





# An Innovation Advisor Curriculum for the Wood and Furniture Industry

Radmila Ustych, Uwe Kies · InnovaWood

Jeroen Doom · Woodwize

InnovaWood Virtual General Assembly • 8 July 2020











eqwood.org









### Design the curriculum of a new vocational profile 'Innovation Advisor'

- Skills set to manage innovation combining green, digital and marketing soft skills
- Based on skills requirement analyses in previous projects FUNES, WOODUAL, IM-FUTURE
- Set of independent learning modules aimed at workers
- Coherent with EU instruments for mobility / transparency EQF, EQAVET, ECVET
- Develop a European Network for sectoral qualification and training in the wood and furniture industry

Erasmus+ no. 591939-EPP-1-2017-1-IT-EPPKA2-SSA

Coordinator: FederlegnoArredo

Project duration: 01.01.2018 - 31.12.2021

Total budget: 299.000 EUR

Consortium: 10 partners in 5 countries

eqwood.org





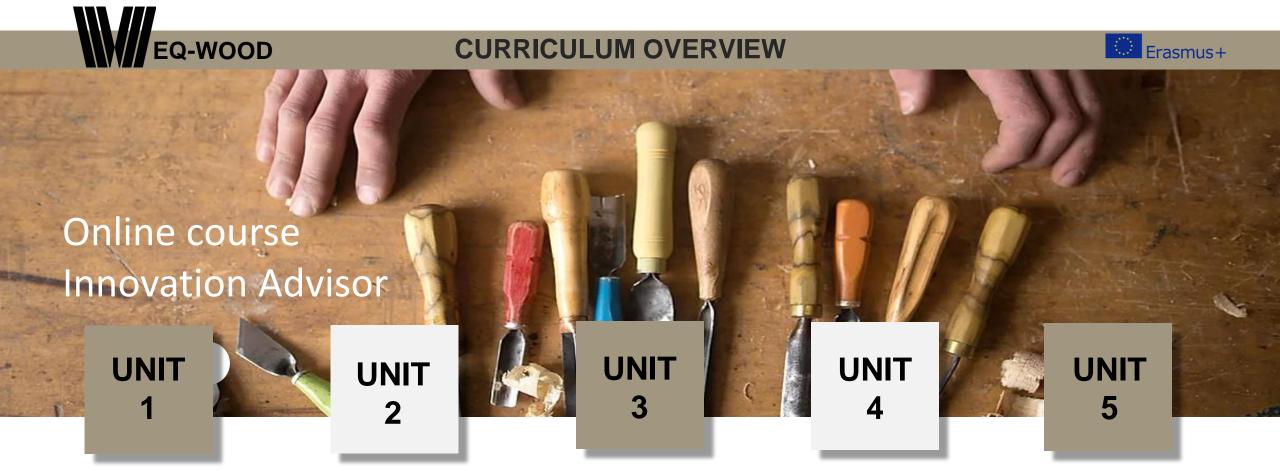












Design thinking, conception and prototyping

Innovation management

Design, trend and innovation research

Project management

Professional development, networking and intercultural skills

Total hours:





## Unit 2 Innovation Management

- 1 Introduction to Innovation
  Importance of Innovation. What is innovation. Innovation Manager
- **Q2** EQ-WOOD Innovation Canvas Innovation as a Process.
- Brainstorming and Co-creation Your project idea
- Customer Segmentation Your target groups



Brands and messages

Channels and relations: Partners

Resources and processes

Value creation: How you make money

Factsheets: Innovation company cases







### **UNIT 2. EQ-WOOD INNOVATION CANVAS**





Veldeman Group (Target groups, Offer, Channels)



Van Hoecke Ta'Or Boxes (Processes, Channels, Relations)

### Product idea

ps		Brand and messages	Offer		Resources	Partners	
Who are our sales targets and who will be using our offerings?  CLIENTS		How do we want our brand to be perceived and what is our story to sell the offerings?			What (internal) key resources do we need to create and deliver the offerings?	Who are our (external) key partners to create and deliver the offerings?  DELIVERY	
÷		FUNDAMENTALS		÷			
Jobs to get	Pains	Channels	Core value	Unfair	Channels		
done What job(s) are our primary customer and user segment trying to get done?		Through which channels do our customers and users want to be reached?	What value do customers and users get back after experiencing our	Wat doen we beter dan onze concurrenten om waarde te creëren die moeilijk te kopiëren	Through which channels do our partners want to be reached?		
	Gains		offerings to get their job(s) done?	167			
		Relations			Processes		
USERS		What kinds of relationships do our customers and users expect?			What (internal) key processes do we need to create and deliver the offerings?	RED	
au	Jobs to get done What job(s) are our primary customer and user segment trying to	Jobs to get done What job(s) are our primary customer and user segment trying to get done?	FUNDAMENTALS  Jobs to get done What job(s) are our primary customer and user segment trying to get done?  Gains  How do we want our brand to be perceived and what is our story to sell the offerings?  FUNDAMENTALS  Channels Through which channels do our customers and users want to be reached?  Relations  What kinds of relationships do	How do we want our brand to be perceived and what is our story to sell the offerings?  FUNDAMENTALS  FUNDAMENTALS  FUNDAMENTALS  Channels  Channels  Through which channels do our customers and users want to be reached?  What value do customers and users get back after experiments our offerings to get their job(s) done?  Relations  What kinds of relationships do	How do we want our brand to be perceived and what is our story to sell the offerings?  FUNDAMENTALS  FUNDAMENTALS  Channels  Channels  Through which channels do our customers and users want to be reached?  What value do customers and users want to be reached?  What value do customers and users get back after experiencing our offerings to get their job(e) done?  Relations  What kinds of relationships do	How do we want our brand to be perceived and what is our story to sell the offerings?  FUNDAMENTALS    Walk aan producten/diensten bieden we aan onze klanten en gebruikers?   What (internal) key resources do we need to create and deliver the offerings?	



Dovy Keukens (Offer, Relations)

#### How do we make money?

PATTERN	REVENUE STREAMS AND PRICING	COSTS	INVESTMENTS	
How, when and how often do we charge our customers?	What are our revenue streams and how much do our customers pay (per unit)?	What are the most important costs of creating and delivering the offerings?	How much money do we need to spend before we earn?	
	****	330		





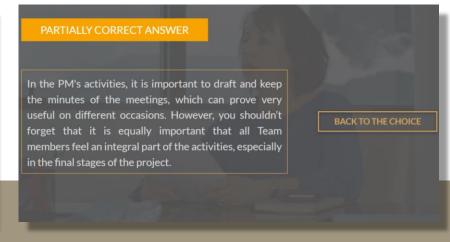




#### **MOOC 'Innovation Advisor'**















**Final tests** 



Additional reading material

eqwood.org



Gamified scenario



Voice over









### Thank you!

Radmila Ustych, Uwe Kies • *InnovaWood* office@innovawood.com

Jeroen Doom • Woodwize jeroen@woodwize.be

eqwood.org













