

R&D Management Call for Papers

Places and Spaces of Collaborative R&D and Innovation: Physical, Virtual and Cognitive contexts

Deadline for the submission of full papers: September 1, 2021

Special Issue Guest Editors:

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Main goal of the call:

This is a call for scholarly contributions to collaborative R&D and innovation, using qualitative, quantitative, and conceptual approaches. In particular, we are looking for submissions that shed light on *places and spaces* in physical, virtual and cognitive contexts enabling collaborative R&D and innovation activities.

Setting the scene:

Collaborative innovation refers to the process of engaging in the creation of new products or services in collaboration with various stakeholders including, but not limited to, suppliers, customers, users, competitors, and research organizations (Greer & Lei, 2012; Heil & Bornemann, 2018; Najafi-Tavani et al., 2018). Coordinating collaborative R&D and innovation is particularly challenging, as it requires the inclusion of a greater number of activities and stakeholders than those of traditional closed innovation models. However, challenging events such as the coronavirus pandemic stress the importance of open and collaborative approaches for both private and public sector organizations (Chesbrough, 2020). Therefore, understanding how to manage collaborative R&D and innovation in different contexts is a topic of both academic and practical relevance.

Collaborative R&D and innovation is a rapidly growing research field, and ever increasing advancements in digital technologies and the active involvement of citizens and users in innovation contribute to the diversity of collaborative innovation spaces and places. At the same time, the diverse R&D and innovation landscape poses challenges. Especially the varying conceptualizations, definitions, and operationalization creates issues in advancing our understanding of these different places and spaces for collaborative R&D and innovation (see e.g. Bogers et al., 2017; Enkel et al., 2020). What adds to the challenge is that collaborative innovation is very sensitive to context – i.e. the spaces and places where it takes place. Examples of such spaces and places include, e.g. hackathons, innovation laboratories, innovation spaces, living labs, maker spaces, fab labs, and urban transition labs (see e.g. Hausberg & Spaeth, 2020; Mortara & Parisot, 2018; Nevens et al., 2013).

A space turns into a place through meanings and activities that people associate to it (see e.g. Tuan, 1977). Various physical, virtual and cognitive spaces can offer places for citizens and other stakeholders to jointly innovate (see. e.g. Leminen et al., 2020). While physical and virtual environments provide basis for collaborative R&D and innovation, cognition and its interaction with the environment is considered to be the source of new knowledge (Clark, 2008). Indeed, environmental structures become part of the cognitive process and therefore, of the knowledge construction process (Peschl & Fundneider, 2012).

Furthermore, research pays increasing attention to the diversity and breadth of multiple actors and stakeholders in collaborative R&D and innovation activities, making innovation theories increasingly complex and multifaceted (e.g. Nyström et al., 2014; Davis, 2016). At the same time, the diverse landscape of innovation contexts poses challenges in terms of generalizing findings and drawing lessons for future innovation efforts in other spaces and places. Examples of the increasing scope, breadth and diversity of collaborative R&D and innovation contexts includes innovation communities (Fichter, 2009), innovation networks (e.g. Jarvenpaa & Wernick, 2011; Aarikka-Stenroos et al., 2017), innovation ecosystems (e.g. Ritala et al., 2013; Autio & Thomas, 2014), platforms (e.g. Gawer & Cusumano, 2014; Helfat & Raubitschek, 2018) and intermediaries (e.g. Howells, 2006; De Silva et al., 2018).

The R&D and innovation contexts are also increasingly digital, intangible, and virtual. While pervasive digital technologies offer supplementary data sets, they also have an impact on the way collaborative R&D and innovation is carried out, and how it is theorized (Baldwin & von Hippel, 2011; Nambisan, Lyytinen, Majchrzak, & Song, 2017). Digital contexts provide new opportunities for small-scale, close interaction (e.g. virtual reality; Kostis & Ritala, 2020), as well as broad-based collaborative innovation (Enkel et al., 2020).

