS LOUNGE

15 MAGGIO 2023

Modiano Carte da gioco

comunicazione e marketing tra passato e presente

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BLOCKCHAIN INNOVATION DAY

Il futuro dell'innovazione aziendale

8 MAGGIO 2023



learning



mentoring



coworking



making

- Business planning
- Intellectual Property
- Marketing
- Networking





learning



mentoring



coworking

- Community
- Team building
- Shared spaces
- Communication



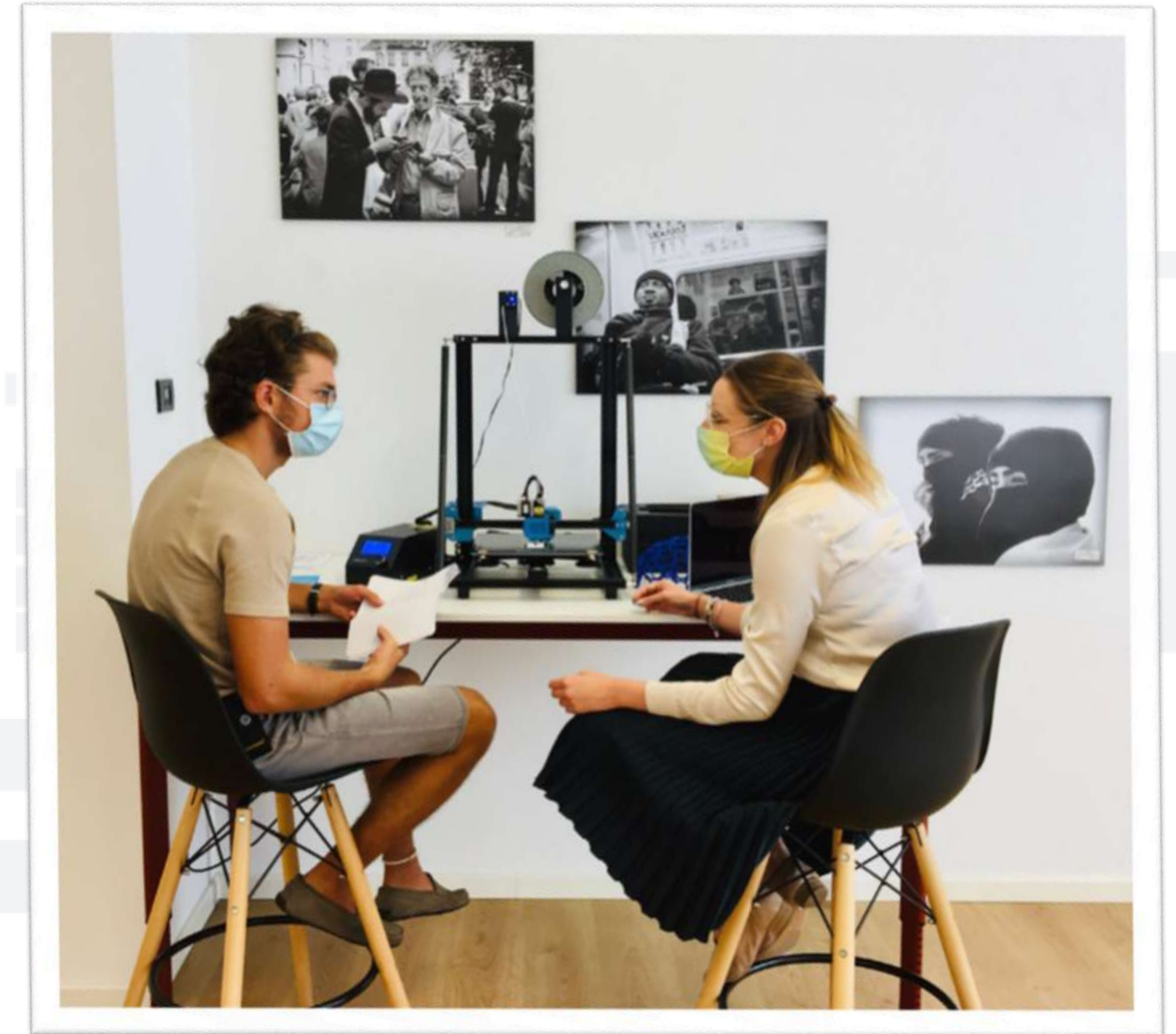
making



learning

mentoring

coworking



making

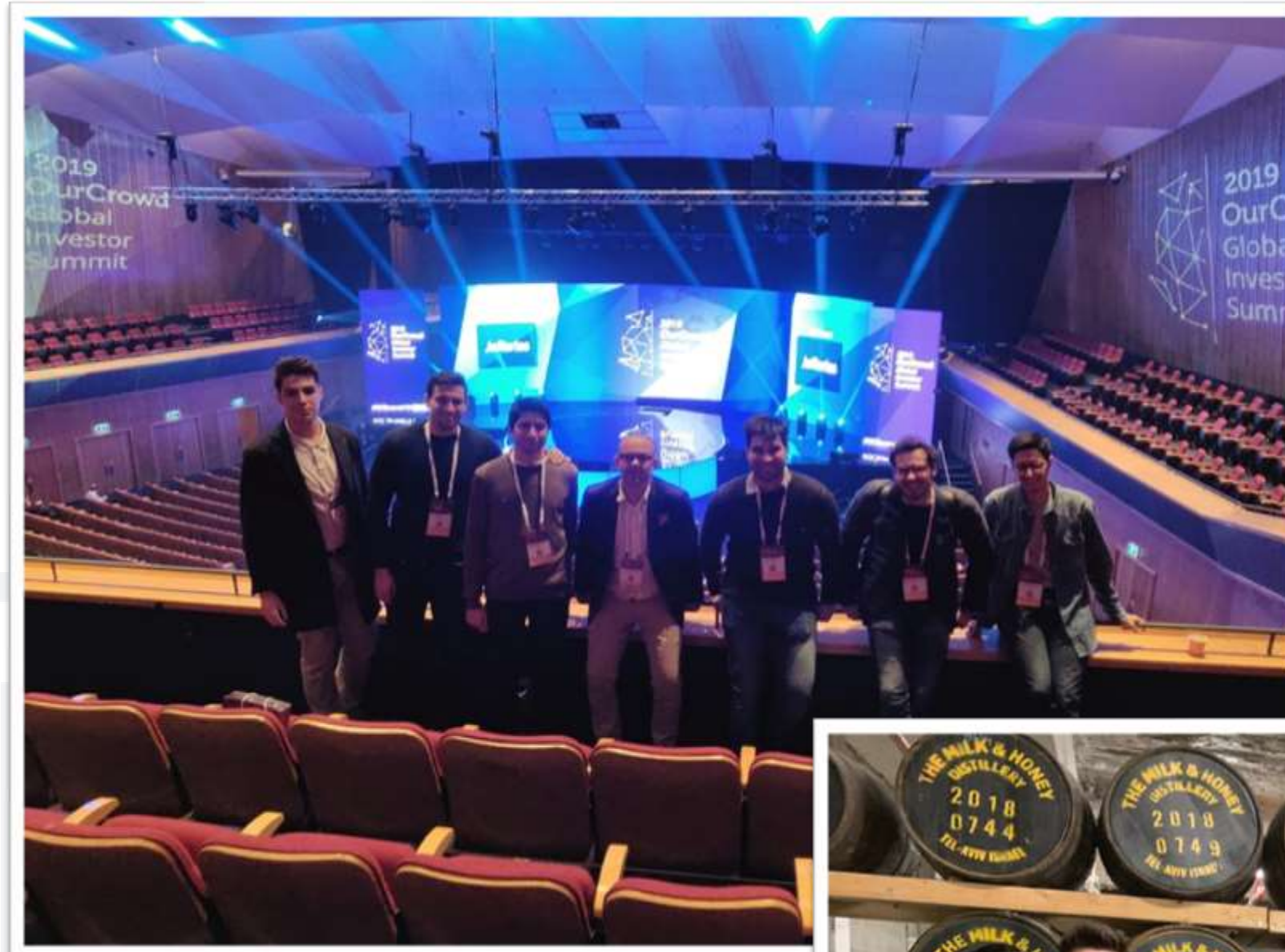
Prototype development

- 3D printers
- Laser printer
- Laser cutter

ONLINE INFO

The screenshot shows the website for the Contamination Lab at the University of Trieste. The browser address bar shows 'units.it/clab'. The top navigation bar includes links for 'Futuri Studenti', 'Studenti', 'Laureati', 'Ricerca', 'Impresa', 'Personale', 'Internazionale', and 'Ateneo'. The main content area features a sidebar with navigation options: 'TRASFERIMENTO TECNOLOGICO', 'ELENCO BREVETTI', 'PLACEMENT E TIROCINI', and 'CONTAMINATION LAB'. The central section is titled 'Contamination Lab' and includes a video player with 'Ascolta' controls, social media sharing icons (Facebook, Twitter, LinkedIn), and a 'Stampa' button. A large image shows a group of people in a meeting. To the right, there is a circular diagram with four segments labeled 'learning', 'mentoring', 'making', and 'coworking'. Below this, there are social media links for Facebook and Instagram. The bottom section, 'I PROSSIMI EVENTI:', lists two events: '08 MAGGIO 2023 - "Blockchain Innovation Day: il futuro dell'innovazione aziendale" - INFO ED ISCRIZIONI!' and '15 MAGGIO 2023 - @BusinessLounge-Modiano Carte da gioco: comunicazione e marketing tra passato e presente - INFO ED ISCRIZIONI!'. A final line mentions the 'T4EU Business Plan Competition' with an application deadline of April 21st, 2023.

