

Idea Generation

Class Two

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15.390 – Class #2 Idea Generation "How do I get a good idea to start a company ... and how much does it really matter?"







Mini-Case Study

- Idea Generation
- Susie S will be _____
- Tommy T will be _____
- Bonnie B will be _____
- Freddie P will be _____







Profiles

- Susie S (S=Suit)
 - Represents personal & financial drive
 - Good later but need much more for idea generation
- Tommy T (T=Technology)
 - Represents "technology push"
 - Good or bad depends on how handled & specific scenario
 - Can you find a good match?
- Bonnie B (B=Balance)
 - Looking for customer need to meet
 - Domain expertise is important
 - Passion matters
 - Looking at trends
- Freddy P (P=Propulsion)
 - You must iterate an idea







Susie Suit

- You must have passion about the idea
- You must be able to execute it
- You must see a path to make money to justify the effort and make it sustainable
- Because you want it & you have succeeded in class room setting, does not mean you will succeed no matter what the idea
- The market is a tough & unrelenting place
- "Chance favors only the prepared mind," Louis Pasteur







Tommy Tech

- Innovation = Invention + Commercialization
- 90% of companies started by MIT alum are not from technology in the labs
- You have to find a customer who can use your technology to make substantially more money
- Technology Push has it advantages but it is a higher risk exercise
- To optimize success, need to have a systematic way to evaluate markets & then choose one to start and focus on it







Bonnie Balance

- Empathizes with customer
- Market pull
- Looking for trends as well to anticipate new opportunities
- Google/Travel Company example raises question of timing
- Considering personal fit
- Lack of focus is concerning but can come







In Summary ...

- Three ways to start a new venture
 - I have a technological breakthrough!
 - ▶ I have an idea!
 - I have a strong desire and drive!







Freddy Propulsion

- Bias to Action "JFDI"
- Represents the need to iterate on idea to determine viability
- Engage directly with customers
- Show them prototype, screen shots & discuss value proposition
- Thomas Edison's measure of success how many times he could iterate on an idea in first 24 hours
- "Ideas are cheap, implementation is expensive,"
 Michael Schrage







Getting Started

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Seeing the Future Opportunity





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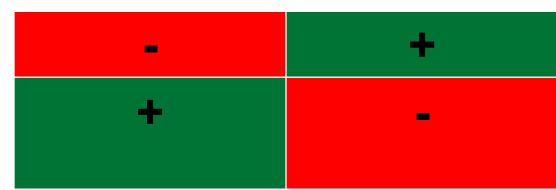


Technology Push vs. Market Pull

Technology Push

Market Pull

Risk Unit Profitability









Types

Туре	Market Pull - Personal	Market Pull - General	Tech Push - Personal	Tech Push - General	Megatrends	Other
How You Can Tell	"I have this problem"	"I have seen this problem"	"I have this tech"	"I have found/seen this tech"	"There is a huge wave coming & I want to have a surfboard"	
Examples	Julia Hu	Kevin & Gihan	Thomas Massie	Vanessa Green	Pedro Santos - OsComp	
	Fatma Yalcin - Curisma	Student Microloans/F B	Tony Sagneri, Justin, George	Fan Fuser		
	Tim Fu – Home Team Theraphy					
	New Dog Grooming Tool					







Well, Are Ideas Important Then?





Massachusetts Institute of Technology



Company Success

Horse

Technology or Innovative Idea

10-15%

Jockey

Management
Team

65-75%





Source: David Morganthaler, Morganthaler Ventures



The Importance of a Good Idea to Start a Company

- Is this important?
- Yes
 - ▶ If you are not over a good target, your efforts are much, much less effective
 - Your ability to recruit & motivate people
 - Your ability to put your head down & focus on execution
 - Credibility in the longer term with customers & others
 - ▶ Build your expertise that makes you unique
- No
 - ▶ It will change; the concept of pivoting
 - ▶ You get 1-2 major adjustments (e.g., A123)
 - ▶ Don't use as an excuse not to do the job properly up front







Homework

- Watch video on how to do Improvisation and take notes
- http://www.youtube.com/watch?v=MUO-pWJ0riQ
- Then watch the IDEO video "Deep Dive" parts 1 & 2 on YouTube and especially focus on the beginning of part 2 - the brainstorming part
 - ▶ Part 1: http://www.youtube.com/watch?v=JkHOxyafGpE
 - ▶ Part 2: http://www.youtube.com/watch?v=pVZ8pmkg1do&feature=re **Imfu**







But How Do We Generate New Ideas?

- Brainstorming
- Open Environment Flat & Heterogeneous
- Flexible & Environment Matters
- Medium Sized Group (3-6)
- But Still Important to Have a Process
- IDEO is a Master at This ...







The Key Rule of Improv

YES, and ...

