

Information Systems and Management (ISM) Forum

Autumn Term 2009

Speaker: Dr Jonathan Sapsed
Title: Innovation in Video Games Development
Date: Friday 02 October 2009
Venue: Room B3.19, Warwick Business School
Time: 11.30 – 13.00

Abstract: This presentation will offer an overview of the creative industries agenda, prepared for the ESRC and Technology Strategy Board, and will then highlight CENTRIM's research and engagement activities with the video games development industry. These projects include studies of creation and production, leading to a Process Upgrading Framework; the increasing phenomenon of user innovation in games development, and the influence of technologies and platforms on innovation dynamics in the industry.

Biography: Dr Jonathan Sapsed is an AIM Innovation Fellow and Principal Research Fellow at CENTRIM, University of Brighton. Jonathan's current research focuses on innovation in creative business, particularly the management of digital content creation, such as videogames and advertising. He is a Visiting Fellow at Imperial College Business School, London and is an Associate Fellow of the Sawyer Business School, Suffolk University, Boston. He is Book Reviews Editor of Technovation and is on the editorial board of the International Journal of Innovation Management (IJIM). He has published numerous articles in journals such as Research Policy, Organization Studies and International Journal of Management Reviews.

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