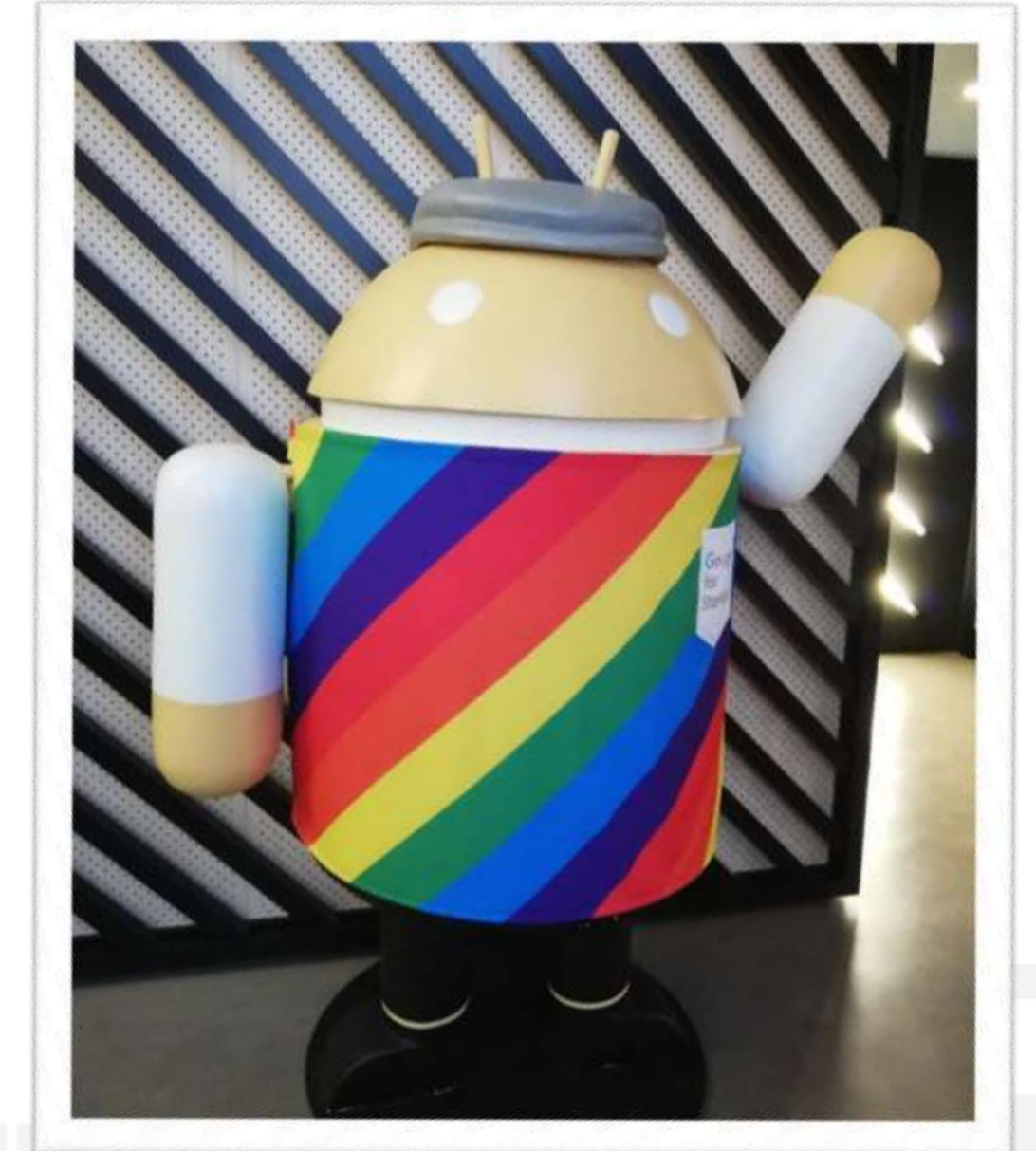
CLab Network Israel



CLab Network Istanbul



CLab Network Istanbul



CLab Network Istanbul





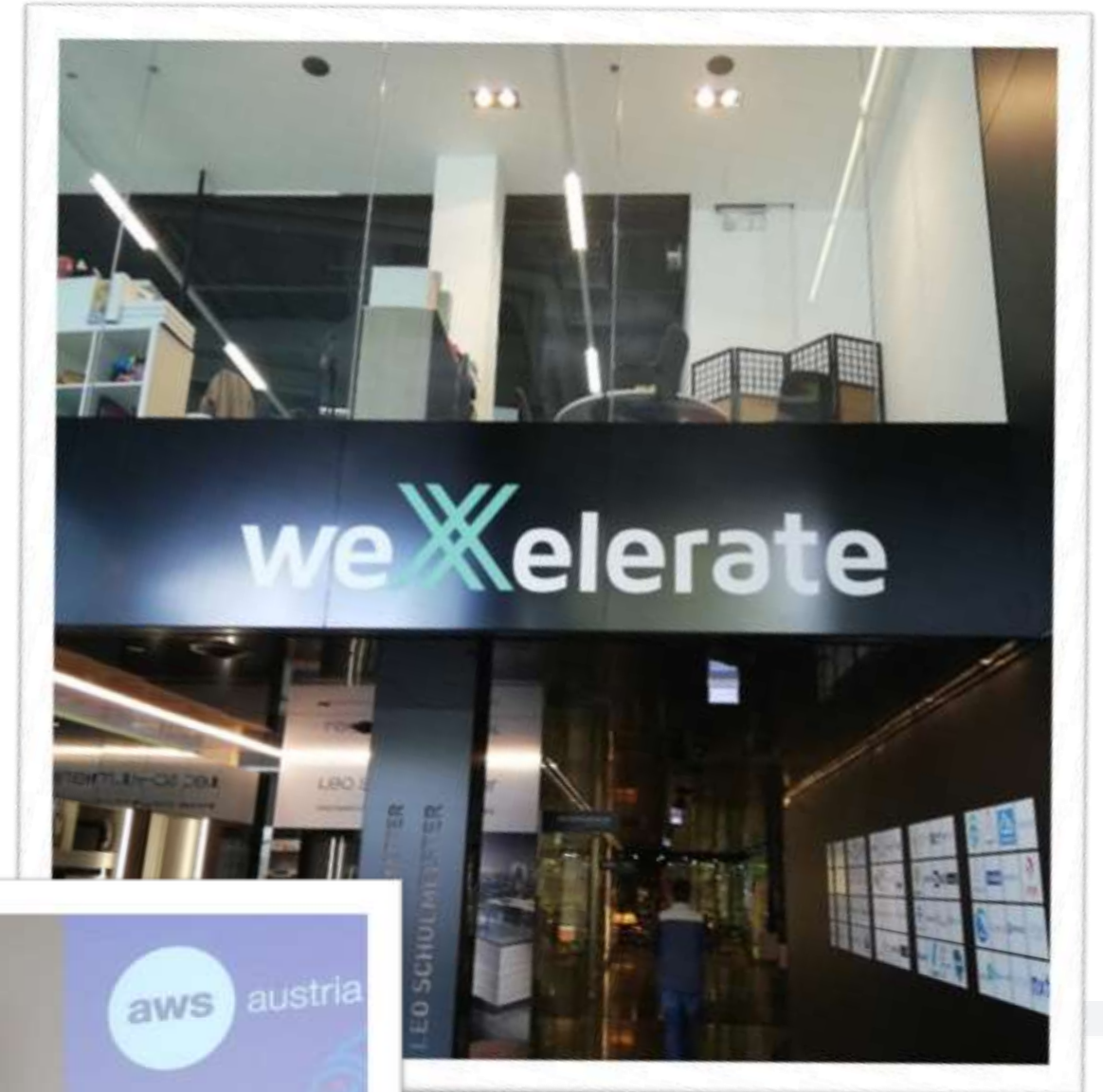