The objective of this Special Issue is to examine diverse forms of collaborative R&D and innovation in physical, virtual and cognitive contexts. Furthermore, we encourage researchers to advance and emphasize potential research opportunities in the field by providing conceptual guidance and inspiration in relation to collaborative R&D and innovation. We invite qualitative, quantitative and conceptual papers that focus specifically on physical, virtual and cognitive contexts for collaborative R&D and innovation. In particular, we are looking for papers that provide novel scholarly and managerial implications in the field of R&D and innovation management. The papers should deepen our understanding of physical, virtual and cognitive contexts, shedding light on how such contexts impact collaborative R&D and innovation. Whereas diverse forms and types of collaborative R&D and innovation are highly appreciated, the emphasis of each paper should be on the conceptualizations of collaborative R&D and innovation by *contexts* or vice versa. We encourage contributions that address, but are not limited to, the following topics (if you have further ideas that are not listed here, feel free to contact the guest editors):

Context and their designs. How can existing contextual designs be adapted to suit the particular requirements of collaborative R&D and innovation in innovation management research? Which new contextual designs (including physical, virtual, cognitive) might emerge?

Meaning of places and spaces. What is the role of places and spaces in enhancing collaborative R&D and innovation? How do different contexts and their designs impact the roles of actors in collaborative R&D and innovation?

New units and levels of analysis in collaborative R&D and innovation. What are emergent and prominent forms of collaborative R&D and innovation? What are the new principles and practices in living labs, maker spaces, and other interactive arenas where different actors collaborate for R&D and innovation? What are challenges and opportunities when studying broad and often loosely-coupled innovation contexts such as communities, crowds, ecosystems, intermediaries, and platforms? What about new collaboration environments such as virtual meeting platforms, virtual reality, and other virtual spaces and places?

Collaborative R&D and innovation as a research field. What characterizes collaborative R&D and innovation as a research field? Is it broader or different as a field than open innovation, and if so, how? How can we as R&D and innovation management researchers learn from and borrow conceptualizations used in other disciplines such as psychology and the behavioural sciences to explain collaborative ideation, interaction and innovation? How can we conduct systematic inter-disciplinary work that can enhance collaborative R&D and innovation as a prominent field?

Measurement issues of collaborative R&D and innovation. How can we quantitatively model and measure the nuances in collaborative R&D and innovation and their contexts, and how does this translate to specific spaces and places?

Data sources and methods. How can new and emerging sources of data, (such as those provided by physical, virtual, and cognitive contexts), be leveraged to enhance collaborative R&D and innovation research? What types of new and established research methods are useful in this?

Theorizing in collaborative R&D and innovation research. How can we develop theories of collaborative R&D and innovation further from empirical data on diversity of contexts that suits the field's distinct features?

Conceptualizations and practical impact. How can we adapt concepts of collaborative R&D and innovation that allow better communication of the results so that they are understood outside of academia? How can we foster academic and practitioner collaboration in R&D and innovation management research that utilizes places and spaces?

Review Process & Timelines: Please follow the author guidelines for submissions in the R&D Management website ([http://onlinelibrary.wiley.com/journal/10.1111/\(ISSN\)1467-9310/homepage/ForAuthors.html](http://onlinelibrary.wiley.com/journal/10.1111/(ISSN)1467-9310/homepage/ForAuthors.html)).

When submitting, please remember to choose “Special Issue Paper“ as the submission type and select this special issue from the drop down menu.

The submission system opens on June 20th, 2021, and full papers must be submitted no later than **September 1st, 2021**. All papers will be externally peer-reviewed in accordance with the policies of R&D Management. Expected time of publication of the special issue is Fall of 2022.

As part of the review process, authors have the opportunity to receive external comments and feedback on their papers in collaboration with the R&D Management Conferences, ISPIM Special Interest Group in Living Labs, and from the Special Issue Editors. In particular, we will organize a special track in both RADMA 2021 and ISPIM 2021 conferences where authors have the opportunity to submit the first drafts of their articles as conference submissions. Furthermore, authors with an invitation to submit the final revisions following the revision rounds in Fall 2021 and Spring 2022 will be invited to attend a Special Issue session at the ISPIM Innovation Conference 2022. Participation to any of these tracks and sessions is not mandatory for the authors, yet it is highly recommended.

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