1. Record Nr. UNINA9910438253903321 Encyclopedia of Creativity, Invention, Innovation and Entrepreneurship Titolo [[electronic resource] /] / edited by Elias G. Carayannis Pubbl/distr/stampa New York, NY:,: Springer New York:,: Imprint: Springer,, 2013 **ISBN** 1-4614-3858-6 Edizione [1st ed. 2013.] Descrizione fisica 1 online resource (XXXII, 1908 p. 376 illus., 192 illus. in color. eReference.) 650 Disciplina Soggetti **Business** Management science Entrepreneurship Business and Management, general Encyclopedias. Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Note generali Bibliographic Level Mode of Issuance: Monograph Nota di contenuto Intro -- Preface -- About the Editor -- Associate Editors --Contributors -- A -- Abductive, Deductive, and Inductive Thinking --Absolute Leadership -- Abstract Intelligence -- Academic Entrepreneur, Academic Entrepreneurship -- Synonyms -- Introduction -- Definition of Terms: Academic Entrepreneur/Academic Entrepreneurship -- Academic Entrepreneur -- Academic Entrepreneurship -- The Models of Innovation and its Relevance for Academic Entrepreneurship -- Examples of Academic Entrepreneurship in Practice -- Conclusion and Future Directions -- Cross-References --References -- Academic Entrepreneurship -- Synonyms -- Key Concepts -- Notions: Emerging of the Concept -- Different Forms of Academic Entrepreneurship -- The Production of Knowledge in Research Laboratories of Universities -- Rationale for the Development of the Opening of Universities to Industry -- Factors Affecting the Development of Academic Entrepreneurship -- Influence of the Legal Framework and Institutional Contexts (System Level) -- Contributing to Innovation: Compensate Mechanisms -- Innovation, Entrepreneurship,

and Risk -- Internal Mechanisms in Universities -- Growth and Challenges -- Knowledge's Production Change, Capitalization of

Knowledge, Partnerships and Networks -- Conclusion and Future Directions. Contributing to Innovation: What is the Best Way? -- Cross-References -- References -- Academic Firm -- Synonyms -- The Conceptual Definition of the Academic Firm -- Organizational Aspects of the Academic Firm -- Conclusion and Future Directions -- Cross-References -- References -- Academic Spin-Off -- Accompaniment --Accompaniment of Business Creation -- Synonyms -- The Accompanier-Accompanied Relationship: Characteristics -- Diversity in the Forms of Accompaniment -- Performance in Accompaniment --Conclusions and Future Directions -- Cross-References -- References. Achievement and Age -- Achievement in Life -- Actor-Network-Theory and Creativity Research -- Synonyms -- Introduction -- Actor-Network Theory -- The Hybrid Character of Action -- Building a Society by Moving Action Through Time and Space -- Implications for Creativity -- Conclusion and Future Research -- Cross-References -- References -- Actors Management -- Adaptation -- Adaptive Creativity and Innovative Creativity -- Relationships with Convergent and Divergent Thinking -- Invention/Innovation and Adaptive and Innovative Creativity -- Conclusion and Future Directions -- Cross-References --References -- ADD -- Addition -- Adverse Selection -- Aesthetic Innovation -- Aesthetic Research -- Affect -- Age and Creative Productivity -- Synonyms -- Introduction -- Empirical Findings --Theoretical Interpretations -- Conclusion and Future Directions --Cross-References -- References -- Age Zero Firm -- Agency Dilemma -- Agglomeration Effect -- Agricultural Entrepreneurship -- Synonyms -- Key Concepts: Defining Agricultural Entrepreneurship -- Why Agricultural Entrepreneurship? -- What Is Agricultural Entrepreneurship? -- Open-Ended Issues -- Is Agricultural Entrepreneurship Different from "Normal" Entrepreneurship? --Conclusion and Future Directions -- Cross-References -- References -- Agricultural Innovation -- Al -- Ailment -- Alteration -- Alternate Reality Games as Inventions -- Synonyms -- Key Concepts and Definition of Terms -- Theoretical Background -- Conclusion and Future Directions -- Cross-References -- References -- Ambidexterity -- Synonyms -- Ambidexterity Basically Refers to a Firm's Ability to Pursue Exploration and Exploitation Simultaneously -- Ambidexterity Along the Pathway of Organizational Development -- Architecture I: Contextual Ambidexterity -- Critical Decision Point: Threat of Chaos. Architecture II: Structural Ambidexterity -- Critical Decision Point: Threat of Inertia -- Architecture III: Hybrid Forms of Ambidexterity --Critical Decision Point: Threat of Disintegration -- Conclusion and Future Directions -- References -- Analogies and Analogical Reasoning in Invention -- Synonyms -- The Concepts "Analogy" and ``Invention'' -- Analogy -- Invention -- The Role of Analogy in Invention -- Invention in Engineering and Business Processes --Invention in Science and Mathematics -- Invention in Art --Implications for Theory and Practice -- Computer-Aided Innovation --Computational Creativity -- Conclusions and Future Directions --Cross-References -- References -- Analogy -- Angel Funding -- Angel Investors -- Synonyms -- Introduction -- Who are Angel Investors? --Angels Investors are Part of Venture Capital -- Angel Investors are Individual's Investors -- Angel Investors Network, Group or Association -- How Many Angel Investors? -- The Rule of Angel Investors in Financing Entrepreneurship -- Address the Equity Gap --Economic Impact Still to be Measured -- Market Failure -- Public Policy Support -- Conclusion and Future Directions -- Cross-References --References -- Angels Investors -- ANT -- Antitechnology Movements: Technological Versus Social Innovation -- Synonyms -- Introduction --

Mechanization in Early Nineteenth-Century Textile Industry -Technological Progress Disputed -- Nuclear Energy -- Wider Social
Issues -- Scientific Authority Questioned -- Agro-food Biotechnology
-- Precautionary Regulation -- Alternatives to Productivist Agriculture
-- Nanotechnology -- Public Engagement -- Future Directions -Cross-References -- References -- Applied Design Thinking Lab and
Creative Empowering of Interdisciplinary Teams -- Synonyms -Introduction -- Evolution of the Applied Design Thinking Lab (ADTL),
Vienna.

