

**Development Bank of Japan  
Pre-Opening Seminar, Ohtemachi Innovation Hub  
Tokyo, March 19, 2013**



# **Toward a (New) Model for Japanese Innovation: Implications from the U.S. Model**

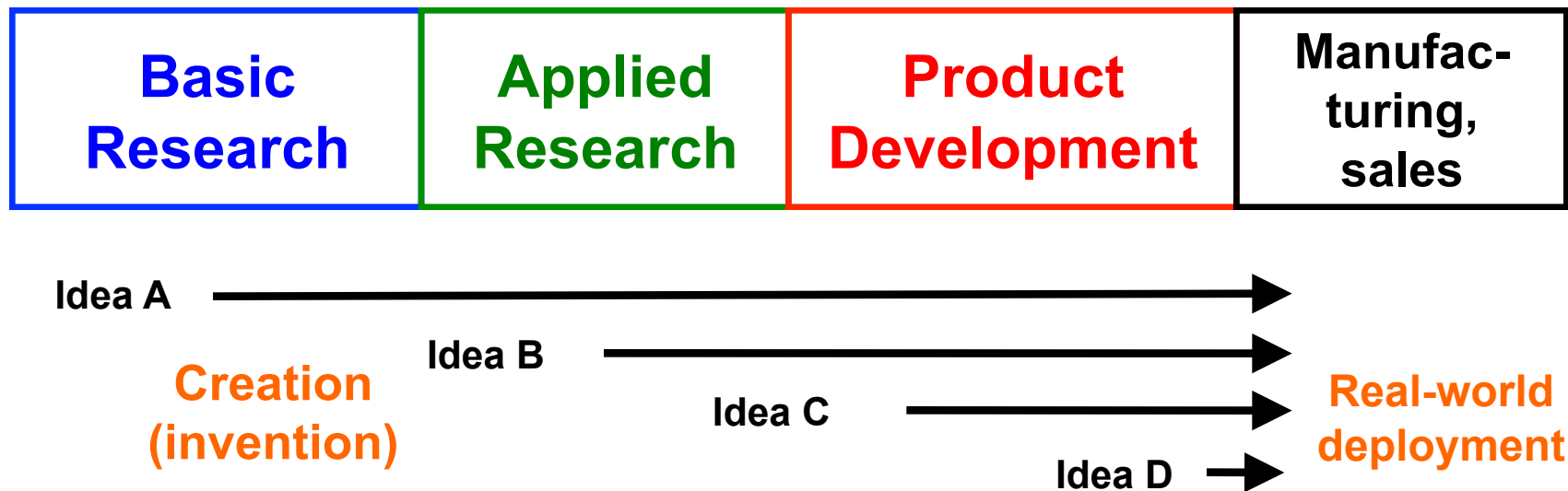
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# Outline



- ◆ **Processes and systems of innovation**
- ◆ **Open innovation**
- ◆ **Comparison of the innovation systems of Japan and the U.S.**
- ◆ **Toward a new model for innovation in Japan**
  - ◆ **Recent change and developments**
  - ◆ **On the role of an “innovation hub”**

# Innovation as a process



***Definition of innovation: process that leads from creation of a new idea (invention) to its real-world deployment (often by commercialization)***

**New ideas can first appear at any stage of R&D**

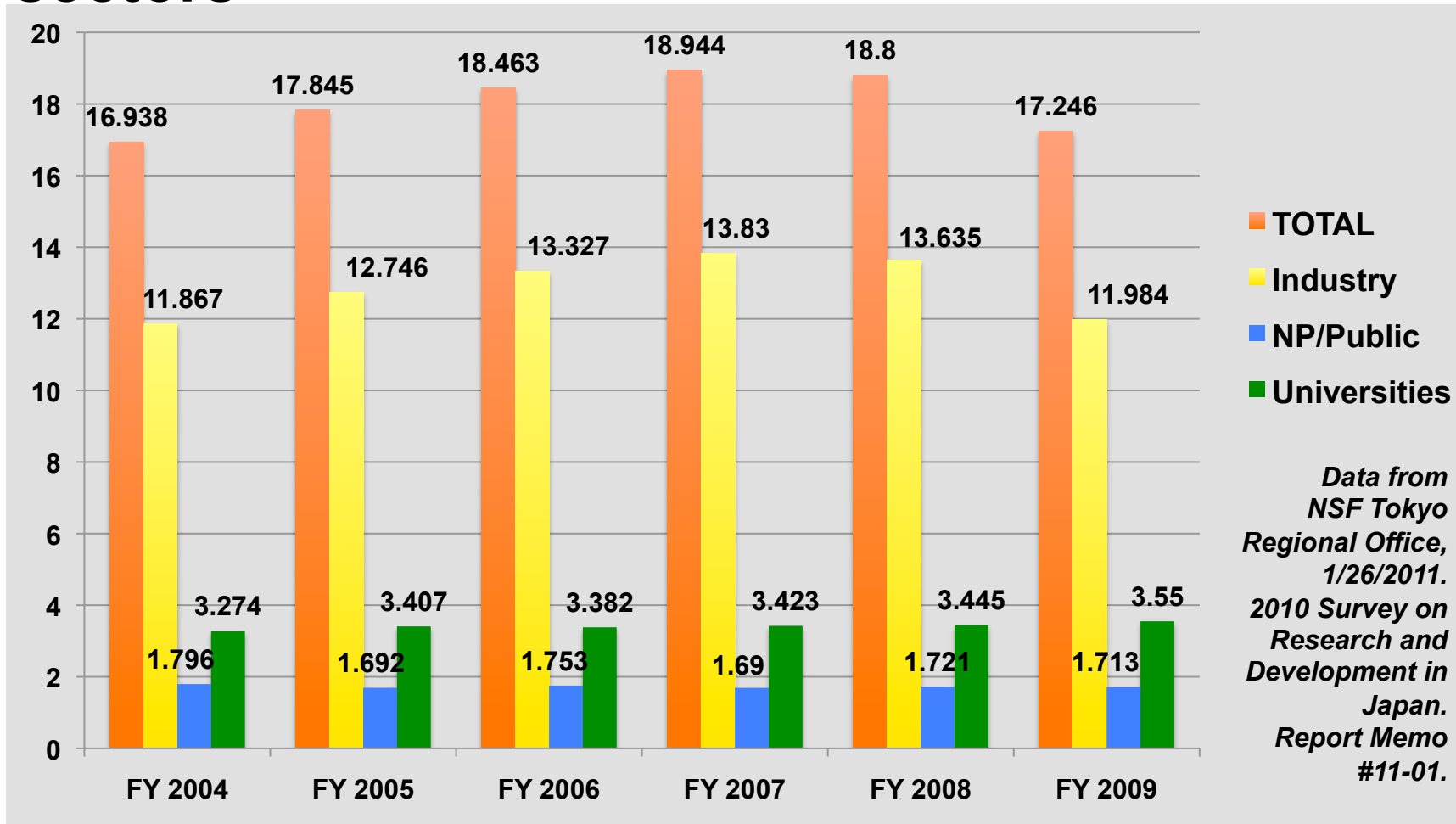
# Innovation differs from invention

<b>Invention</b>	<b>Innovation</b>
<b>Some inventions are instantaneous</b>	<b>Innovation is a process, and so it usually takes time</b>
<b>Some things are invented by individuals</b>	<b>Almost always, more than one person and group is required</b>
<b>Some inventions are unplanned</b>	<b>Innovation refers to an intentional, managed process or its result</b>
<b>At first, the practical value of an invention may be unknown; many inventions never yield economic value</b>	<b>Innovation always aims to provide value in the real world</b> <ul style="list-style-type: none"><li>• New value-added product or service, or</li><li>• Greater efficiency</li></ul>

# Most business innovations are late stage (development-stage), incremental changes

<b>Add new feature to existing product (category)</b>	<b>Nintendo “Wii”</b>
<b>Take existing product (category) to new market</b>	<b>Nintendo DS to “mature” markets</b>
<b>New combination of existing technologies</b>	<b>Apple i-Phone</b>
<b>Change of business process</b>	<b>Outsource employee medical services</b>
<b>New business model</b>	<b>SaaS, new types of online coupons (Groupon)</b>
<b>Completely new thing / category (rare)</b>	<b>(c. 1980) Personal computer ? Walkman?</b>

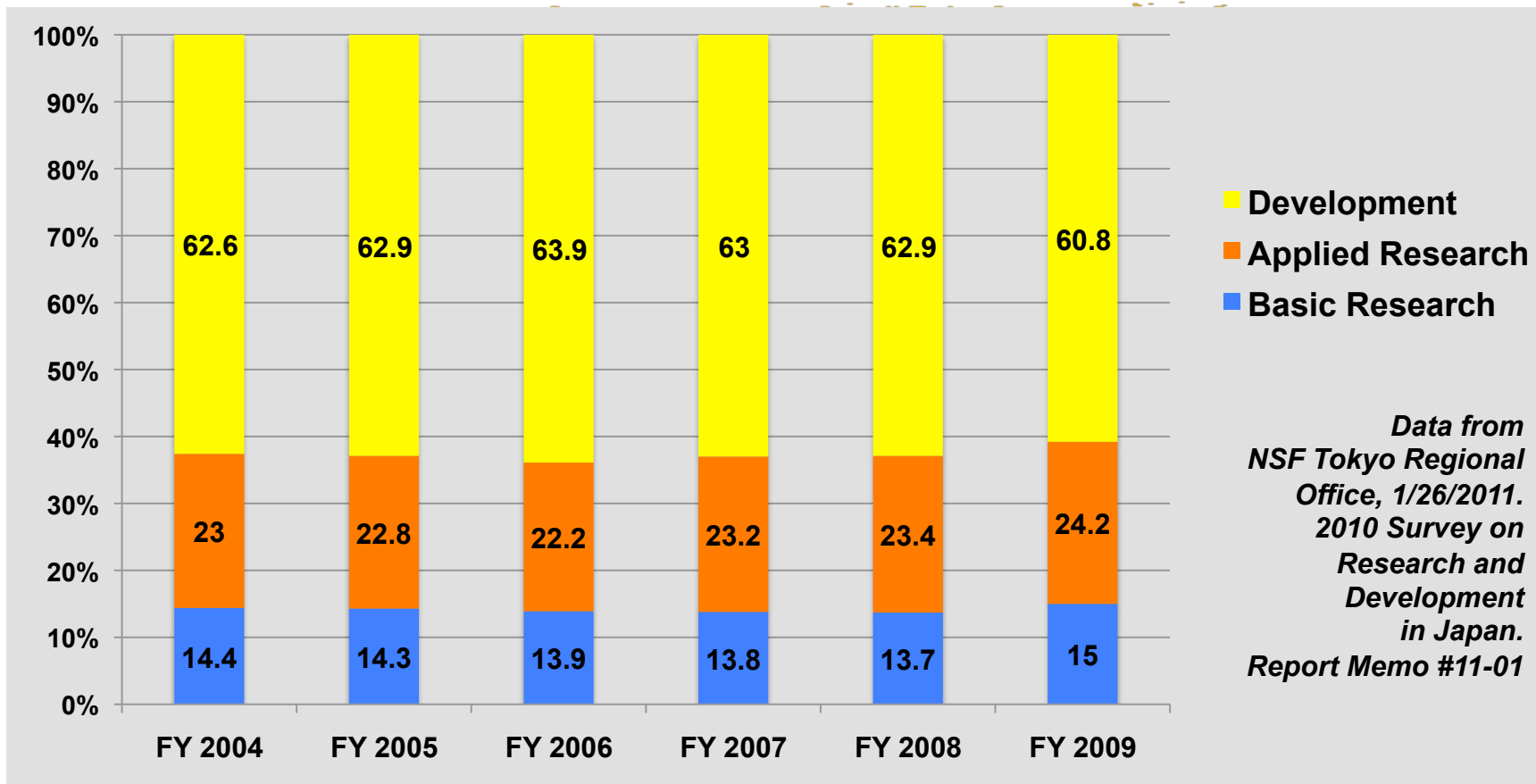
# Industry spends more on R&D than do other sectors



