



# Over The Transom

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An R&D Executive's  
Perspective  
on Outside Submissions



# The Conundrum

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- New products are essential to survival
- Internal development is ONE approach
- External ideas DO succeed

Despite that,

- Getting an audience is VERY difficult for the independent inventor



# Improving Your Chances

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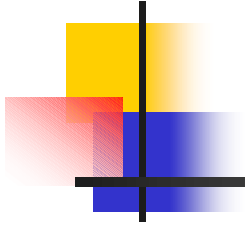
Understand the CORPORATE New  
Product Process

how it works

what it does

how to get into it

Assess your invention from the  
CORPORATE perspective



# Some Thoughts about Inventions



# Ideas are like hair styles...

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- Everybody has at least one
- It's never quite right
- The same one occurs over and over
- They're high maintenance
- They're expensive
- Nobody likes yours

Inventions are ideas reduced to practice



# 3000 Ideas = ONE Success

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- 3000 raw ideas (from everywhere)
- 300 written submissions
- 125 small projects
- 9 significant projects
- 4 major developments
- 1.7 launches
- 1 commercial success



# The New Product Development Process

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- Most companies have a NPD Process
- Most NPD processes have a gatekeeper
  
- Limited ways to join
  - protects the corporation
  - avoids distracting the business



# A Formal NPD Process

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- A Phase Gate Process
- Ideation: one on-ramp
- Evaluation and Exploration
  - multiple phases, serial gates
- Successively higher, harder hurdles
- Incrementally higher investment
- Eventual launch of one idea out of many





# Many Hurdles

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- Core beliefs and principals
- Business
- Channels
- Technical
- Manufacturing



# Business Goals

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- Minimum sales requirement
- Profitability goals
- ROI, ROCE goals
- Geography
- Existing business fit
- Strategic new business opportunity



# Raw Ideas

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- Technology or Market Driven
- Unscreened
- No market research
- No segment research
- Effort: <1 month
- Cost: <\$20,000



# Focused Ideas

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- Screened, need defined
- Some market research (size, \$, profitability)
- Patent disclosure to Law/provisional
- Effort: 0.1-1 workyear
- Cost: \$20-\$200K
- Surviving from previous stage: 10%



# Small Project

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- Market opportunity evaluated
- Consumer need validated
- Technical feasibility evaluated
- Manufacturing fit evaluated
- Effort: 1-3 workyears
- Cost: \$100-\$500K
- Survival rate from Focused Idea: 45%



# Significant Project

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- Quantitative business hurdles met
  - market size, profit hurdles, channel/business fit
- Technical feasibility validated
- Product performance established
- Effort: 1-10 workyears
- Cost: \$500K-2MM
- Survival from Small Project: 8%



# Major Development

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- BASES I & II Testing
- Pilot production
- Test Market/regional launch
- Scale up to full manufacturing
- Effort: >20 workyears
- Cost: >2MM
- Surviving from Significant Project: 50%



# Full Launch

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- Marketing/sales plan complete
- Full manufacturing capability in place
- Proprietary position established
- Effort: 20-50 workyears
- Cost: 20-100MM
- Surviving from Test Market: 50%





# WHEN to Join the Process

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Focused Idea Stage

(loss from previous stage: 90%)

Major Project Stage

(loss from previous stage: 92%)



# Entering the Process

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- Early: low value, heavy screening
- Focused Idea stage
  - bring value
  - validation
  - earn buy-in & champion
- Significant Project Stage
  - resources committed already
  - corporate antibodies well developed



# How Well Does Your Invention Fit?

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Two Tools for Evaluating Ideas

Odioso: The Product Profile

better for pitching a company

Hackbert: Opportunity Recognition Scorecard

better for building your own company



# The Product Profile: Elements

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- Product
- Consumer/Marketing
- Financial
- Technical/R&D
- Production



# Product

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- Consumer Need (marketability)
- Uniqueness (other products/competition)
- Proprietary position/sustainability
- Regulatory issues
- Social issues



# Market

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- Market size
- Market stability
- Market development requirements
- Cyclicalities
- Sales force fit
- Channel fit
- Promotional needs



# Financial

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- Established annual sales
- Gross profit margin
- ROI/ROCE
- New capital required (\$) & payout (months)
- Time to reach ongoing sales volume (mo)



# Technical/R&D

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- Fit with core competencies
- Patent/trade secret status
- Research cost payback time (mo)
- Development cost payback time (mo)





# Production

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- Fit with current mfg capabilities
- Unique capabilities advantage
- Raw materials



# Scoring the Product Profile

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- Simple criteria produce scores from -2 to 2
- Graphic result



# Opportunity Recognition Scorecard

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- Better for assessing a start-up
- Similar elements to Product Profile
- Adds entrepreneurial elements
  - entrepreneur
  - exit strategy
- Assumes limited existing plant & production
- Weighted scoring



# Demand

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- Meets a need
- Perceivable performance advantage
- Proprietary
- Adequate business (size, profit, price)
- Reduced to practice



# Principals

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- Business background
- Entrepreneurial attitude
- Can work hard, long
- Commitment



# Operations

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- Not really manufacturing questions!
- Management team dynamics
- Marketing
- Plan to make, distribute



# Finance

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- Capital required
- Breakeven analysis
- ROI/ROE
- Growth of valuation
- Exit plan



# Negatives

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- Showstoppers
- Entrepreneurial overconfidence
- Lack of a story





# Using ORS

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- Outsiders views
  - especially experienced entrepreneurs
  - industry experts
- Snapshot diagnostic
  - improve scores by recognizing needs
- Use to evaluate business plan



# Example: Edge Piston

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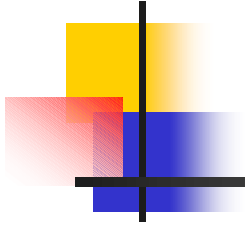
- Independent inventor
- Focused Project stage
- Enabling technology
- Proprietary
- Better solution
- Cheaper solution
- Purchase, then licensed next generation



# Example: Mosquito Magnet

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- Significant project stage
- Well developed product, demo
- Successful test
- Failed on
  - channels
  - cost
  - manufacturing



# Final Thoughts



# Three Things to do with an Idea

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- Build a business around it
- License it to someone (to build a business)
- Do nothing
  
- Doing nothing is usually the best choice



# Sources of Product Ideas

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- Internal (R&D, Marketing)
- Technology Partners (Suppliers)
- Marketing Partners
- Competitors
- Consumers
- Independent inventors



# Inventors compete for resources

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- Way more opportunities than time/money
- Limited resources
- No internal champion



# Non-disclosure? No, thanks.

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- Most ideas are already in my files
- If you own it, you don't need one
- If I sign one, I increase my risks
- NDAs must be managed-and that's a pain





# Licensing ideas: No, thanks

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- It's too early (no proof of concept)
- It's probably already been evaluated
- It's way too expensive/risky
  
- Why should I spend MY risk capital on YOUR idea?



# Your Turn

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Questions?