



Seminarios virtuales Miércoles del exportador

Innovación distribuida e implementación de nuevos hábitos en empresas exportadoras

Lima, 24 de mayo de 2023

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Innovación distribuida

e implementación de
nuevos hábitos en
empresas exportadoras

Víctor Freundt
Diseñador



¿Quién soy?



¿Quién soy?



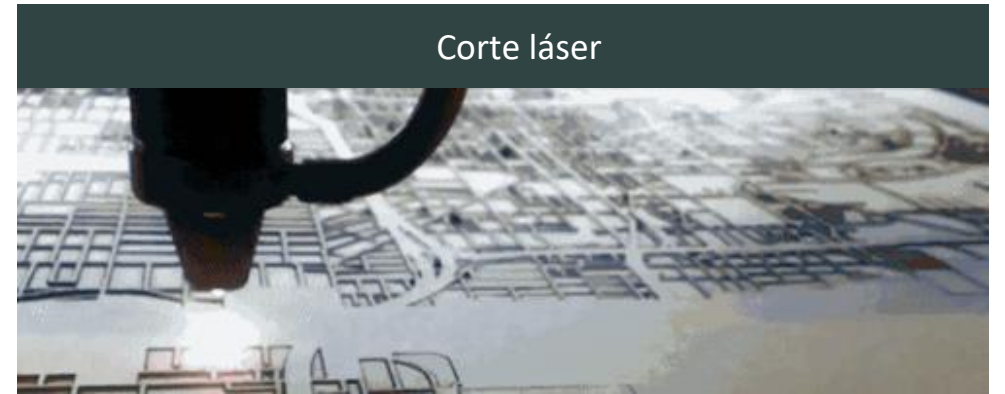
¿Quién soy?



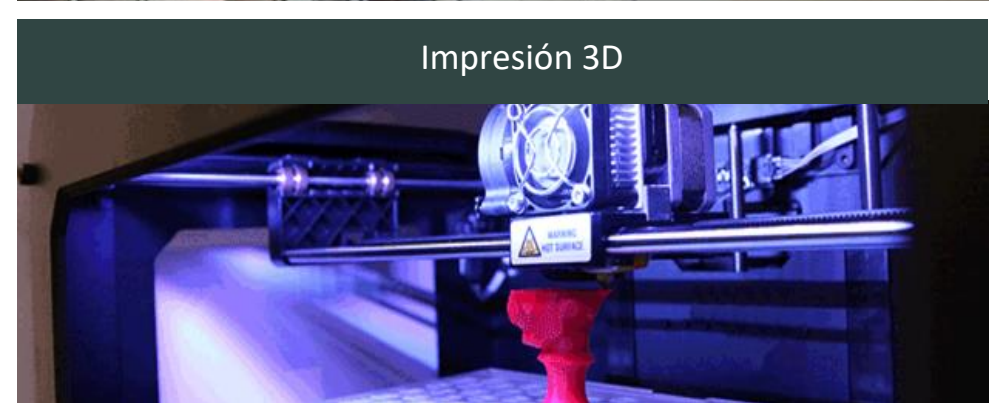
¿Quién soy?



¿Innovación distribuida?



Corte láser



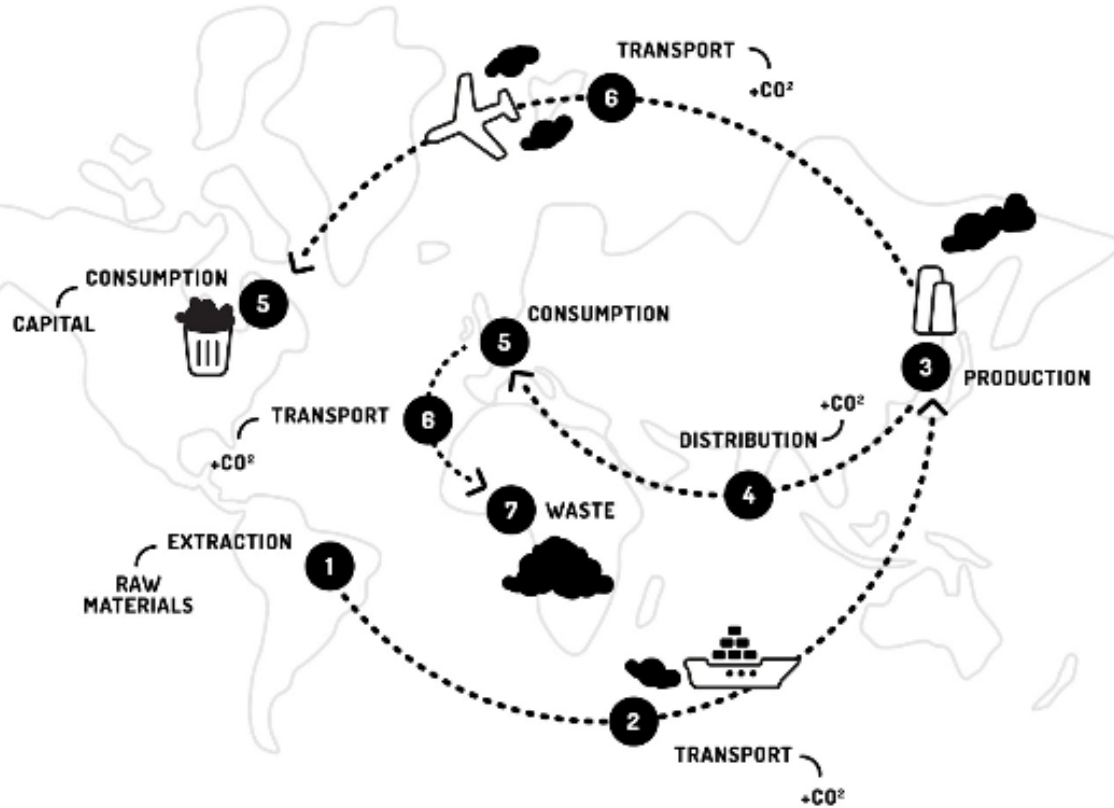
Impresión 3D



CNC

¿Innovación distribuida?

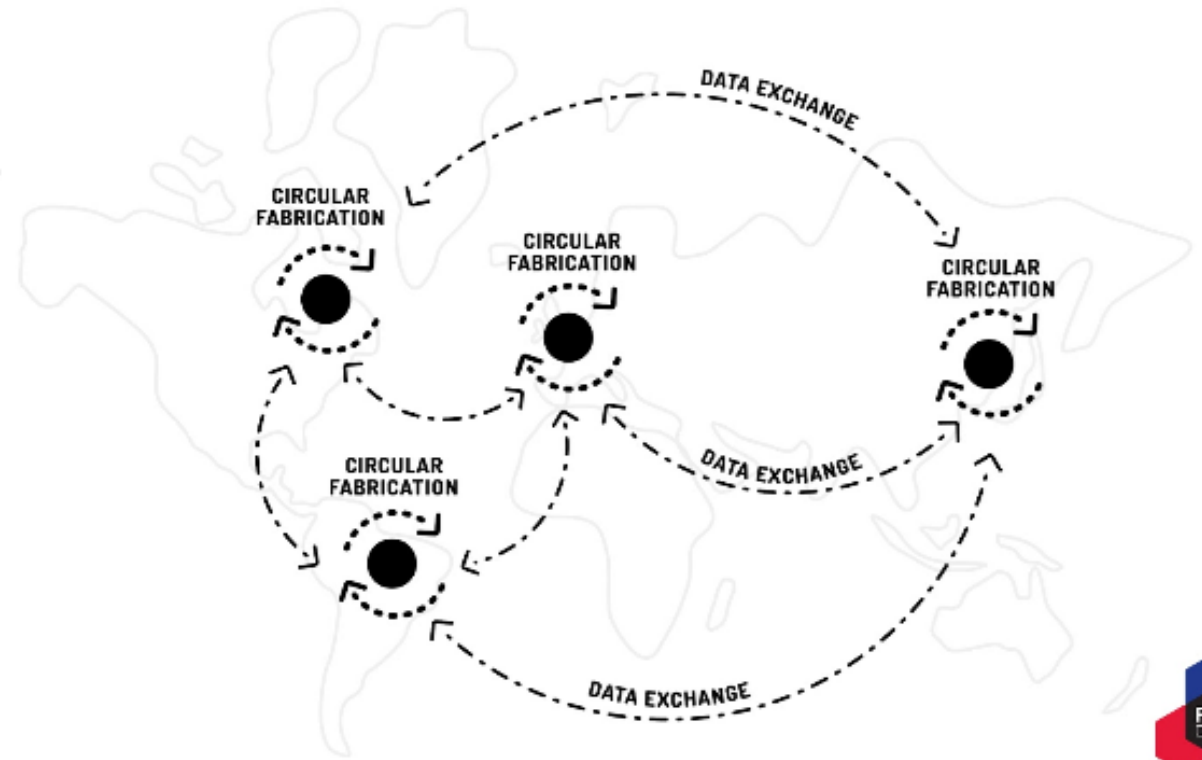
Industrial revolution after 200 years:



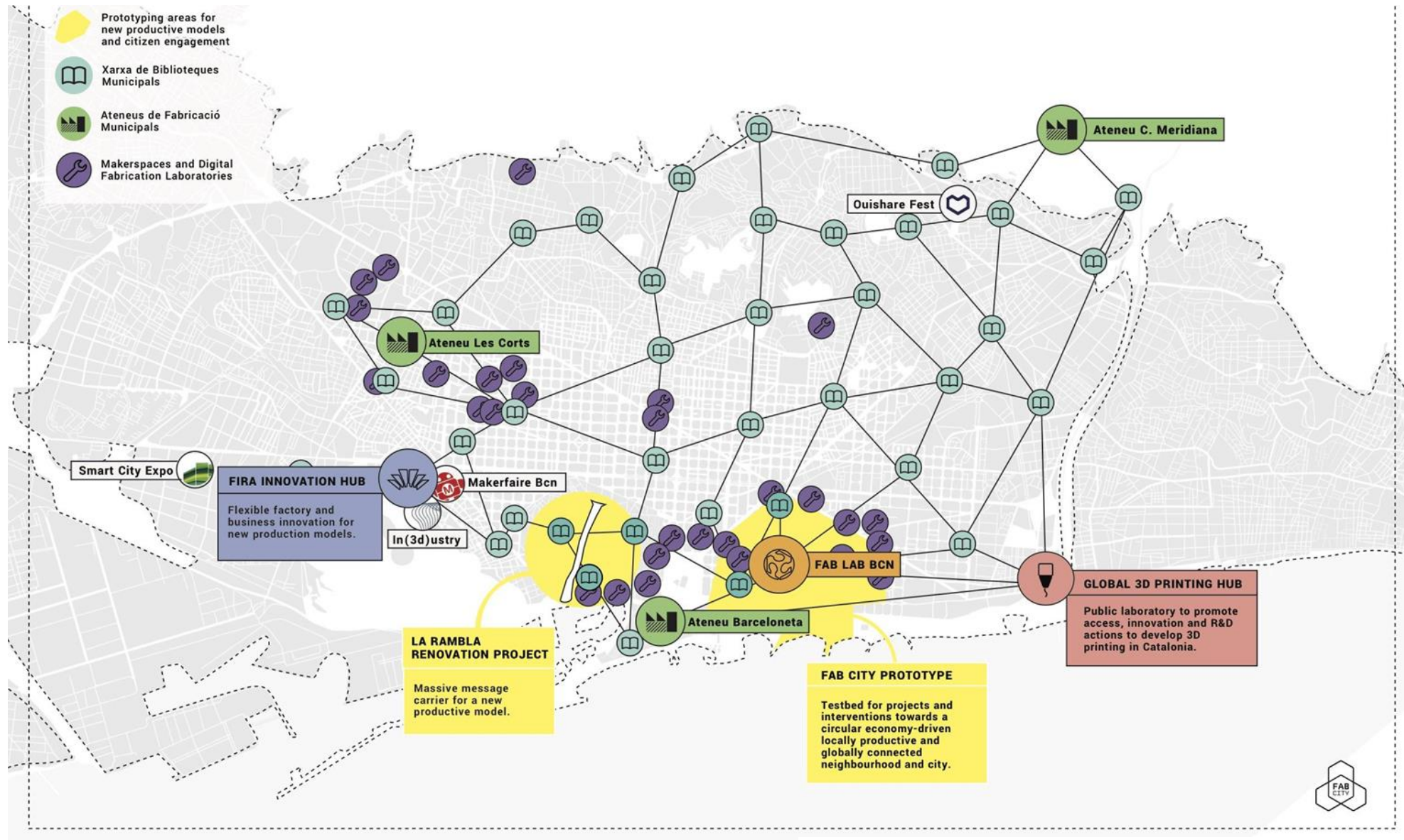
↳ PITO - Product in / Trash out

From linear to spiral production ecosystems:

↳ **DIDO - Data in / Data out**



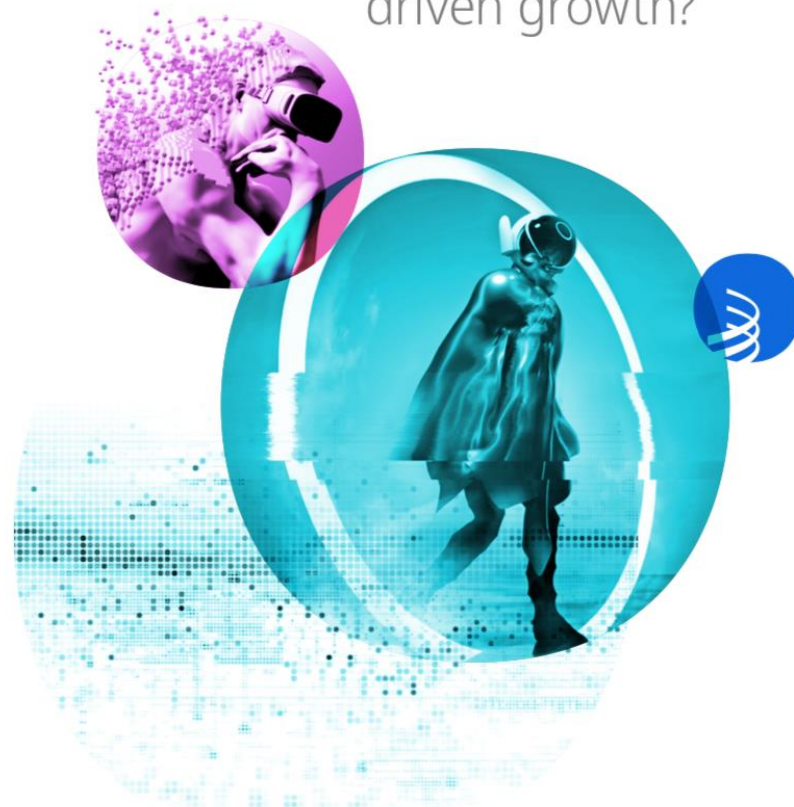
¿Innovación distribuida?



Innovación en Perú

Global Innovation Index 2022

What is the future of innovation-driven growth?



GII 2022 rank

65

Peru

Output rank	Input rank	Income	Region	Population (mn)	GDP, PPP\$ (bn)	GDP per capita, PPP\$
81	52	Upper middle	LCN	33.4	453.7	13,410

	Score/ Value	Rank		Score/ Value	Rank
Institutions	58.0	61	Business sophistication	32.1	49
1.1 Political environment	53.2	87	5.1 Knowledge workers	46.1	[38]
1.1.1 Political and operational stability*	61.8	87	5.1.1 Knowledge-intensive employment, %	14.1	91
1.1.2 Government effectiveness*	44.6	85	5.1.2 Firms offering formal training, %	65.9	6
1.2 Regulatory environment	70.4	48	5.1.3 GERD performed by business, % GDP	n/a	n/a
1.2.1 Regulatory quality*	58.1	45	5.1.4 GERD financed by business, %	n/a	n/a
1.2.2 Rule of law*	37.2	81	5.1.5 Females employed w/advanced degrees, %	11.3	67
1.2.3 Cost of redundancy dismissal	11.4	37	5.2 Innovation linkages	19.4	97
1.3 Business environment	50.4	56	5.2.1 Un/industry R&D collaboration¹	32.7	109
1.3.1 Policies for doing business¹	46.5	75	5.2.2 State of cluster development and depth¹	42.8	88
1.3.2 Entrepreneurship policies and culture*	54.4	29	5.2.3 GERD financed by abroad, % GDP	n/a	n/a
			5.2.4 Joint venture/strategic alliance deals/bn PPP\$ GDP	0.0	125
			5.2.5 Patent families/bn PPP\$ GDP	0.0	80
Human capital and research	36.8	47	5.3 Knowledge absorption	30.8	62
2.1 Education	45.3	80	5.3.1 Intellectual property payments, % total trade	0.7	59
2.1.1 Expenditure on education, % GDP	4.2	69	5.3.2 High-tech imports, % total trade	10.0	43
2.1.2 Government funding/pupil, secondary, % GDP/cap	16.6	74	5.3.3 ICT services imports, % total trade	1.6	58
2.1.3 School life expectancy, years	15.0	53	5.3.4 FDI net in flows, % GDP	2.3	65
2.1.4 PISA scales in reading, maths and science	401.5	66	5.3.5 Research talent, % in businesses	n/a	n/a
2.1.5 Pupil-teacher ratio, secondary	13.8	63			
2.2 Tertiary education	57.2	5	Knowledge and technology outputs	13.7	90
2.2.1 Tertiary enrolment, % gross	70.7	32	6.1 Knowledge creation	9.7	77
2.2.2 Graduates in science and engineering, %	29.6	18	6.1.1 Patents by origin/bn PPP\$ GDP	0.3	88
2.2.3 Tertiary inbound mobility, %	n/a	n/a	6.1.2 PCT patents by origin/bn PPP\$ GDP	0.1	67
2.3 Research and development (R&D)	7.8	64	6.1.3 Utility models by origin/bn PPP\$ GDP	1.0	22
2.3.1 Researchers, FTE/mn pop.	n/a	n/a	6.1.4 Scientific and technical articles/bn PPP\$ GDP	5.8	108
2.3.2 Gross expenditure on R&D, % GDP	0.2	53	6.1.5 Citable documents H-index	14.4	56
2.3.3 Global corporate R&D investors, top 3, mn USD	0.0	38	6.2 Knowledge impact	22.5	80
2.3.4 QS university ranking, top 3*	18.1	53	6.2.1 Labor productivity growth, %	0.4	77
			6.2.2 New businesses/10 pop. 15-64	3.8	36
Infrastructure	40.5	79	6.2.3 Software spending, % GDP	0.2	57
3.1 Information and communication technologies (ICTs)	68.1	81	6.2.4 ISO 9001 quality certificates/bn PPP\$ GDP	4.1	64
3.1.1 ICT access*	70.4	98	6.2.5 High-tech manufacturing, %	12.6	81
3.1.2 ICT use*	50.5	92	6.3 Knowledge diffusion	8.9	106
3.1.3 Government's online service*	75.3	52	6.3.1 Intellectual property receipts, % total trade	0.1	71
3.1.4 E-participation*	76.2	55	6.3.2 Production and export complexity	23.0	96
3.2 General infrastructure	21.7	98	6.3.3 High-tech exports, % total trade	0.4	93
3.2.1 Electricity output, GWh/mn pop.	1,605.4	90	6.3.4 ICT services exports, % total trade	0.3	112
3.2.2 Logistics performance*	29.8	81			
3.2.3 Gross capital formation, % GDP	21.2	83	Creative outputs	19.5	65
3.3 Ecological sustainability	31.6	51	7.1 Intangible assets	31.3	57
3.3.1 GDP/unit of energy use	15.4	23	7.1.1 Intangible asset intensity, top 15, %	55.9	46
3.3.2 Environmental performance*	39.8	72	7.1.2 Trademarks by origin/bn PPP\$ GDP	66.0	35
3.3.3 ISO 14001 environmental certificates/bn PPP\$ GDP	1.9	50	7.1.3 Global brand value, top 5,000, % GDP	7.2	63
			7.1.4 Industrial designs by origin/bn PPP\$ GDP	0.2	102
Market sophistication	40.2	40	7.2 Creative goods and services	12.6	74
4.1 Credit	51.5	14	7.2.1 Cultural and creative services exports, % total trade	0.1	84
4.1.1 Finance for startups and scaleups*	34.9	49	7.2.2 National feature films/mn pop. 15-69	0.2	76
4.1.2 Domestic credit to private sector, % GDP	55.1	63	7.2.3 Entertainment and media market/10 pop. 15-69	7.1	38
4.1.3 Loans from microfinance institutions, % GDP	6.9	1	7.2.4 Printing and other media, % manufacturing	2.0	14
4.2 Investment	4.7	82	7.2.5 Creative goods exports, % total trade	0.2	74
4.2.1 Market capitalization, % GDP	42.8	41	7.3 Online creativity	2.8	75
4.2.2 Venture capital investors, deals/bn PPP\$ GDP	0.0	90	7.3.1 Generic top-level domains (TLDs)/10 pop. 15-69	5.1	52
4.2.3 Venture capital recipients, deals/bn PPP\$ GDP	0.0	101	7.3.2 Country-code TLDs/10 pop. 15-69	1.7	73
4.2.4 Venture capital received, value, % GDP	0.0	71	7.3.3 GitHub commit pushes received/mn pop. 15-69	3.7	67
4.3 Trade, diversification, and market scale	64.4	31	7.3.4 Mobile app creation/bn PPP\$ GDP	0.7	78
4.3.1 Applied tariff rate, weighted avg., %	0.7	6			
4.3.2 Domestic industry diversification	87.5	52			
4.3.3 Domestic market scale, bn PPP\$	453.7	47			

NOTES: ● indicates a strength; ○ a weakness; ◆ an income group strength; ◇ an income group weakness; * an index; † a survey question; ⊕ indicates that the economy's data are older than the base year; see appendices for details, including the year of the data, at https://www.wipo.int/global_innovation_index/en/2022. Square brackets [] indicate that the data minimum coverage (DMC) requirements were not met at the sub-pillar or pillar level.