Trillions of Yen

Japan R&D Expenditures by Sector – FY 2004 - 09

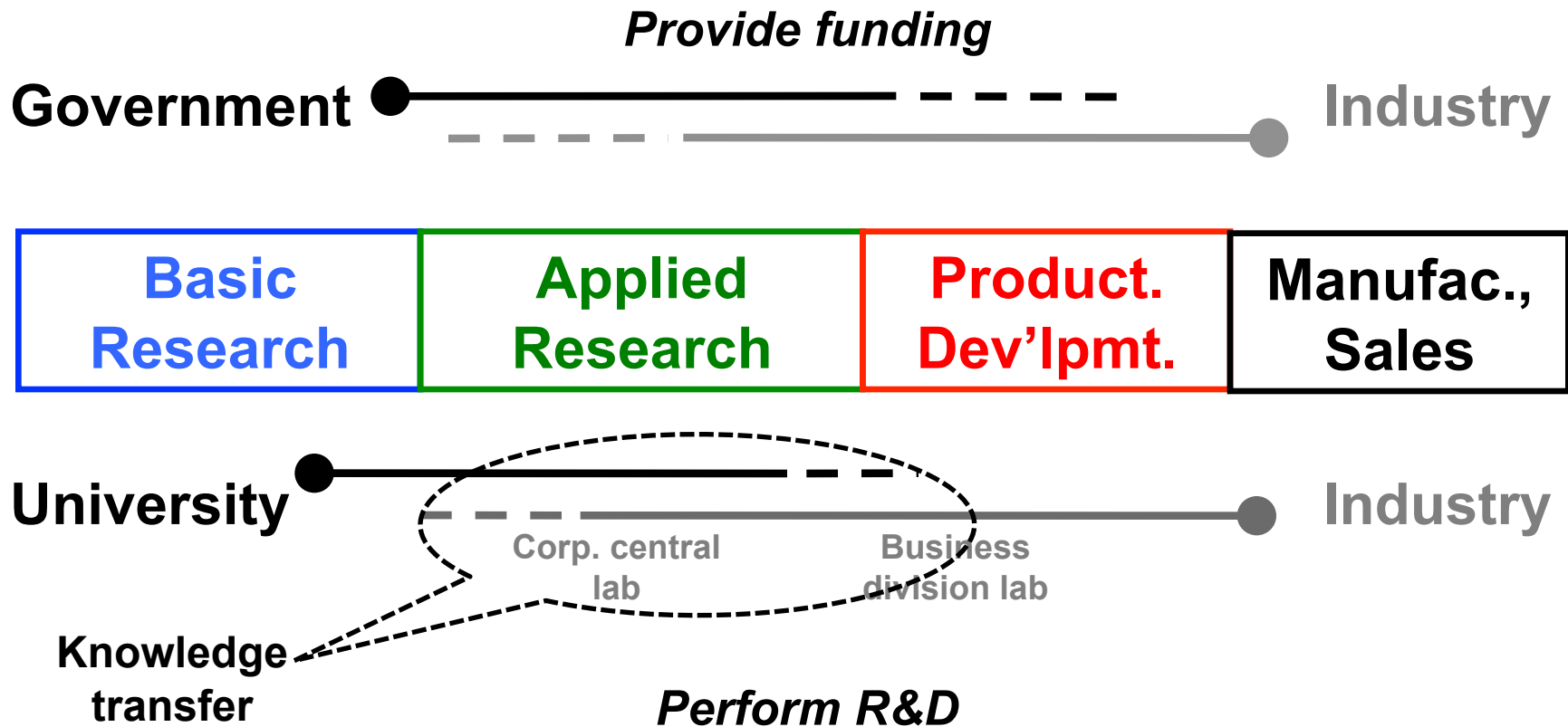
# The ratio of spending on the different types of R&D is relatively stable



## Japan R&D Expenditures in Natural Sciences by Type of Activity – FY 2004 – 09

'Natural Sciences' include Science, Engineering, Agriculture and Health. Of total 2009 R&D expenditures of ¥17,246.3 Billion (\$185.4 Billion), ¥15,865.5 Billion (\$170.6 Billion), 92 percent, went to Natural Science fields.

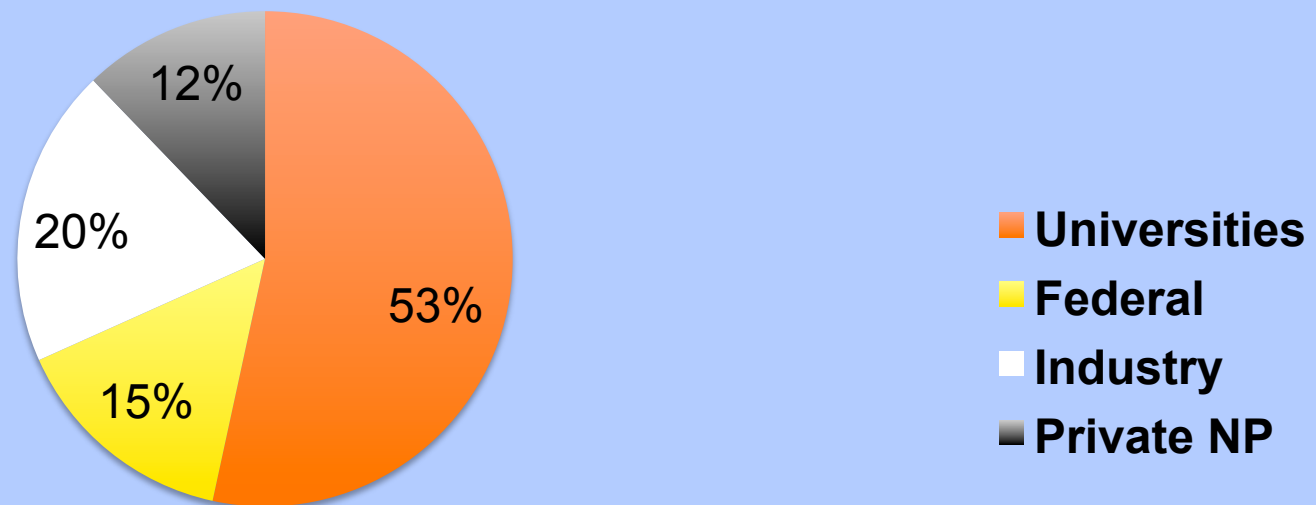
# Government, university, industry: complementary roles in an innovation system