Discipline, Interdisciplinarity, Transdisciplinarity, Multidisciplinarity --Definition of Discipline -- Definition of Interdisciplinarity -- Definition of Intradisciplinarity -- Definition of Transdisciplinarity -- Definition of Multidisciplinarity -- The ADTL Obtains Various Role-Types of Team Members in Accordance with Lieshout, Belbin, and Raymond --Methods, Rules, and Techniques -- Design Skills, Disney, Rhizomes, and Abductive Perspectives -- Design Criteria of Rhizomes -- Rules --Problem-Solving Methods -- Designrhizom, Visualizing of the Designprocess at the ADTL -- Matrix of diverse approaches -- Previous Projects. Examples of Inter/transdisciplinary projects, ADTL -- Students Works -- Filtration/Cornelia Bast -- Sari-Irs/Lukcs Lszlo, Marie-Theres Wakonig -- Pattern Didactics/Kozma Klaudia -- Conclusion and Future Directions -- Cross-References -- References -- Links -- Participants and Experts. 2009: Math %26 Art %26 Design: The way Polynomiography things go -- Participants and Experts. 2010: Maths Goes Design -- Participants and Experts. 2011: Math Goes Wherever/Math Goes Fashion -- Participants and Experts. 2012: Applied Design Thinking Lab. 4 Layers of Sari -- Architectural Geometry -- Art -- Art Education -- Art of Innovation: A Model for Organizational Creativity -- Introduction -- The Art of Innovation --Conclusions and Future Directions -- Cross-References -- References -- Artificial Intelligence -- Artistic Research -- Introducing -- Mapping of Artistic Research -- Setting of Artistic Research -- Modes of Artistic Research -- Conclusion and Future Directions -- Cross-References --References -- Art-Math -- Associationism Worker -- Asynchrony --Attention Deficit Disorder -- Attention Deficit Hyperactivity Disorder --Attention-Deficit/Hyperactivity Disorder and Creativity -- Synonyms --Introduction.

Key Concepts and Definitions -- ADHD -- Creativity -- Current Debate and Cultural Context -- Creative Because of ADHD -- Creative Despite ADHD -- Theoretical Parallels Between ADHD and Creativity --Neurocognitive Parallels -- Personality Parallels -- Entrepreneurial Temperament Parallels -- Empirical Studies That Have Directly Assessed Creativity in the ADHD Population -- Conclusion and Future Directions -- Cross-References -- References -- Augmented Cities --Autodidact -- Autonomous Bootstrapping of Useful Information (DABUI). Device -- Autonomous Generation of Useful Information (DAGUI), Device -- B -- Balanced Organizational Learning --Bankruptcy -- Basic Dimensions of Democracy -- Basic Science --Bench to Bedside -- Benchmarking -- Biblical Principles of Business --Biologic Agents -- Black Belts -- Blind-Variation and Selective-Retention Theories of Scientific Discovery -- Boom and Bust --Bootstrap Transaction -- Brain Science -- Brainstorming --Brainstorming and Invention -- Synonyms -- Definitions -- Theoretical Background and Open-Ended Issues -- Brainstorming as a Method for Improving the Creativity of Groups -- Brainstorming as an Approach to Creative Idea Generation and Invention of Ideas -- Inventor and Formation of an Invention -- Invention as Knowledge Transformers --Nominal Brainstorming Versus Verbal Brainstorming -- Electronic

Brainstorming (EBS) -- Implications for Theory, Policy, and Practice -- Conclusion and Future Directions -- Cross-References -- References -- Brainstorming Teams -- Brain-Writing -- Breakthrough Technology -- Bridging Knowledge Management to Wisdom Management -- Brilliance -- BtoBtoU -- Business -- Business Angels -- Business Climate and Entrepreneurialism -- Synonyms -- The Business Climate and Business Relations -- Business Climate and Entrepreneurship -- Conclusion and Future Directions. Cross-References.

Sommario/riassunto

The Encyclopedia of Creativity, Invention, Innovation, and Entrepreneurship (CI2E) is a three-volume electronic and print reference that uniquely covers the broad spectrum of topics relating to the process of creativity and innovation, from a wide variety of perspectives (e.g., economics, management, psychology, anthropology, policy, technology, education, the arts) and modes (individual, organization, industry, nation, region). The resource is comprised of some 300 topical entries, definitions of key terms and concepts, and review essays, from a global array of more than 250 researchers, business executives, policymakers, and artists, illuminating the many facets of creativity and innovation, and highlighting their relationships to such universal concepts as knowledge management, economic opportunity, and sustainability. Entries feature description of key concepts and definition of terms, full-color illustrations, case examples, future directions for research and application, synonyms and cross-references, and bibliographic references.