Índice Global de Innovación 2022 (Organización Mundial de Propiedad Intelectual / SNI)

Actualmente Perú se encuentra en el puesto 65 de 132 economías a nivel global.

Las oportunidades de mejora son: Colaboración para Investigación y Desarrollo entre la Academia y la Industria (109), Desarrollo de Artículos Científicos y Técnicos (108), Difusión del Conocimiento (106), exportación de servicios TIC (112), diseños industriales por origen (102)

Reporte de Competitividad Global 2019 (Foro Económico Mundial / SNI)

Según el reporte pre-pandemia, Perú se encontraba en el puesto 65 de 141 economías.

Las debilidades y oportunidades de mejora fueron: Capacidad en el Gobierno de una Respuesta al Cambio (119), Visión del Gobierno a largo plazo (118), Competencias Digitales de la Población Activa (123), Crecimiento de Empresas Innovadoras (102), Empresas que Adoptan Ideas Disruptivas (107), Colaboración de Múltiples Partes Interesadas (118), Inversión en Investigación y Desarrollo (106)

Habilidades del S. XXI



New Vision for Education Unlocking the Potential of Technology

Exhibit 2: Students require 16 skills for the 21st century

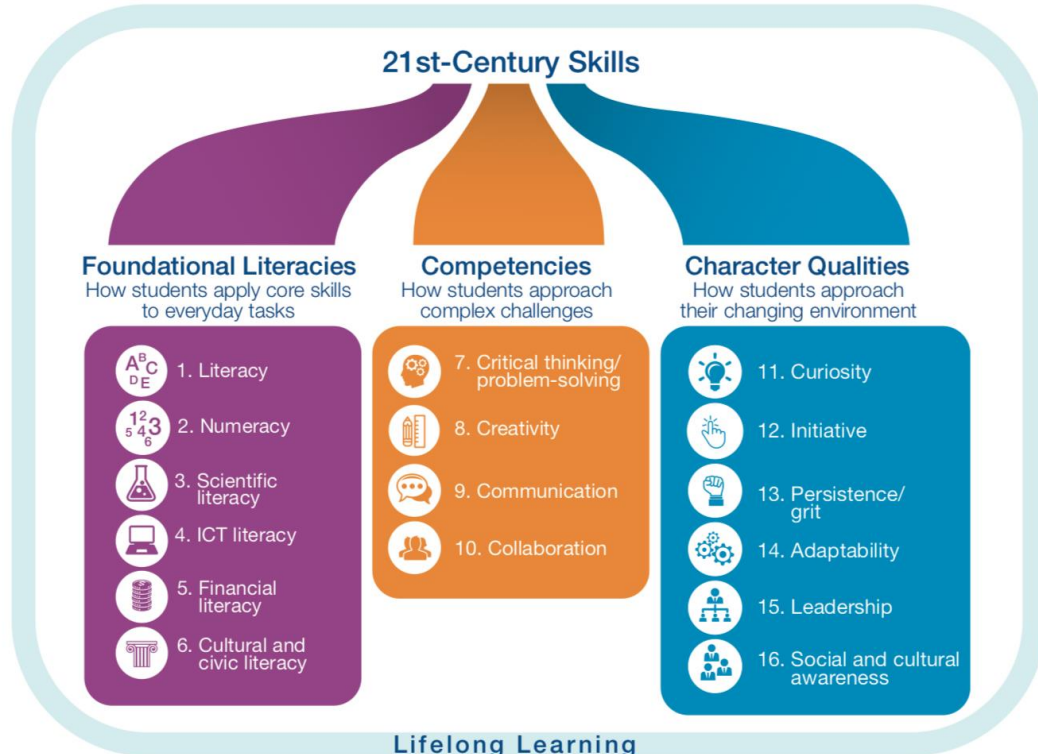


Exhibit 7: Most educational technologies are focused on developing foundational literacies

	Personalized and adaptive content and curricula	Open educational resources	Communication and collaboration tools	Interactive simulations and games
Character Qualities				<ul style="list-style-type: none"> Games for Change
Competencies	<p><i>Additional tools are strongly needed to develop competencies and character qualities</i></p>			<ul style="list-style-type: none"> Glass Lab Games for Change Molecular Workbench Explore Learning Tynker
Foundational Literacies	<ul style="list-style-type: none"> Knewton Dreambox Read180 Khan Academy Smart Sparrow 	<ul style="list-style-type: none"> BetterLesson LearnZillion Curriki Geometry netTrekker Fishtree Pearson McGraw-Hill Houghton Mifflin 	<ul style="list-style-type: none"> Google Apps for Education OneNote Facebook Ponder 	<ul style="list-style-type: none"> Explore Learning Glass Lab STMATH

Habilidades del S. XXII

espacial

comprensión e interés sobre los planetas y el universo

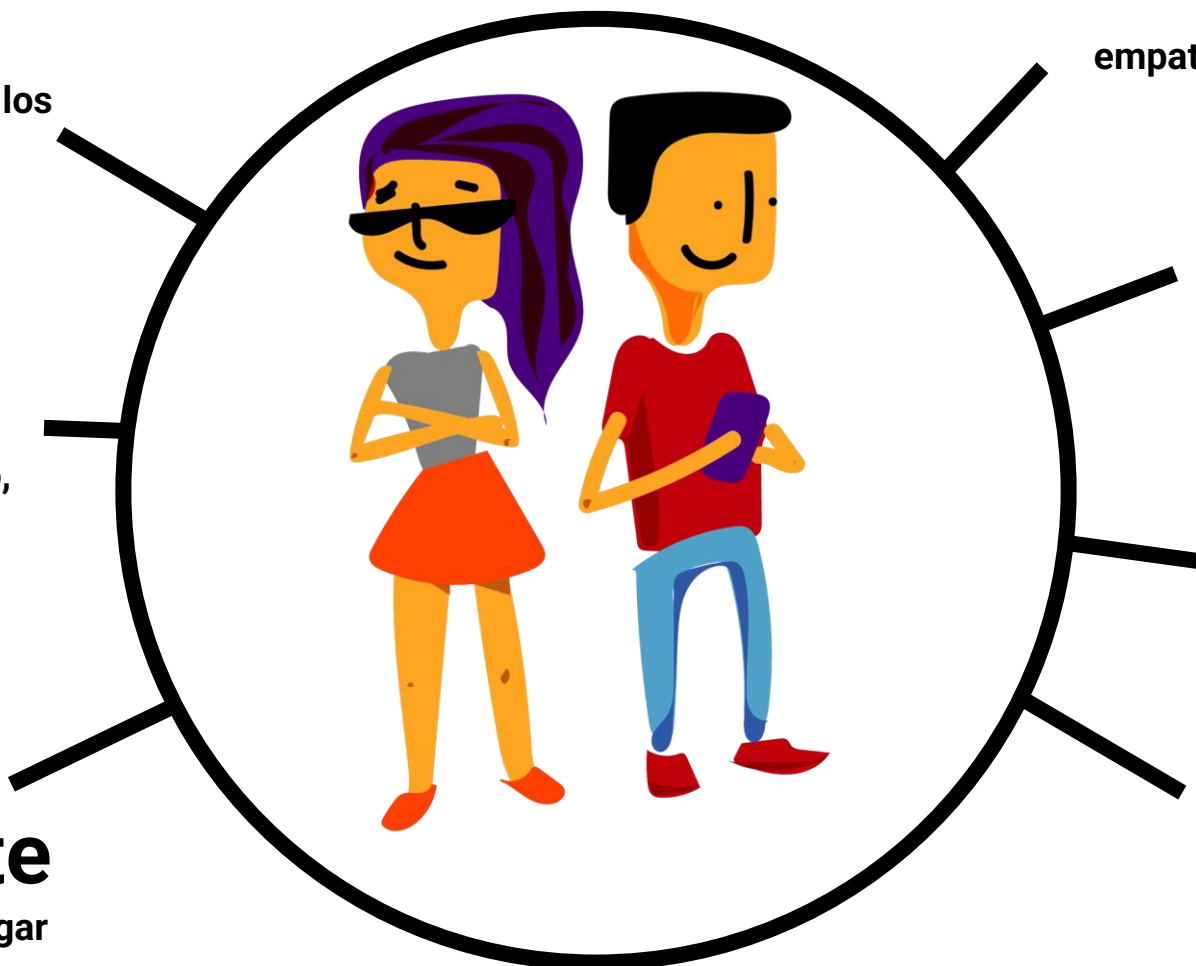
sensorial

trabajo que implique vista, oído, olfato, gusto y tacto

conectado

empáticamente

sentir sin estar presente en el lugar



global

empatía cultural con cualquier país

expresivo

nuevas formas de comunicar un mensaje

ecológico

protección por el cuidado de la salud y el medio ambiente

imaginativo

no tiene límites para ideas nuevos conceptos

Las Transformaciones

Herramientas

Metodologías,
materiales y
actividades



Espacios

El laboratorio como
espacio de trabajo
colaborativo

Generaciones

Aprendamos de los
conocimientos de
todos

Origen

colaboración
desde dentro y fuera
del país



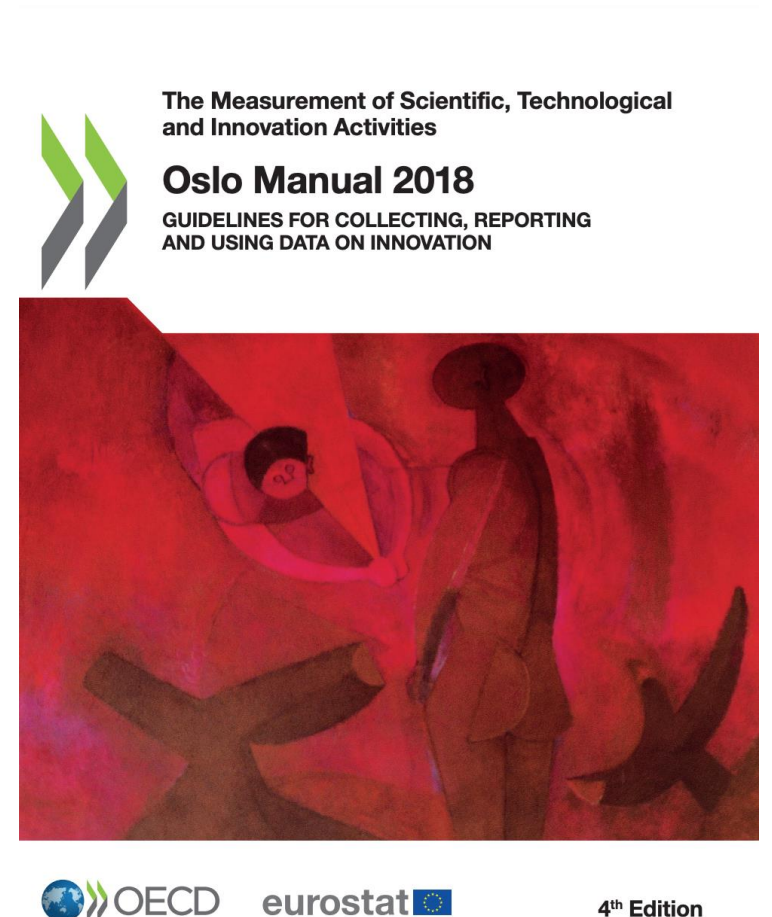
Intersectorial

Aprendemos y
conectamos
con los demás

¿Qué es Innovación?

El Manual de Oslo edición 2018 define innovación como “un producto o proceso **nuevo o mejorado** (o una combinación de los mismos) que **difiere significativamente de los productos o procesos anteriores** de la unidad y que ha sido **puesto a disposición** de los usuarios potenciales (producto) o puesto en uso por la unidad (proceso)”.

Fuente: <https://www.oecd-ilibrary.org/docserver/9789264304604-en.pdf?expires=1684927637&id=id&accname=guest&checksum=E75F208A3B19833766661D4904CA8AE0>



¿Qué es Innovación Pública?

“Proceso inclusivo e iterativo para definir problemas públicos, co crear, prototipar e implementar soluciones viables, que modernicen al Estado y agreguen valor a las personas”

Secretaría de Gestión Pública (2021) *Lineamientos N°001-2021-SGP Orientaciones para una Gestión Pública Innovadora*. Lima: Presidencia del Consejo de Ministros



¿Qué características debería tener una cultura de Innovación?

Coloca a las personas al centro de nuestra intervención.

Conecta la visión de largo plazo con las tareas a corto plazo.

Aprende de las nuevas tecnologías y su potencial.

Promueve un enfoque preventivo y prospectivo.

Sustenta el valor de las nuevas soluciones.

Promueve espacios y recursos para innovar.

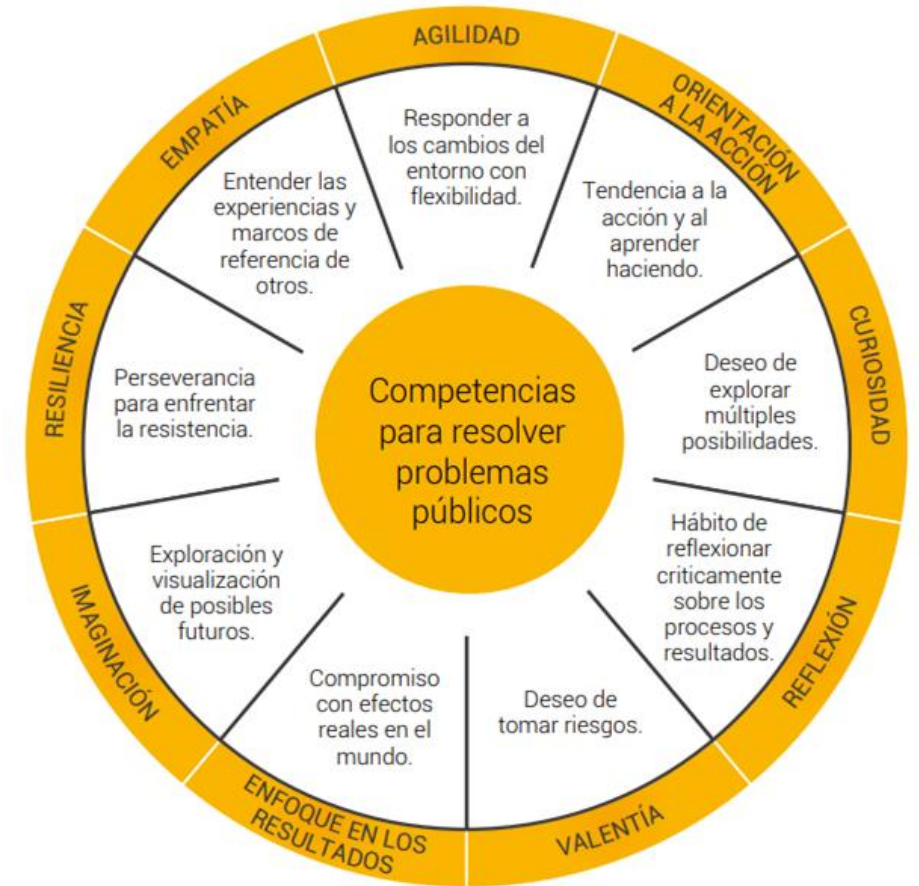
Desaprende la idea que dentro del Estado no se puede innovar.

Comunica los avances de manera atractiva.

Superpone el pensamiento crítico sobre las reglas desfasadas.

Promueve una estructura y organización que fomenta la colaboración.

Reconoce las ventajas del trabajo multidisciplinario.



¿De cuántas formas puedes innovar?

Profit Model

Premium

Price at a higher margin than competitors, usually for a superior product, offering, experience, service or brand.

Cost Leadership

Keep variable costs low and sell high volumes at low prices.

Scaled Transactions

Maximize margins by pursuing high volume, large scale transactions when unit costs are relatively fixed.

Microtransactions

Sell many items for as little as a dollar—or even only one cent—to drive impulse purchases at volume.

Forced Scarcity

Limit the supply of offerings available, by quantity, time frame or access, to drive up demand and/or prices.

Subscription

Create predictable cash flows by charging customers up front (a one time or recurring fee) to have access to the product/service over time.

Membership

Charge a time-based payment to permit access to locations, offerings, or services that non-members don't have.

Installed Base

Offer a "core" product for slim margins (or even a loss) to drive demand and loyalty; then realize profit on additional products and services.

Switchboard

Connect multiple sellers with multiple buyers; the more buyers and sellers who join, the more valuable the switchboard.

Auction

Allow a market—and its users—to set the price for goods and services.

User-Defined

Invite customers to set a price they wish to pay.

Freemium

Offer basic services for free, while charging a premium for advanced or special features.

Flexible Pricing

Vary prices for an offering based on demand.

Float

Receive payment prior to building the offering—and use the cash to earn interest prior to making margins.

Financing

Capture revenue not directly from the sale of a product, but from structured payment plans and after-sale interest.

Ad-Supported

Provide content/services for free to one party while selling listeners, viewers or "eyeballs" to another party.

Licensing

Grant permission to some other group or individual to use your offering in a defined way for a specified payment.

Metered Use

Allow customers to pay for only what they use.

Bundled Pricing

Sell in a single transaction two or more items that could be sold as standalone offerings.

Disaggregate Pricing

Allow customers to buy exactly—and only—what they want.

Risk Sharing

Waive standard fees/costs if certain metrics aren't achieved, but receive outside gains when they are.

Network

Merger/Acquisition

Combine two or more entities to gain access to capabilities and assets.

Consolidation

Acquire multiple companies in the same market or complementary markets.

Open Innovation

Obtain access to processes or patents from other companies to leverage, extend, and build on expertise and/or do the same with internal IP and processes.

Secondary Markets

Connect waste streams, by-products, or other alternative offerings to those who want them.

Supply Chain Integration

Coordinate and integrate information and/or processes across a company or functions of the supply chain.

Complementary Partnering

Leverage assets by sharing them with companies that serve similar markets but offer different products and services.

Alliances

Share risks and revenues to jointly improve individual competitive advantage.

Franchising

License business principles, processes, and brand to paying partners.

Cooperation

Join forces with someone who would normally be your competitor to achieve a common goal.

Collaboration

Partner with others for mutual benefit.

Structure

Organizational Design

Make form follow function and align infrastructure with core qualities and business processes.

Incentive Systems

Offer rewards (financial or non-financial) to provide motivation for a particular course of action.

IT Integration

Integrate technology resources and applications.

Competency Center

Cluster resources, practices and expertise into support centers that increase efficiency and effectiveness across the broader organization.

Outsourcing

Assign responsibility for developing or maintaining a system to a vendor.

Corporate University

Provide job-specific or company-specific training for managers.

Decentralized Management

Distribute decision-making governance closer to the customer or other key business interfaces.

Knowledge Management

Share relevant information internally to reduce redundancy and improve job performance.

Asset Standardization

Reduce operating costs and increase connectivity and modularity by standardizing your assets.

Process

Process Standardization

Use common products, processes, procedures, and policies to reduce complexity, costs, and errors.

Localization

Adapt an offering, process, or experience to target a culture or region.

Process Efficiency

Integrate technology while using fewer resources—measured in materials, energy consumption or time.

Flexible Manufacturing

Use a production system that can rapidly react to changes and still operate efficiently.

Process Automation

Apply tools and infrastructure to manage routine activities in order to free up employees.

Crowdsourcing

Outsource repetitive or challenging work to a large group of semi-organized individuals.

On-Demand Production

Produce items after an order has been received to avoid carrying costs of inventory.

Lean Production

Reduce waste and cost in your manufacturing process and other operations.

Logistics Systems

Manage the flow of goods, information and other resources between the point of origin and the point of use.

Strategic Design

Employ a purposeful approach that manifests itself consistently across offerings, brands, and experiences.

Intellectual Property

Protect an idea that has commercial value—such as a recipe or industrial process—with legal tools like patents.

User Generated

Put your users to work in creating and curating content that powers your offerings.

Predictive Analytics

Model past performance data and predict future outcomes to design and price offerings accordingly.

Product Performance

Superior Product

Develop an offering of exceptional design, quality, and/or experience.

Ease of Use

Make your product simple, intuitive and comfortable to use.

Engaging Functionality

Provide an unexpected or newsworthy experiential component that elevates the customer interaction.

Safety

Increase the customer's level of confidence and security.

Feature Aggregation

Combine existing features found across offerings into a single offering.

Added Functionality

Add new functionality to an existing offering.

Performance Simplification

Omit superfluous details, features, and interactions to reduce complexity.

Environmental Sensitivity

Provide offerings that do no harm—or relatively less harm—to the environment.

Conservation

Design your product so that customers can reduce their use of energy or materials.

Customization

Enable altering of the product or service to suit individual requirements or specifications.

Focus

Design an offering specifically for a particular audience at the expense of others.

Styling

Impart a style, fashion or image.

