



## Blueprints - Introduction

### University – Industry Interaction Mechanisms 2.0

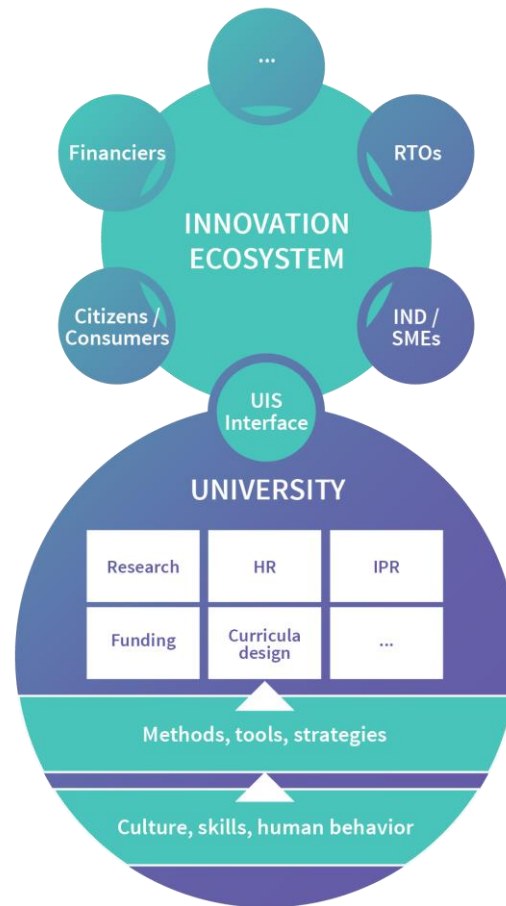


## Science2Society in a nutshell ...

The overall mission of Science2Society is to understand and improve the **efficiency** of the European **innovation system** and the ways it creates new businesses, turns technology into products and services, attracts financing and generally creates value from academic research.

### 7 formats “OI applied”

- Co-Creation
- Co-Location
- Collaborative R&D Projects
- Intersectoral Staff Mobility
- Big Research Data Transfer
- University Knowledge Transfer
- Open Innovation Marketplace



Consume



Contribute



Be part of it

**Start:** March 2016 (36 months)  
**Beneficiaries:** 18 (7 countries)  
**Budget:** € 2.85M

## Approach

*In the context of Science2Society, the blueprint represents a **step-by-step guide** for setting up a **University-Industry-Society (UIS) Interaction Mechanism** in the field of **Open Innovation**. This slide deck contains the blueprints of the seven most common and relevant UIS Interaction Mechanisms, which can be used for **replicability**, but also for **designing new innovation mechanisms**. The form of the slide deck should foster the dissemination of these results among the main stakeholders (research organisation, industries and intermediates).*

*Each blueprint includes a detailed **process overview** of the interaction mechanism, followed by relevant **insights** (e.g. characteristics of the innovation actors, enabling elements, challenges & tips) and the most important **findings** and **recommendations**.*

*The blueprints are the results of an in-depth **pilot activity** carried out for 18 months during the project and also the results of an extended **literature review**.*

# Impressum



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## LAYOUT AND DESIGN

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This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No 693651