- ☐ We can make it better by ...
- ☐ I see it and this person will want it because
- ☐ I can add my perspective to make it real by ...







IDEO's Process

- Time bracketed
- Stages
- Facilitator
- Brainstormers
- At Some Point, Adult Supervision
- Prototyping
- Fail Often so We Can Succeed Sooner
- Funnel







IDEO's Culture

- Failure and Trust
- Sharing and Respecting
- Simple Rules
 - Enlightened trial and error
 - ▶ Fail often to succeed sooner
 - ▶ If a picture is worth a thousand words, a prototype is worth ten thousand







IDEO's Rules in Brainstorming

- One conversation at a time
- Stay focused on topic
- Encourage wild ideas
- Build on the ideas of others
- Defer judgment







IdeaStorm Commandments I

- Thou shalt love thy neighbor and her ideas
- Thou shalt not crap on others' ideas
- Thou shalt not hog the floor







Rules of MIT IdeaStorm

- 1. Withhold judgment of ideas
- 2. Encourage wild and exaggerated ideas
- 3. Quantity counts, NOT quality
- 4. Build on the ideas of others
- 5. Every person and every idea has equal worth







Today: IdeaStorm

- Focus on the process that is what we are trying to teach you
- Like Improv







Potential Topics

- Megatrend: Smart phones
- Megatrend: Mobility
- Megatrend: Social Media
- Megatrend: Big Data
- Tech Push Sensors
- Tech Push GPS
- Tech Push Voice Recognition
- Tech Push Graphene
- Market Pull Personal: Fitness
- Market Pull Education
- Market Pull Personal: Aging Population
- Market Pull Arts
- Market Pull -- Sports







Exercise Now ("Ideastorm")

- Now going to form teams based on them
- No more than 10 per team
- Everyone should be involved but you need to appoint a facilitator immediately for the group
- Prize for the most ideas & the the craziest idea
- Facilitator should set up a schedule, rules and a process
 - Suggest you discuss topic for 5 minutes
 - Generate lots of ideas for 25 minutes
 - Return to class room
- Remember the Improv lesson and the IDEO lessons







Summary

- The Idea for the Company is Important Even if it Will Morph Over Time
- 2. Personal Drive is Not Enough
- 3. Tech Push is One Option to Start
- Market Pull is Another
- 5. Each Move Towards Each Other Quickly
- Let the Ideas Flow Now & Don't Get Too Hung Up on How Great They Are to Start
 - Quantity over quality to start and encourage crazy ones
- 7. Suggest You Revisit the Videos to Fully Grasp Process
- 8. Brainstorm with a Heterogeneous Group
- 9. Consider If You Have Some Special Advantages
- 10. Look for Personal Impedance Match & Diverse Team







Wednesday

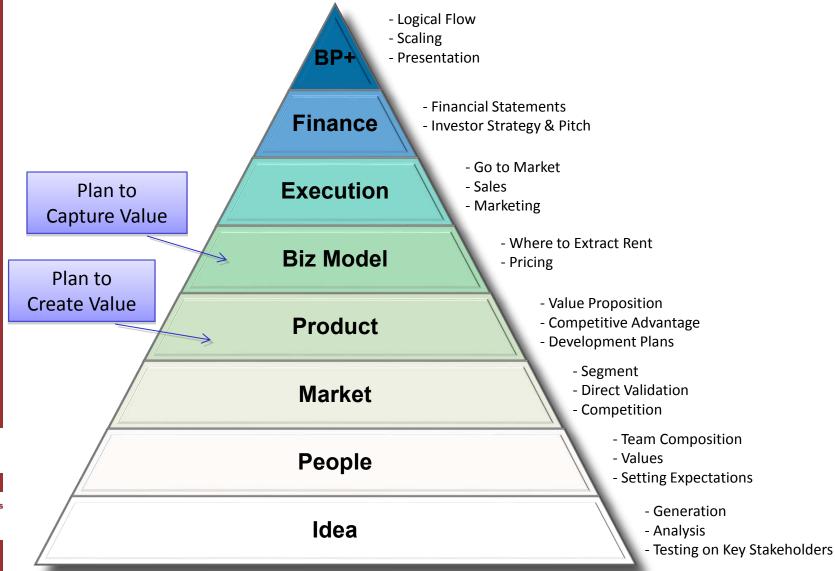
- Analyzing Ideas and Inspirations
- Systematic Way to Sort Out Good from Bad







Logical Flow of Course









The Turtle Analogy?



Courtesy of USFWS/Southeast on Flickr. License: CC-BY.

To start, we need to produce some eggs that could grow into big turtles







The truth Action will set you free.

Figure removed due to copyright restrictions. The truth/action will set you free. See Aulet, Bill. *Disciplined entrepreneurship.* Wiley, 2013.





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