Product System

Complements

Sell additional related or ancillary products or services to a customer.

Extensions/Plug-ins

Allow first- or third-party additions that add functionality.

Product Bundling

Offer several products for sale as one combined product.

Modular Systems

Provide a set of individual components that can be used independently, but gain utility when combined.

Product/Service Platforms

Develop systems that connect with other, partner products and services to create a holistic offering.

Integrated Offering

Combine otherwise discrete components into a complete experience.

Service

Try Before You Buy

Let customers test and experience an offering before investing in it.

Guarantee

Remove customer risk of lost money or time stemming from product failure or purchase error.

Loyalty Programs

Provide benefits and/or discounts to frequent and high-value customers.

Added Value

Include an additional service/function as part of the base price.

Concierge

Provide premium service by taking on tasks for which customers don't have time.

Total Experience Management

Provide thoughtful, holistic management of the consumer experience across an offering's lifecycle.

Supplementary Service

Offer ancillary services that fit with your offering.

Superior Service

Provide service(s) of higher quality, efficacy, or with a better experience than any competitor.

Personalized Service

Use the customer's own information to provide perfectly calibrated service.

User Communities/Support Systems

Provide a communal resource for product/service support, use and extension.

Lease or Loan

Let customers pay over time to lower upfront costs.

Self-Service

Provide users with control over activities that would otherwise require an intermediary to complete.

Channel

Diversification

Add and expand into new or different channels.

Flagship Store

Create a store to showcase quintessential brand and product attributes.

Go Direct

Skip traditional retail channels and connect directly with customers.

Non-Traditional Channels

Employ novel and relevant avenues to reach customers.

Pop-up Presence

Create a noteworthy but temporary environment to showcase and/or sell offerings.

Indirect Distribution

Use others as resellers who take ownership over delivering the offering to the final user.

Multi-Level Marketing

Sell bulk or packaged goods to an affiliated but independent sales force that turns around and sells it for you.

Cross-selling

Place products, services, or information that will enhance an experience in situations where customers are likely to want to access them.

On-Demand

Deliver goods in real-time whenever or wherever they are desired.

Context Specific

Offer timely access to goods that are appropriate for a specific location, occasion, or situation.

Experience Center

Create a space that encourages your customers to interact with your offerings—but purchase them through a different (and often lower-cost) channel.

Brand

Co-Branding

Combine brands to mutually reinforce key attributes or enhance the credibility of an offering.

Brand Leverage

"Lend" your credibility and allow others to use your name—thus extending your brand's reach.

Private Label

Provide goods made by others under your company's brand.

Brand Extension

Offer a new product or service under the umbrella of an existing brand.

Component Branding

Brand an integral component to make a final offering appear more valuable.

Transparency

Let customers see into your operations and participate with your brand and offerings.

Values Alignment

Make your brand stand for a big idea or a set of values and express them consistently in all aspects of your company.

Certification

Develop a brand or mark that signifies and ensures certain characteristics in third-party offerings.

Customer Engagement

Process Automation

Remove the burden of repetitive tasks from the user to simplify life and make new experiences seem magical.

Experience Simplification

Reduce complexity and focus on delivering specific experiences exceptionally well.

Curation

Use a distinct point of view to separate the proverbial wheat from the chaff—and in the process create a strong identity for yourself and your followers.

Experience Enabling

Extend the realm of what's possible to offer a previously improbable experience.

Mastery

Help customers to obtain great skill or deep knowledge of some activity or subject.

Autonomy and Authority

Grant users the power to use your offerings to shape their own experience.

Community and Belonging

Facilitate visceral connections to make people feel they are part of a group or movement.

Personalization

Alter a standard offering to allow the projection of the customer's identity.

Whimsy and Personality

Humanize your offering with small flourishes of on-brand, on-message ways of seeming alive.

Status and Recognition

Offer cues that infer meaning, allowing users—and those who interact with them—to develop and nurture aspects of their identity.

CONFIGURATION

OFFERING

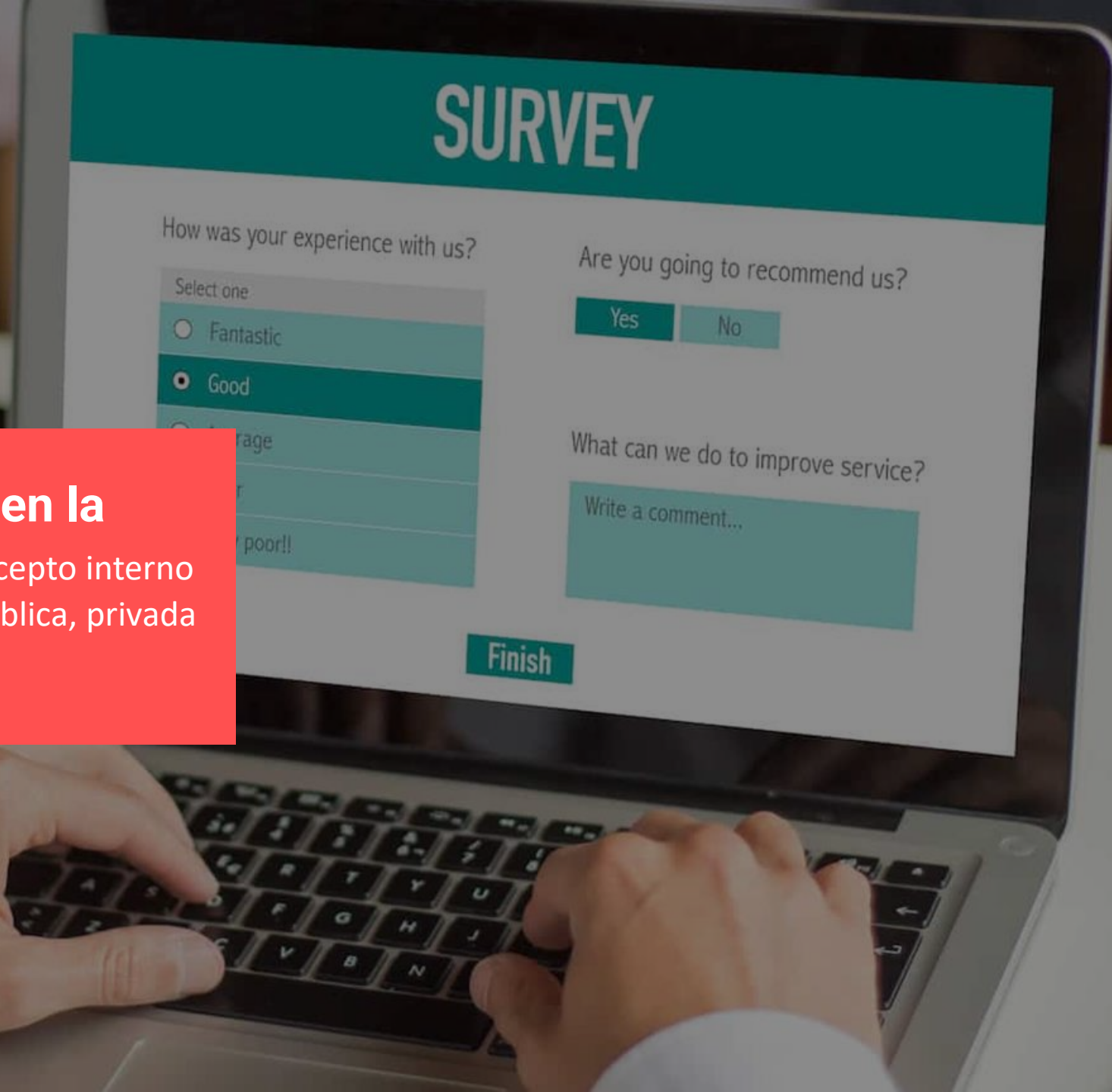
EXPERIENCE

¿De cuántas formas puedes innovar?

Profit Model	Network	Structure	Process	Product Performance	Product System	Service	Channel	Brand	Customer Engagement	
<p>Premium Price at a higher margin than competitors, usually for a superior product, offering, experience, service or brand.</p> <p>Cost Leadership Keep variable costs low and sell high volumes at low prices.</p> <p>Scaled Transactions Maximize margins by pursuing high volume, large scale transactions when unit costs are relatively fixed.</p> <p>Microtransactions Sell many items for as little as a dollar—or even only one cent—to drive impulse purchases at volume.</p> <p>Forced Scarcity Limit the supply of offerings available, by quantity, time frame or access, to drive up demand and/or prices.</p> <p>Subscription Create predictable cash flows by charging customers up front (a one time or recurring fee) to have access to the product/ service over time.</p> <p>Membership Charge a time-based payment to permit access to locations, offerings, or services that non-members don't have.</p> <p>Installed Base Offer a "core" product for slim margins (or even a loss) to drive demand and loyalty; then realize profit on additional products and services.</p> <p>Switchboard Connect multiple sellers with multiple buyers; the more buyers and sellers who join, the more valuable the switchboard.</p> <p>Auction Allow a market—and its users—to set the price for goods and services.</p>	<p>User-Defined Invite customers to set a price they wish to pay.</p> <p>Freemium Offer basic services for free, while charging a premium for advanced or special features.</p> <p>Flexible Pricing Vary prices for an offering based on demand.</p> <p>Float Receive payment prior to building the offering—and use the cash to earn interest prior to making margins.</p> <p>Financing Capture revenue not directly from the sale of a product, but from structured payment plans and after-sale interest.</p> <p>Ad-Supported Provide content/services for free to one party while selling listeners, viewers or "eyeballs" to another party.</p> <p>Licensing Grant permission to some other group or individual to use your offering in a defined way for a specified payment.</p> <p>Metered Use Allow customers to pay for only what they use.</p> <p>Bundled Pricing Sell in a single transaction two or more items that could be sold as standalone offerings.</p> <p>Disaggregate Pricing Allow customers to buy exactly—and only—what they want.</p> <p>Risk Sharing Waive standard fees/costs if certain metrics aren't achieved, but receive outside gains when they are.</p>	<p>Merger/Acquisition Combine two or more entities to gain access to capabilities and assets.</p> <p>Consolidation Acquire multiple companies in the same market or complementary markets.</p> <p>Open Innovation Obtain access to processes or patents from other companies to leverage, extend, and build on expertise and/or do the same with internal IP and processes.</p> <p>Secondary Markets Connect waste streams, by-products, or other alternative offerings to those who want them.</p> <p>Supply Chain Integration Coordinate and integrate information and/or processes across a company or functions of the supply chain.</p> <p>Complementary Partnering Leverage assets by sharing them with companies that serve similar markets but offer different products and services.</p> <p>Alliances Share risks and revenues to jointly improve individual competitive advantage.</p> <p>Franchising License business principles, processes, and brand to paying partners.</p> <p>Cooperation Join forces with someone who would normally be your competitor to achieve a common goal.</p> <p>Collaboration Partner with others for mutual benefit.</p>	<p>Organizational Design Make form follow function and align infrastructure with core qualities and business processes.</p> <p>Incentive Systems Offer rewards (financial or non-financial) to provide motivation for a particular course of action.</p> <p>IT Integration Integrate technology resources and applications.</p> <p>Competence Center Cluster resources, practices and expertise into support centers that increase efficiency and effectiveness across the broader organization.</p> <p>Outsourcing Assign development of a system to an external provider.</p> <p>Core Competency Provide a competitive advantage for the organization.</p> <p>Decision Making Distribute governance to customer business units.</p> <p>Knowledge Management Share information and improve job performance.</p> <p>Asset Standardization Reduce operating costs and increase connectivity and modularity by standardizing your assets.</p> <p>Intellectual Property Protect an idea that has commercial value—such as a recipe or industrial process—with legal tools like patents.</p> <p>User Generated Put your users to work in creating and curating content that powers your offerings.</p> <p>Predictive Analytics Model past performance data and predict future outcomes to design and price offerings accordingly.</p>	<p>Process Standardization Use common products, processes, procedures, and policies to reduce complexity, costs, and errors.</p> <p>Localization Adapt an offering, process, or experience to target a culture or region.</p> <p>Process Efficiency Create or produce more while using fewer resources—measured in materials, energy consumption or time.</p> <p>Flexible Manufacturing Use a production system that can rapidly react to changes and still operate efficiently.</p> <p>Process Automation Apply tools and infrastructure to manage routine activities in information and other resources between the point of origin and the point of use.</p> <p>Strategic Design Employ a purposeful approach that manifests itself consistently across offerings, brands, and experiences.</p> <p>Styling Impart a style, fashion or image.</p>	<p>Superior Product Develop an offering of exceptional design, quality, and/or experience.</p> <p>Ease of Use Make your product simple, intuitive and comfortable to use.</p> <p>Engaging Functionality Provide an unexpected or newsworthy experiential component that elevates the customer interaction.</p> <p>Safety Increase the customer's level of confidence and security.</p> <p>Feature Aggregation Combine existing features found across offerings into a single offering.</p> <p>Customization Enable altering of the product or service to suit individual requirements or specifications.</p> <p>Focus Design an offering specifically for a particular audience at the expense of others.</p>	<p>Complements Sell additional related or ancillary products or services to a customer.</p> <p>Extensions/Plug-ins Allow first- or third-party additions that add functionality.</p> <p>Product Bundling Offer several products for sale as one combined product.</p> <p>Modular Systems Provide a set of individual components that can be used independently, but gain utility when combined.</p> <p>Product/Service Platforms Develop systems that connect with other partner</p>	<p>Try Before You Buy Let customers test and experience an offering before investing in it.</p> <p>Guarantee Remove customer risk of lost money or time stemming from product failure or purchase error.</p> <p>Loyalty Programs Provide benefits and/or discounts to frequent and high-value customers.</p> <p>Added Value Include an additional service/function as part of the base price.</p> <p>Concierge Provide premium service by taking on tasks for which customers don't have time.</p> <p>Personalized Service Use customer information to provide perfectly calibrated service.</p> <p>Lease or Loan Let customers pay over time to lower upfront costs.</p> <p>Self-Service Provide users with control over activities that would otherwise require an intermediary to complete.</p>	<p>Diversification Add and expand into new or different channels.</p> <p>Flagship Store Create a store to showcase quintessential brand and product attributes.</p> <p>Go Direct Skip traditional retail channels and connect directly with customers.</p> <p>Non-Traditional Channels Employ novel and relevant avenues to reach customers.</p> <p>Pop-up Presence Create a noteworthy but temporary environment to showcase and/or sell offerings.</p> <p>Indirect Distribution Use others as resellers who take ownership over delivering the offering to the final user.</p> <p>Multi-Level Marketing Sell bulk or packaged goods to an affiliated but independent sales force that turns around and sells it for you.</p> <p>Cross-selling Place products, services, or information that will enhance an experience in situations where customers are likely to want to access them.</p> <p>On-Demand Deliver goods in real-time whenever or wherever they are desired.</p> <p>Context Specific Offer timely access to goods that are appropriate for a specific location, occasion, or situation.</p> <p>Experience Center Create a space that encourages your customers to interact with your offerings—but purchase them through a different (and often lower-cost) channel.</p>	<p>Co-Branding Combine brands to mutually reinforce key attributes or enhance the credibility of an offering.</p> <p>Brand Leverage "Lend" your credibility and allow others to use your name—thus extending your brand's reach.</p> <p>Private Label Provide goods made by others under your company's brand.</p> <p>Brand Extension Offer a new product or service under the umbrella of an existing brand.</p> <p>Component Branding Brand an integral component to make a final offering appear more valuable.</p> <p>Transparency Let customers see into your operations and participate with your brand and offerings.</p> <p>Values Alignment Make your brand stand for a big idea or a set of values and express them consistently in all aspects of your company.</p> <p>Certification Develop a brand or mark that signifies and ensures certain characteristics in third-party offerings.</p>	<p>Process Automation Remove the burden of repetitive tasks from the user to simplify life and make new experiences seem magical.</p> <p>Experience Simplification Reduce complexity and focus on delivering specific experiences exceptionally well.</p> <p>Curation Use a distinct point of view to separate the proverbial wheat from the chaff—and in the process create a strong identity for yourself and your followers.</p> <p>Experience Enabling Extend the realm of what's possible to offer a previously improbable experience.</p> <p>Mastery Help customers to obtain great skill or deep knowledge of some activity or subject.</p> <p>Autonomy and Authority Grant users the power to use your offerings to shape their own experience.</p> <p>Community and Belonging Facilitate visceral connections to make people feel they are part of a group or movement.</p> <p>Personalization Alter a standard offering to allow the projection of the customer's identity.</p> <p>Whimsy and Personality Humanize your offering with small flourishes of on-brand, on-message ways of seeming alive.</p> <p>Status and Recognition Offer cues that infer meaning, allowing users—and those who interact with them—to develop and nurture aspects of their identity.</p>

IT Integration
Integrate technology resources and applications.

Encuesta de Innovación en la Organización: Definir un concepto interno sobre la innovación en la gestión pública, privada o académica.



Encuesta de Innovación Organizacional

ENCUESTA
DE INNOVACIÓN
ORGANIZACIONAL

INNOVEMOS JUNTOS

25-29
NOVIEMBRE



Queremos descubrir tus talentos, arriesgar en campos inexplorados, fortalecer el vínculo entre áreas y diseñar nuevas estrategias para mejorar nuestros resultados. Ayúdanos a identificar oportunidades de mejora para transformarnos en un nuevo VMT. **¡Prepárate!**

Questions Responses

Company party Choose a question type

Where? When?

+ Choice Text Rating Date Ranking

Recommended from Microsoft Forms templates

Your name

Number of guests attending including yourself

Do you or your guests have any food allergies?


Likert

File upload

Net Promoter Score®

Section

Google Form
Microsoft Forms Office 365

A person with blonde hair is seen from the back, wearing a black and blue headset with a microphone. They are looking at a large computer monitor that displays a grid of approximately 15 video conference participants. The scene is set in an office environment with a desk and keyboard visible in the foreground.

Eventos remotos: Fortalecer la conexión de la entidad con el ecosistema nacional e internacional de innovación.

Caso: MINCEMeet: Charlas Virtuales



Rubén Sánchez
Gerente General
Pastelería San Antonio.

**TIEMPOS DE CAMBIOS,
UN NUEVO MODO DE
SEGUIR ADELANTE.**



TEMA:
**TODOS PODEMOS
SER HÉROES**

Dr. Ricardo Pun Chong
Ganador CNN Héroes 2018
Albergue Inspira.

**Junio
2020**



TEMA:
**HOMBRO A HOMBRO
CONTRA EL COVID-19**
LA LABOR DEL SECTOR PRIVADO
EN APOYO A LOS MÁS VULNERABLES

Juan Manuel Arribas
Director Ejecutivo
Hombro a Hombro.

**Junio
2020**



TEMA:
**LA FELICIDAD
POST CUARENTENA**

Jorge Yamamoto
Autor de "La gran estafa
de la felicidad"

**Julio
2020**

MINCEMEET  #PrimerMiSalud

CHARLAS VIRTUALES

Mincetur pensando en ti, te invita a compartir con nosotros una nueva manera de continuar unidos como una gran familia a través de la **quinta charla virtual**, donde contaremos con la participación de un invitado especial.

ALINTI / INNOVACIÓN PERUANA PARA
CONSEGUIR EL BIENESTAR DE
LOS CIUDADANOS

**viernes 21 de agosto
4:00PM
Plataforma Zoom**



Hernán Asto
Fundador
Alinti
*Macerato que genera
energía en base a
microorganismos*

 **ODS 11** Diseñemos ciudades y comunidades más sostenibles.
MINCETUR apuesta por los Objetivos de Desarrollo Sostenible.


¡TE ESPERAMOS!

Oficina de Personal

Caso: MINCEMeet: Charlas Virtuales

#PrimerMISalud

MINCEMEET
CHARLAS VIRTUALES



Mincetur pensando en ti, te invita a disfrutar nuevamente de nuestra cuarta charla virtual.


**TEMA:
LA FELICIDAD
POST CUARENTENA**

Jorge Yamamoto
Autor de "La gran estafa de la felicidad"

Oficina de Personal

LECCIONES APRENDIDAS de la familia MINCETUR

- + "La felicidad es algo que se debe trabajar día a día, con las pequeñas acciones que hacemos".
- + "Para alcanzar la felicidad hay que adaptarse y aceptar la realidad que nos tocó vivir".
- + "Los valores y la educación sientan bases para la felicidad de una sociedad".
- + "Aprender a reinventarse buscando un mejor sentido de comunidad y trabajo en equipo".
- + "La felicidad es una actitud, y está ligada a la capacidad para adaptarse a situaciones nuevas".

Revive el momento. Dale **PLAY** 

MINCEMEET
CHARLAS VIRTUALES

MINCETUR
18º aniversario



**TEMA:
LA FELICIDAD POST
CUARENTENA**

Jorge Yamamoto
Autor de "La gran estafa de la felicidad"

Día: Viernes 10 de julio
Hora: 3:50 P. M.
Plataforma Zoom

Inscripciones:
Hasta el viernes 10 de julio, 1:00 P.M.
Contacto:
jguerreror@mincetur.gob.pe

Oficina de Personal



CONSTANCIA DE INSPIRACIÓN + 

MINCEMEET
CHARLAS VIRTUALES

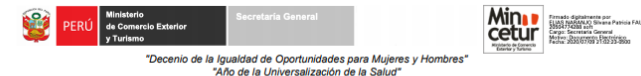
Jorge Yamamoto
Fundador
B y P Bienestar y Productividad

Gracias por compartir tus experiencias y ser un modelo a seguir.

