Contents

Foreword	ix
Introduction	xiii
Chapter 1. Innovation: What Exactly	
Are We Talking About?	1
1.1. Some key distinctions	2
from discovery and invention	2
invention and innovation founded upon?	3
on their purpose	8
on their scale	10
1.4. Reasons for innovation	13
Chapter 2. Thinking about Innovation Differently	17
2.1. Innovation in society	17
2.2. Schumpeter's models of innovation	20
2.3. From innovation as an outcome	
to the analysis of innovation as a process	22
model of innervation	94

	2.5. A fertile ground for the creation of the linear and hierarchical model of innovation	25 25 27
	2.6. Impact of the model with respect to the definition of research and innovation policies2.7. Limitation of the linear and	28
	hierarchical model	30 30
	2.8. The design process at the core of the innovation process	36
	we speaking about exactly?	40
	process according to L. Blessing	40 41
	design process	42
	versus innovative design regime	44 46
CI	napter 3. Artificialism	51
	3.1. Artificial world as a set of artifacts	52
	to the understanding of the design process	55 55 56
	3.2.3. Specificities of the design process	60 61
	3.4. Key propositions of Artificialism	62
	from the artificial perspective	68
	system to ensure the effectiveness and efficiency of the design process	69
	3.5.2. Thinking of the user	70

viii Creative Rationality and Innovation

5.5. Towards the pedagogy of adventure	
5.5.2. Otherness: recognizing the other	
of adventure to its implementation?	137
Conclusion	147
Bibliography	149
Index	163