

#14, Ramohalli Cross, Kumbalagodu, Mysore Road, Bangalore-560074

RajaRajeswari Institution Innovation Council (RRIIC)

(Approved by MoE : IC201912297)



Expert Talk on "Technology Readiness Level" : RajaRajeswari Institution Innovation Council (#RRIIC) is conducting a **Expert Talk on "Technology Innovation and Technology Readiness Level"** on **24th January 2023** &

Timing : 3.15 P.M. – 4.30 P.M.

Resource Person:

Dr. G.Vinoth, M.S., Ph.D (USA),

**Start up Venture Developer,
Pongu Ventures Pvt. Ltd., Chennai.**

Date : 24th January 2023 & Timing : 3.15 P.M. – 4.30 P.M.

Description: Students and faculty members are given opportunity to have a session on Technology Innovation and TRL Levels of Technology based Innovation and make an understanding on Science to Business, and provide knowledge on different level of **"Technology Readiness Levels"**

Number of Students Attended the Workshop: 52

Number of Faculty members attended: 5

Organizing Committee :

Dr.R Balakrishna, Principal, RRCE

Dr.S.Usha, Dean – Research & Vice President – RRIIC

Dr.J.Amutharaj, President – RRIIC

Dr.C.Ramesh, Convener - RRIIC

Dr.L.Rangiah, Professor & Head – ECE Dept. & Advisor – RRIIC

Dr.K.S.Rajesh, Professor & Head – AIML Dept. & Advisor - RRIIC

Virtual Workshop Poster



RAJARAJESWARI
COLLEGE OF ENGINEERING
#14, Ramohalli Cross, Kumbalgodu, Mysore Road, Bengaluru- 560074





RRIIC

organizing workshop on
RRBI - Expert Talk on Technology
Readiness Level
Resource Person

Date :
24-01-2022



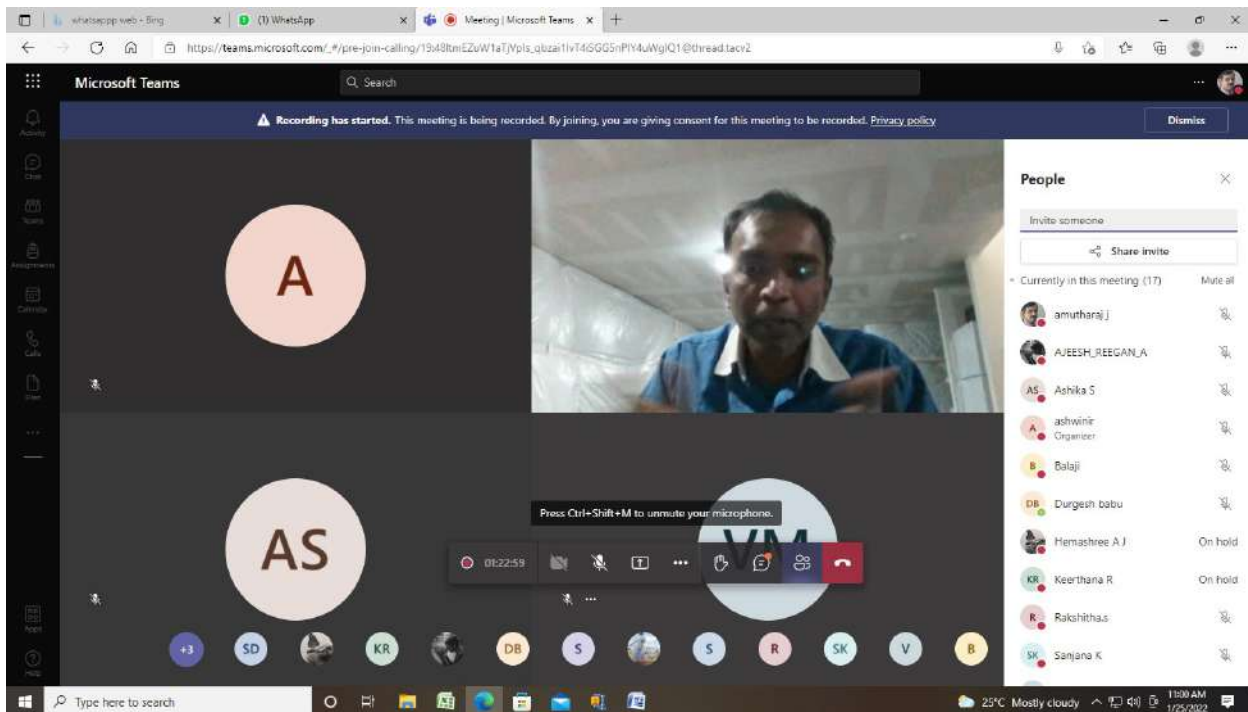
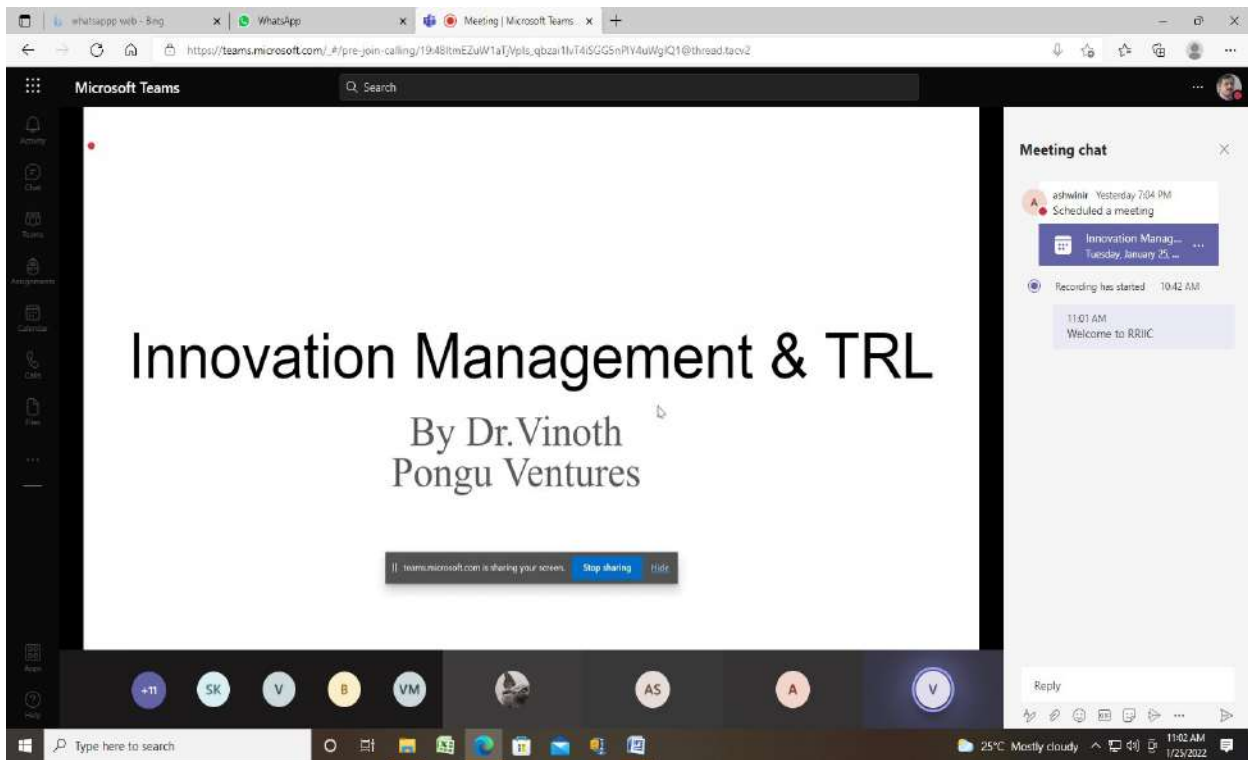
Time :
3:15 PM - 4:15 PM