10 de julio de 2020
Fecha

Silvana Elías
Secretaría General

ODS 13 Evitemos Impedir. Cuidemos el medioambiente. MINCETUR apuesta por los Objetivos de Desarrollo Sostenible.



San Isidro, 9 de julio de 2020

OFICIO N° 423 - 2020 - MINCETUR/SG

Señor(a)
JORGE MARTIN YAMAMOTO SUDA
Departamento de Psicología
PONTIFICIA UNIVERSIDAD CATOLICA DEL PERU
Av. Universitaria 1801 Urb. Pando
Lima/Lima/San Miguel

Asunto : Invitación para exponer en "MinceMeet: Charlas Virtuales"

Me dirijo a usted para saludarlo y a la vez invitarlo a participar como expositor en el "MinceMeet: Charlas Virtuales", que se llevará a cabo el día viernes 10 de julio del presente año a las 04:00 pm, a través de la plataforma virtual Zoom.

Es de señalar, que "MinceMeet: Charlas Virtuales" tiene como objetivo invitar a distintos representantes del sector público, privado y académico, y promover internamente las experiencias y lecciones aprendidas sobre la colaboración, el trabajo remoto y los distintos retos frente a esta etapa del COVID-19.

La participación es gratuita y el formato de exposición es libre, a modo de presentación o mediante una entrevista virtual. Por lo antes expuesto, mucho agradeceré confirmar su participación con el Sr. Víctor Freund Meléndez al correo electrónico vfreund@mincetur.gob.pe.

Agradeciéndole la atención, que le brinde al presente, quedo de usted,

Atentamente,

Firmado digitalmente
SILVANA PATRICIA ELIAS NARANJO
Secretaría General
Ministerio de Comercio Exterior y Turismo - MINCETUR

C.c. OP
Expediente N° 1342445
mcc

Esta es una copia auténtica imprimible de un documento electrónico archivado en el Ministerio de Comercio Exterior y Turismo, aplicando lo dispuesto por el Art. 25 de D.S. 070-2013-PCM y la Tercera Disposición Complementaria Final de D.S. 026-2016-PCM. Su autenticidad e integridad pueden ser contrastadas a través de la siguiente dirección web: <https://consultasenlinea.mincetur.gob.pe/verifica> e ingresando la siguiente clave: HKE05JWF

Ca. Uno Oeste 050, Urb. Corpac - San Isidro, Lima 27, Perú



Caso: Festival INSPIRA (2021)



inspira

Festival para la internacionalización
de la creatividad e innovación peruana

24 al 28 de mayo

Caso: Festival INSPIRA (2021)



Mauro Porcini



Anouk Wipprecht



Pedro Moneo

Caso: Festival INSPIRA (2021)



Diseñador peruano,
creador de autos
Lamborghini 😱



JorGeek



FabLab USMP



Mateo Alayza



Inclusión de perfiles: Generar espacios y momentos para el trabajo multidisciplinario considerando perfiles de carreras ligadas a las industrias creativas.

Inclusión de perfiles de diseño

ANTES



DESPUÉS



Inclusión de perfiles de diseño



tuit. (Del ingl. *tweet*). m. Mensaje digital en la red social Twitter® y que no puede ser mayor de 140 caracteres.

Glosario de Nuevos Conceptos:

Promover el intercambio de conceptos sobre innovación entre el sector público, privado y académico.

L. Comunicarse por medio de un tuit.

tuiteo. m. Acción y efecto de tuitear.

tuitero, ra. adj. 1. Perteneciente o relativo a un tuit.



SABER ALFA:
GLOSARIO DE
INNOVACIÓN

-PROMPERÚ LAB

CO-CREACIÓN

 Metodología Creativa

Se refiere al conjunto de prácticas utilizadas para desarrollar productos, sistemas o servicios en estrecha colaboración con clientes, administradores, empleados y otros grupos de interés

Términos relacionados: **COWORKING**



C

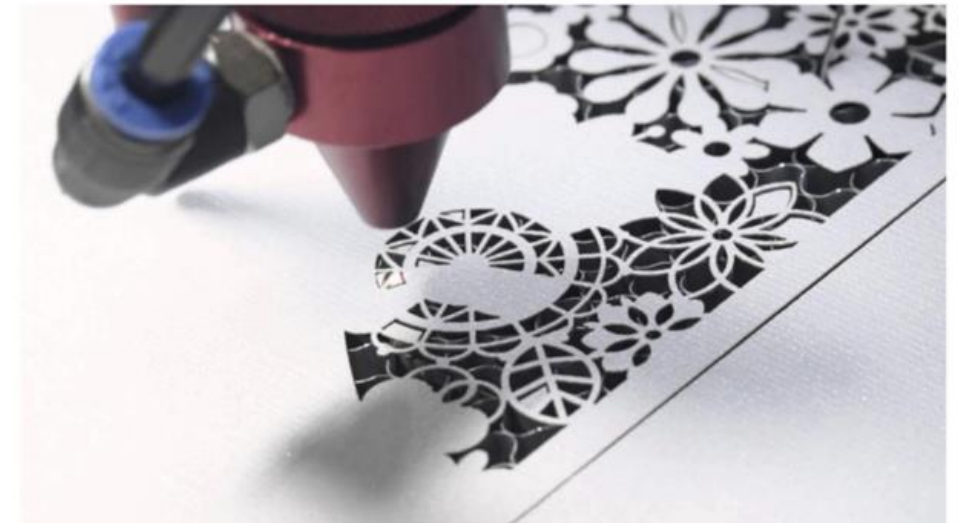
CORTE LÁSER

 Herramienta Constructiva

Es una herramienta de fabricación que utiliza un rayo laser para generar cortes o grabar materiales como plástico, madera, tela o metal. se caracteriza por su alta precisión, dependiendo de la velocidad y potencia con la que se trabaje.

Demostración de corte láser 

Términos relacionados: **FABRICACIÓN DIGITAL FRESADO CNC IMPRESIÓN 3D ESCÁNER 3D**



Caso: Saber Alfa: Glosario de Innovación

GERENCIA GENERAL



SABER ALFA: GLOSARIO DE INNOVACIÓN

Te presentamos la
definición de la semana:

STORYTELLING

Es el arte de contar una historia. La creación y aprovechamiento de una atmósfera mágica a través del relato. Consiste en conectar con tus usuarios, apelando a lo racional y lo instintivo.



DESCARGA SABER ALFA EN NUESTRA INTRANET
Y DESCUBRE EL MUNDO DE LA INNOVACIÓN



Síguenos en



SABER ALFA GLOSARIO DE INNOVACIÓN

AGILE

Es un conjunto de metodologías para el desarrollo de proyectos que precisan de rapidez y flexibilidad para adaptarse a condiciones cambiantes del mercado.

Descarga [aquí](#) SABER ALFA y descubre el mundo de la innovación.

Gerencia General



CO
LABORA

Tour (virtual) de Innovación:

Identificar las lecciones aprendidas de creatividad e innovación en entidades públicas, privadas y académicas.

Tour Maker



Hackatón

de Periodismo y Divulgación
de la Innovación

Lima 2017

15-16 Diciembre

Ciencia • Tecnología • Innovación • Emprendimiento



Innóvate Perú



swisscontact



Tour Maker



Tour Maker

Inversionistas y emprendedores participarán en proceso creativo de objetivos innovadores digitales

Publicado el Jueves, 11 Julio 2019

Twitter

Me gusta

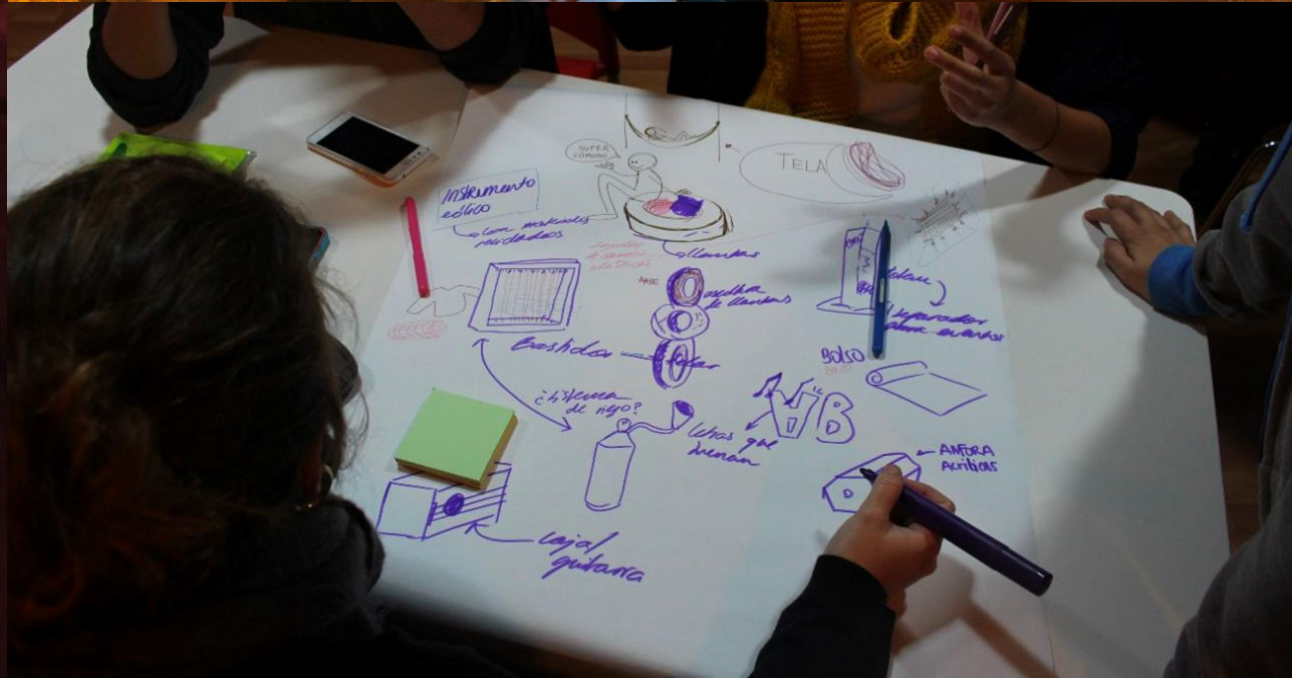


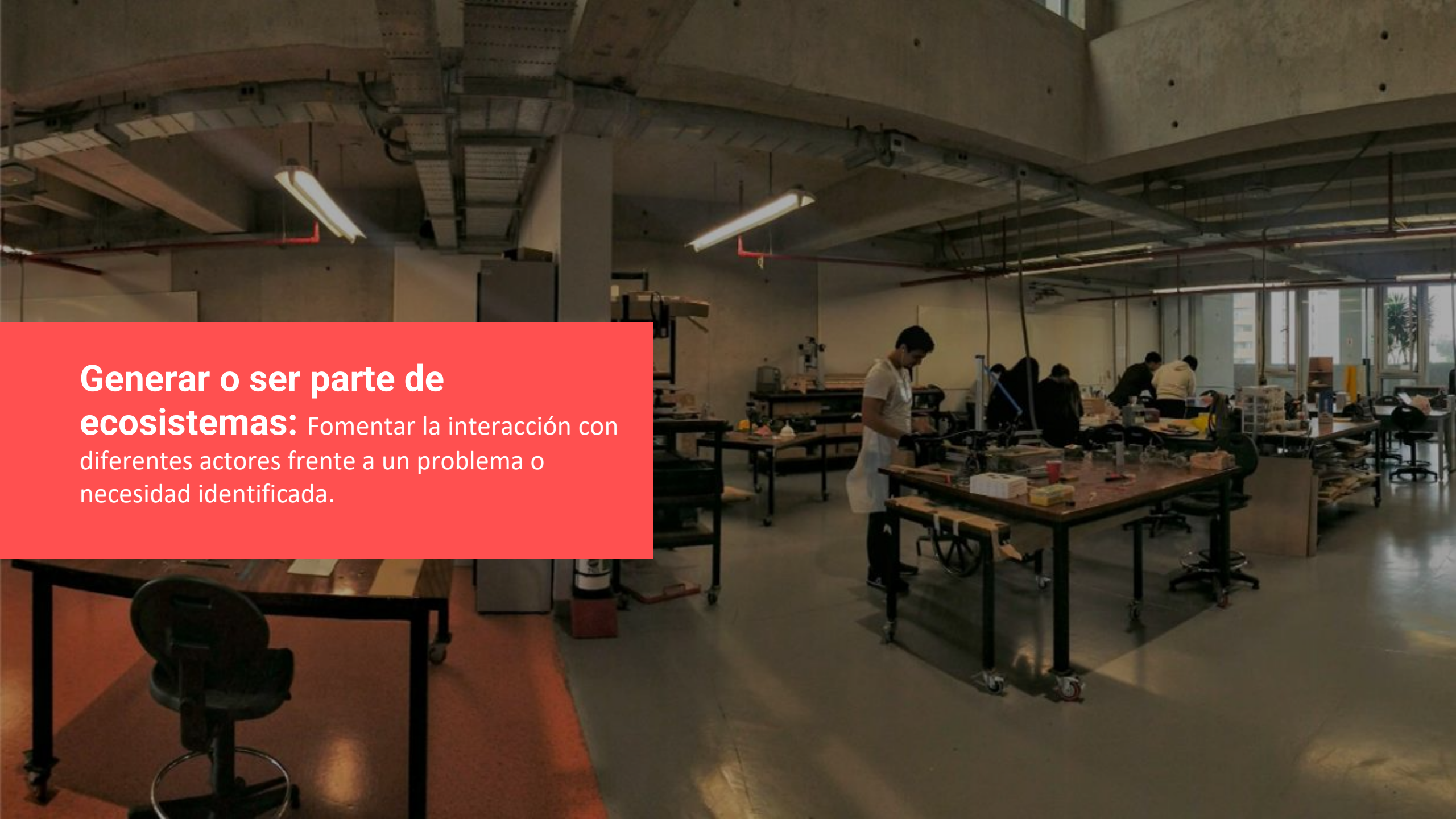
An illustration of a woman with dark curly hair reading a book. She is wearing a dark patterned top. The background is a teal color with floating school supplies like pencils and books. A red rectangular box is overlaid on the left side of the image, containing text.

Guía Metodológica para la

Innovación: Brindar información clara sobre las etapas del proceso de diseño centrado en el planeta aplicado a las actividades de la empresa

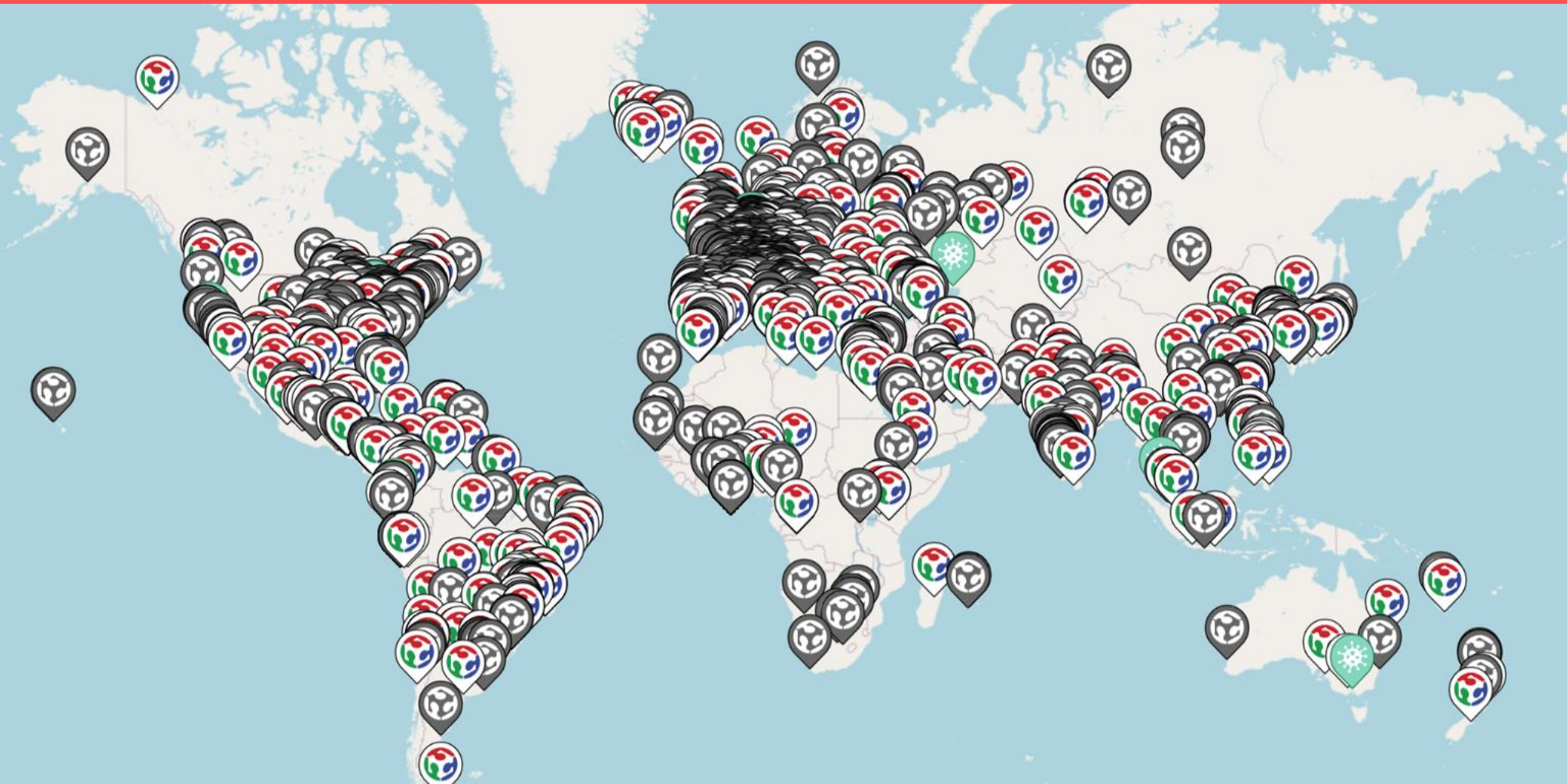
Caso: Taller OVNI: Objeto Verde No Identificado





Generar o ser parte de ecosistemas: Fomentar la interacción con diferentes actores frente a un problema o necesidad identificada.

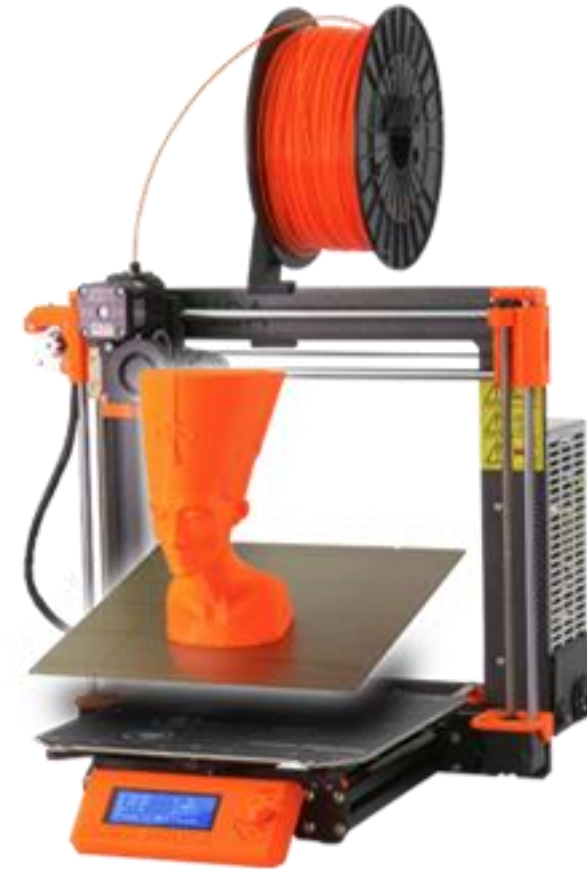
Caso: Red Global de Fab Labs



Caso: Red Global de Fab Labs

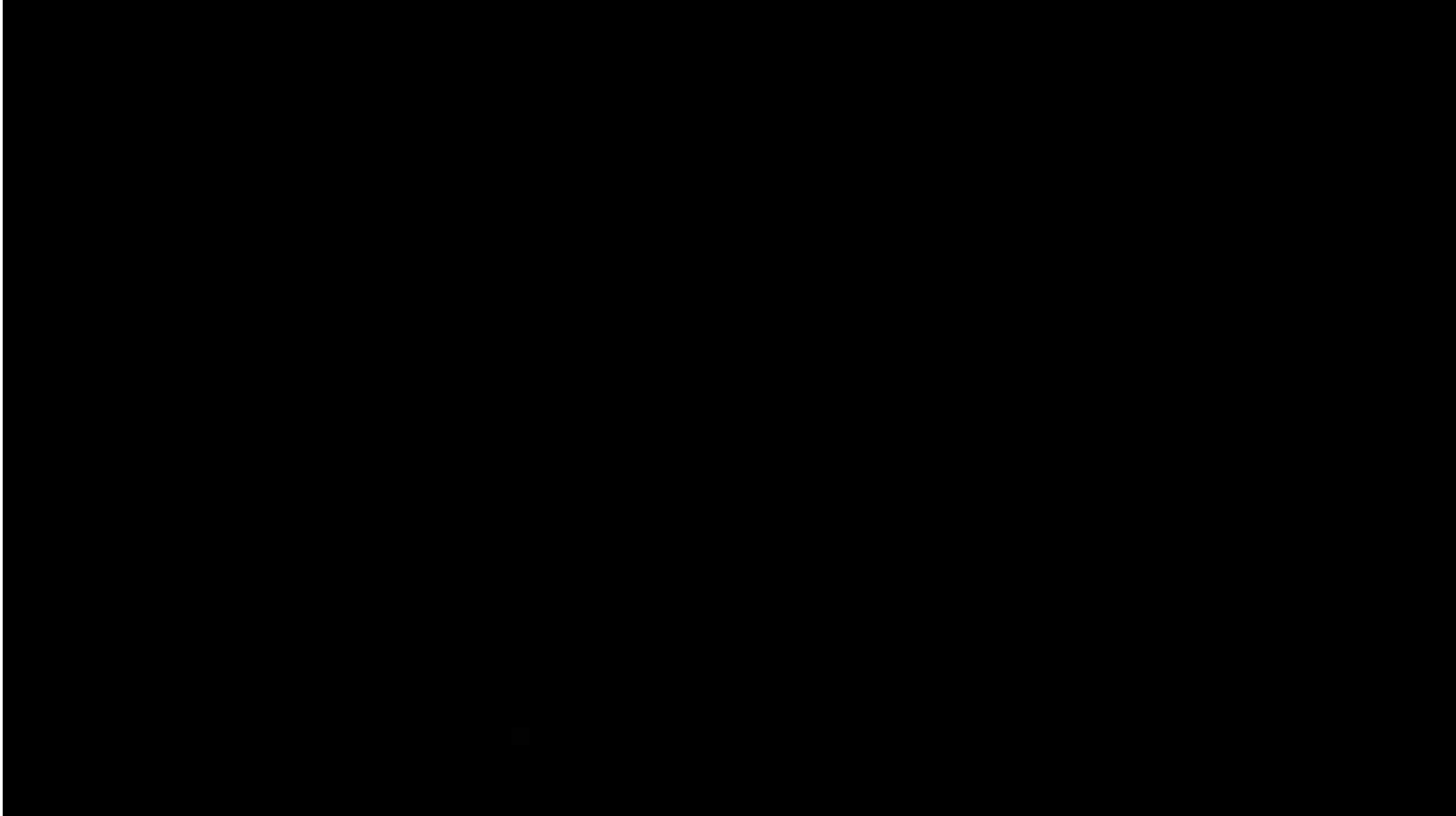


Neil Gershenfeld, CBA-MIT



¿Solamente impresión 3D?