**CLab Network
Catania**



CLab Network Berlin



**CLab Network
Vienna**

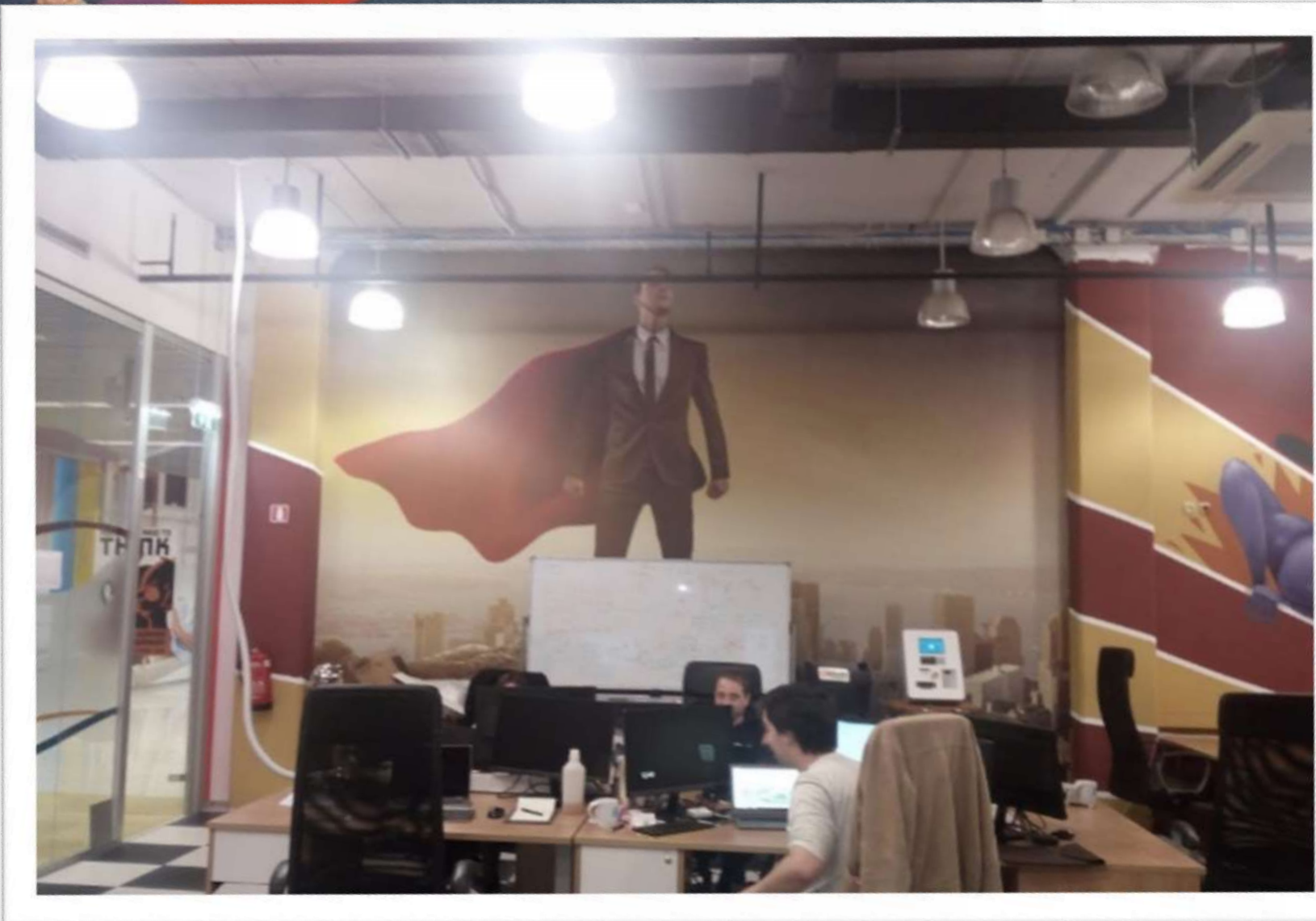




CLab Network Ljubljana



CLab Network Dubai





TRANSFORM 4EUROPE

The CLab also hosts a series of **international** initiatives and events, such as those involving the university alliance bringing together 10 European university Transform4Europe (T4E).



