



# **AN INNOVATION SYSTEM'S APPROACH TO EORR**

Explosive Ordnance Risk Reduction

# WHY FOCUS ON INNOVATION?



## Growing EO contamination

- **Conflicts** are becoming increasingly intricate and prolonged
- **New contamination**
- **Compounds** the enduring global aftermath of past conflicts



## Improve efficiency

“While the challenges continue to multiply, funding remains a consistent constraint. **Innovative tools, methods and approaches** hold the potential to improve efficiency, conducive to **greater impact with the available resources.**”



## Technological edge

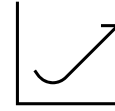
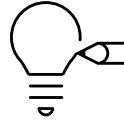
- Surge in the advance of potentially **disruptive** technologies
- Keeping up and **harnessing** technological and methodological advances
- Tailoring and integrating them as part of the **Deminer's Toolbox**

# THE CHALLENGES FOR INNOVATION IN EORR



- **Cost-effectiveness and Limited Funding**  
cost-efficiency of innovation; dedicated funding is imperative to bolster innovation.
- **"Silver Bullet"/Predilection for Universal Solutions**  
one-size-fits-all solution; oversight of specific contextual needs; suboptimal outcomes; low added value.
- **Inadequate Collaboration and Coordination**  
redundant efforts; fragmented strategies; inefficient allocation of resources
- **Lack of a Uniform Legal and Regulatory Framework**  
striking the right balance between national regulations, technical standards, operational procedures and innovation
- **Resistance to Change**  
risk avoidance of trying and failing; curtails progress.

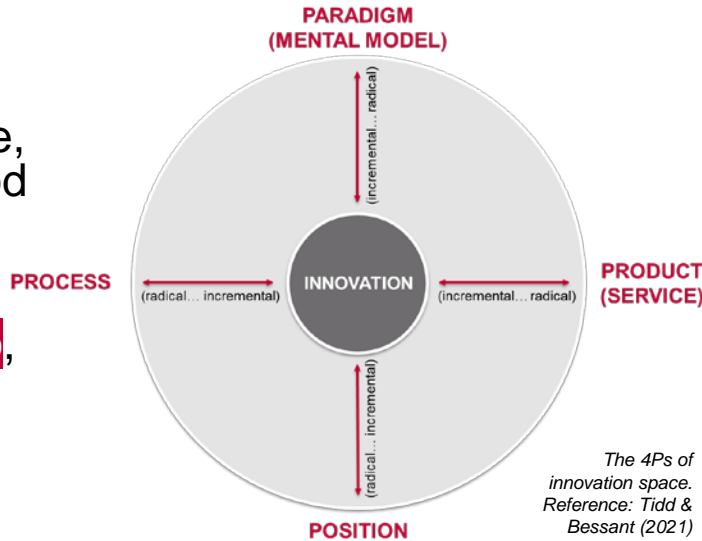
# WHAT IS INNOVATION?



## ISO 56000:2000

**Innovation** is new or changed product, service, process, model or method that realizes or redistributes value.

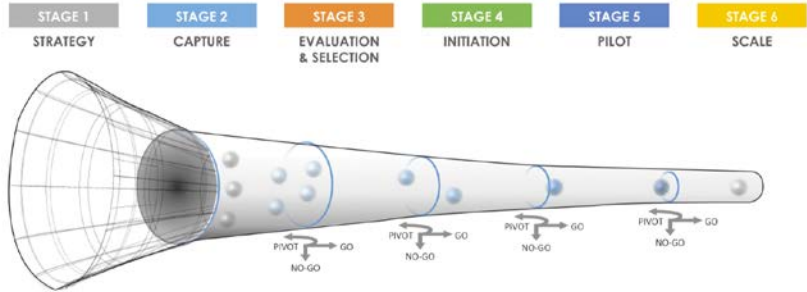
Note: Value **is relative to**, and determined by the perception of, the organization and interested parties



