

# Why Students innovations are failed?

*Hutesh Prakash Baviskar, Parul University.*

## **Abstract-**

*In today's scenario most of students doing some innovation in their field in school or colleges but due to lack of mentor ship, proper guidance, identification of problem given to the students by mentor the students innovation becomes fails. Its mentor or guide responsibility to guide the students in proper manner and focus on the student what he want to do for innovation? In which field his doing innovation or what problem he has faced that what he doing innovation. so mentor should be known about students mindset .If we guide students innovation in proper way he can do anything and can solve the problem faced by us.*

*Keywords: Idetification, validation, design thinking, product designing.*

## **INTRODUCTION**

Now days the students minds are very sharp and quick they can judge the things quickly. The experimental mind of student can do anything. If you're giving them right direction and path they can achieve anything in their life. Many schools and colleges motivating students for innovation project and ideas in their mind. School and colleges are the places where game-changing- disruptive and radical innovation takes place. Continuous research and innovation makes world best condition for future. We can define innovation is creation of new technology or the diffusion of the old and add it something new latest technology. Our students doing nowadays good in technology field. Innovation is hard to measure is because it don't have any limits for measurements. it is major components for the overall growth of the nation and world. But the main question is most of students innovation are failed due to lack of guidance given to them.

## **REVIEW OF LITERATURE**

The main problem for innovators is proper guidance, lack of infrastructure, deficiency of some colleges and school in training system .also in some cases there is lack of vision, continuously changing, taking no risk for student's innovation due attitude problem. Some schools and colleges are book oriented they don't want know what's in students mind. also found that the faculty who guiding the students innovation having negative factors such as low salary, heavy teaching loads, vertical leadership, financial instability, leadership challenges and other organizational policies. In addition to organizational trust and the role of faculty in innovation, studies have shown that early stage capital and availability of programs to enable university innovators, entrepreneurs, and investors to connect with each other is important.

If students having any innovative idea then mentor or guide have to do right justice or proper validation of student's innovation. Mentor should use his best tools of methodology to guide the innovative projects. The faculty should teach students Project-based learning. It uses real-world scenarios, challenges, and problems to engage students in critical thinking, problem solving, teamwork, and self-management. Once students solve the problem or challenge, they present their solutions. The problems students solve can be presented to community leaders to solve problems in their own community. The students are coming up with their problem solving skill. Give the time to students to solve the problem so they can come out with their innovation and keep in touch with them for every support they want. For a proper identification of innovation completed by students management should organized small healthy competitions for the students as the students come up with many solutions for the problem faced by them. These things encourage students for their little innovation. From this we can identify and validate the innovation.

For better innovation mentor should guide students for design thinking capability. Design thinking helps the student innovator to gain greater clarity, to find viable, feasible and desirable ideas; design thinking should force user-centricity as central to innovators thinking. Design thinking can be thought of as building the series of conversions that draw out the needs that eventually becomes the solution. The main benefits of design thinking is that it gives better product design because creativity thinking. These are solution for best innovation but can only possible if the guide mentor is ready to support and the guide student. Design thinking is not just for product it can apply for services as per today market scenario. Design thinking can also be used for redesign the product.

Product development plays an increasingly important role in the competitiveness of the companies basically through introduction of new technologies. So we have to give knowledge to the students about product designing how it can be used for in recent trends. Product customization Strong and continuous efforts have been made to reduce time to market, to implement cross-functional teams, and to support project leaders. Innovation in the design of new products is one of the most critical aspects for Enterprises. It is really a difficult job to innovate in an industrial environment so by guiding students properly direction the actual solution we can made. Using creative knowledge of students we can get good product design. Another very important issue in any new product design and development is the manufacturers' capacity to add innovation in their new products and designs. The relentless race to develop new, higher quality products and simultaneously reduce time to market and reduce product cost is a major challenge

For all companies, especially for small and medium sized enterprises (SME). Not with standing actually there is a lot of knowledge throughout the company that is Very difficult to reuse in practice. The increasing technical complexity of new products, besides a reduced life in the market – in addition to other characteristics *Innovation in new product design* – should very likely increase the risk level. In the product design process, people involved within the product life cycle and the production processes have to be encouraged to generate innovation. The accelerated pace of technological development continuously increases time and market pressures on manufacturers' capacity to innovate new products and Designs and

to develop the manufacturing processes that produce these products. as there is a real need for companies to develop new products with Higher quality, reducing time to market, product cost and improving quality. Developing practical means of developing ideas into innovations in products and processes. This will involve taking what is currently available and producing methods of rapidly taking many creative ideas, and assisting people to work together in a structured manner to develop these ideas into innovations.

To develop next generation products and services there is a need to support and improve product Development skills within school and colleges. There is a need to find and implement new innovative leadership and methods that will support school and colleges to generate new ideas and realize these into successful products. There is also a need to support new ideas and to cultivate them into new businesses. This includes developing incubators including business support but also supporting with product development skills all the way to prototyping. And again, it is not enough with only engineering or design or marketing or entrepreneurship skills. To compete successfully in the future it also requires a combination of leadership, organizational and different creative skills – competencies with their heart in psychology and human behavior. A team of people is necessary for creating ideas and realizing these ideas into innovative actions. Preferably the team will have different skills, energy levels and frames of reference as a Result of their backgrounds, perspectives and experiences.

## DISCUSSION AND CONCLUSION

This paper has discussed about “how the students innovation are failed and how could we get out of it that using design thinking ,product designing and some research in innovative idea of students projects.” To support the development of the next generation we should teach the students and support their view for innovation .also the products and services within industry there is a need to develop and implement new innovative methods and models that will support and strengthen industry to generate new ideas and realize these into successful products and improved processes. There is also a need to give support through incubators, including business advice as well as support with product and production development skills, and support from existing labs/workshops helping to build prototypes. There is a need to establish teams of students, with different skills, energy levels and frames of reference on the innovation ideas as a result of the backgrounds, experiences and activities. The goal is to eliminate traditional barriers and to foster good communication and cooperation. Research should be directed towards development of efficient methods and models within the area of innovative product development by guiding students with help of supporting industry to realize and develop more ideas to competitive products.

Possible research areas and some changes should be done in policy for students innovations are:

1. Innovation management and entrepreneurship, e.g. management of creativity and change as Well as supporting an idea towards a business concept. The area includes technical; Organizational as well as managerial aspects of innovation and entrepreneurship should be

provided by university or school.

2. Development models and methods, e.g. to support the development of new products and Productions processes. The area is technically oriented towards engineering should be supported by every college and school premises by their own money.

3. Information design and Communication management which is needed in every step for efficient product development processes as well as when bringing research and new ideas to the market. Includes design of communication processes, information management,

Environmental scanning, design and understanding of information as well as interaction design And tests of students innovative idea should be guided by government agencies should be taking personal interest in that process so students can also be motivated.

The result of this study should be very useful for the students and faculty of school and colleges in reference of how to support student's innovation and startup. Second major point it is exploration of new development in the field of innovation by students just by supporting and by giving proper guidance. Also the Govt. should think about the mental stress of faculty who are guiding student's innovation product by also doing other works given by university's or management of campus should giving them some exemption in work.

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3. Sten Ekman, *Lector/PhD Mälardalen University Department of Innovation, Design and Product Development Box 325, SE-631 05 Eskilstuna, Sweden.*