Caso: Red Global de Fab Labs



Caso: Red Global de Fab Labs

En febrero de 2022



15 laboratorios de fabricación digital

PMESUT



Relación de institutos tecnológicos beneficiarios

1. Perú Japón - Amazonas
2. Carlos Salazar Romero - Ancash
3. Manuel Antonio Hierro Pozo - Ayacucho
4. Simón Bolívar - Callao
5. Túpac Amaru - Cusco
6. Huancavelica - Huancavelica
7. Nueva Esperanza - La Libertad
8. República Federal De Alemania - Lambayeque
9. Huando - Lima
10. Pedro A. Del Águila Hidalgo - Loreto
11. Jorge Basadre Grohman - Madre de Dios
12. Pasco - Pasco - Yanacancha
13. Nor Oriental De La Selva - San Martín
14. Francisco De Paula Gonzales Vigil - Tacna
15. Suiza - Ucayali



PERÚ Ministerio de Educación

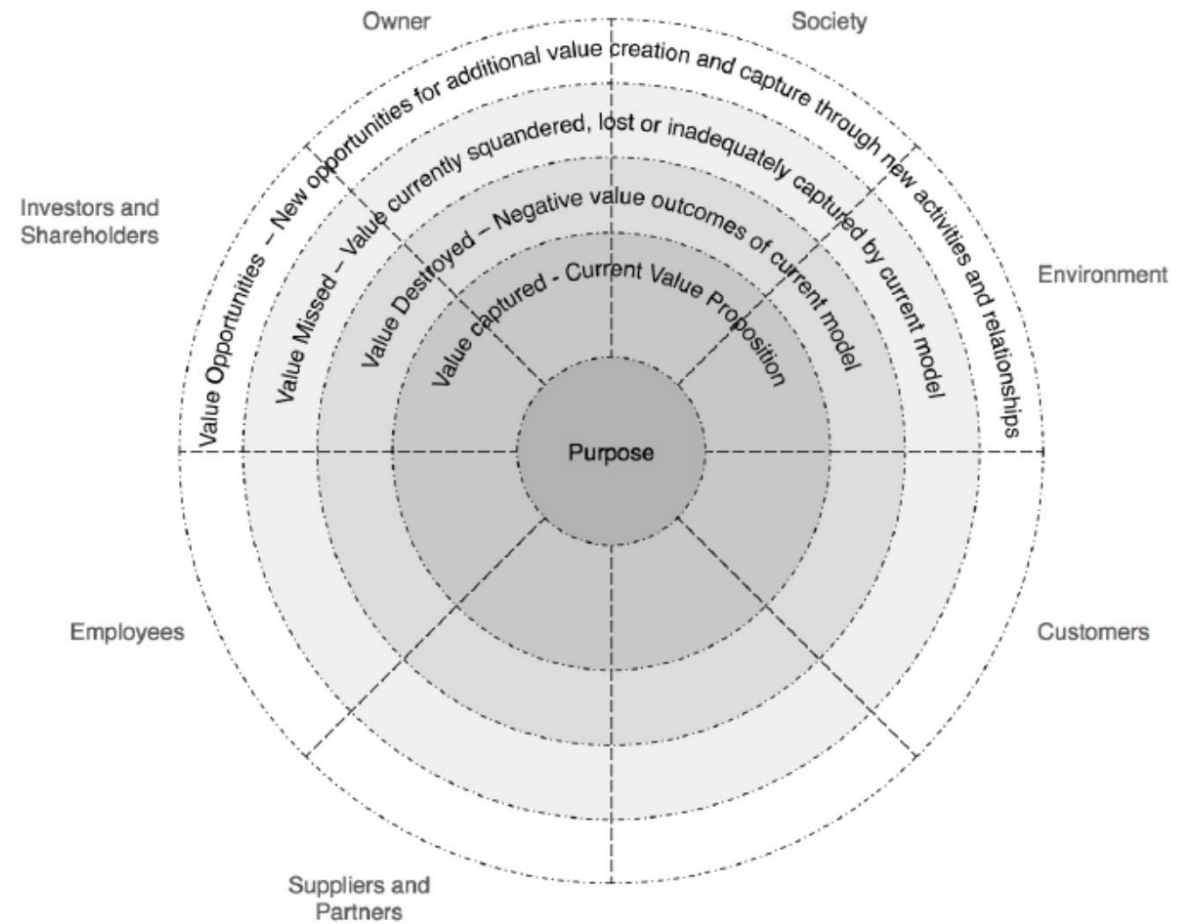
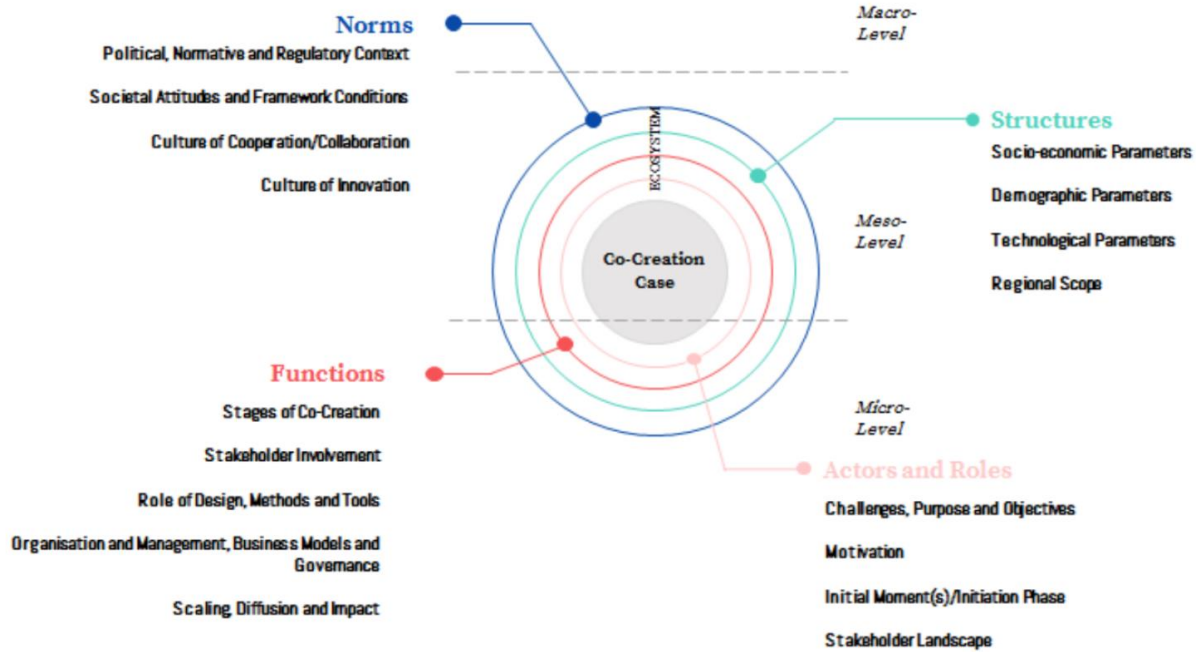
PMESUT

Siempre con el pueblo



BICENTENARIO PERÚ 2021

Ecosistemas



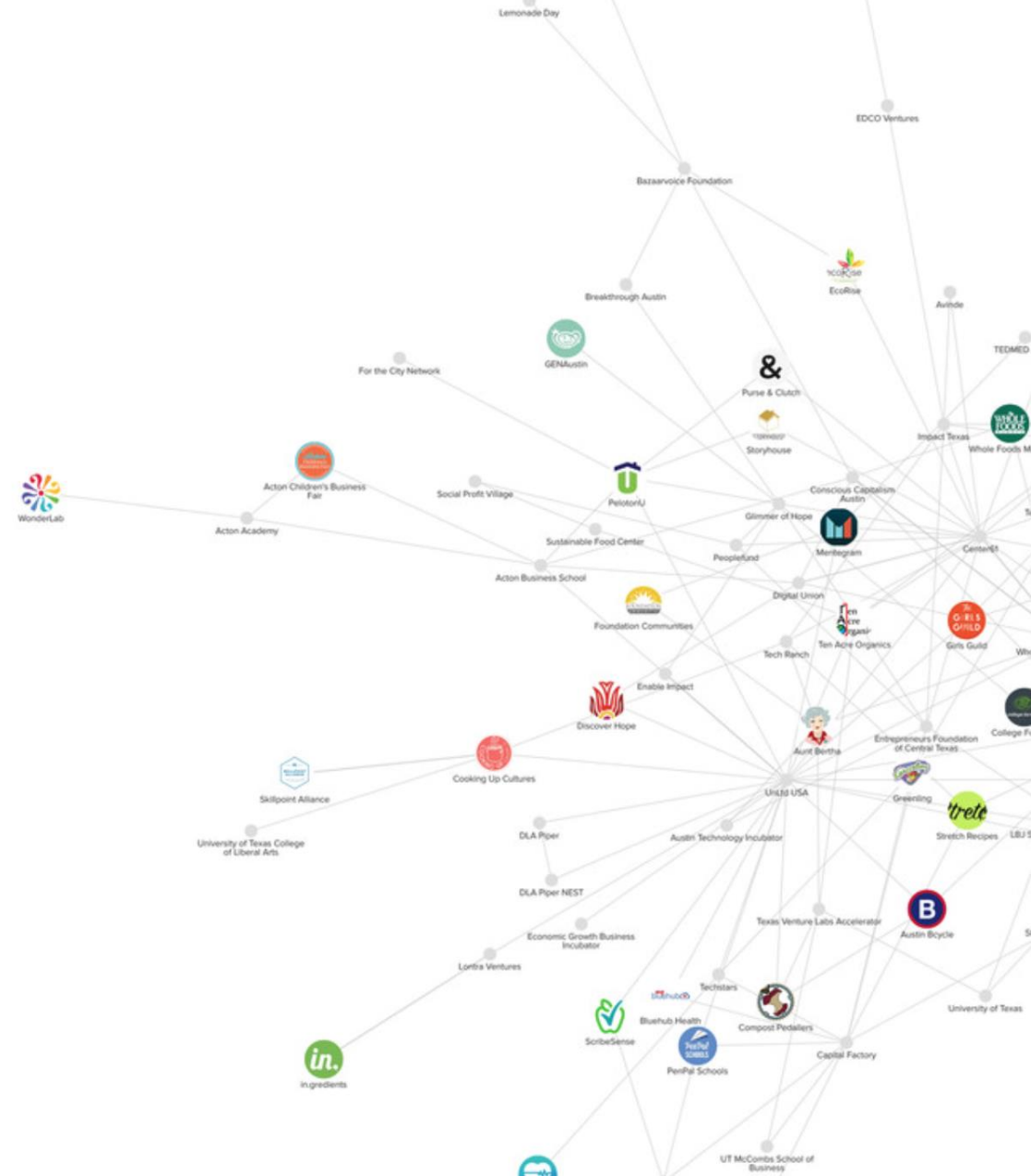
Ecosistemas




Make sense of your messy world.

Kumu makes it easy to organize complex data into relationship maps that are beautiful to look at and a pleasure to use.

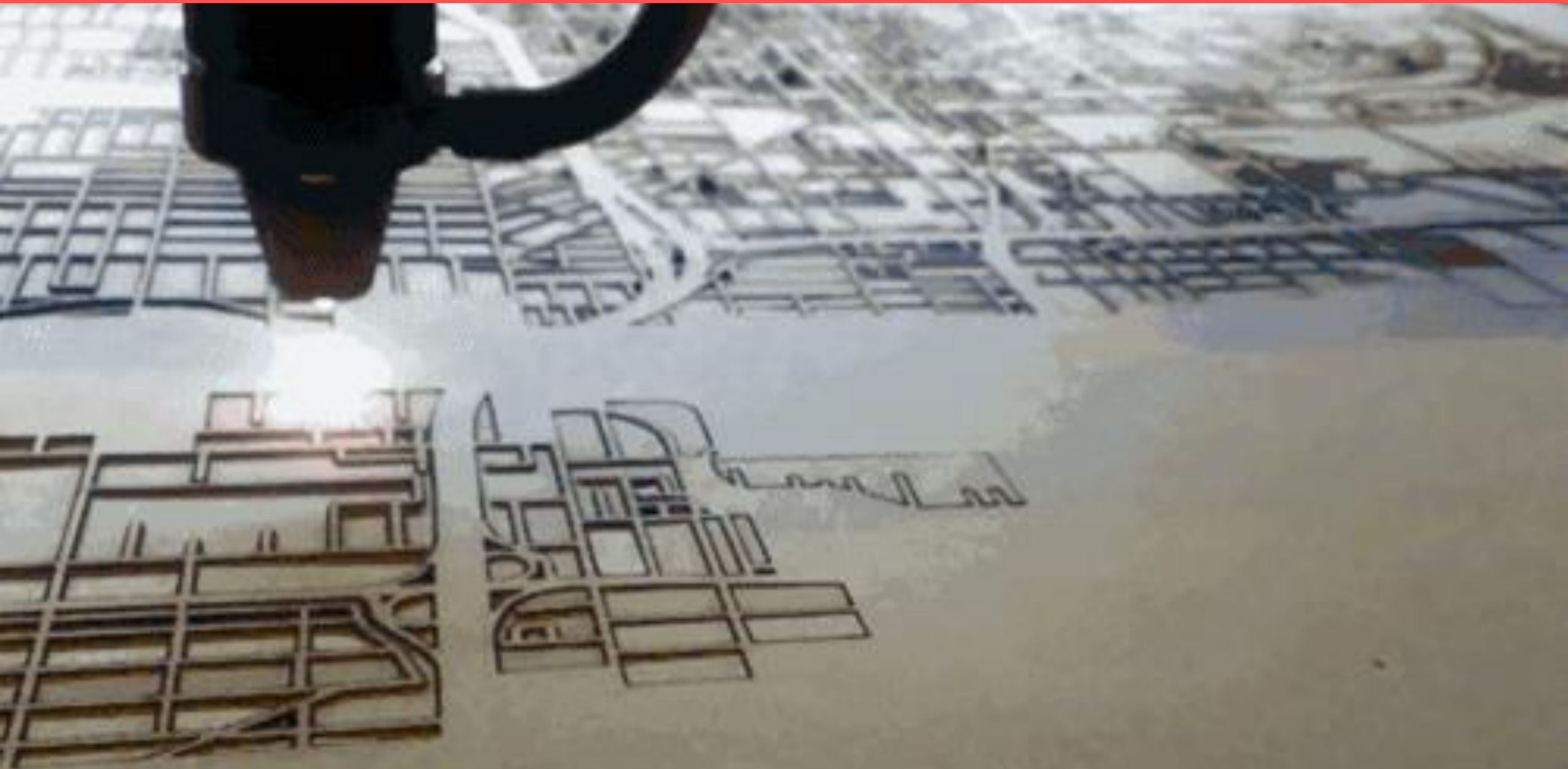
<https://kumu.io/>





Fabricación distribuida: Productos que puedan ser fabricados en cualquier lugar del mundo aplicando los recursos locales