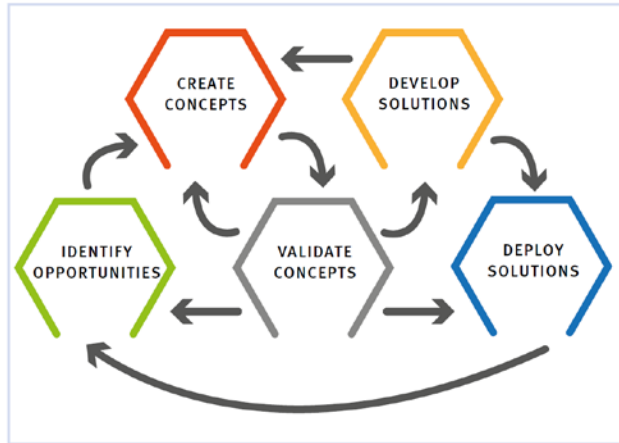
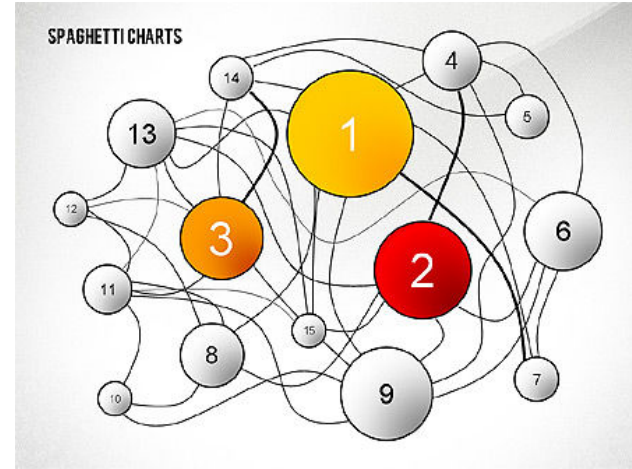
The 4Ps of innovation space.  
Reference: Tidd & Bessant (2021)

From **continuous improvement** (incremental innovation – *improving of the rules of the game*) to **disruptive innovation** (radical innovation – *changing the rules of the game*).

