

LEADING FOR INNOVATION

"What psychological research tells us"



Prof. dr. Frederik Anseel Ghent University www.vigorinnovation.com frederik.anseel@ugent.be



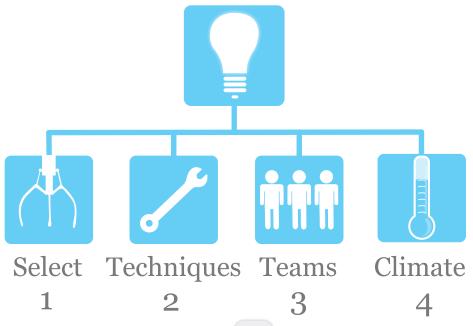
An evidence-based approach

The people make the place...

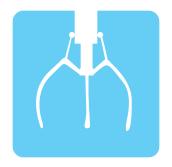
Threat of guru's, intuition, and case-studies

Psychological research

Four key strategic avenues



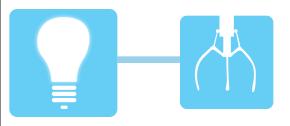




1. Select innovative employees

"All animals are innovative...
but some animals are more innovative
than others"





Select innovative employees

- Importance of individual differences
- Studies of individual differences innovative behavior
- Main candidates: ★ Intelligence
 - ★ Knowledge/skills
 - **★** Creative ability
 - ★ Experience on the job
 - **★** Personality
 - ★ Feelings of self-worth



	Studies	Participants	Correlation	Strength
Neuroticisme	14	4 164	12	**
Extraversion	13	2 072	.13	**
Openness	13	2 432	.25	***
Agreeableness	9	1 522	06	*
Conscientiousness	15	2 986	.00	*
Systematic PS	5	908	31	****
Intuitive PS	15	1 986	.36	****
Proactive personality	12	5 148	.38	***
Self-worth	27	8 501	.33	***
Intelligence	10	2 712	.05	*
Creative ability	9	638	.40	****
Knowledge/skills	8	1 577	.40	****
Experience	7	846	0.45	*

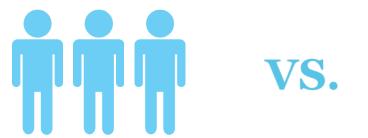




2. Use Creativity Techniques

It's all about the tools, right?

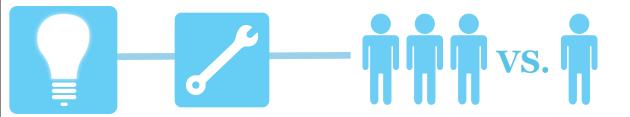






"Groups are more creative than individuals"





WRONG

- Individuals generate more ideas
- Individuals generate more qualitative ideas
- Reasons: Anonymity & Production Blocking

(!) **BUT...**

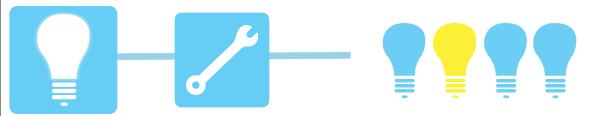
- Individuals feel less satisfied
- Hybrid structure is good alternative





"Quantity breeds Quality"





Right

- More ideas = more good ideas
- Average quality remains the same
- No difference between groups and individuals
- Category diversity & depth of idea generation increase productivity

(!) **BUT...**

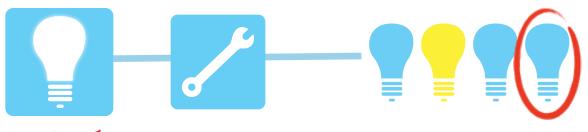
More research is needed





"Groups select better ideas than individuals"







- People are very poor in selecting the best ideas
- No difference between groups and individuals
- Encouraging to select original ideas can help

(!) **BUT...**

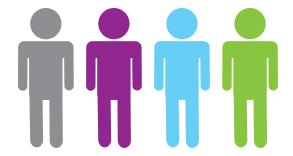
- More research is needed
- Hypothesis: groups will select better ideas in right circumstances





