

Game of Innovation modelling innovation decisions

You want to try the game?

We have one board game at the HPI.

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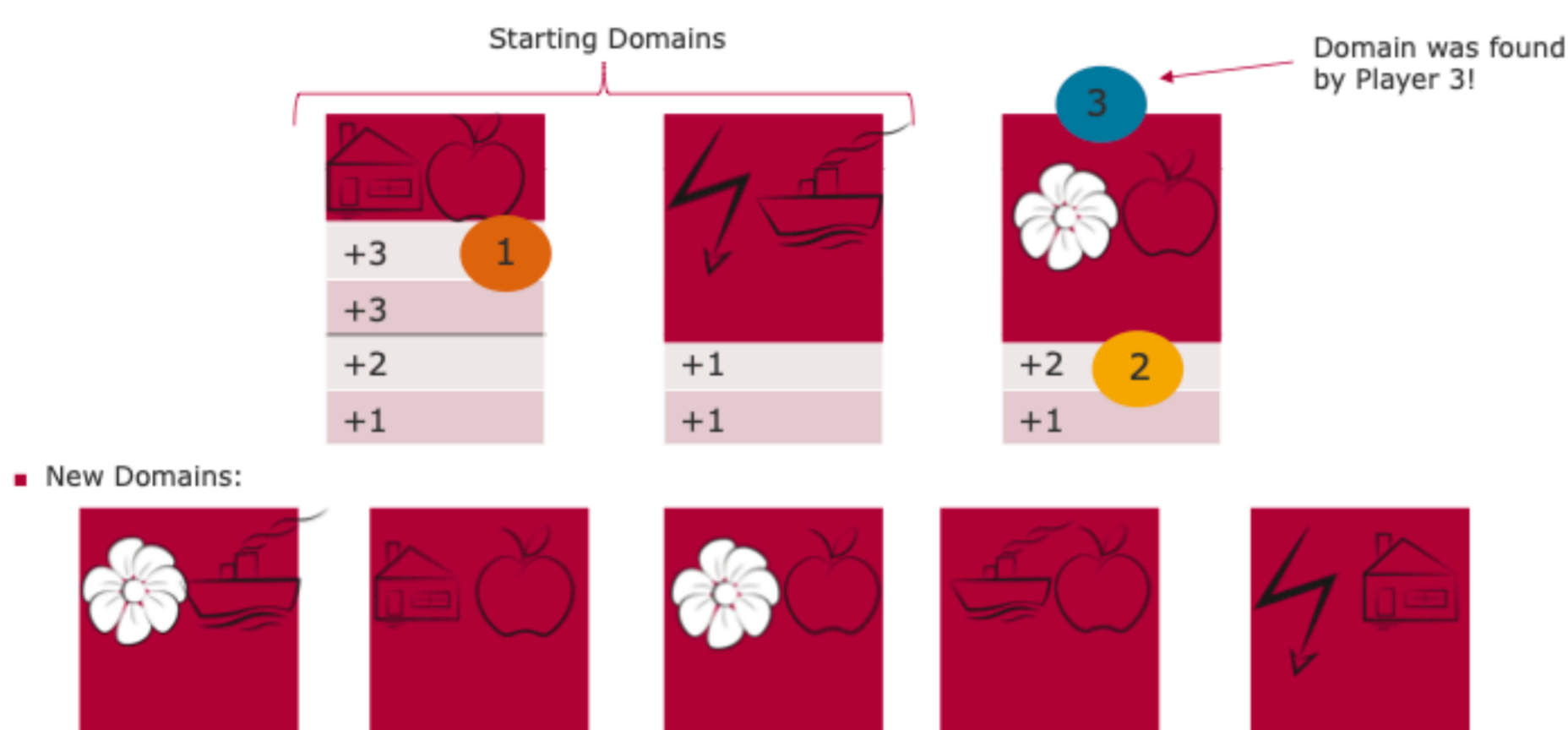
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WHY conduct this project?

Why does someone decide to develop incremental or radical innovation? When does it make sense to invest resources? How does it affect society when people work towards radical or incremental innovation? In this project, we develop a game to study decisions and outcomes in different scenarios.

Playing the Game discovering new domains

The goal of radical innovation is to discover a new domain. Chances of success are low at first, but increase over time. Incremental innovation means developing an already discovered domain. Chances of success are fairly high and stable. But whose domain is it? The owner will gain some points. Straight forward? Be careful! Values change and so do the points you earn in each domain. Adapt to the changes with your strategies and win the game!



WHOM to contact?

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