## Index

### A, B, C
- absorptive capabilities, 6, 18
- business ecosystems, 5, 54
- CHEMIN, 23, 30, 33, 34, 40, 42, 51
- collaborative innovation, 14, 22, 24, 33, 35, 42, 43, 47, 57, 59
- commercialization, 8–12, 18, 19, 42, 50, 57
- crowdsourcing, 53, 54, 61, 79–86

### D, E, G, I
- dynamic capabilities, 15, 16, 18
- ENTREPRISE, 23, 24, 30, 41
- GoPro, 64, 65
- InnoCentive, 82, 84, 85

### K, L, O
- knowledge
  - application, 35–42
  - capitalization, 16
  - codification, 36–38, 45, 58
  - generation, 24–35, 46, 47
- Lego, 80, 81, 85
- open innovation, 53

### P, S, U
- Pyramidal research, 70
- Sophia Zen, 22–24, 29–34, 40–42, 50, 51
- sticky knowledge, 68, 71
- user innovation, 53, 54, 61–78, 85