

Preface

This book came about to support the practice of contests to manage innovation and to provide a state-of-the art survey for conducting research in open digital innovation contests. Contests combine creativity and business with fun and have become popular means for stimulating the development of services for the digitalization of society.

Through its activity descriptions and guidelines, this book provides a practically useful approach to innovation for managers and policy makers. It helps contest organizers to build the momentum to engage in open data innovation, and it offers a set of strategies for managing innovation barriers. Also, it can serve as a textbook on graduate and undergraduate courses in digital innovation and entrepreneurship.

The content of the book is based on longitudinal action design research that we have conducted over the past five years. It involves multiple digital innovation contests in Europe, Asia and Latin America and has given us access to a rich data set on open innovation. During our research journey, we have been able to support the contest organizers with theoretically anchored advice while at the same time create and field-test the approach presented in the book.

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