

## innovation-engine(s)

### innovation(s) – engine(s)

theme(s) / create / common(s) / art(s) / – / .

... if knowledge is the energy that runs the academy's innovation engine(s), that energy is now essentially free and available ... to all, 24/7 ...

engine(s) of innovation / Bio-X  
play(s) / social(s) / screen(s) / product(s) / game(s) / cycle(s)

## innovation-entrepreneur(s)

### innovation(s) – entrepreneur(s)

theme(s) / create / common(s) / art(s) / – / .

- innovation – r/evolutionary!?
- strategy – ready, fire, aim / **is about being different!**
- marketing – there is always a customer!
- finance – financial literacy / teaching the numbers!?
- execution – focus on operational aspects!
- ethics – opportunity to involve discipline(s)!?

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innovation(s) / play(s) / screen(s) / product(s) / game(s) / cycle(s)

## innovation-house(s)

### innovation(s) – house(s)

theme(s) / create / common(s) / art(s) / – / .

in the future, the buildings housing those who will create well-paying jobs, and provide *us* with a sustainable competitive advantage in the global economy, are not court houses or government offices but research labs, class rooms and innovation centers ...

engine(s) of innovation  
play(s) / screen(s) / product(s) / game(s) / cycle(s)

## innovation-impact(s)

### innovation(s) – impact(s) / research

theme(s) / create / common(s) / art(s) / – / .

every business needs an innovation engine to generate the great ideas that will propel the business forward into the future

engine(s) of innovation / Blue¿tool(s)  
play(s) / screen(s) / product(s) / game(s) / cycle(s)

## innovation-rank(s)

### innovation(s) – ranking(s)

theme(s) / create / common(s) / art(s) / – / .

an entrepreneur begins the process of defining success from the opposite direction, gravitating toward innovation, not emulation, as a way to achieve institutional excellence and sustainable competitive advantage ...

engine(s) of innovation  
play(s) / screen(s) / product(s) / game(s) / cycle(s)

## innovation-role(s)

### innovation(s) – scholar's role(s)

theme(s) / create / common(s) / art(s) / – / .

- public – aimed at broad audience
- translational – between basic research and communication
- artistic – even without an advanced degree!?
- entrepreneurial – to facilitate provocative communication
- engaged – with interest in social change(s)

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innovation(s) / play(s) / screen(s) / product(s) / game(s) / cycle(s)

## innovation-strategy(s)

### innovation(s) – strategy

theme(s) / create / common(s) / art(s) / – / .

remember, strategy is about being different!

engine(s) of innovation

play(s) / screen(s) / product(s) / game(s) / cycle(s)

## innovation-way(s)

### innovation(s) – way(s)

theme(s) / create / common(s) / art(s) / – / .

... the superhighways that will change the world are not asphalt but electronic, and rather than connecting the world's great cities provide access to most of the world's knowledge ...

engine(s) of innovation

play(s) / screen(s) / product(s) / game(s) / cycle(s)