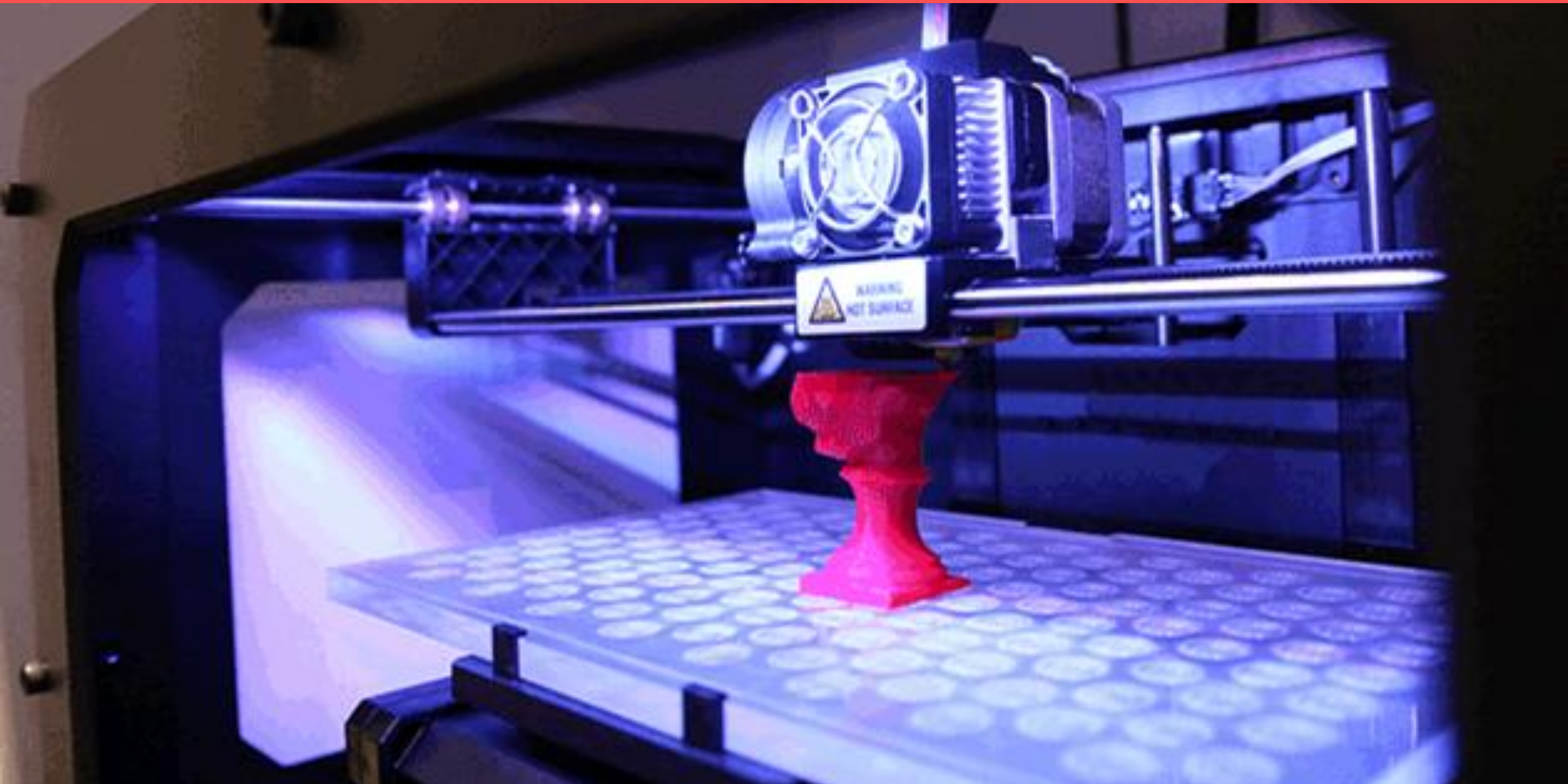
laser



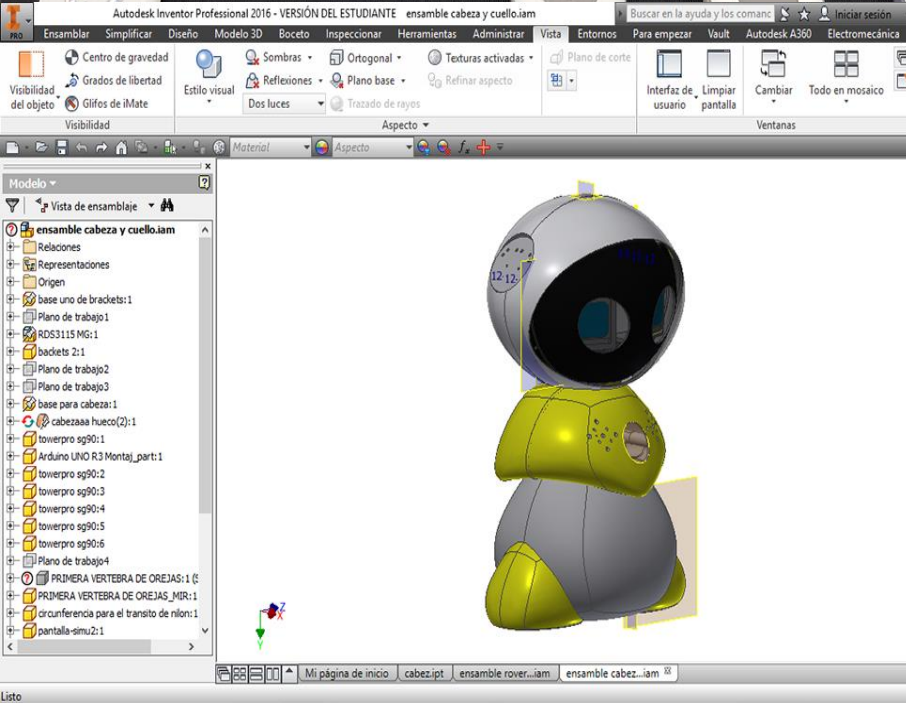
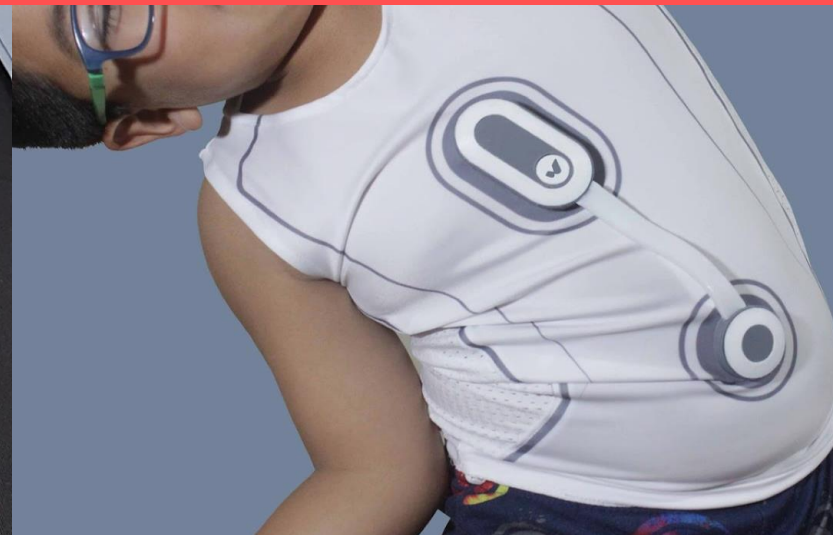
fresadora CNC



impresión 3D



fabricación digital



fabricación digital

The Colorado Top Bar

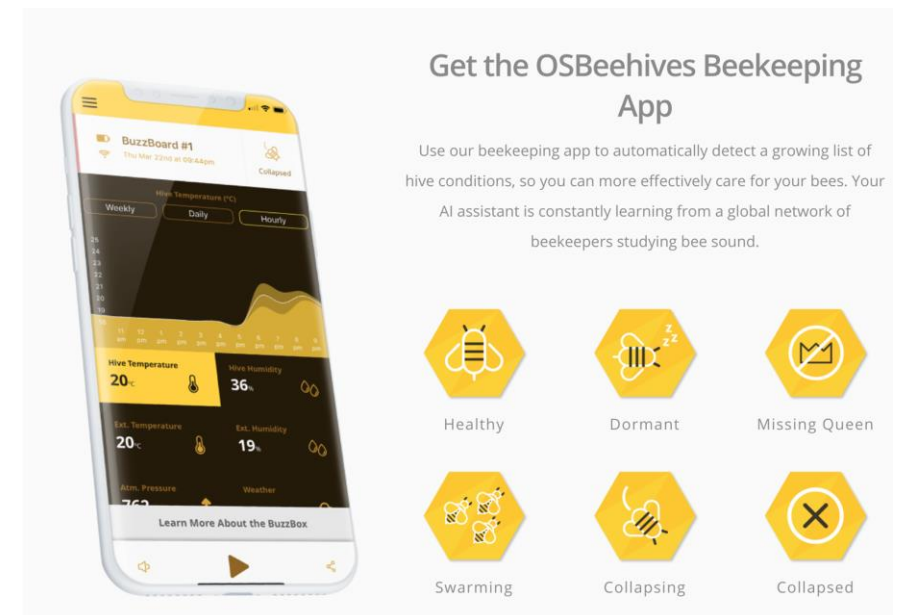


Colorado Top Bar Source File Pack

The Barcelona Warre



Barcelona Warre Source File Pack



fabricación digital



Arduino at Heart



User Customizable



Temperature



Humidity



Micro SD card storage



RTC Data Time tracking



Carbon Monoxide



Nitrogen Dioxide



Internet Connectivity



Mobile Phone Interactivity



Light



Sound



Mini Usb Connector



Battery Solar/ Panel Charger

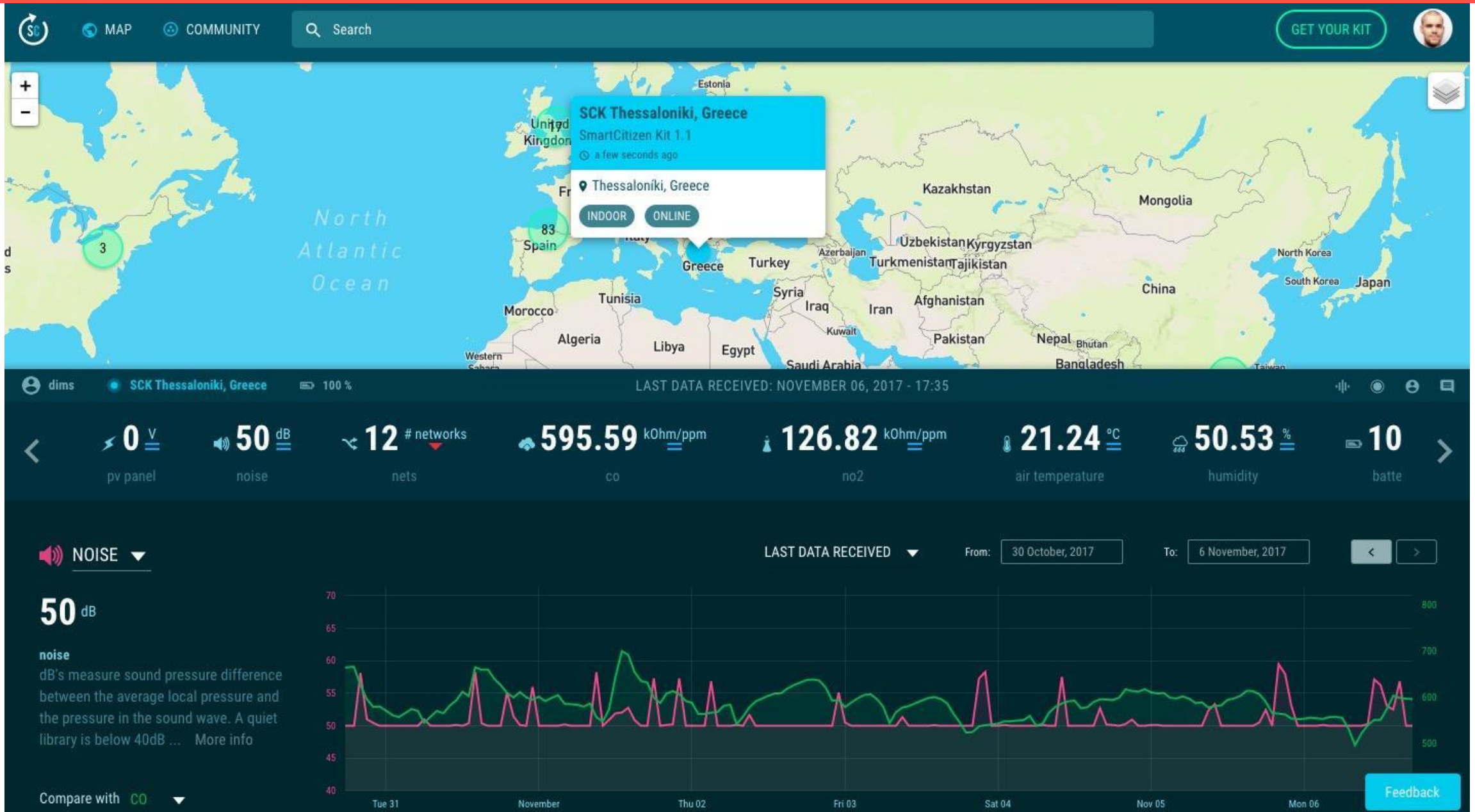


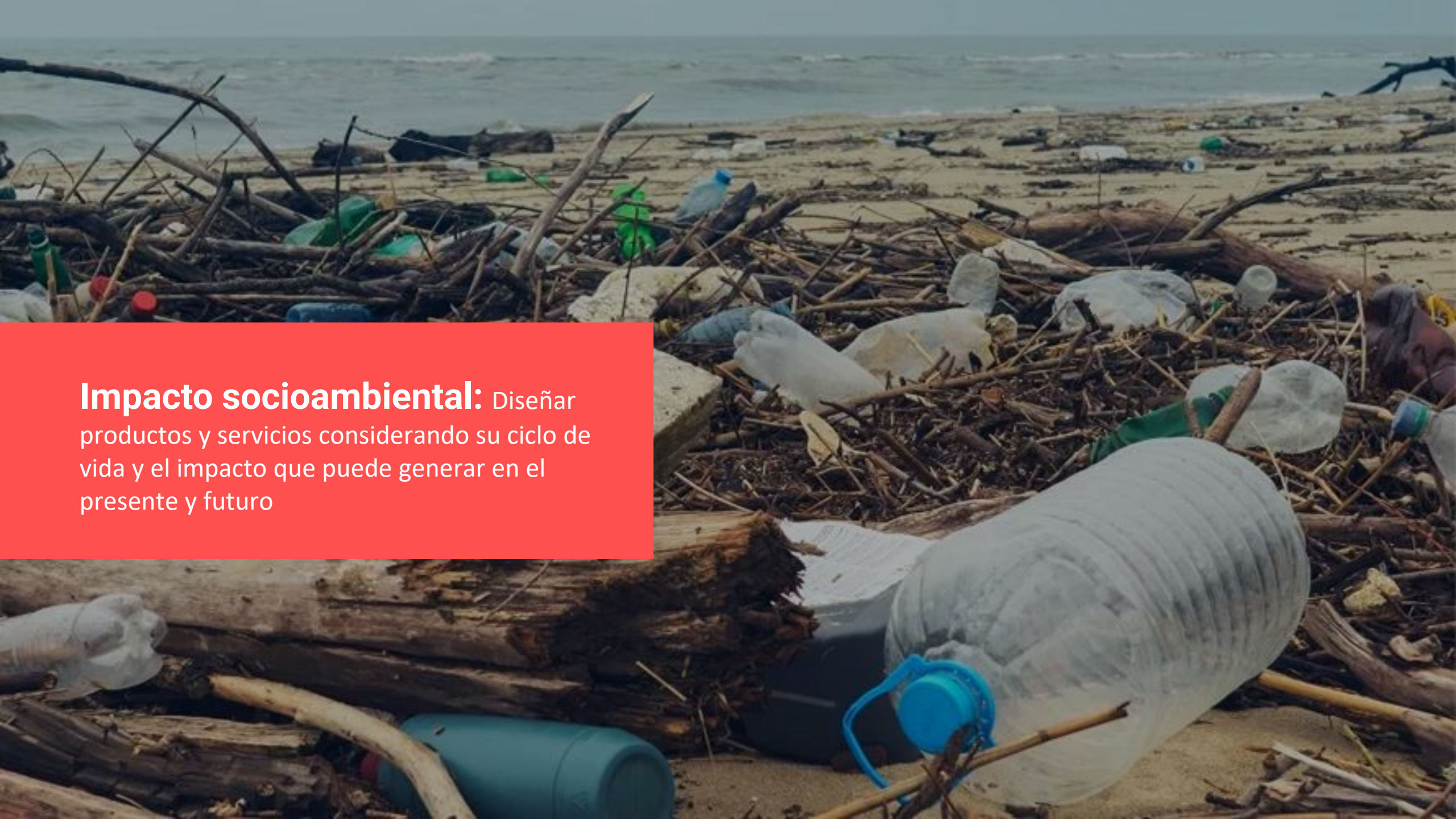
Nets



Solar Panel

fabricación digital





Impacto socioambiental: Diseñar productos y servicios considerando su ciclo de vida y el impacto que puede generar en el presente y futuro

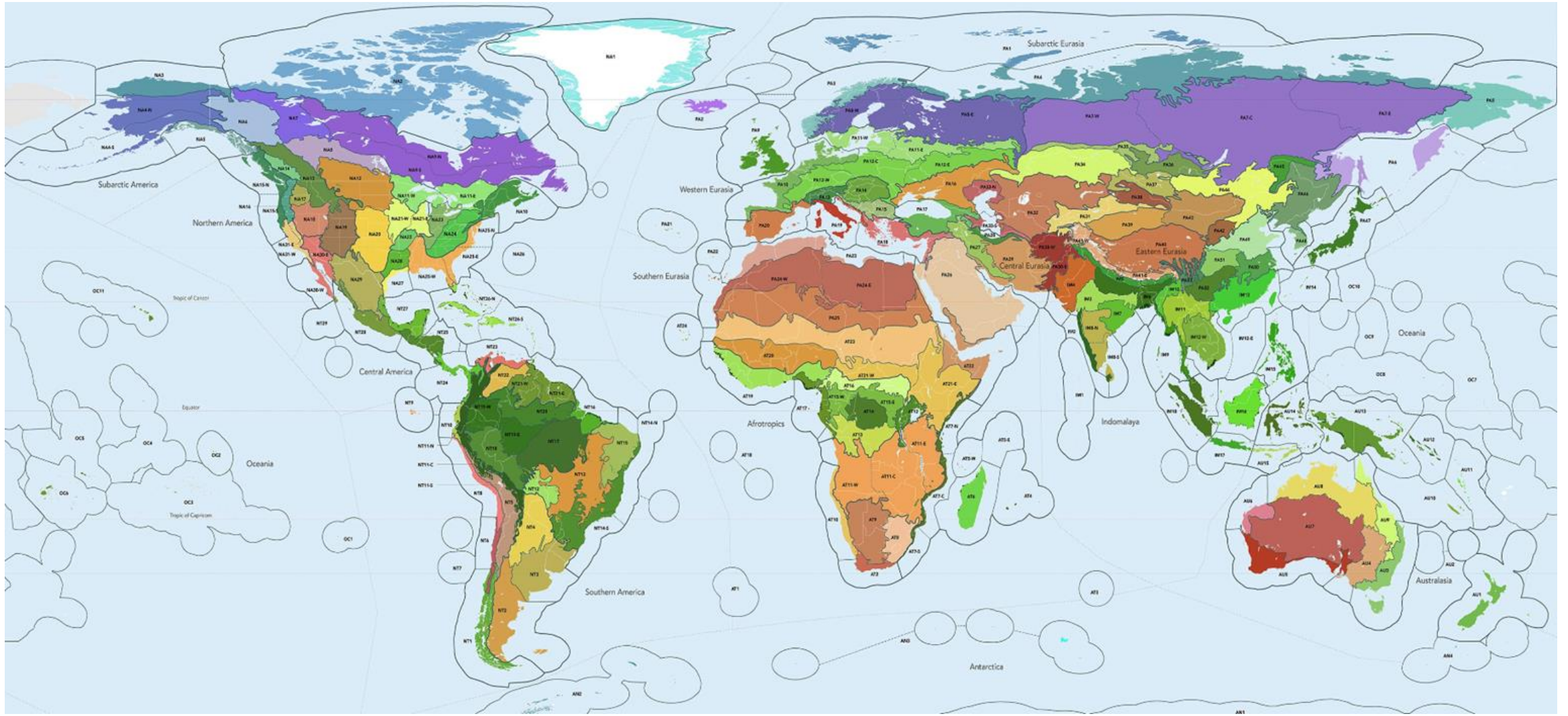
Impacto socioambiental



OBJETIVOS DE DESARROLLO SOSTENIBLE



Impacto socioambiental



Existen 14 tipos de biomas (ecosistemas que comparten características como el clima, la vegetación y la fauna) mapeados en 185 bioregiones

Impacto socioambiental



Search for a city



Bioregions 2020

If nature were to draw a map of the world, what would it look like? We've grown accustomed to seeing the world divided into countries but there is another way to see, and better understand, the planet we call home. One Earth presents a novel biogeographical framework defined by 185 unique bioregions, which helps reveal the underlying ecological fabric of life that surrounds us. [Learn more.](#)

[Project Index](#) | [Bioregion Index](#)

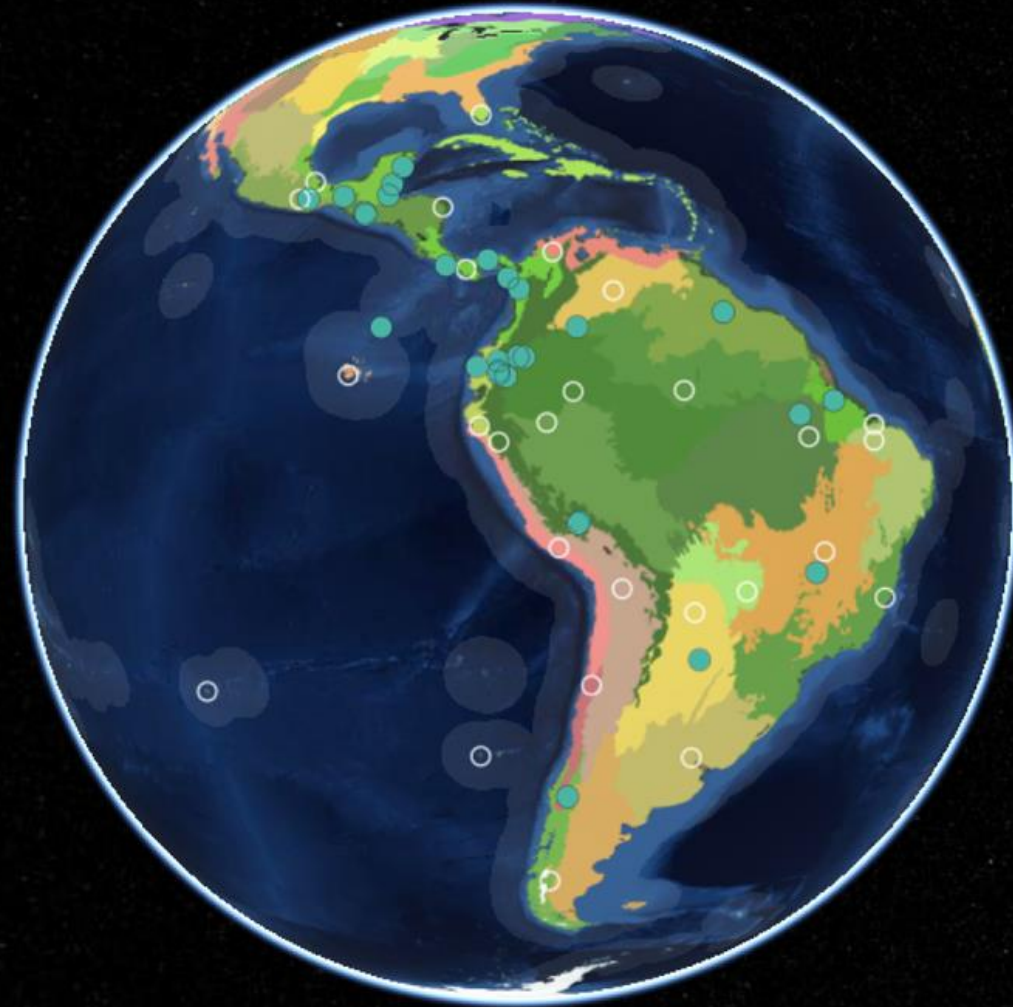
Subarctic America

Alaska 3 bioregions +

Canadian Tundra 1 bioregions +

Canadian Boreal Forests 4 bioregions +

Greenland 1 bioregions +



<https://www.oneearth.org/navigator/?view=bioregions>



Impacto socioambiental



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A large, detailed microscopic image of green biological cells, likely algae or yeast, with many small, round, green cells and some larger, more elongated structures. The cells are densely packed and have a vibrant green color with some darker spots.

