Introduction to Social Innovation

Module 4 Social Innovation
Course 4.1. Introduction

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This course will:

- Introduce **the context** in which social innovation takes place

- Provide an **overview of basic terminology, relevant definitions, common patterns and core elements** of social innovation

- Showcase **the relevance of social innovation** // EU perspective, historical examples

- Explain the **role research plays** in the field of **social innovation**

- Discuss the **concept of social innovation ecosystem** – why is it important and what is the role of key players (public sector, private sector, academic sector, non profit sector and individuals)

- Provide **introduction to mapping social innovation** and how to use collected data

Upon completion you will be able:

- To understand the complexity and characteristics of wicked social problems that shape the context for social innovation.

- To recognize patterns and core elements of social innovation, distinguish social innovation from other forms of innovation, understand basic concepts

- To successfully use SI terminology, and be able to independently recognize and evaluate social innovation and its impact on the social environment in which it occurs.

- To detect relevant stakeholders and determine their role within the ecosystem. Also, you will be able to asses and critically discuss SI cases from the perspectives of quadruple helix model within a local context.

- To detect and overlook current and future social challenges and trends that social innovation can address in various forms.

- To understand multidisciplinary character of the topic, and identify and explain factors that influence the creation of opportunities for social innovations and social-entrepreneurial endeavors.

- To acquire approaches and methodologies used within the social innovation research and put them in use.

Course details

Three main thematic sections that comprise theoretical part of the course are:

1. Understanding the context for social innovation;

2. Main concepts, definitions, patterns and ecosystem for social innovation

3. Social innovation in research

- The course is structured into 5 learning Doors, combining different learning activities.

Context for social innovation

- You will learn in depth how complex problems shape the context for social innovation and how are they related to current social innovation practice.

- You will learn what do we mean by ˝wicked˝ problems, what characterizes a wicked problem and what distinguishes them from other types of problems.

- You will be able to detect innovation deficits and understand the factors shaping complexity of socio-economic challenges in your environment.

Main concepts

- You will be able to navigate through a variety of terms used to define social innovation, find patterns and common characteristics that define what social innovation is and isn't. Here, you will start to anticipate social innovation in your surroundings and identify key players relevant in your social innovation ecosystem.

- You will be able to understand and critically discuss the implications and effects (both desireable and non desireable) of particular social innovations.

- You will be able to visualize your social innovation ecosystem, identify roles, needs and gaps within each segment of the quardruple helix.

- You will have the opportunity to research and compile a set of case studies on social innovation in your context and share it with your peers.

Research

- You will understand the purpose of research for social change

- You will have the opportunity to do sample research in social innovation and put concepts and methods in practice.

- You will understand why mapping is the essential tool used in research and how to put collected data in use.

- You will learn how to make your research results appealing to different groups of stakeholders.

Suggested Learning Path

4.1.1.1. Introductory presentation to course 4.1.

4.1.2.1 Cafe Activity_ ˝Introduce yourself˝ Discussion Board (15 min)

4.1.1.1. Library Activity_What is social innovation (120 min)

4.1.2.2 Cafe Activity_ Understanding the context_ Discussion board (15 min)

4.1.3.1_Playground Activity _Context emerge.docx (60 min)

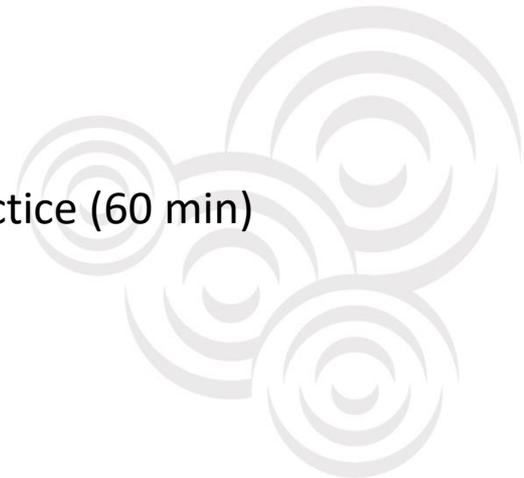4.1.3.2 _Playground Activity_Your problems are our problem (60 min)

4.1.4.1_Forest Activity _Why grand solutions don't solve wicked problems (30min)

4.1.2.3_Cafe Activity_Explain to me like I'm six (10min)

4.1.4.2_Forest Activity _Fair Trade (60 min)

4.1.4.3 _ Forest Activity_Analysis of social innovation as social practice (60 min)

4.1.4.4_Forest Activity_Dark side of social innovation (30 min)

Suggested Learning Path

4.1.1.2_Library Activity _Typology of social innovation (15 min)

4.1.3.3 _Playground Activity_Can you spot social innovation (45 min)

4.1.3.4 _Playground Activity_Case study (60 min)

4.1.2.4_Cafe Activity_Vote for best case study (15 min)

4.1.4.5 _Forest Activity_Examples of social innovations (60 min

4.1.1.3_Library Activity_The role of research in social innovation (60 min)

4.1.2.5_Cafe Activity _The Role of Research in Social Innovation (20 min)

4.1.3.5_Playground Activity _Your research proposal (120min)

4.1.3.6_Playground Activity_Plan your itinerary (120 min)

Suggested Learning Path

4.1.3.7_Playground Activity _ Survey research (120 min)

4.1.4.6_Forest Activity _The Role of Research in Social Innovation (60 min

4.1.1.4 _Library Activity_Social Innovation Ecosystem (90 min)

4.1.2.6_Cafe Activity_Social innovation ecosystem (60 min)

4.1.3.8_Playground Activity_ Quadruple helix (120 min)

4.1.4.7_Forest Activity_Role of Labs (60 min)

4.1.4.8 _Forest Activity_Network of living labs (60 min)

Suggested Learning Path

4.1.1.5_Library Activity _Mapping social innovation (15 min)

4.1.2.7_Cafe Activity_Placemaking map (120 min)

4.1.3.9 _Playground Activity_Using maps (120 min)

4.1.4.9 _Forest Activity_Reflection on mapping results (120 min)

4.1.4.10 _Forest Activity_Atlas of social maps (120 min)