# Sector roles in an innovation system: Industry = small share of basic research spending

Percentage by sector

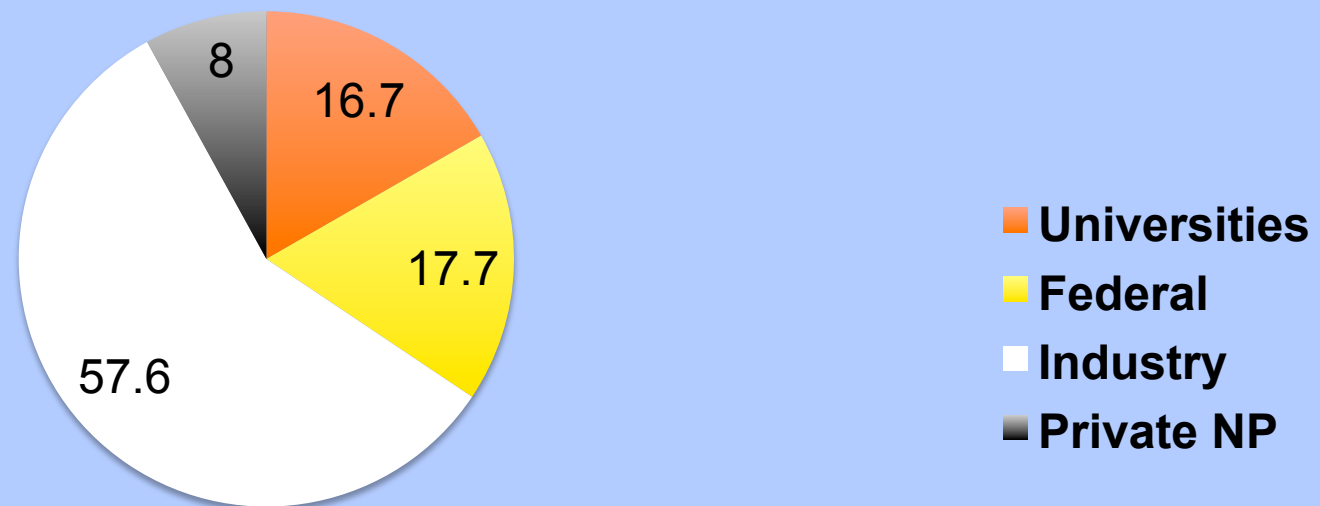


Each sector's share of total U.S. spending on basic research activities - 2009

NSF, *S&E Indicators 2012*

# Sector roles in an innovation system: Industry and other sectors share applied research

Percentage by sector



Each sector's share of total U.S spending on applied research activities - 2009

NSF, *S&E Indicators 2012*

# Sector roles in an innovation system: Industry does almost all the spending on development



Percentage by sector



Each sector's share of total U.S. spending on development activities - 2009

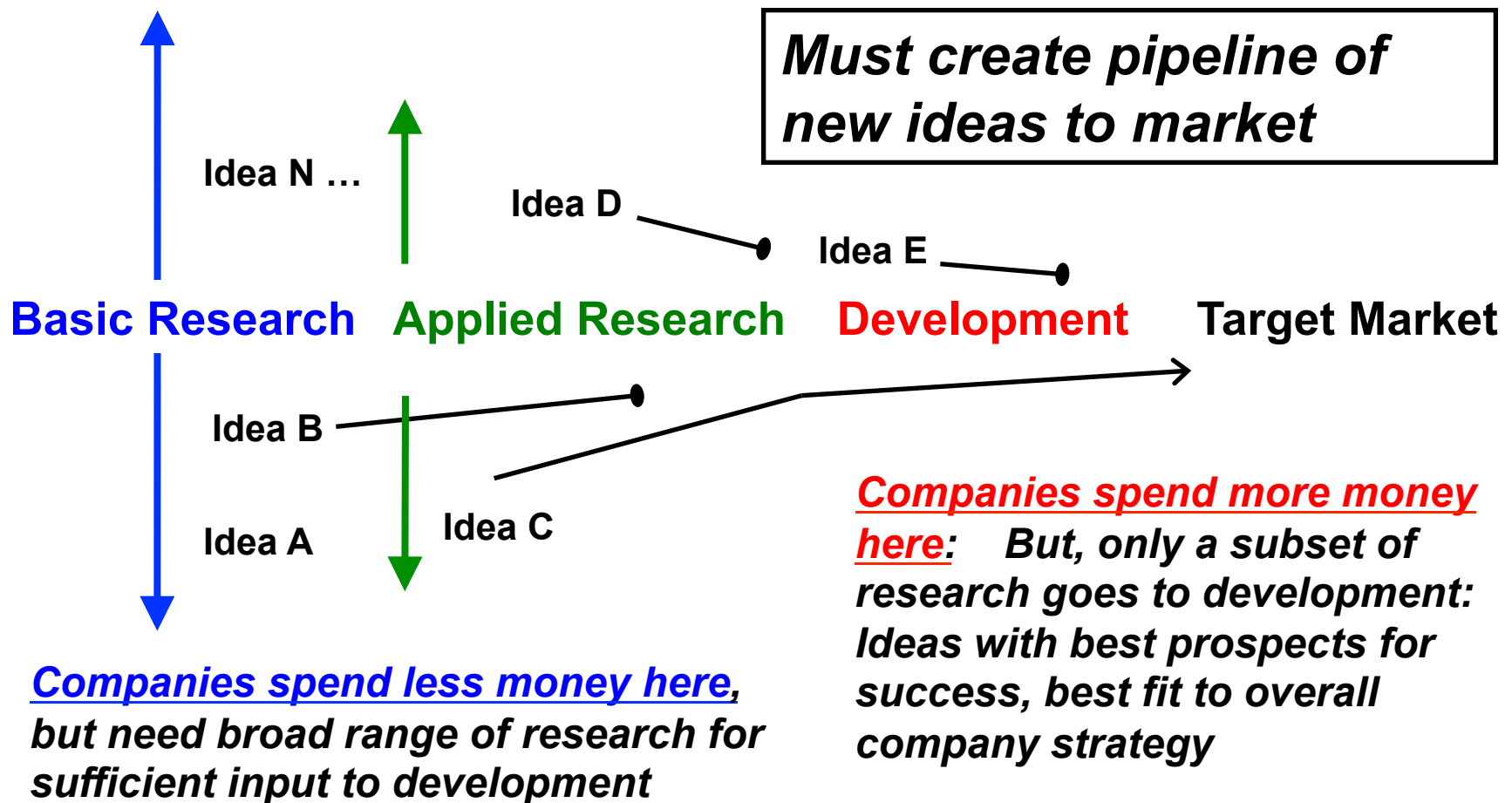
NSF, *S&E Indicators 2012*



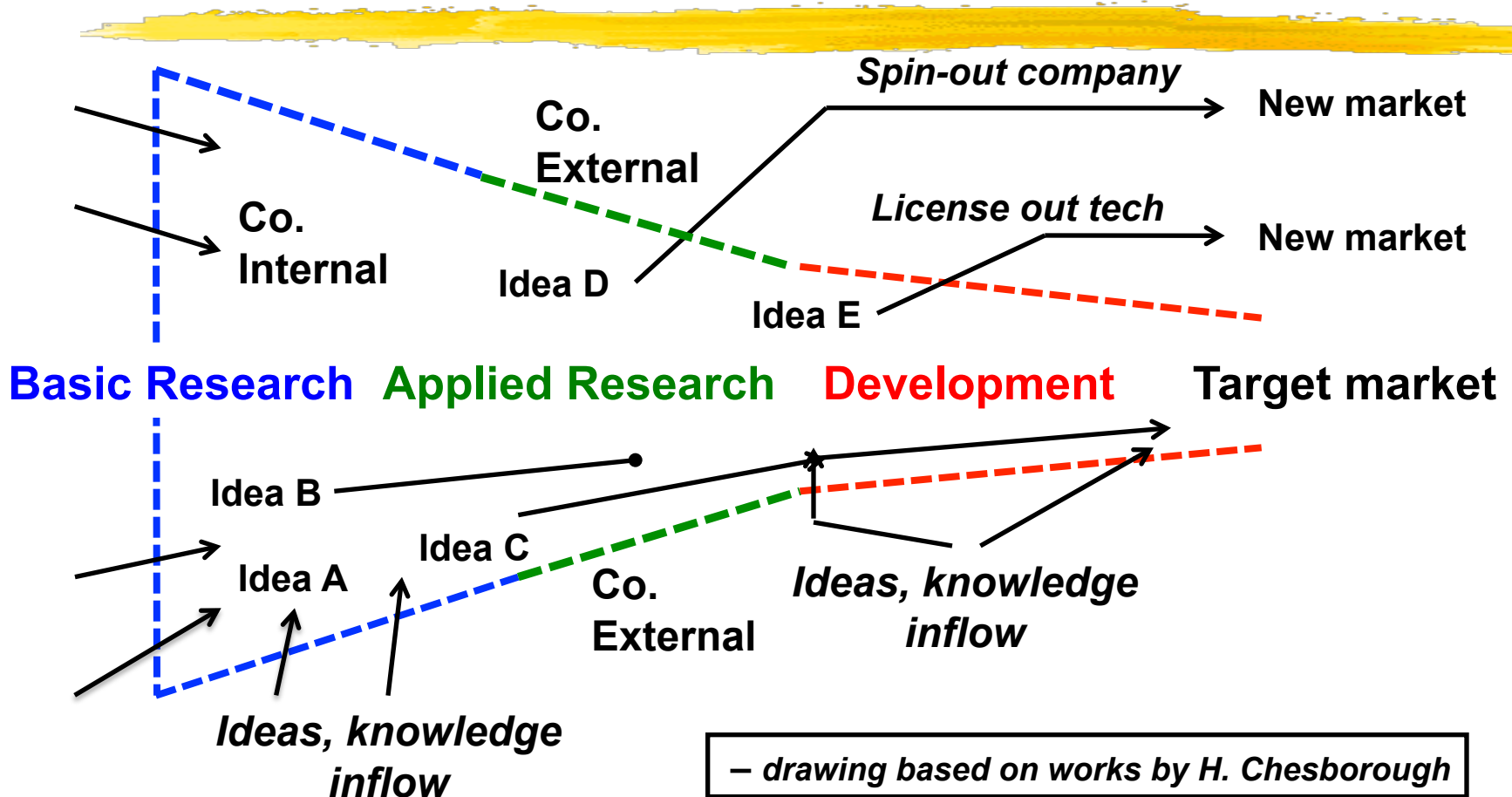
# **Open Innovation**



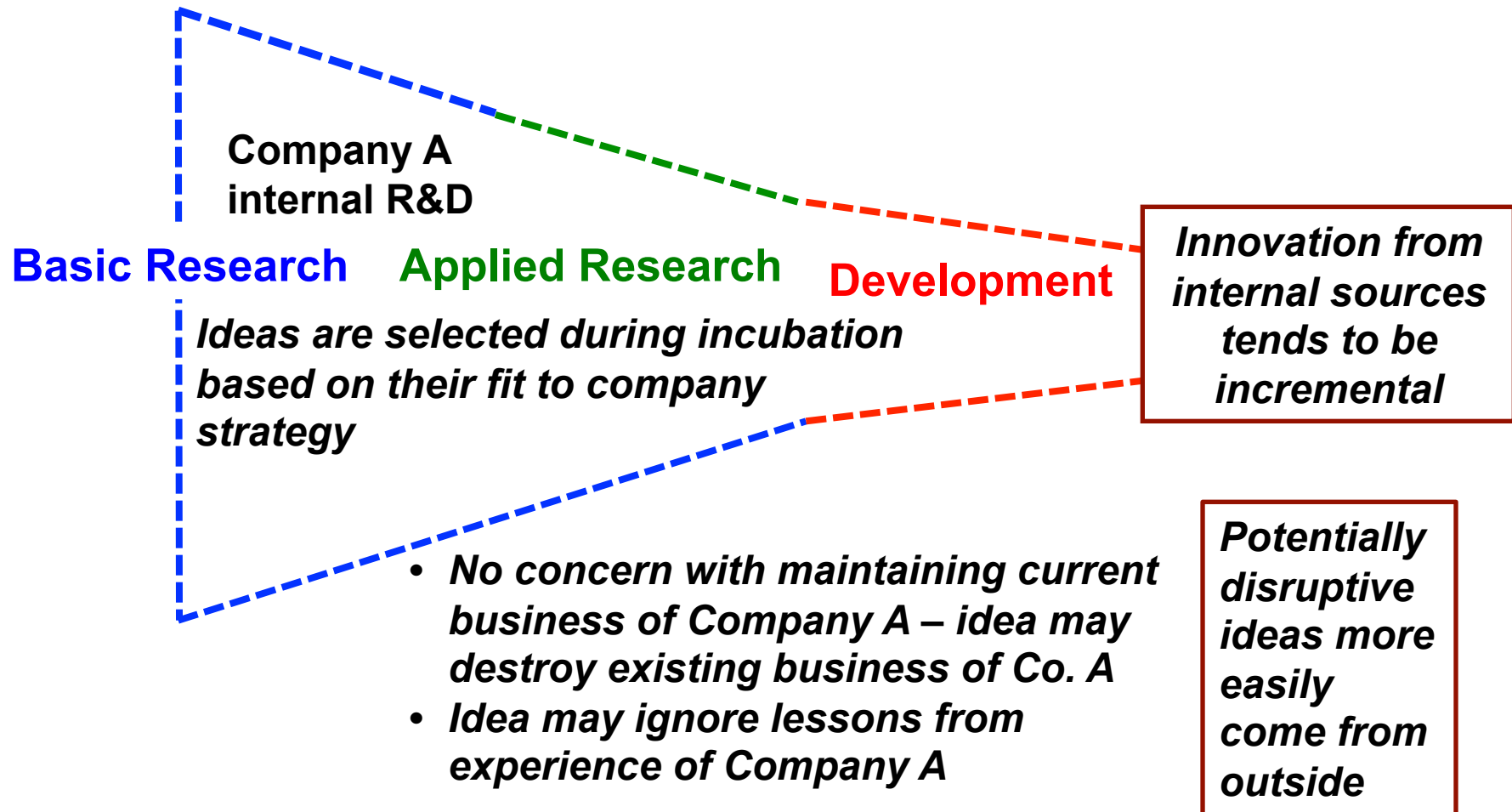
# Challenge of innovation management for a company