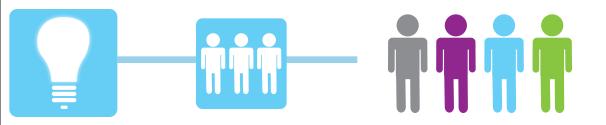
3. Compose innovative teams





"Team diversity leads to more creativity and innovation"





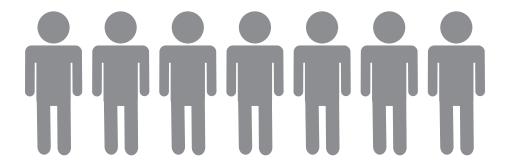
Right

 Job relevant diversity increases team's innovative perforance

(!) **BUT...**

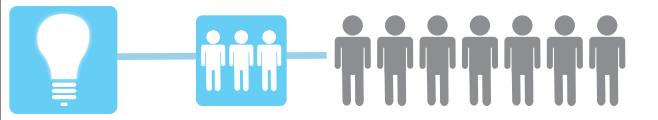
Background diversity hinders a team performance





"The larger and older the team, the less innovative it is"





Wrong

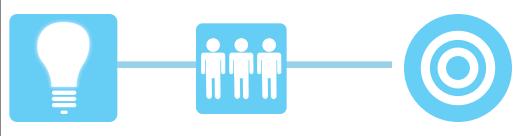
- Team size and longevity has modest positive effects
- Size has negative effects
- All in all, team size and longevity are not that important! Don't worry about it.





"Teams need a shared goal to be innovative"







Right

Team goals affect interactions within the team

? How

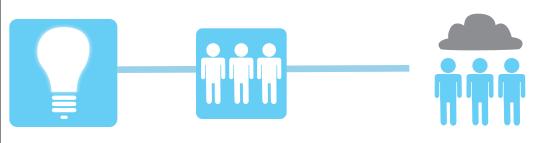
- Goal interdependency is key:
 communication and cooperation
 - ★ Formulate collective versus individual goals
 - ★ Provide group feedback
 - ★ Link rewards to team goals
 - ★ More important than task interdependency





"Team conflict stimulates innovation"







- Task conflict: inverted U-shape
 - **★** Triggers information exchange
 - ★ Negatively affects team effectivity
- (!) **BUT...**
 - Relation conflict: Detrimental for innovation
 - **★** Negative psychological reactions

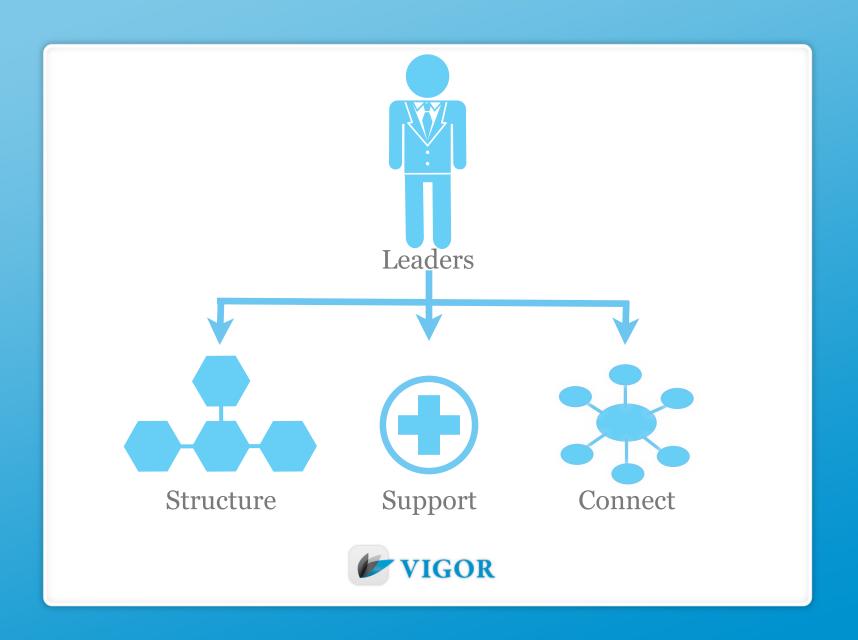


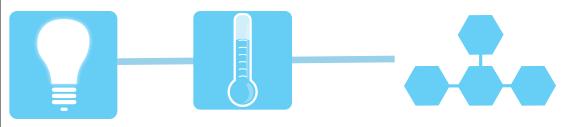


4. Create an innovative climate

"Climate change should be seen as the greatest challenge to face man..."