WHAT IS TRANSFORM4EUROPE?



The aim of the project is to train a new generation of "knowledge entrepreneurs", meant to be actual agents of change, equipped with **intercultural, multilingual, digital, entrepreneurial and interdisciplinary skills** they will be able to use as they move in a wider European dimension.

Its foundations are the exchange of knowledge and teaching and the research methodologies necessary **to face the challenges of the transformation process** in Europe and in the globalized world.

Prodigys Group launched a challenge for students from the T4EU Alliance universities: an **opportunity** to **design** an improvement action on a cutting-edge platform in the Business Intelligence sector.

The participants were asked to work online in groups for three days to create **support for the functional evaluation**, to test the user experience, and to suggest new features for the general improvement of the **platform “AgrEGG”**.



Organised by the University of Trieste, it focuses on **sustainability**.

The main objective is to spread the **culture of innovation** in the academic business environment by encouraging the start-up and scale-up of companies that turn **original ideas into business ideas**.

Up to **seven** of the best projects **were selected** to be tutored by **mentors**, who are currently providing support for the development of the participants' **business plans** and the **itches** they need to present for the **selection of the winners**.

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BUSINESS PLAN COMPETITION



The **selected groups** will also be able to undertake entrepreneurial culture **training on business management topics** and take part in **meetings** with the university, industry, and financial community. The participants submitting the best projects will be able to:

- 1) be tutored by **mentors** who help them develop **business plans and pitches** they will need to submit to **win the competition**;
- 2) undertake entrepreneurial culture **training on business management topics** and take part in **meetings** with the academic, business and financial community.

Nokia

In 2007, two months after the iPhone presentation, Forbes dedicated its magazine cover to Nokia:

“Will anyone ever be able to reach the mobile king?”

Nokia realized the impact of smartphones too late, and its market share dropped from 50% to 10% in 4 years.

Today, it's composed of two divisions: **Nokia Technologies** for developing new technologies and **Nokia Networks** which handles network infrastructure.



Yahoo

In 2005, **Yahoo was one of the largest online advertising companies**. However, the giant underestimated search engines, and despite coming close to acquiring Google, the deal fell through, marking the beginning of its relentless decline.

In 2021, Verizon sold Yahoo to the investment fund Apollo Global Management for 5 billion dollars.



MySpace

MySpace was the first major social media platform:

in 2007, it held a market share of 79.70% compared to Facebook's 11.5%. However, after reaching a valuation of 12 billion dollars, it began its decline. As Mike Jones, former CEO, said, **“MySpace taught the world that social networks were interesting, but Facebook perfected the product.”**

MySpace still exists. Technically, it's still a social network centered around music, but it also publishes news and lifestyle articles.



Blockbuster

In 2004, Blockbuster had over 9,000 retail locations. During that time, other companies like Netflix began experimenting with new solutions by **sending DVDs directly to customers' homes** and exploring the potential of the internet. **Blockbuster continued to ignore these developments until it filed for bankruptcy in 2013.**

As of today, there is only one 'Blockbuster' store in Oregon, USA, which has become a pilgrimage site for nostalgic individuals.



Kodak

In 1975, an engineer at Kodak, a leading company in the photography industry, **invented the first digital camera without film**. The company failed to understand that invention and ignored it until 2012 when the US division declared bankruptcy.

After emerging from bankruptcy proceedings, the company specialized in industrial and professional printing systems.



INVENTION:

A NEW IDEA CONCEIVED THROUGH THE USE OF KNOWLEDGE.

Invention / Innovation

What is meant by

Invention: a new idea conceived through the use of knowledge

Innovation: the use of inventions to improve the quality of life

Who makes inventions? **INVENTORS / RESEARCHERS**

Who makes innovations? **COMPANIES**

WHAT IS NOT INNOVATION

When the first space travels began, the American space agency realized that pens didn't write in zero gravity. To solve this problem, they enlisted a consulting company to study the issue. The consultants took ten years and 12 million dollars to develop a pen capable of writing in zero gravity, upside down, and in temperatures ranging from -10 to 300 degrees.