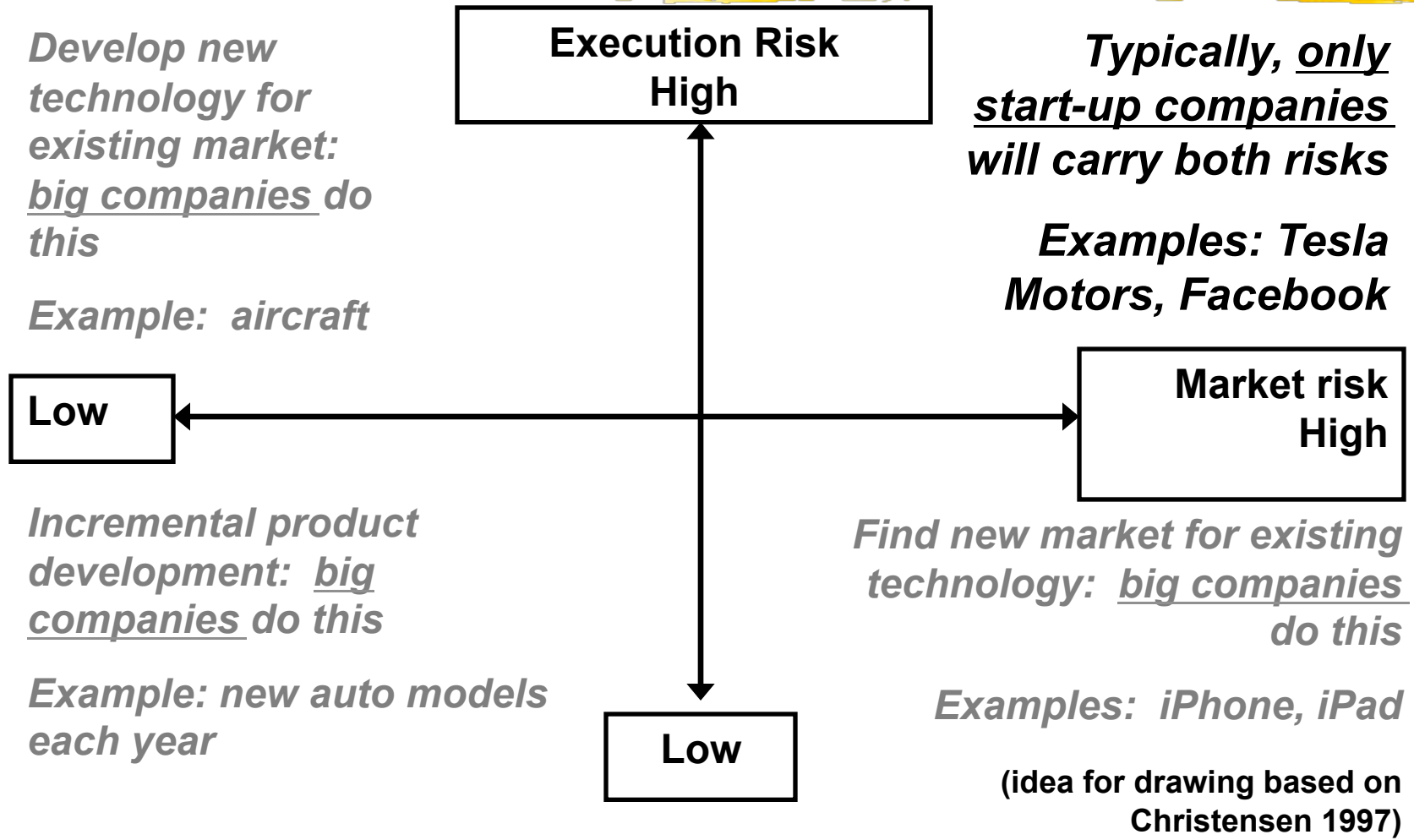
# Open Innovation: strategic use of the flow of knowledge across company boundaries



