"Our purpose is to make Operating Companies within the business group PEPP become self-responsible and capable to continuously innovate by making use of the creative ideas of employees."



Unfortunately, we see that Operating Companies struggle to (prioritize) innovate and that employees within the OpCo's are hindered and prevented to generate creative daily work activities. As a result, bottom-up innovation doesn't occur.

How can the organization support employees to improve existing business practices and innovate in a structured, consistent, and experimental manner during their daily work activities?

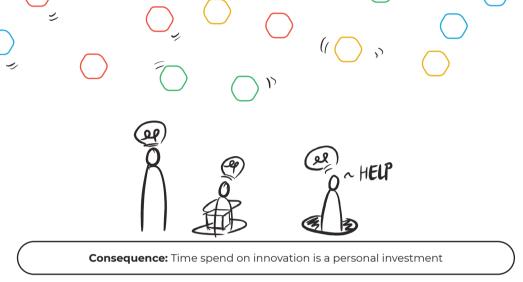
(1) PEPP-Theoretical Framework

Identifying 15 factors what affect employees within OpCo's to exhibit innovate behaviour, on which 6 personal factors and 9 contextual factors.

(2) Problem Analysis



Main Hurdle: A lack of Time



A handful of employees work on self-initiated ideas in their personal time, yet experience 3 pain points that discourage or inhibit them. Additionally, most ideas are doomed to fail due to a lack of innovation expertise and employees getting stuck in well-known innovation pitfalls.

Pain Point 1: High Risks

Pain Point 2: No Rewards

Outcome: A low success rate

The first step of a roadmap for realizing bottom-up innovation within an operating business:

The Crash Course "Verbeteren = Experimenteren"

In 3 times a 1-hour mini-training session employees can kickstart their idea and will be able to determine whether their idea adds customer value and is an opportunty worth to build a solution for.

As a result, (i) employees are equipped with the necessary innovation expertise, (ii) self-initiated ideas have a higher success rate, and (iii) the crash course is ready for implementation.

(1) A higher Success Rate

By offering an MVP Tooling

(2) Time To Innovate