**We're growing the regenerative
materials economy**

[Read our vision](#)

Impacto socioambiental

MANGO BIOLEATHER & TAPIOCA

2 un overripe mangoes (about 300-400 g)
25 g tapioca / manioc / cassava starch
20 g vinegar
5 g salt

optional

pinches of cinnamon or curry to avoid molding
10-20g beeswax

Link: [https://class.textile-academy.org/tutorials/Tapioca %26 FruitLeather_recipes_2022-23.pdf](https://class.textile-academy.org/tutorials/Tapioca%26FruitLeather_recipes_2022-23.pdf)



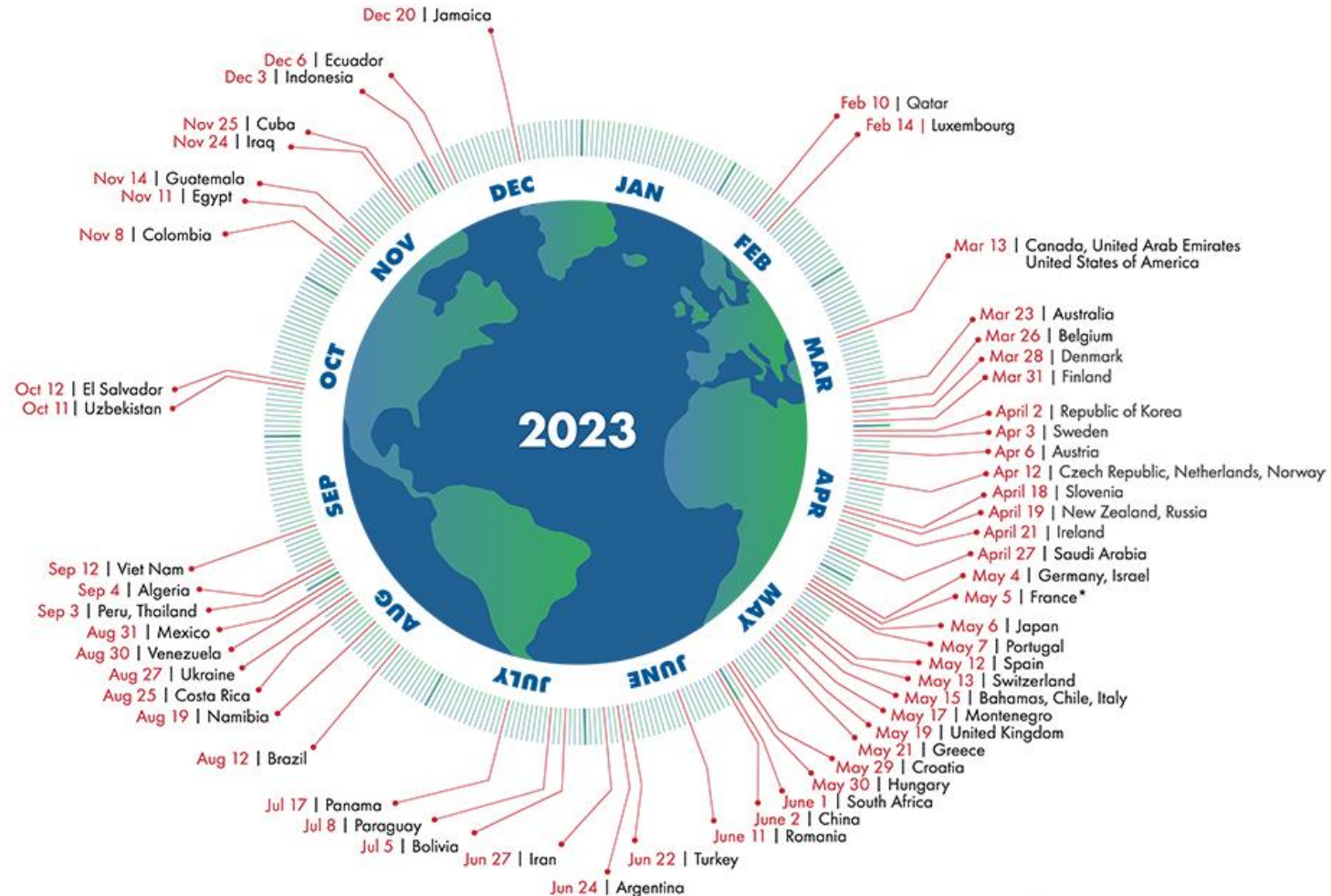
Impacto socioambiental



Impacto socioambiental

Country Overshoot Days 2023

When would Earth Overshoot Day land if the world's population lived like...



For a full list of countries, visit overshootday.org/country-overshoot-days.

*French Overshoot Day based on nowcasted data. See overshootday.org/france.

Source: National Footprint and Biocapacity Accounts, 2022 Edition
data.footprintnetwork.org

Impacto socioambiental



Sternula lorata, Peruvian Tern
Endangered



residential and commercial development
energy production and mining
human intrusion and disturbance
agriculture and aquaculture
biological resource use
natural system modifications
climate change and severe weather



Arlequín Camuflado Peruano
endangered



agriculture and aquaculture
biological resource use
pollution
climate change and severe weather
pet/display animal: international



Peruvian Pigeon
near threatened



agriculture and aquaculture
biological resource use
energy production and mining
natural system modifications
food human: local, national
pet/display animal: national, international



Peru Water Frog
vulnerable



agriculture and aquaculture
biological resource
energy production and mining
natural system modifications
invasive and other problematic species
pollution
food-human: local
medicine- human and veterinary: local



Peru Coast Toad
least concern



residential and commercial development
biological resource
research: national



Peru Desert Tegú
least concern



agriculture and aquaculture
biological resource
food-human: local



Peruvian Tyrannulet
least concern



Peruvian Recurvebill
near threatened



residential and commercial development
energy production and mining
transportation and service corridors
biological resource



Peru Stubfoot Toad
critically endangered



biological resource use
pollution
pet/display animal: international



Peruvian Antpitta
near threatened



agriculture and aquaculture
energy production and mining
biological resource



Peruvian Wren
least concern



Explorar las nuevas herramientas digitales: Probar y explorar las aplicaciones de la inteligencia artificial en la empresa





Research ▾

Product ▾

Developers ▾

Safety

Company ▾

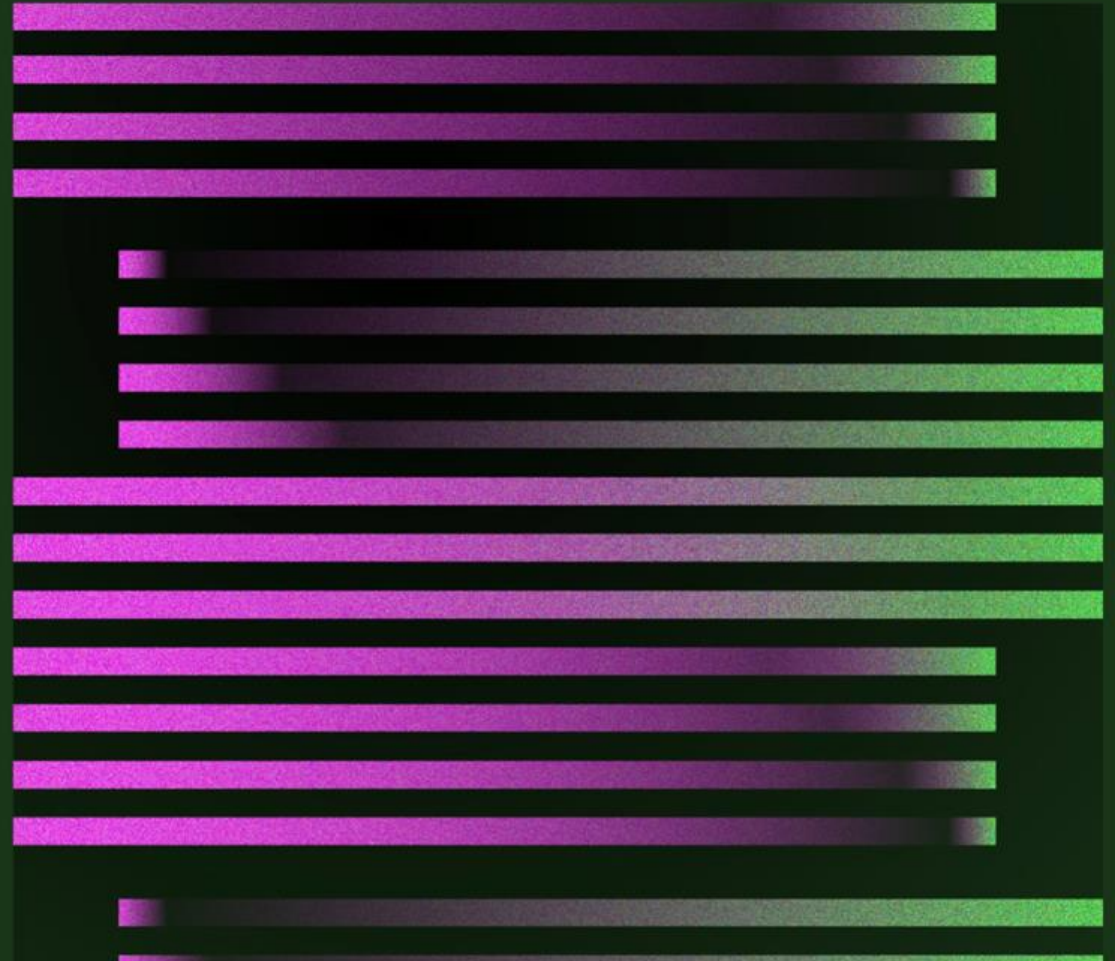
Search

Introducing ChatGPT

We've trained a model called ChatGPT which interacts in a conversational way. The dialogue format makes it possible for ChatGPT to answer followup questions, admit its mistakes, challenge incorrect premises, and reject inappropriate requests.

[Try ChatGPT ↗](#)

[Read about ChatGPT Plus](#)



Herramientas digitales

Making your dreams come true

Create Stable Diffusion images from text.

Easy to use

stablediffusionweb.com is an easy-to-use interface for creating images using the recently released Stable Diffusion image generation model.



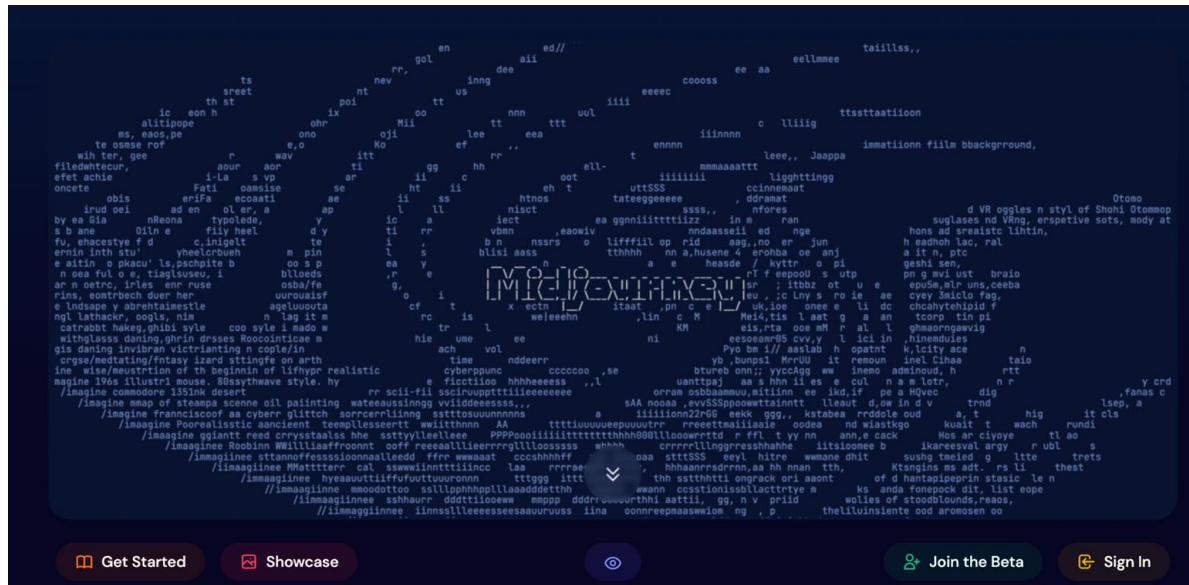
High quality images

It can create high quality images of anything you can imagine in seconds—just type in a text prompt and hit Generate.



GPU enabled and fast generation

Perfect for running a quick sentence through the model and get results back rapidly.



Herramientas digitales

2028



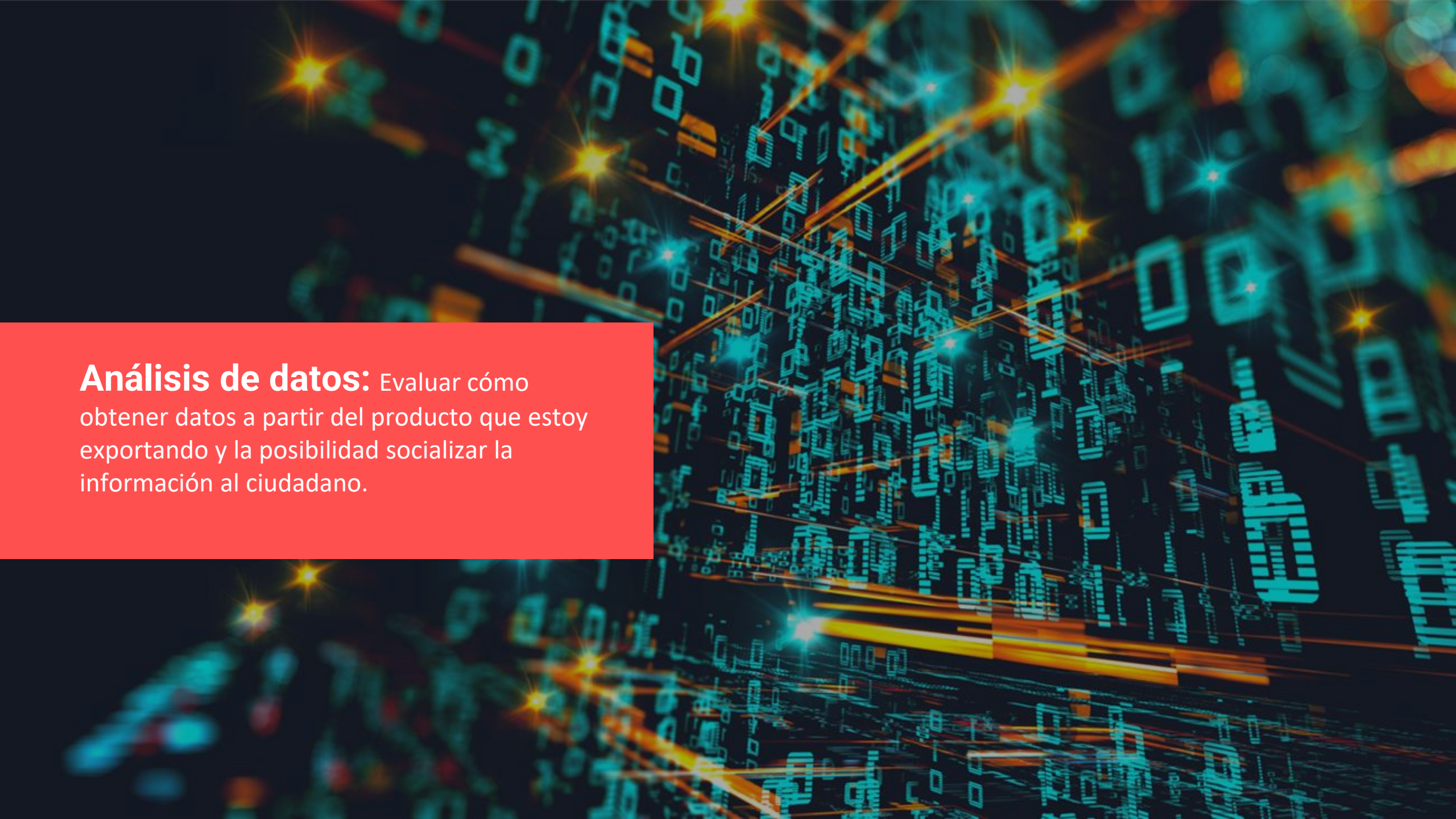
2033



2038

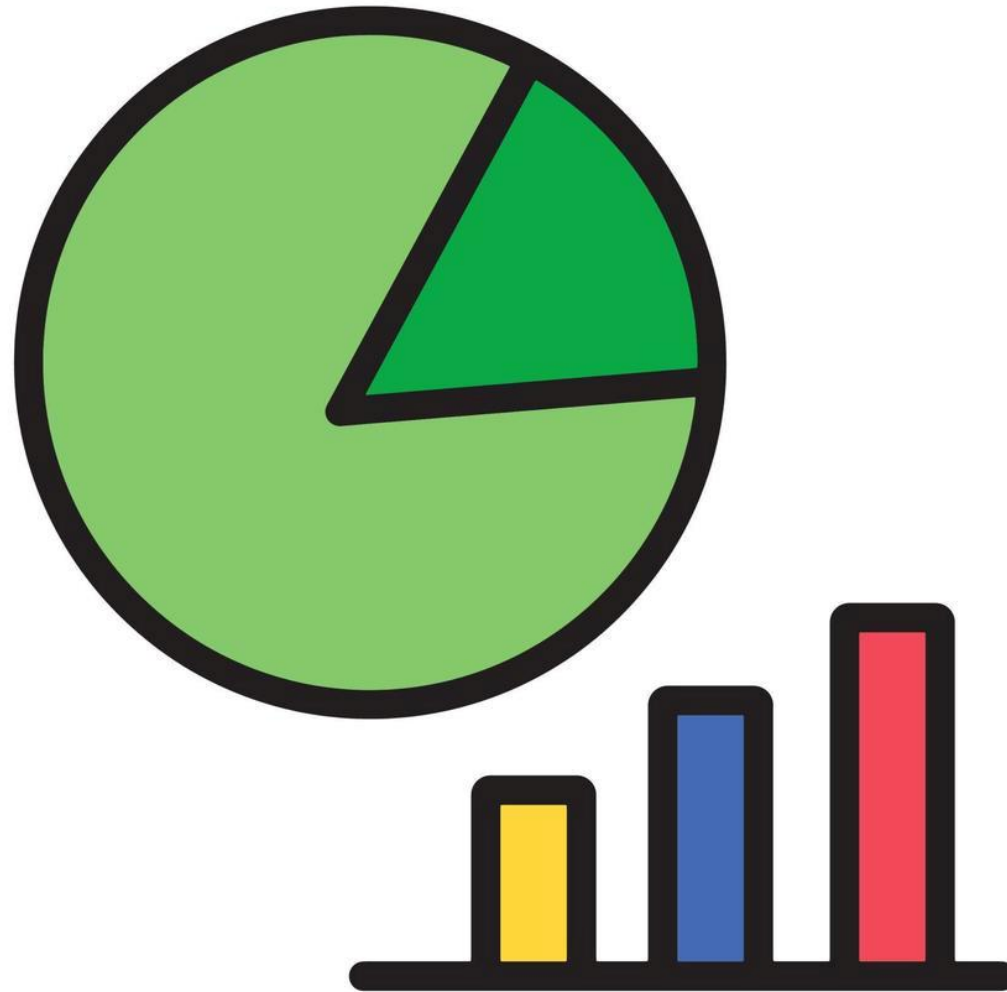


MINCETUR Lab



Análisis de datos: Evaluar cómo obtener datos a partir del producto que estoy exportando y la posibilidad socializar la información al ciudadano.

Análisis de datos



Análisis de datos



gob.pe


Plataforma Nacional de Datos Abiertos

Datos Abiertos

Marco de Gobernanza de Datos del Estado Peruano está constituido por instrumentos técnicos y normativos que establecen los requisitos mínimos que las entidades de la Administración Pública deben implementar conforme a su contexto legal, tecnológico y estratégico para asegurar un nivel básico y aceptable para la recopilación, procesamiento, publicación, almacenamiento y apertura de los datos que administre.