# Fundamentally different kinds of new ideas can be incubated outside a large company

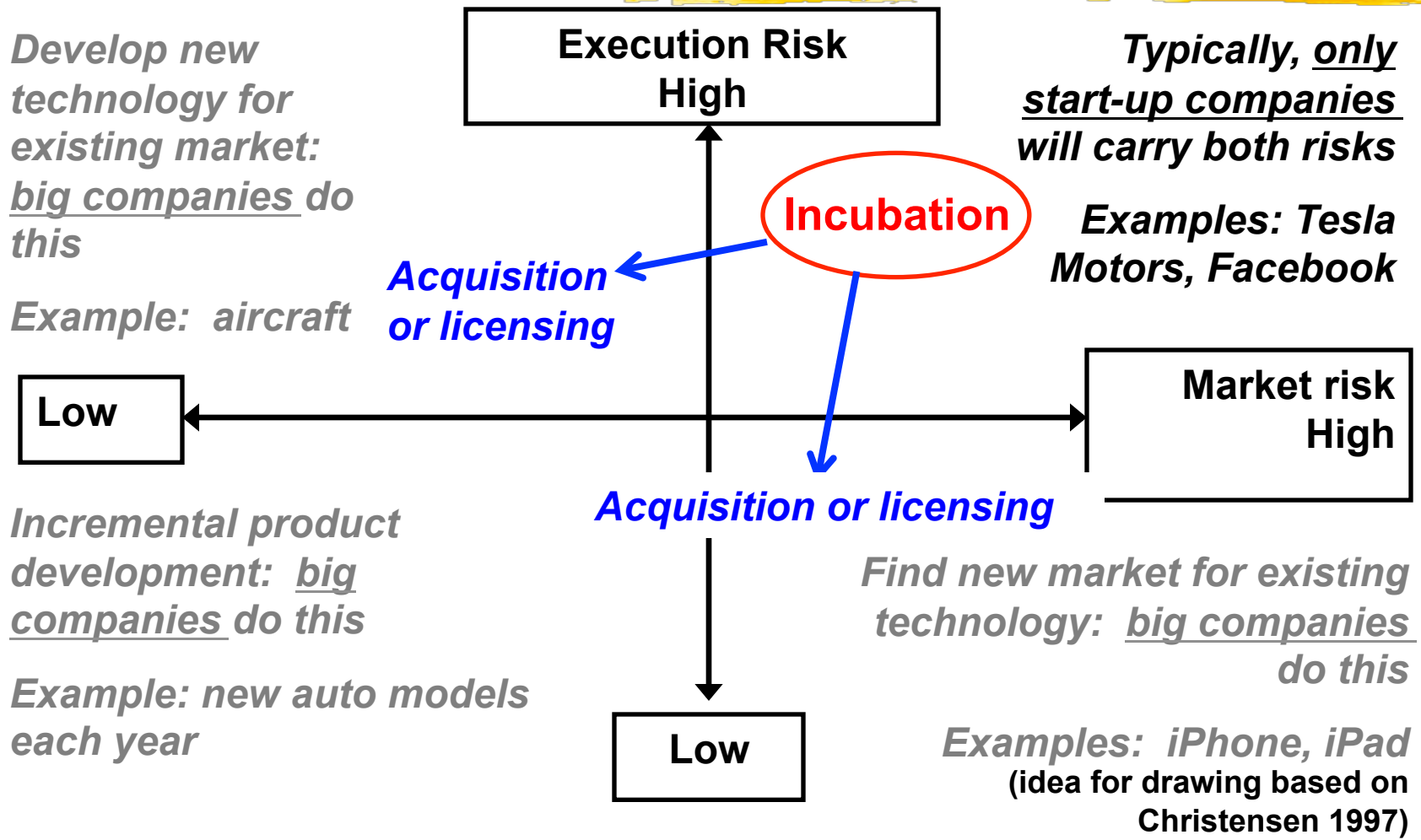


# Start-up companies' unique strength in innovation

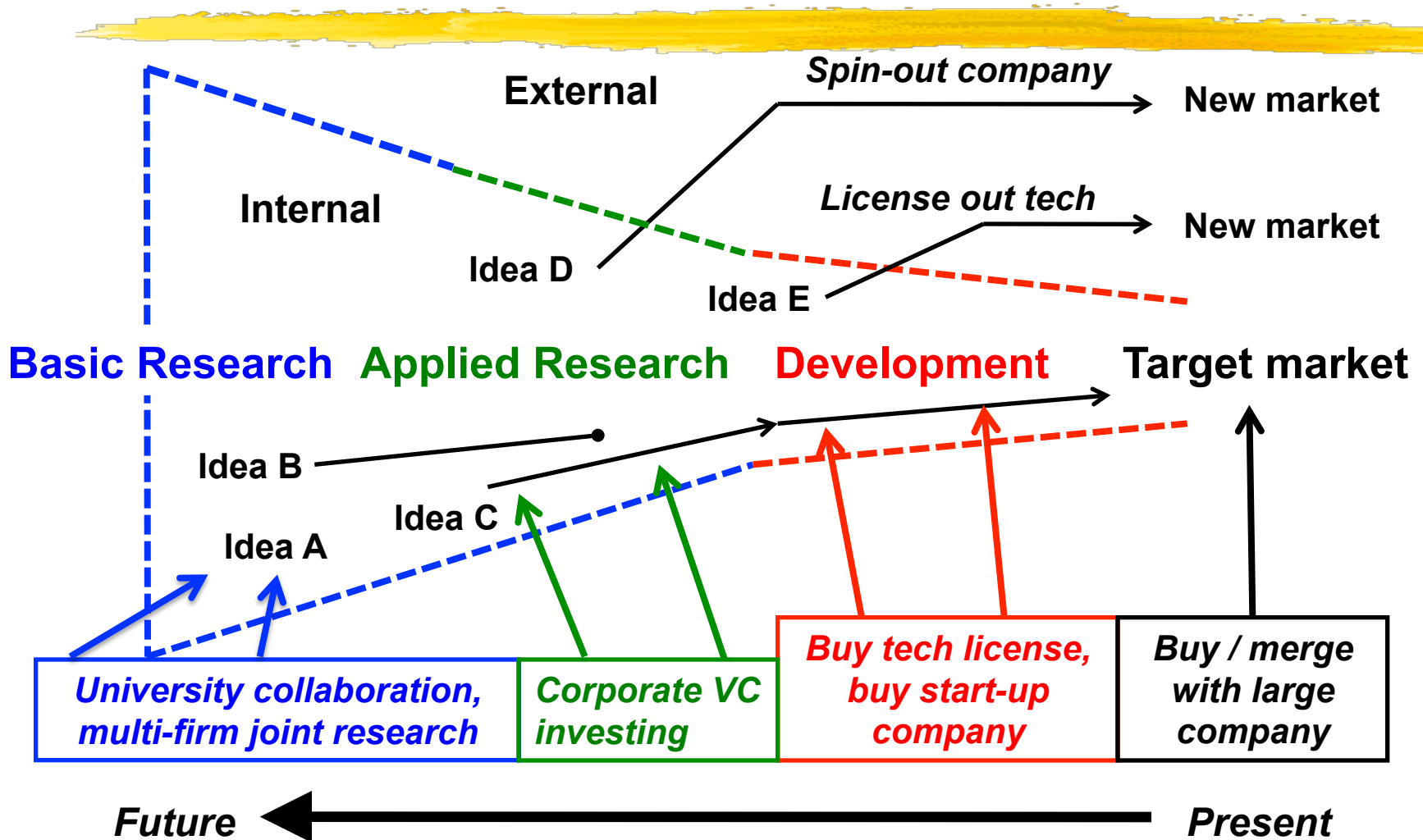




# Big companies “buy” start-up company ideas as they are incubated



# Open innovation channels differ according to “distance” of R&D activity from market entry



# Google: big company practicing open innovation

- ◆ R&D spending over the last 12 months (including 2012Q3) = \$6.217 billion
  - ◆ 13.1% of revenues; average for software industries is 13.3%
  - ◆ Net income (after expenses) was \$10.556 billion, and they paid no dividend
  - ◆ See <<http://www.google.com/finance?q=NASDAQ:GOOG&fstype=ii>>
- ◆ M&A, spin out activities
  - ◆ M&A not directly reflected in balance sheet: use of assets, not income
  - ◆ See <[http://en.wikipedia.org/wiki/List\\_of\\_mergers\\_and\\_acquisitions\\_by\\_Google](http://en.wikipedia.org/wiki/List_of_mergers_and_acquisitions_by_Google)>
  - ◆ Between 2001 and Dec. 2010, Google bought 85 companies, most of which were start-up companies

# Google acquisitions and venture capital activities

- ◆ In 2011, Google bought 25 companies
  - ◆ **One large acquisition:** Motorola Mobility (2011, \$12.5 billion) was about present day business
  - ◆ **24 start-up company acquisitions (probably around \$700 million) include:**
    - ◆ *Ecommerce enhancement* (including loyalty programs, digital rights management, digital coupons, price comparisons, limited-time deals)
    - ◆ *Social network enhancement* (platforms, social media analysis)
    - ◆ *Mobile business enhancement* (Android-related)
    - ◆ *Online video and audio (content distribution)*
    - ◆ *Nontext data processing* (voice recognition, image recognition)
    - ◆ *Infrastructure software: security*
- ◆ Google Ventures established corporate VC fund in 2009
  - ◆ **About \$100M / year;** in 2012.11 announced **increase to \$300M for 2013**
- ◆ No specific numbers on sponsorship of university research, but active support of research at Stanford (and other leading universities)

# One major US – Japan difference:



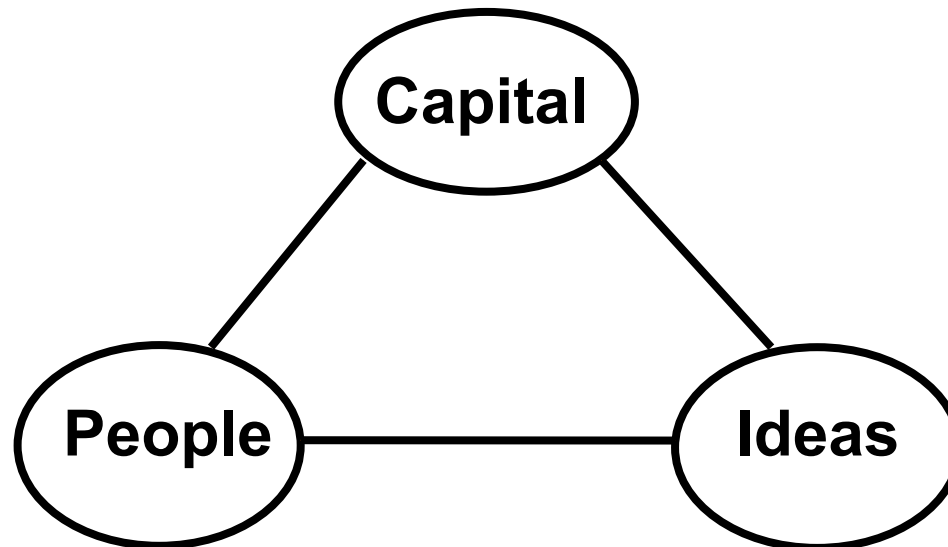
- ◆ **Open innovation in Japan tends to be done like outsourcing**
  - ◆ **Large companies look for an external partner to fill a particular niche in the supply chain**
  - ◆ **(Quasi-) Keiretsu affiliation is often the result of first sales from small company to large company**
- ◆ **Open innovation in the U.S. tends to border on (strategic) disruption of current company business**
  - ◆ **CTO is often independent office from R&D division**
  - ◆ **CTO provides independent views directly to CEO**
  - ◆ **Top-down major decisions about strategy meet bottom-up innovations that may be independent of existing R&D activities**



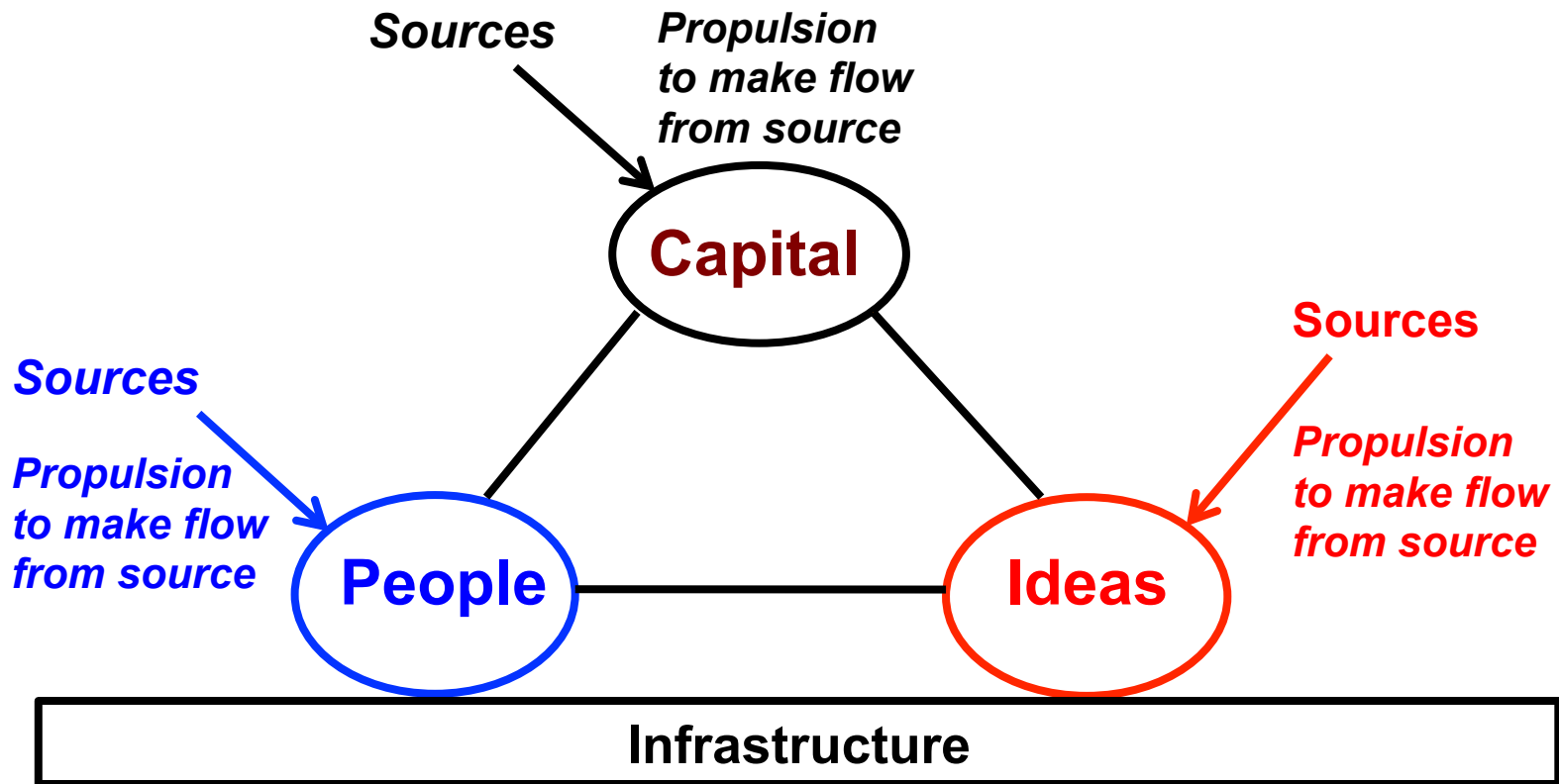
# **Comparing the Innovation Systems of Japan and the U.S.**