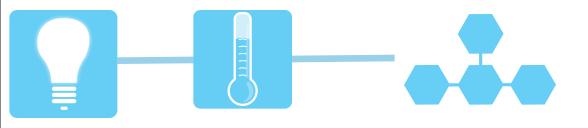


STRUCTURE

JOB

- High challenge, autonomy and complexity
- Increase attention, motivation and effort
- Make innovation a job requirement
- Time



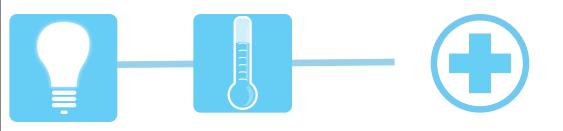


STRUCTURE

Vision

- Goals for creativity
- Translate organizational outcomes into attainable goals
- Goals can relate to innovative output as well as innovative activities (e.g. using multiple perspectives)

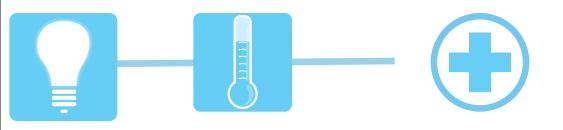




Support

Feedback

- Be available!
- Positive & informational style: highest creativity
- Developmental orientation
- Provide negative feedback in an informational way
- Paradox: people accept feedback from more experienced employees, but these are often not the best sources

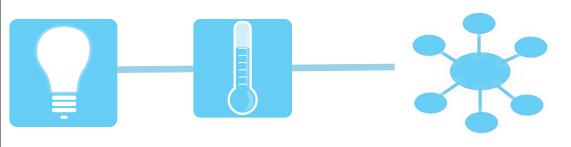


Support

Reward

- Importance of acknowledgment and recognition
- Extrinsic rewards: Beware!
 - ★ Positive effect for adaptive employees in simple jobs
 - ★ Null effect for innovative employees in complex jobs
 - ★ Negative effect for adaptive/complex and innovation/ simple



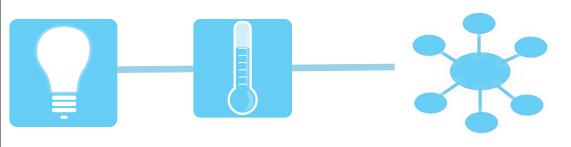


Connect

Building relationships

- Relationships outside work unit: important source of information and new perspectives
- Effect of non-work support from family and friends!
- Value of social media and idea suggestion systems





Connect

Work Space Design

- Colleagues are information resources for innovation
- Make sharing of innovation more likely to happen
- Provide meeting spaces where employees can interact and discuss ideas



Ten commandments

- 1. Test for creative ability, hire experienced and knowledgeable employees
- 2. Hybrid way of generating ideas is most productive
- 3. More ideas imply more good ideas
- Careful attention to idea selection is needed
- 5. Embrace team diversity
- 6. Formulate shared goals
- 7. Design creative jobs in an innovative vision
- 8. Give supportive and informational feedback
- 9. Stimulate information sharing within and between teams
- 10. Experiment, measure and build evidence on innovative performance





Het onbekende goud in uw organisatie: medewerkers als ware resources voor innovatie!

Considérer ses collaborateurs comme une véritable source d'innovation.



Vragen aan het panel

leren van elkaar over hoe verder met maximale relevantie voor het bestuur/publieke organisatie

Questions au panel d'orateurs



Het onbekende goud in uw organisatie: medewerkers als ware resources voor innovatie!

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Bedankt sponsors & partners!

Merci à nos sponsors et partenaires!