COVID-19

Tipos de contenido

 Recurso (6992)

 Dataset (2919)

 Entidades (156)

 Harvest Source
(27)

 Página (3)

 Data Dashboard (1)

 Data Story (1)

Categorías

10099 Distribución de Datos

Search

Ordenar por

Fecha cambiada

Pedido

Descendente

Consultar

Reiniciar



Órdenes de compra de la Biblioteca Nacional del Perú

 Biblioteca Nacional del Perú

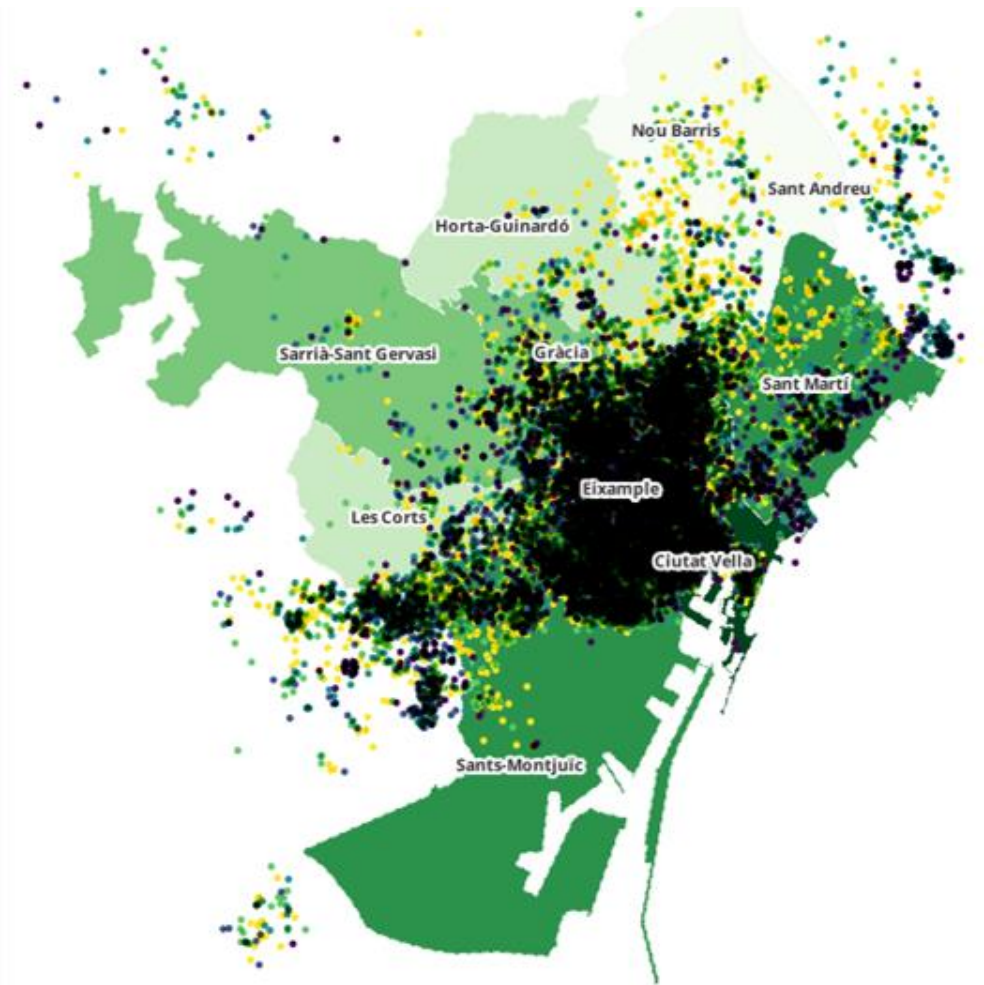
 Órdenes de compra de la Biblioteca Nacional del Perú - [BNP]

Años 2020, 2021 y 2022

Análisis de datos

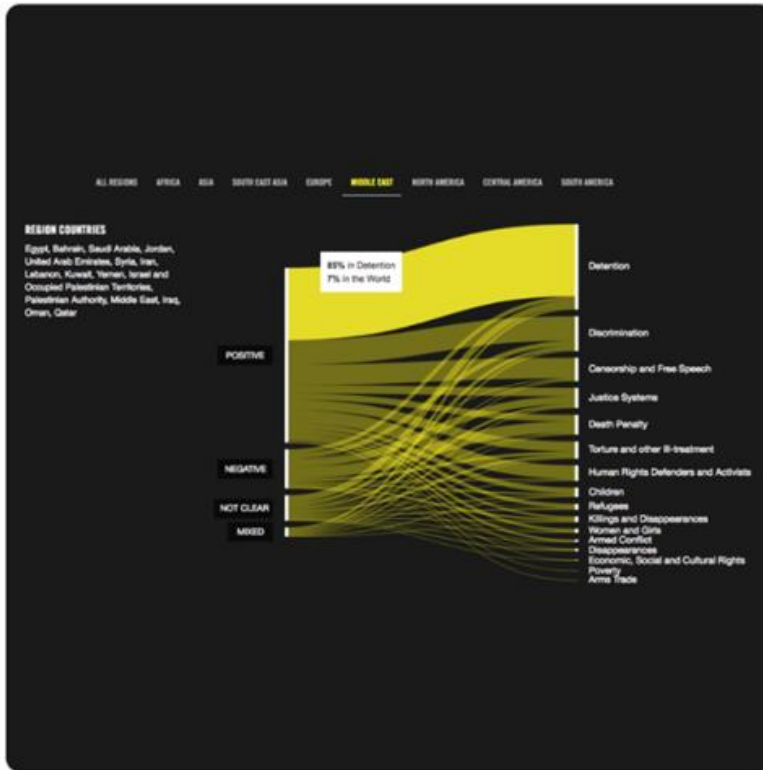


<https://www.rawgraphs.io/>



<https://qgis.org/es/site/forusers/download.html>

Análisis de datos



The background is a vibrant, futuristic digital space. It features a complex network of glowing lines in shades of blue and orange, creating a sense of depth and movement. Scattered throughout are various symbols, including binary code (0s and 1s) and abstract geometric shapes, all rendered in a glowing, semi-transparent style. The overall effect is that of a high-tech, data-driven environment.

Documentación de procesos y lecciones aprendidas: Compartir información para llegar más lejos.

Caso: wikifactory



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UNWIND

We combined the fields of technology, scie...

Created by: [@selineke](#)

37

5

5



About Bees and For Bees

This project aims to bring humans and bee...

Created by: [@nadezhdachervenova](#)

44

8

4



Found Objects

Found Objects uses software to dynamicall...

Created by: [Fiction Factory](#)

11

7

6



Caso: instructables



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How to Use Landscape Timbers to Make an Outdoor Table
by DIY for Homeowners in Backyard



0 46



Light On 3D Frame

Two-Year Battery Life

Light on 3D Frame
by AlainsProjects in LEDs



1 135



MINI OLED METER

Mini OLED Panel Meter
by TecKnacks in Arduino



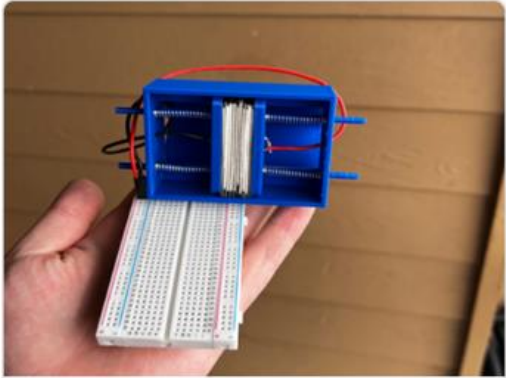
4 251



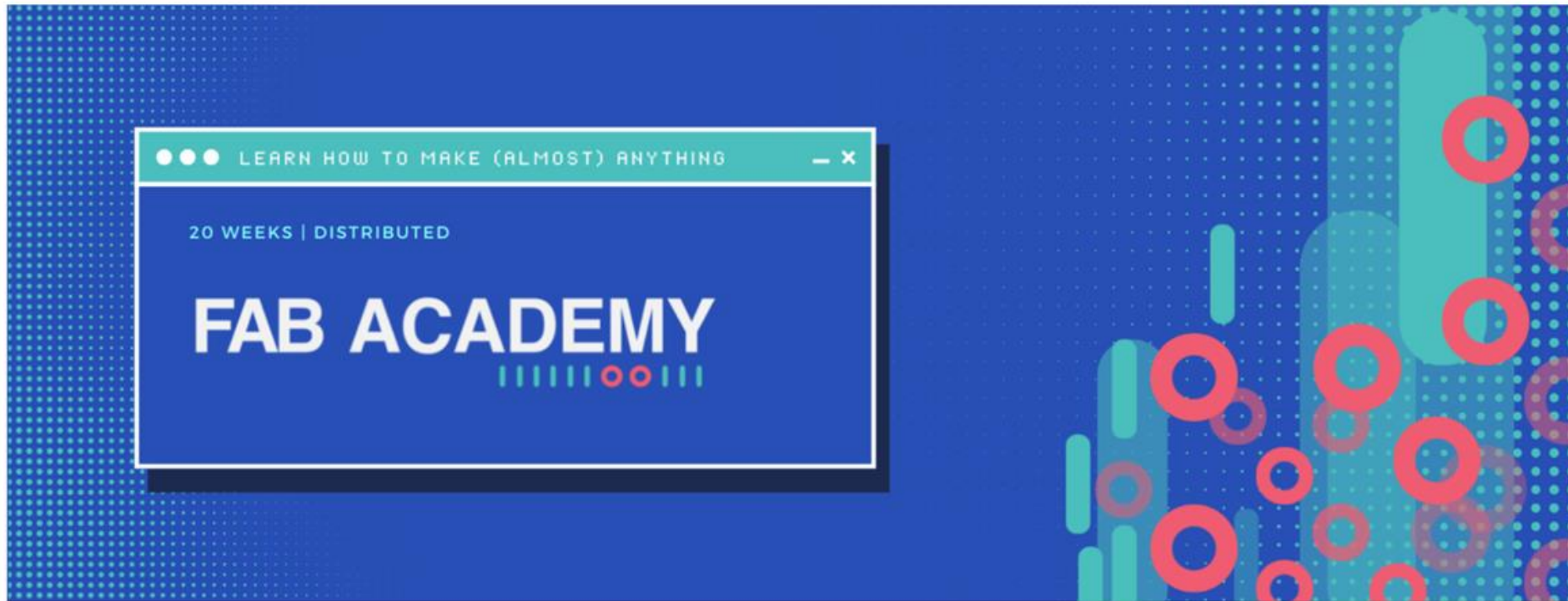
Free Pen Plotter From Inkjet Printers
by jasonwinfilednz in Reuse



3 310



Caso: Fab Academy

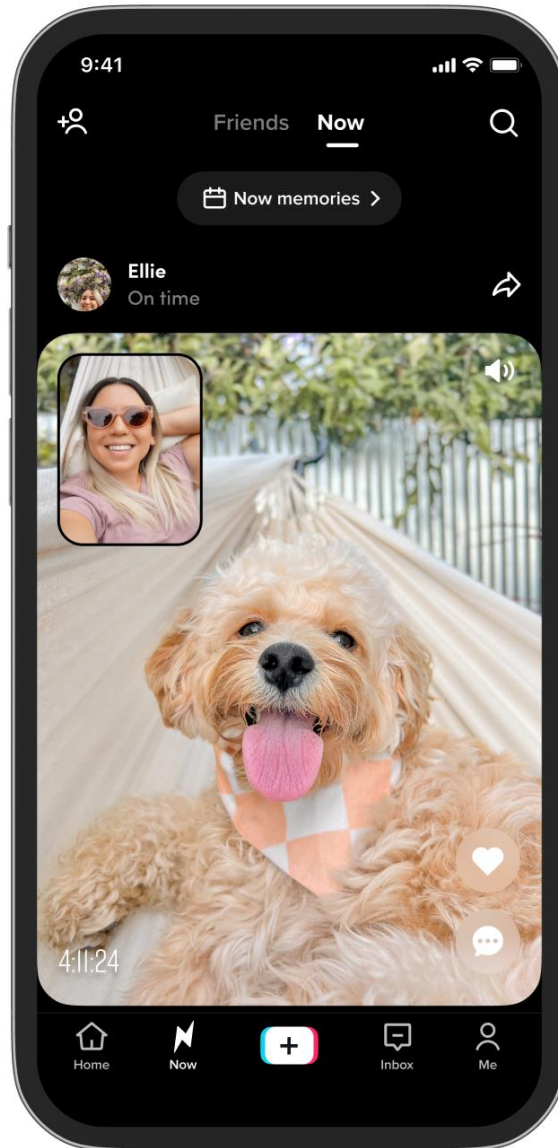
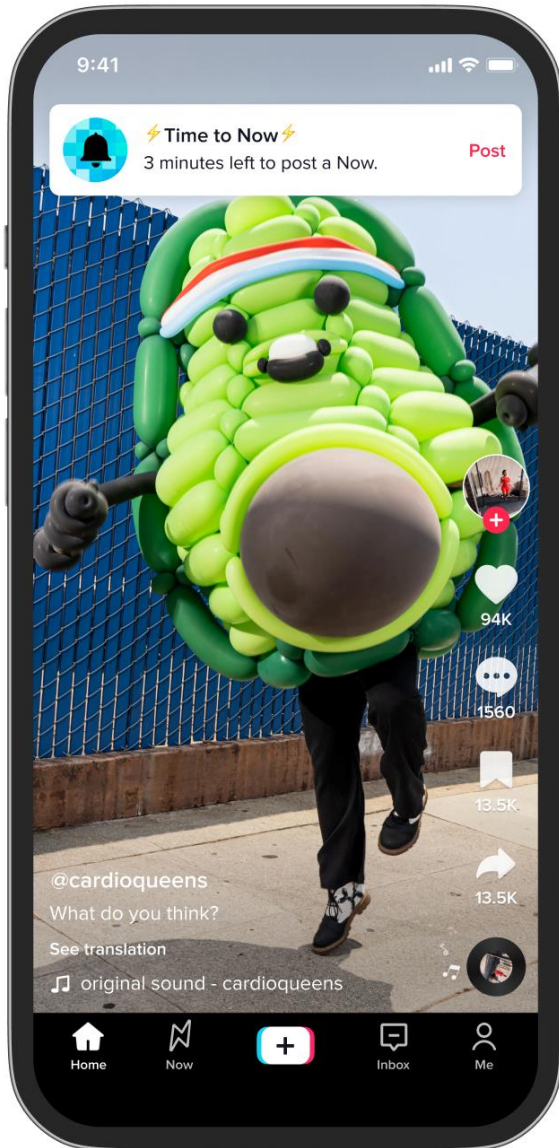


What is the Fab Academy Program?

Fab Academy Distributed Educational Model

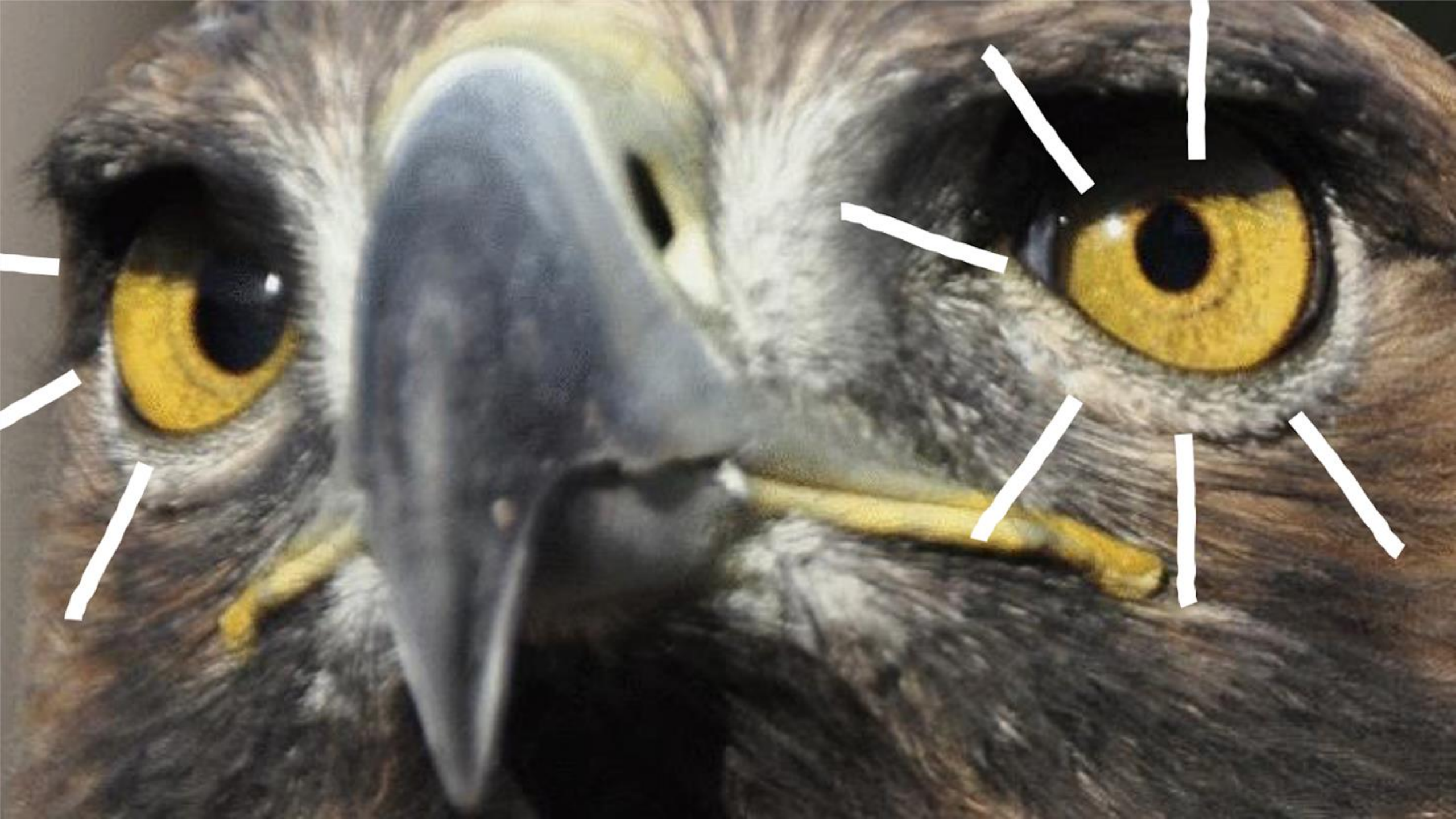
Join the Fab Academy Network

Caso: Tiktok



**Algunas actitudes
necesarias para lograr la
innovación distribuida...**

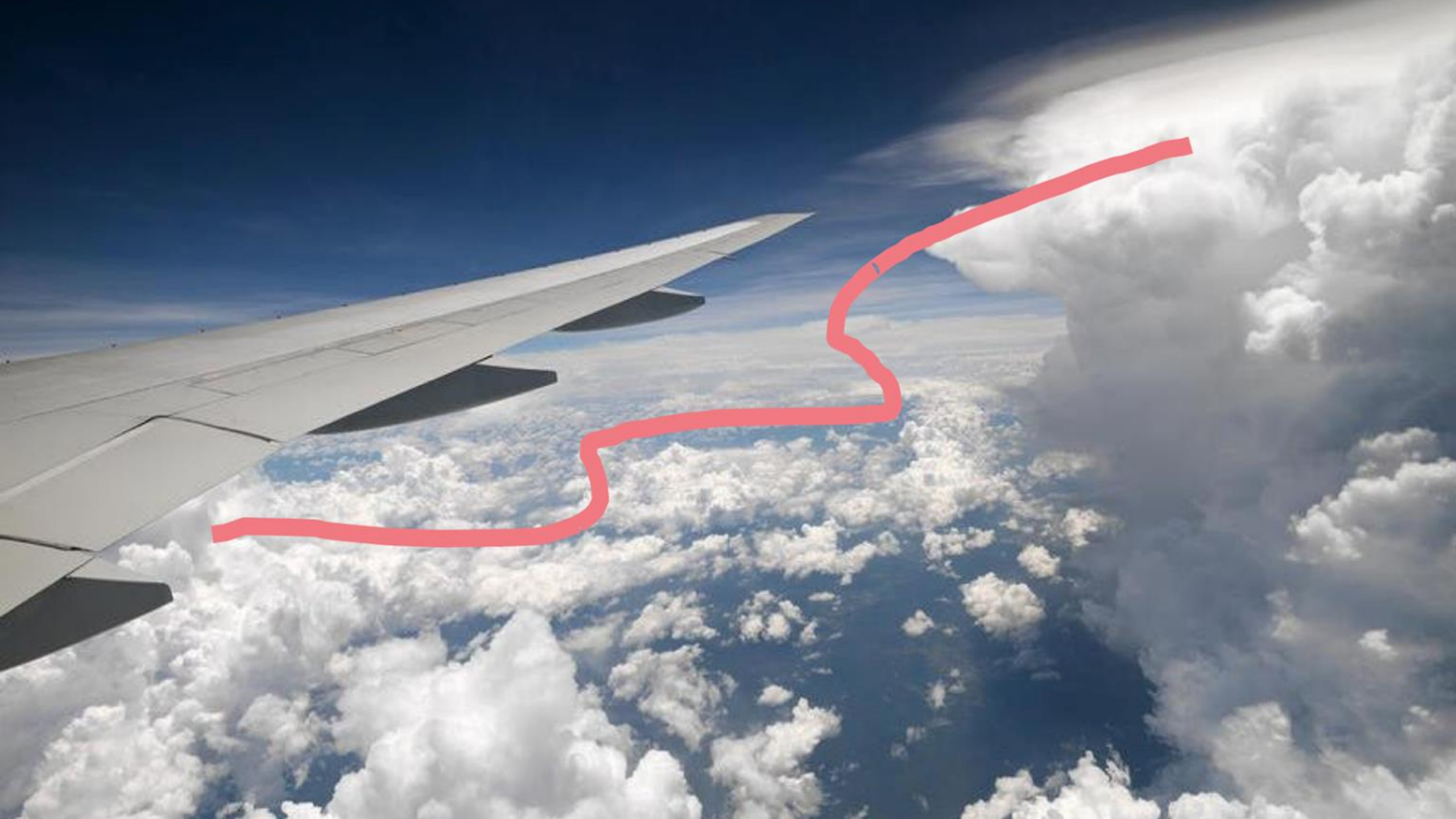










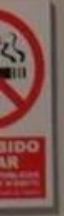


so









**VALE
FALLAR**



orrow
ce!



¡Gracias!

Víctor Freundt
vfreundt@pucp.edu.pe