# HOW DOES INNOVATION HAPPEN?



*GInI Innovation Management System (2020)*



*ISO 56002 Innovation management system: A practical guide (2022)*



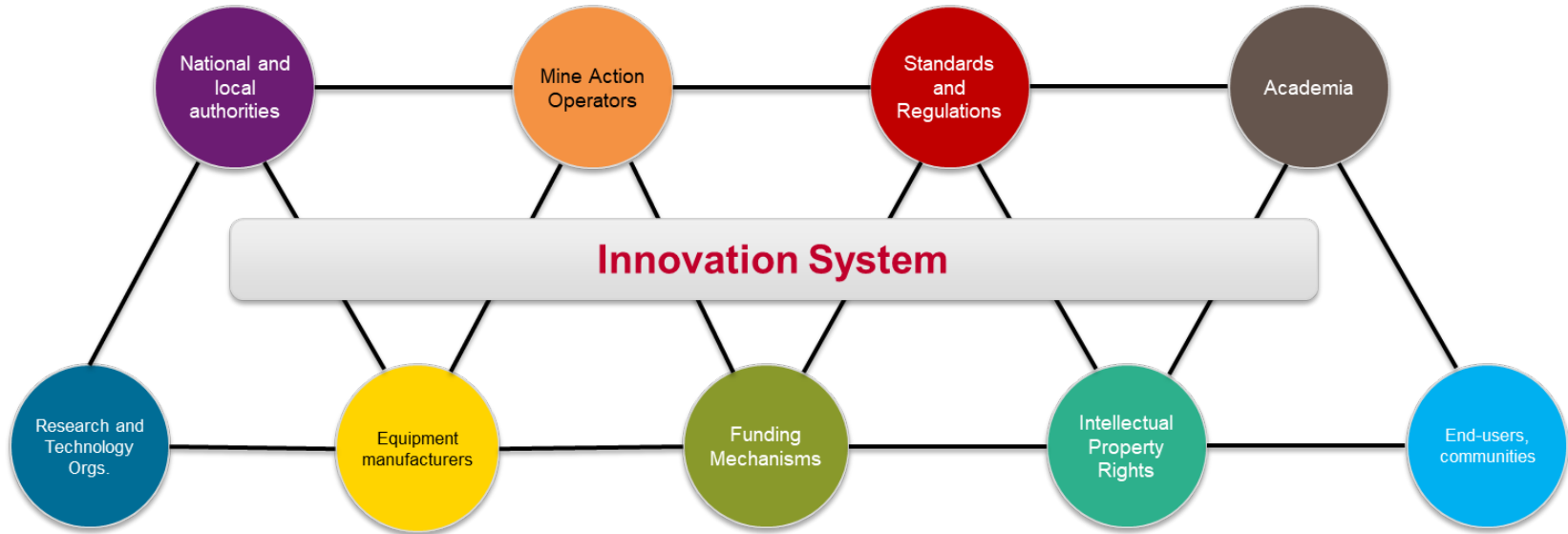


# INNOVATION SYSTEM'S APPROACH

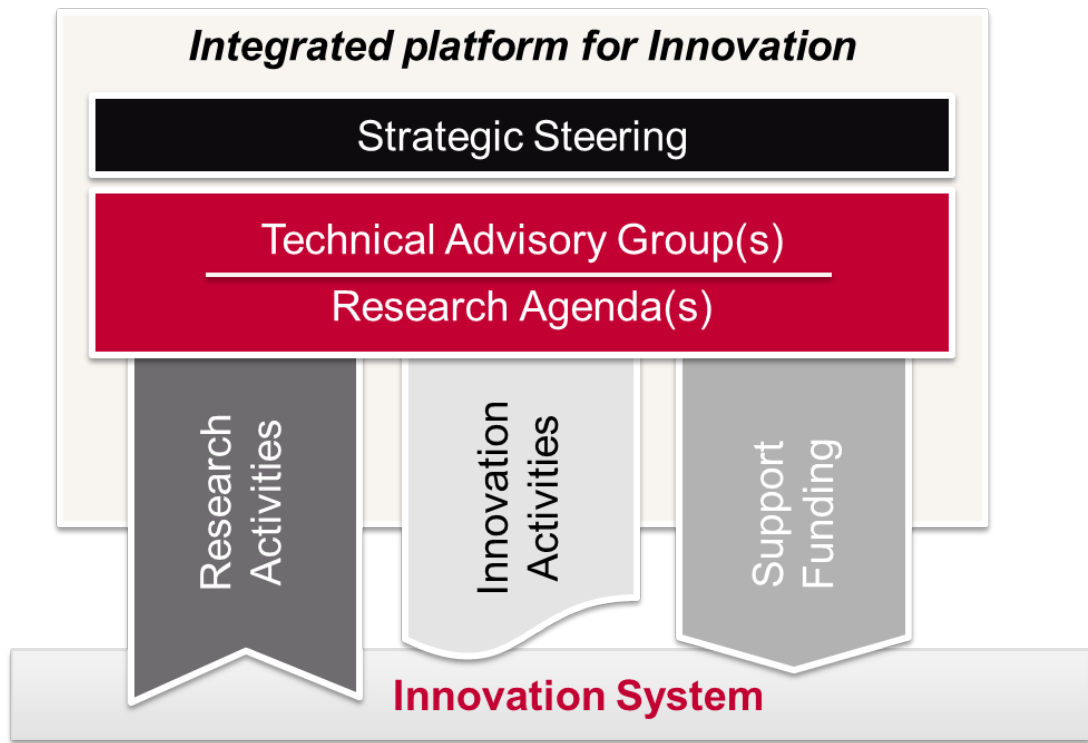
**Dynamic and emergent process**

**Multiple Actors**

**Respective Relationships**



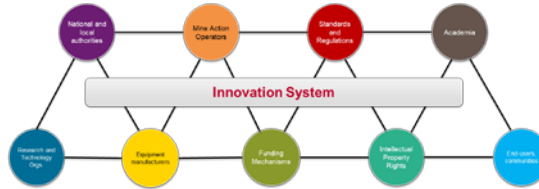
# STEERING THE INNOVATION SYSTEM



An integrated platform “for addressing the weaknesses of the [system] in a systematic and sustained fashion”, which would help **“building a shared vision within the sector, the ability to identify new capabilities (and resources) needed and facilitate a move from a ‘reactive’ innovation mode to a ‘proactive’ one”**

## Defining innovation added value

- Evidence-based?
- Level of adoption?
- Measurable comparative improvement in safety, effectiveness or efficiency – how to measure?
- Consolidated learning and evidence. Can this alone be considered success?



- Mapping and building understanding
- Identifying gaps or weak connections
- Identifying opportunities
- Iterative and dynamic framework of analysis

## Steering the EORR Innovation System

- Evidence-based
- Networked collaboration
- Inclusiveness
- Beyond technologies



# THANK YOU!

*Innovation is not a one-off effort, but rather must be the result of a **collaborative iterative process**, drawing on the lessons identified and the wide range of expertise available, that counts on the commitment from all.*