THE BEST DEFINITION

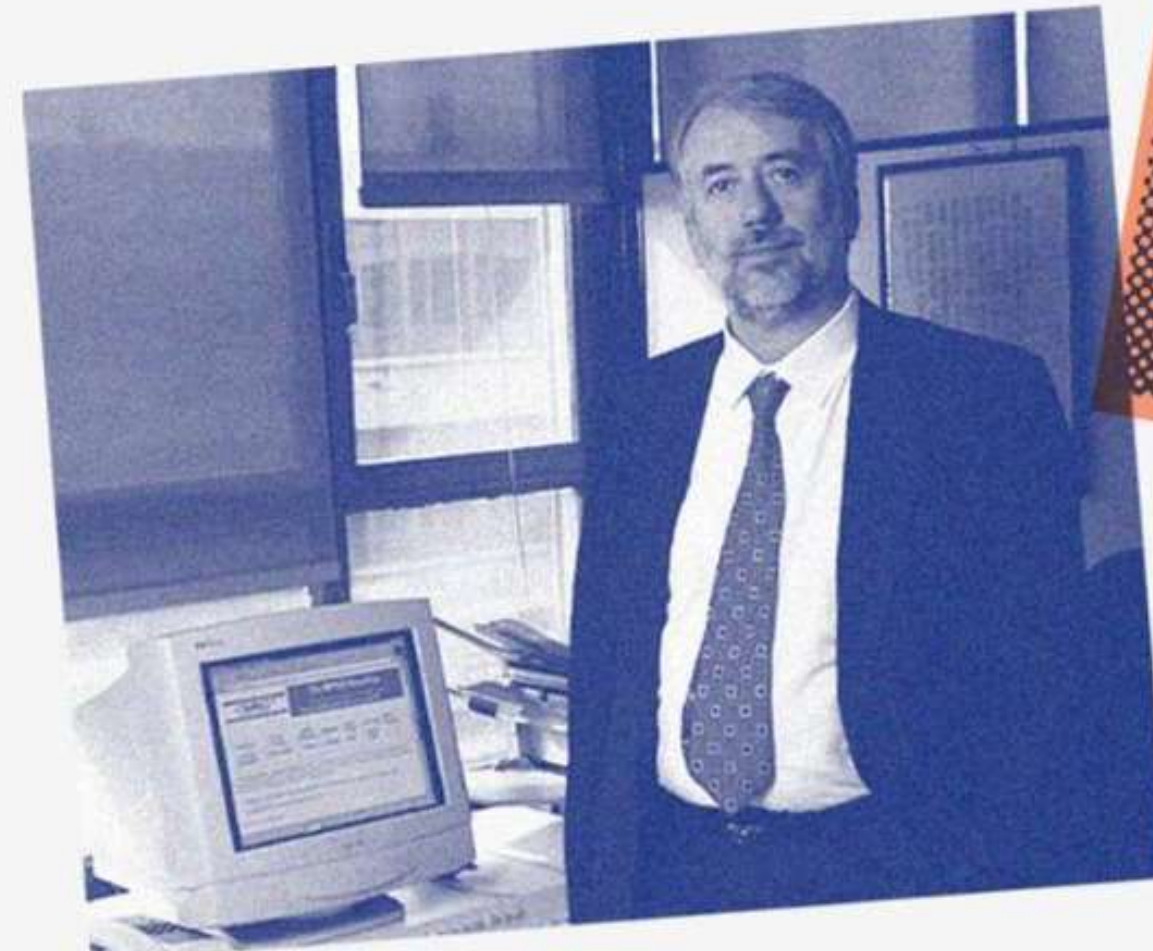
Geoff Nicholson, Vice President of 3M and head of research projects, says:

«Research is the transformation of money into knowledge, and innovation is the transformation of knowledge into money.»



The MP3s

In the nineties, Leonardo Chiariglione led the international team that developed an algorithm capable of compressing audio files while maintaining high sound quality: **the MP3**.



WHICH TOOL TO USE?



The best tool is a startup because it's capable of scaling and growing while pursuing a single objective.

THE BEST DEFINITION

Steve Blank, Silicon Valley entrepreneur, says:

**«A startup is an organization searching
for a repeatable and scalable business model.»**





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Thank you!



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