# Another definition of innovation

A new combination of people, a (business) idea, and capital

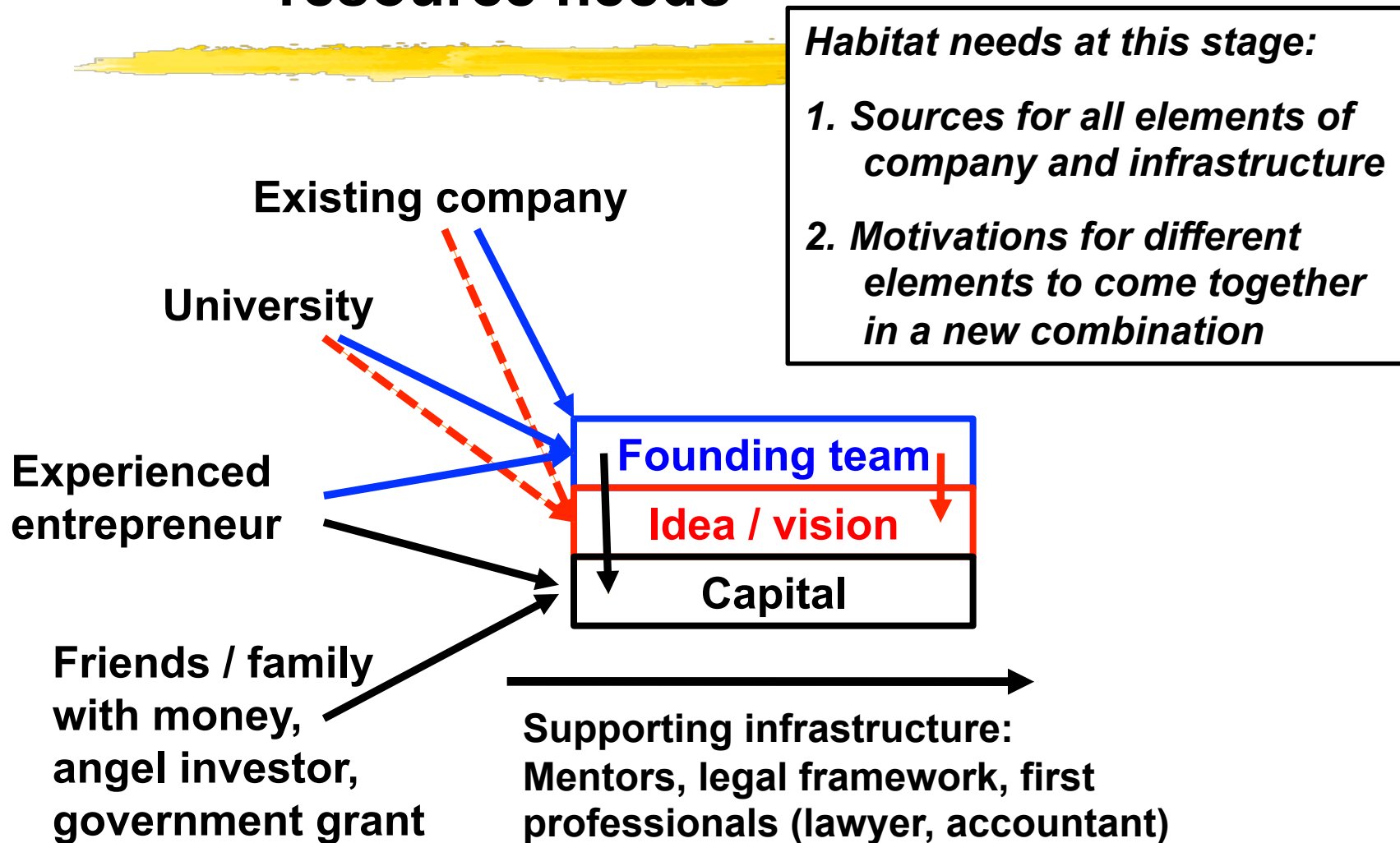


# Basic elements of an innovation system

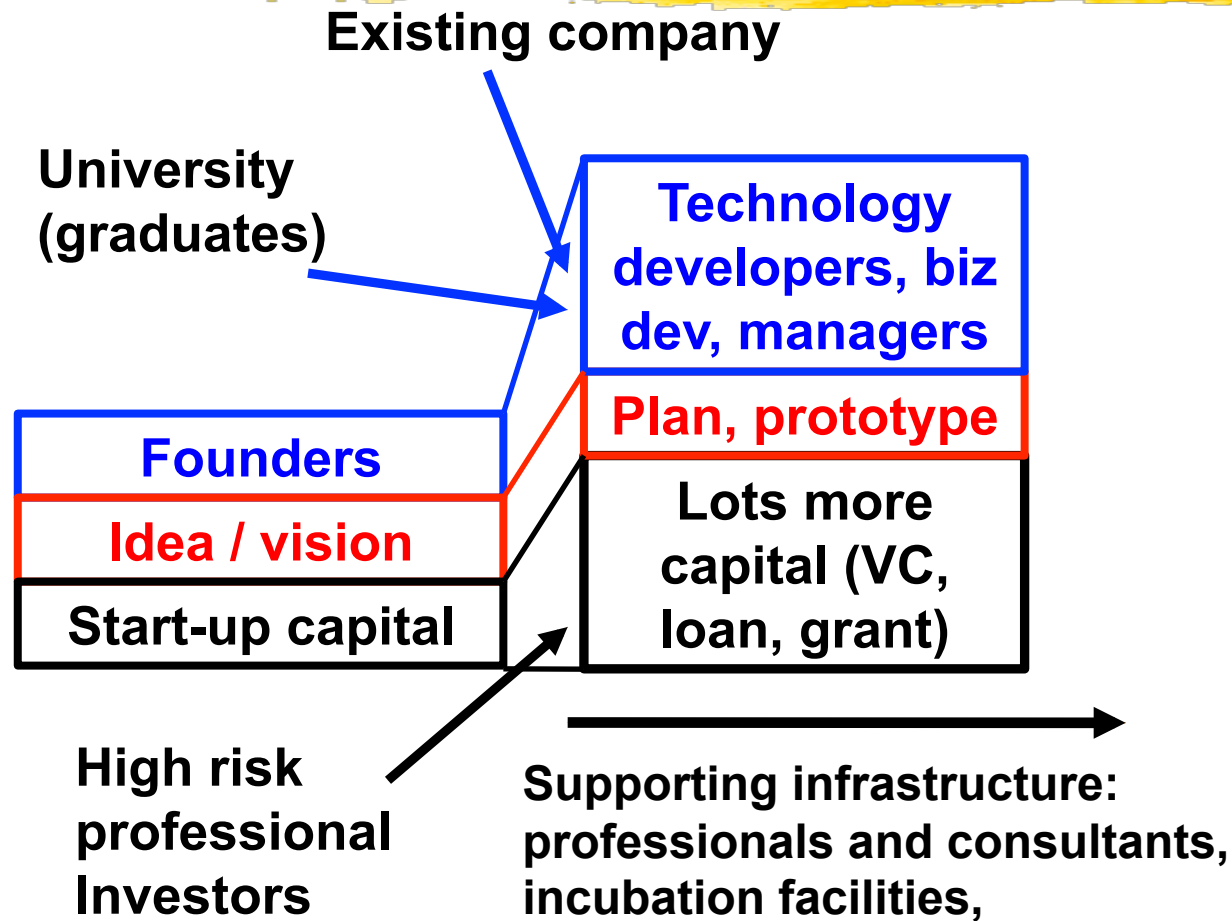




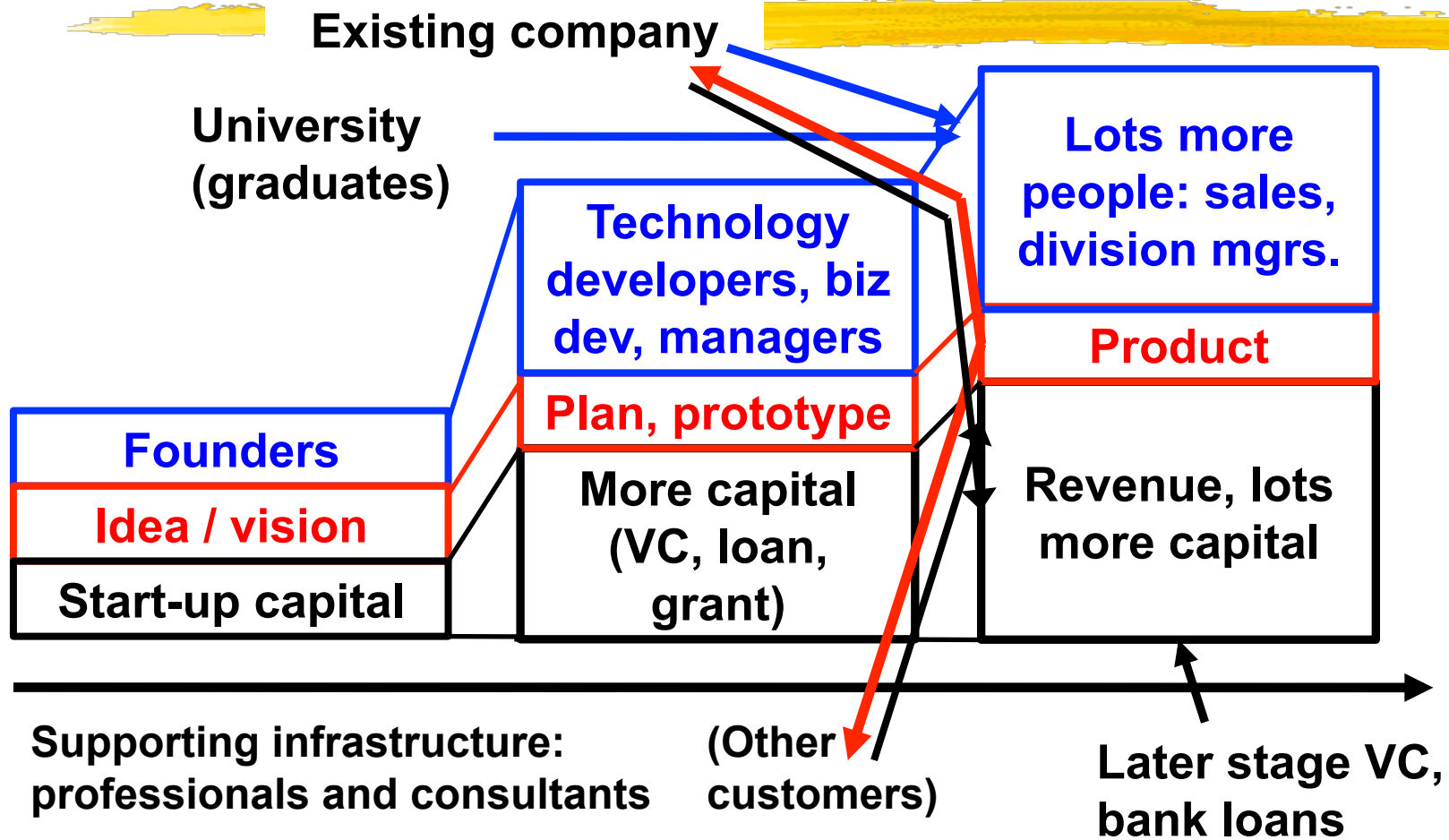
# Stage 1: Company creation sources and resource needs



