NEPPI Resourcing
The Idea of Resourcing

• Reaction against objectivist view to project management in the context of innovation design (Ylirisku, Buur, Revsbæk, 2016a & 2016b)

• The idea:
  • Resources become resources through their use

• Consequence:
  • Resourcing is foundationally uncertain, as you cannot know in advance how people will use what is available to them


Example
Preconditions for Resourcing

• Aim
  • There must be someone trying to get something done

• Availability
  • There must be that something, which becomes used for the aim

• Ability
  • There must be knowledge, experience, and skill to use what is available for the aim
Theoretical Foundations for Resourcing in Innovation Work

• Innovation work is intentional effort to create something new, desirable, viable, and feasible
  • These are the necessary criteria for the ultimate aims of sustainable innovation work

• The outcome is not necessarily known at the outset
  • The innovation designers do not know what they are creating
  • They develop ideas about what could be created
  • These ideas are the ‘aims’ in resourcing
Theoretical Foundations for Resourcing in Innovation Work

How can you expect that you create something

1. new,
2. desirable,
3. viable, and
4. feasible?
Theoretical Foundations for Resourcing in Innovation Work – The NEW

• Create an idea
• If you do not see it yet out there, it may be new
• So, you have to go search for similar stuff that others have already created
Theoretical Foundations for Resourcing in Innovation Work – The DESIRABLE

• In order to find if people desire something, you need know what they like

• And, if you are creating something radically new or just difficult to explain, you need to concretise it so that people can judge the desirability of their experience of your design
Theoretical Foundations for Resourcing in Innovation Work – The VIABLE

- To make an economically viable product, you need to explore the cost and revenue structure as well as to ensure that people find your proposal reasonable
Theoretical Foundations for Resourcing in Innovation Work – The FEASIBLE

• To create a product that works you need to display that it can be done, and that it can be done in a sustainable fashion
Theoretical Foundations for Resourcing in Innovation Work

• How do these ideas relate back to the preconditions of resourcing:
  • Aims
  • Availability
  • Ability
Theoretical Foundations for Resourcing in Innovation Work

• Innovation work is open
  • Aims, availability, and ability are all emergent in the process

• You cannot think of the exact outcome concretely and judge its worth before having the knowledge, experience, and skill to do so

• You cannot create things that work before you have the specific knowledge, experience, and skill to do so
Theoretical Foundations for Resourcing in Innovation Work

• Innovation work does not start with the final ideas, which will be justifiably new, desirable, viable, and feasible
• It starts by making contributions
Principles for Contributing

1. **Align your aims**
   • Start doing something that you expect to result in useful materials for the overall progress

2. **Share your stuff**
   • Make your materials available for the others involved

3. **Utilise others’ stuff**
   • This is where you will gain the most in terms of results and learning
   • And, in turn, you can make better contributions
   • You will also signify to the others, that their contributions are worthwhile
What is a contribution?

• Contribution is relative to an aim
  • Something that is useful for the attainment of an aim, is a contribution
• A contribution can be many things
  • Photographs, texts, videos, reports, posts, lines of code, edits in a scheme..
  • In the course we focus on conceptual and technical contributions (not so much on organisational and physical)
What is a conceptual contribution?

• Conceptual contributions develop thinking
• These are such as input to ideation, findings of competitive solutions, and design ideas
What is a technical contribution?

• Technical contributions support the realisation of a functioning product
• They relate to specification and documentation of the product
• These include structural and functional models, program code, and related documentation
What if my ‘contribution’ is not used?

• It is impossible to exhaustively know, what influence your contribution ultimately has

• Even ‘unused’ stuff, may have contributed to the making of informed choices

• Thus, putting your stuff available (or making a suggestion) already amounts to a half a contribution, as they are ‘proposals to contribute’
Salu Ylirisku 1.6.2018

Overall Process for NEPPI

- Exploration (go and learn about tech, the target location, and about alternative/competing solutions)
  - Contributions: Documents of findings
- Ideation (think about what could be achieved, generate proposals)
  - Contributions: Documents of ideas
- Focusing (bring things together into a more generic design direction)
  - Contributions: Presentation(s) of design direction(s)
- Concept ideation (generate proposals for the chosen design direction)
  - Contributions: A document of possible concepts for the chosen direction
- Focusing (bring the early ideas together into more initial concepts)
  - Contributions: A presentation of initial concepts for the design direction
- Elaborating (create a more detailed proposal for the structure, develop a demo)
  - Contributions: Physical+technical architecture, a demo (illustrative prototype) of the design concept
- Pitching (develop a persuasive presentation of the proposed design concepts)
  - Contributions: Presentations of the final design concepts
How organize contributions in the project?

• You need to get your potatoes out there for the others to use
• How would you think this is possible / practical in this course?
• NEPPI Tech uses Git and GitHub
• NEPPI is open for you to suggest...
Tracking Use

• Use is the ultimate test and measure for a *real* contribution
• How do people track, if something is used or not?
• How could we track the use of something?