





Feasibility Criteria

Start with a Detailed
Understanding of
User Needs

Does this entry have what it takes to become a marketable app?

Is this entry likely to interest potential investors or earn a profit once in an app store?

Will consumers actually use this app?

Can it be implemented on a large scale?



Objectives for Learning User Needs

- Know how things get done now
- Create a day in life of the customer
- Seek problems not solutions
- Fact find and Feel find

Establish the Status Quo

So, you know exactly how you are improving it







Evaluate User Needs

Strength

 The more actively people are trying to solve the problem, the more likely they will be willing to pay for a solution

Segments

- Search for trends and patterns
- Find a niche with passion for the problem

Size

Are the enough people to make a business



Resources Available through the Innovation Institute

IMPACT

FISCAL YEAR 2017



Innovation Commercialization

329 Invention disclosures



IMPACT

1,959 PITT innovators served



\$1.023B

Total third-party investment in PITT startups*

* (cumulative since 1997)





1,289
PITT inventors

PITT inventors served



102

U.S. patents issued



889

Students participating in programs & competitions

\$6.2 Million Revenue

4 Number of UPMC alliance agreements

29 Total number of startups formed

15 Startups formed (PITT-licensed)

14 Startups formed (student-run)





EIRs for Student Programs



Joanna Sutton



Don Morrison



Jeanine McCreary



Randy Eager

WWW.BIT.LY/PittEIRs

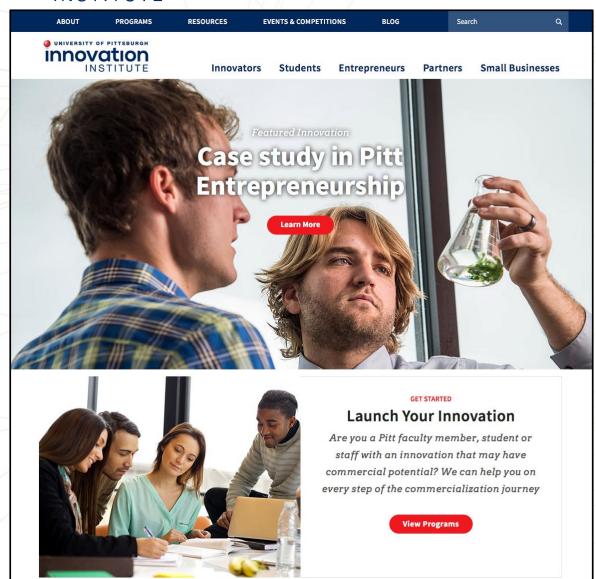






Pitt Innovation Institute





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