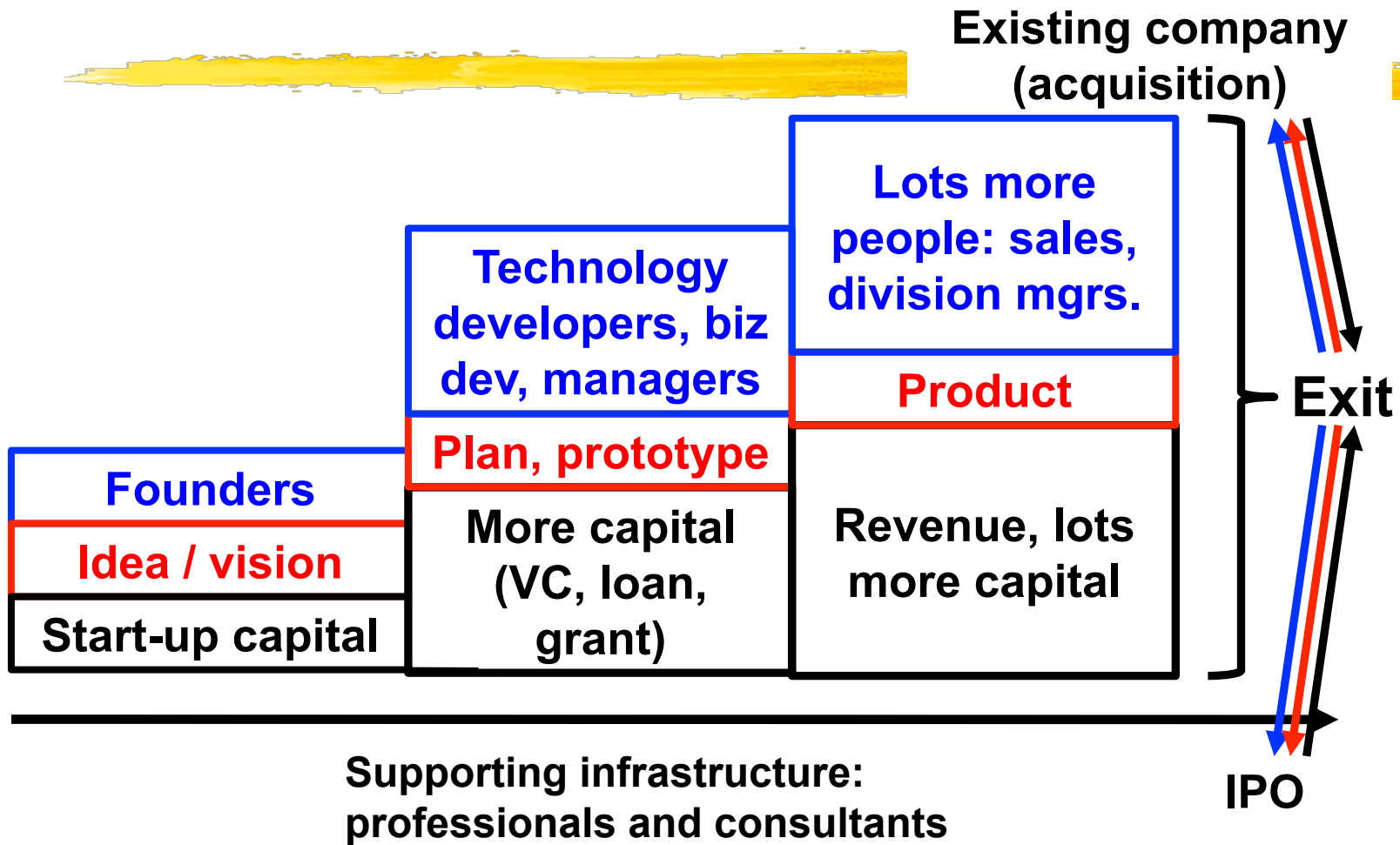
# Stage 2: Company incubation and development



# Stage 3: Customer acquisition / expansion



# Stage 4: Exit



# Some factors in comparing national innovation systems - 1

- ◆ **Flow of Capital:**
  - ◆ Flow of government funding flows to R&D in academia, industry – what kind of cooperative relationships are created
  - ◆ Flow of various types of risk capital to start-ups
  - ◆ Flow of income from sales by start-up company
  - ◆ Flow of capital at exit
- ◆ **Flow of People:** Employment patterns of workers
  - ◆ E.g., high mobility – not just entrepreneurs but labor force
- ◆ **Flow of Ideas:** Knowledge transfer
  - ◆ At start-up: policies and mechanisms to establish rights ownership and licensing
  - ◆ During incubation and exit: shift in start-up company ownership, management control, assets licensing
    - ◆ Integration by acquiring company

# Some factors in comparing national innovation systems - 2

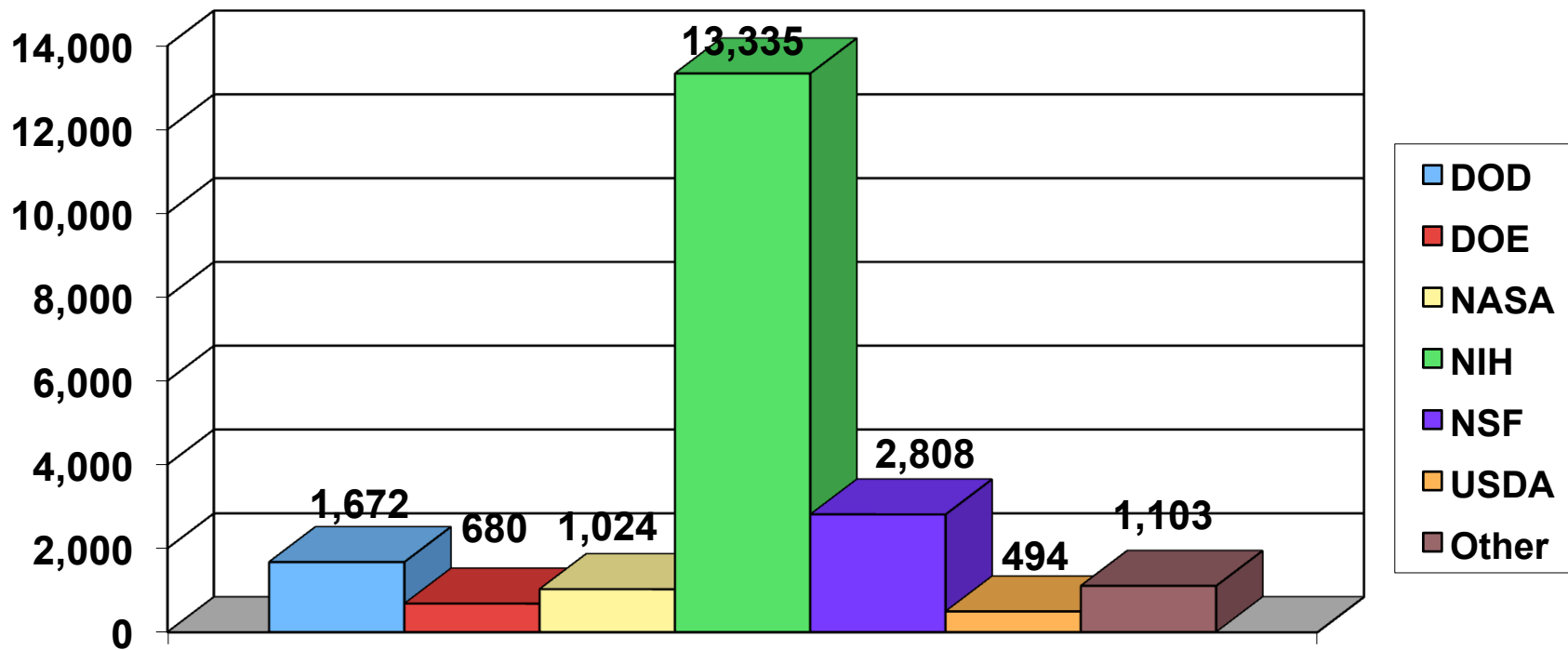
## ◆ Infrastructure factors

- ◆ Degree of macro-economic development; speed of growth
  - ◆ Advanced economies rely on innovation for competitiveness more than do developing economies
  - ◆ As economy advances, must deal with natural flow of standardizable activities to cheaper offshore regions
- ◆ Sector-internal characteristics
  - ◆ Example: Is there much M&A inside the industry sector?
- ◆ National policy objectives
  - ◆ Examples: to spread out capital more than just to a few big companies or business groups), regional infrastructure development, encouraging high-growth start-ups companies
- ◆ Legal framework and enforcement track record for IP protection and exploitation

