Record Nr. UNINA9910820717903321 Autore Dodgson Mark <1957-> Titolo Think, play, do [[electronic resource]]: technology, innovation, and organization / / Mark Dodgson, David Gann, Ammon Salter Oxford: New York,: Oxford University Press, 2005 Pubbl/distr/stampa **ISBN** 1-383-04114-8 1-280-75762-0 0-19-151494-2 1-4294-2201-7 Descrizione fisica 1 online resource (275 p.) Altri autori (Persone) GannDavid SalterAmmon J Disciplina 658.4/062 Soggetti Technological innovations Information technology Research, Industrial Creative ability in business Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Note generali Description based upon print version of record. Nota di bibliografia Includes bibliographical references and index. Nota di contenuto Contents; List of Figures; List of Tables; List of Boxes; 1 Innovation Technology; 2 Understanding Innovation; 3 Using Innovation Technology: Procter & Gamble and Arup; 4 'Think'; 5 'Play'; 6 'Do'; 7 The Strategic Management of Innovation; 8 A New Innovation Process; Appendix: Research methods; Endnotes; References; Website references; Glossary; Index Sommario/riassunto Without innovation, companies die. Managing the innovation process well is important for companies and for nations as a whole. This book shows how the innovation process is changing profoundly, with significant implications for managers and public policy-makers. A new kind of technology, 'innovation technology' is being applied to the innovation process. When used effectively, innovation technology makes the innovation process faster, better and cheaper. The book outlines a new scheme for the innovation process: Think, Play, Do. Innovation requires creating new ideas and thinking about new opt