

START-UP AND CO-CREATION COMMUNITIES AS ECOSYSTEMS FOR ECO-INNOVATIONS (SCINNO)

Transition to green economy is widely seen as a necessary step to meet multiple challenges of our time. Eco-innovations can play a crucial role in achieving green growth, promoting sustainable development and maintaining the competitiveness of European countries. Less attention has been devoted to the actors in innovation networks and their influence on other networks, policies and the eventual greening of the economy.

This project explores ways to create agile eco-innovation ecosystems for the future. It examines eco-innovations and their diffusions by studying experiences of Finnish co-creation communities and start-ups, and compares them with international experiences. The results of the study will help to design and implement innovation policies in a rapidly changing innovation environment, assist Finnish companies in their search for new business opportunities, and more generally, foster the transition to a green economy.

Main research questions:

1. How can innovation ecosystems support the creation of eco-innovations and competitiveness, i.e., transition to green economy and how should innovation policies be adjusted in order to take into account the changing innovation environment?
2. How do inventions become successful eco-innovations in start-up communities?
3. How do eco-innovation ecosystems bring new business opportunities? How to facilitate the creation of a fruitful ecosystem?
4. How do eco-innovation ecosystems differ between Finland, Sweden and UK?

Expected results:

1. A roadmap for the strengthening of agile eco-innovation ecosystems for the future needs and transition to green economy.
2. New insights into the roles, potentials and challenges of university-affiliated intermediaries such as Aalto Centre for Entrepreneurship in eco-innovation processes and promoting commercialization of start-ups.
3. Identification of opportunities and challenges in public organizations (municipalities) in creating new eco-innovation business and ecosystems.
4. Lessons for Finland from the country level differences in eco-innovation ecosystems and dialogue in public-private partnership processes.



New tool for innovations and problem solving being tested

A set of social learning games (Altogame) is utilized in the project. The game allows the innovation ecosystem to be more agile and interactive by giving anonymity for individuals and removing real life hierarchies.

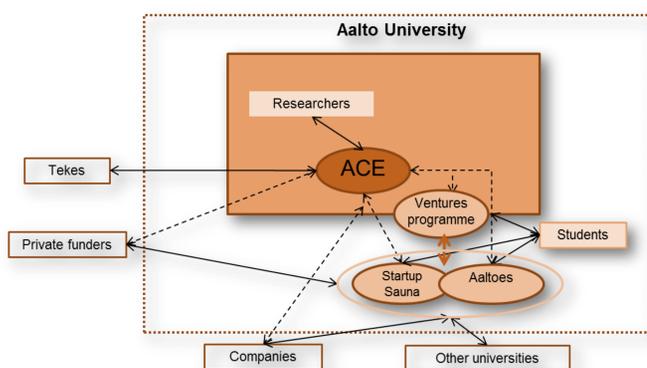


Fig. 1. The Aalto Centre for Entrepreneurship (ACE) is an active ecosystem for promoting innovations. Ecoinnovations could be better promoted with the help of specific criteria in start-up ecosystems such as ACE.



Fig. 2. In the carbon neutral municipalities (HINKU network) new eco-innovation ecosystems are promoted in two facilitated process – innovative heating system and co-procurement of lightning system.