# Comparing the U.S. and Japan systems - Capital flow - 1

	<b>U.S.</b>	<b>Japan</b>
<b>Government money for R&amp;D</b>	<b>Almost all competition-based funding</b>	<b>Much funding still allocated by ranking, seniority</b>
	<b>Multiple agencies fund research in each sector (see next slides)</b>	<b>Separate systems: university R&amp;D funds come from MEXT, industry R&amp;D from METI, ...</b>
	<b>Direct subsidy of industry R&amp;D politically difficult</b>	<b>R&amp;D policy: for industry / economic development (not much for defense)</b>
	<b>Matching fund requirements: create industry - university partnerships</b>	<b>Matching funds within industry for national government projects</b>

# U.S. government agency R&D funding to U.S. universities (2007, est.)



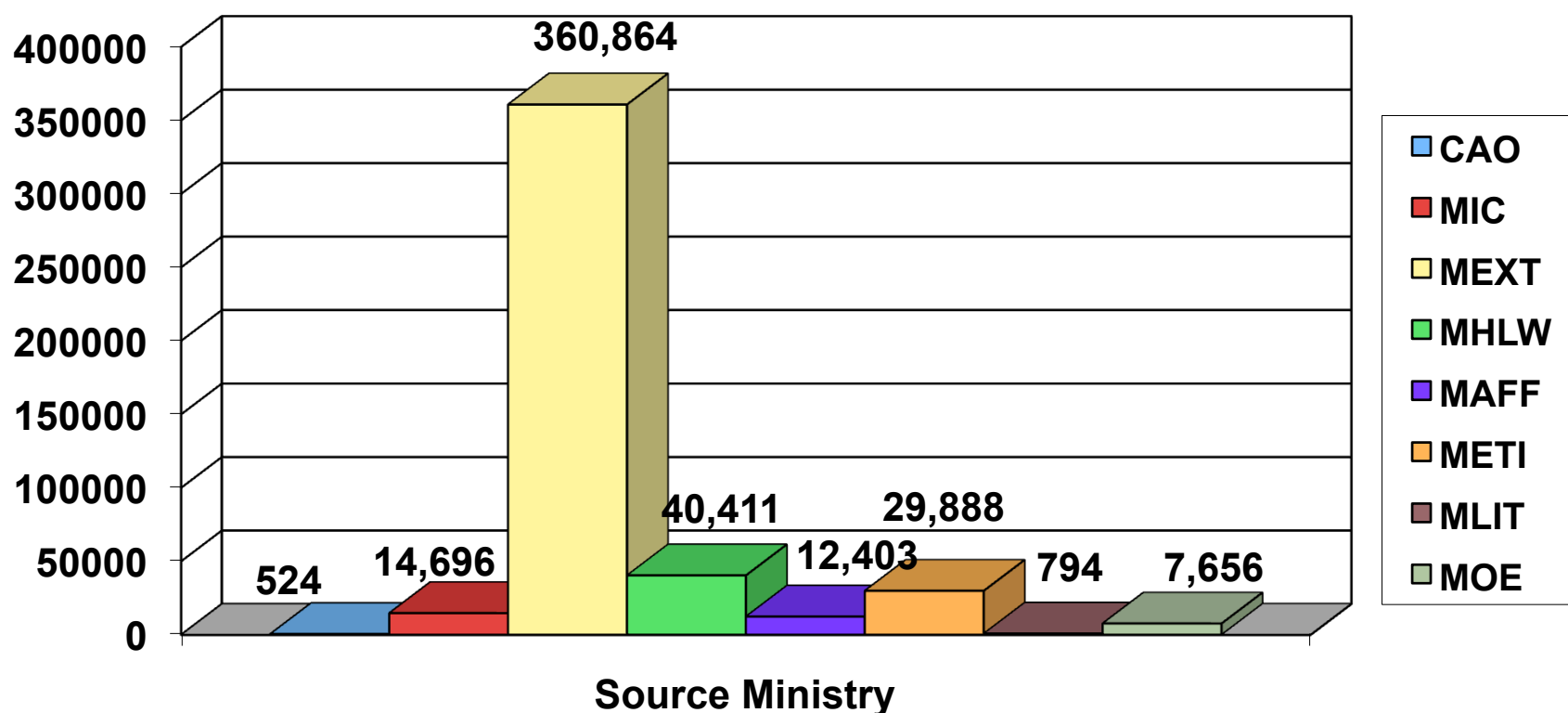
Millions of \$

NSF Science & Engineering  
Indicators, 2008



# S&T funding for universities in Japan by ministry (JFY 2005)

(Competitive) funds under umbrella of Council on Science and Technology Policy



Unit: million yen

Data from NSF/Tokyo 2006 (RM #06-03)

## (Comparing previous slides)

- ◆ **US:** Department of Education does not even appear in top six sources of government agency funds for university R&D
  - ◆ Neither does Department of Commerce
- ◆ **Japan:** Ministry of Education (MEXT) is by far the largest source of university R&D funds
  - ◆ And, funds on this slide do not include infrastructure facilities and operating budgets, which come from MEXT
  - ◆ METI now appears as third largest source of competitive S&T funds to universities

*NOTE: S&T funding in Japan is coordinated by the umbrella “Council on Science and Technology Policy,” but funds are actually appropriated to the individual agency/ministry budgets*

# Comparing the U.S. and Japan systems - Capital flow - 2

	<b>U.S.</b>	<b>Japan</b>
<b>Flow of risk capital</b>	<b>Equity investments</b>	<b>Investments still tend to have characteristics of debt funding</b>
	<b>Leads to hands-on governance</b>	<b>Leads to “contingency” governance</b>
	<b>Great expectations of growth and exit</b>	<b>Tends to expect moderate but steady return -- dividends</b>
	<b>Exit is most often by M&amp;A; exit puts people and capital back into system</b>	<b>Even after IPO, original founders retain majority of stock and management roles</b>

# Comparing the U.S. and Japan systems – Flow of people and ideas

	<b>U.S.</b>	<b>Japan</b>
<b>Employment patterns</b>	High mobility: many people willing to work in growth-phase start-ups	Lifetime employment tradition, attraction of prestige companies: difficult to get good workers into start-ups
<b>Patterns of knowledge transfer</b>	Highly developed licensing and also “spillover” relationships	New laws and patterns since 1998; still “bugs” in working out implementation
	Expectation of exit; exit puts knowledge and experience back into system	Creation of start-ups seems to lack expectation of exit; instead, leads to problem of leadership succession

# Comparing U.S. and Japanese systems - 3

	<b>U.S.</b>	<b>Japan</b>
<b>Infrastructure</b>	<b>Big companies strong at M&amp;A to acquire knowledge, technology; open innovation</b>	<b>Highly developed company-internal knowledge transfer; tends to lead to keiretsu creation</b>
	<b>Both countries need innovation for high value-added business (that can sustain high costs of living)</b>	
	<b>Legal system well-established in general, consistent enforcement</b>	



# **Recent trends and future outlook for Japanese innovation system**

# Recent innovation system developments –

## 1. Infrastructure

- ◆ Many new laws to encourage greater university-industry interaction (described more under People, Ideas, Capital)
- ◆ Fourth Basic Science and Technology Five-Year Plan (2011 – 15) focuses on societal challenges (demand side)
  - Sustainable energy
  - Medical issues of aging population
  - Global competitiveness
  - Reconstruction after March 2011 disaster
- ◆ Some important developments internal to industry sector
  - ◆ Increasing M&A activity (may encourage open innovation)
  - ◆ New industries include high-growth companies (e.g. social game platforms DeNA, GREE) that are aggressively seeking global markets through partnerships (and M&A)

# Recent innovation system developments –

## 2. Flow of people

- ◆ **Some general labor force changes (still at early-stage): fading away of lifetime employment, integration of new groups in R&D (women, immigrants)**
- ◆ **New laws and institutions (e.g. TLOs) encourage professors to consult, encourage entrepreneurs to create companies**
- ◆ **BUT:**
  - ◆ **Hiring by industry still centralized in Personnel Dept. and focused on general skills; labor force stays away from start-up companies**
  - ◆ **Students still under pressure from families to seek stable salaried jobs with prestige companies**



# Recent innovation system developments –

## 3. Flow of ideas

- ◆ Many new enabling tools: e.g. Technology Licensing Offices (university IP management offices), incubators
- ◆ BUT: Most of these new tools have not yet yielded major benefits
- ◆ Need:
  - ◆ More experience with tech transfer (not just the legal framework)
  - ◆ Better approaches for measuring productivity, impact
    - ◆ Not just (a) licensing revenue or (b) numbers of patents / start-up companies created
  - ◆ Clear definition of “idea” (not just “seeds”)
    - ◆ Business idea = product or service + market target + revenue model
  - ◆ Clear expectation of “exit”

# Recent innovation system developments –


## 4. Flow of capital

- ◆ **Some important new government funding programs that aim at structural transformation: e.g. WPI (MEXT/JSPS)**
- ◆ **BUT:**
  - ◆ **Not yet much structural change in the way government money flows to university research**
    - ◆ **How “competitive” are competitive funds?**
    - ◆ **Most of professors’ research budgets still not from competitive sources**
  - ◆ **Risk capital must demand greater growth**
    - ◆ **More hands-on governance**
    - ◆ **More focus on disruptive ideas**
  - ◆ **Big companies must learn new patterns of open innovation**
    - ◆ **Different from outsourcing**
  - ◆ **More exit by M&A, bigger IPOs**

# Other critical issues for improving the Japanese innovation system

- ◆ **Big companies have become largely reactive** (controlled by sales division knowledge and experience in current markets)
  - ◆ Must return to taking lead in delivering new product categories, not just incremental new products
- ◆ In order to solve above problem, industry must build up its capabilities for **open innovation**
  - ◆ Hear new voices from outside: younger researchers, universities, start-up companies
  - ◆ Build up capabilities for joint brainstorming, exploratory R&D with universities – U.S. university models fit U.S. labor market needs
- ◆ **Government funding** must not be “easy money,” but it must provide a **stable platform**
- ◆ System elements exist, but need **motivation to increase flow** of people, ideas, capital

# On the role of an “innovation hub”



- ◆ **Critically important to innovation process**
  - ◆ **Place for human networking, idea exchange, introductions for capital flow**
  - ◆ **Incubation is a critical need for knowledge-intensive industries**
- ◆ **“Soft” infrastructure (mentoring, introductions, brainstorming) is as important as “hard” infrastructure (funding mechanisms, etc.)**
- ◆ **Implementation / execution is as important (or more so) as the organizational framework**