**Co-Creating Innovations**

In today’s global and competitive market, many organizations are shifting the character of innovation processes from in-house and closed innovation processes to more open processes. These open processes involve several stakeholders who co-create digital innovations. This trend of open innovation is manifested in new approaches to innovation such as open innovation, open source software development and living labs. Engaging end-users and other relevant stakeholders in the innovation process, has been shown to improve the innovation capability and ensure applications and services that create user value and market acceptance. The IS field is a boundary crossing and co-creative research area where stakeholders, business areas, research disciplines and methods creates a multifaceted research area. In contrast to more traditional IS research contexts, co-creative innovation processes focus on identifying opportunities for digital innovations that contribute to and enrich people’s everyday life including individual, organisational and wider societal contexts. Co-creative innovation processes offer interesting issues for theory and practice, creating new knowledge, methods and systems. This track expect papers on a broad range of issues related to innovative and co-creative approaches to digital innovation and engaging all stakeholders in the innovation process and value networks to realize the potential value of an innovation.

**Track chairs**

Birgitta Bergvall-Kåreborn

Luleå University of Technology

e-mail: [birgitta.bergvall-kareborn@ltu.se](mailto:birgitta.bergvall-kareborn@ltu.se)

Carina Ihlström Eriksson

Halmstad University

e-mail: [carina.ihlstrom\_eriksson@hh.se](mailto:carina.ihlstrom_eriksson@hh.se)

**Co-Creating Innovations**

In today’s global and competitive market, many organization’s innovation processes are shifting character from in-house and closed innovation processes to more open processes where several stakeholders are included to co-create digital innovations. One aim of opening up organization’s boundaries is to reach long-term sustainability and growth of both organizations and society while taking human needs into account. Hence, long-term sustainability includes societal and human needs that preserve the [environment](http://en.wikipedia.org/wiki/Environment_(biophysical)) from a global perspective so that human needs can be met for generations to come. These open approaches are manifested in new approaches to innovation such as open innovation, open source software development and living labs. New digital innovations influence and bring new values to societal and business practices. However, the process of bringing the potential value of an innovation from idea through design to the market is very challenging. By engaging the end-users and other relevant stakeholders into the innovation system and design cycle, it has been shown to improve the innovation capability and ensure applications and services create both user value and market acceptance. (se ovan)

Co-creating digital innovation contributes to the emerging challenges of mass-deployment of ICT solutions by bringing the users/consumers/citizens into the innovation system, thereby leveraging a large mass of ideas, knowledge and experiences. Such situated design methodologies have the potential of substantially improving innovation capability and forming the value networks that can realize innovation value that fulfill the needs of the users. One goal then is to engage and empower a diversity of stakeholders in open real-world experimentally driven innovation processes.

The IS field is a boundary crossing and co-creative research area where stakeholders, business areas, research disciplines and methods creates a multifaceted research area. In contrast to more traditional IS research contexts, co-creative innovation processes focus on identifying opportunities for digital innovations that contribute to and enrich people’s everyday life including individual, organisational and wider societal contexts. Co-creative innovation processes offer interesting issues for theory and practice, creating new knowledge, methods and systems.

This track expect papers on a broad range of issues related to innovative and co-creative approaches to digital innovation and engaging all stakeholders in the innovation process and value networks to realize the potential value of an innovation.

**Issues that submission could address include, but are not limited to, the following:**

* Innovation and global welfare
* Sustainable innovation processes
* Democratization of innovation
* Living Lab methodologies and challenges
* Formation of innovation and value networks
* Co-creation of value
* Co-design and participatory design
* User-centered and contextual design
* Contextualized innovative design
* Design and evaluation methodologies for user involvement
* The role of IT in contemporary innovation processes
* Design Science Research and Co-creation
* Distributed user involvement in innovation processes

In this track we expect submissions full research papers as well as research in progress papers.

**Associate Editors:**

Anna Ståhlbröst

Luleå University of Technology

Maria Åkesson

Halmstad University

John Krogstie

Norwegian University of Science and Technology, Trondheim

Debra Howcroft

Manchester University

Mikael Wiberg

Uppsala University

Michel Thomsen

Halmstad University

Lars Svensson

University West

Ulrika Lundh-Snis

University West