Dr. G. Vinod
STARTUP VENTURE DESIGNER,
PONGU VENTURRS
Google Meet
<https://meet.google.com/ooz-aqaj-fgp>

Organizers

Dr. Balakrishna R	- Principal
Dr. Usha S	- Dean Research
Dr. J.Amutharaj.	- VP , RRIIC President
Dr. C Ramesh	- Convenor , RRIIC
Dr. L.Rangiah	- Advisor, RRIIC & HoD, ECE
Dr. K S Rajesh	- Advisor, RRIIC & HoD, AIML

Event Photographs



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*Innovation is all about bringing
Change in the Society*

“To design is no longer to increase the stability of the man-made world: it is to alter or **Change**, for good or ill, things that determine the course of its development.”

Design Method by John Christopher Jones

Press Ctrl+Shift+M to unmute your microphone.

01:26:11

Stop sharing Hide

pongu ventures

Meeting chat

adminir Yesterday 7:05 PM
Scheduled a meeting

Innovation Manag...
Tuesday, January 25, ...

Recording has started 10:42 AM

11:01 AM
Welcome to RRJIC

Reply

Type here to search

25°C Mostly cloudy 11:43 AM 1/25/2022

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Search

Creativity Vs. Innovation

- Most of the students are **Creative**, but what they really need to pursue is **innovation**.
- “What is often lacking is not creativity in the idea-creating sense but innovation in the action-producing sense, i.e. **put ideas to commercialization**”

Stop sharing Hide

People

Invite someone

Share invite

AS Ashika S

A ashwinir Organizer

DB Durgesh babu

Hemashree A J On hold

KR Keerthana R

PS Pooja S

S Shruniga

SD Souvik Dey On hold

S Suhas.N

VM Varsha Mlk

V Vijayalakshmi.V

vinothstartups (Guest)

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Microsoft Teams

Innovation in 2 Dimensional View - JIM KALBACH

TECHNOLOGY PROGRESS

HIGH

LOW

Breakthrough

Game Changer

Incremental

Disruptive

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01:34:44

amutharaj (Guest)

People

Invite someone

Share invite

Currently in this meeting (12)

Mute all

- amutharaj
- AJEESH_REEGAN_A
- Ashika S
- ashwinir Organizer
- Durgesh babu
- Hemashree A J
- Pooja S
- Souvik Dey
- Suhas.N
- Varsha M
- Vijayalakshmi.V

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Microsoft Teams

Four distinct zones of innovation:

- **Incremental** innovations involve **modest changes to existing products and services**. These are enhancements that keep a business competitive, such as new product features and service improvements.
- **Breakthrough** innovation refers to **large technological advances** that propel an existing product or service ahead of competitors. This is often the result of research and development labs (R&D), who are striving for the next patentable formula, device and technology.
- **Disruptive** as coined by the the Godfather of Disruptive Innovation, Clayton Christensen) – **new products or services** that enter at the bottom of the market and overtime move up and displace established market leaders.
- **Game-changing** innovation transform markets and even society. These innovations have a radical impact on how humans act, think and feel in some way.

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01:40:47

amutharaj (Guest)

People

Invite someone

Share invite

Currently in this meeting (16)

Mute all

- amutharaj
- AJEESH_REEGAN_A
- Ashika S
- ashwinir Organizer
- Dr. D Sivakumar
- Dr. Sobyadevaraj
- Dr.S.Usha
- Durgesh babu
- Hemashree A J
- Jayashri Badiger
- Souvik Dey

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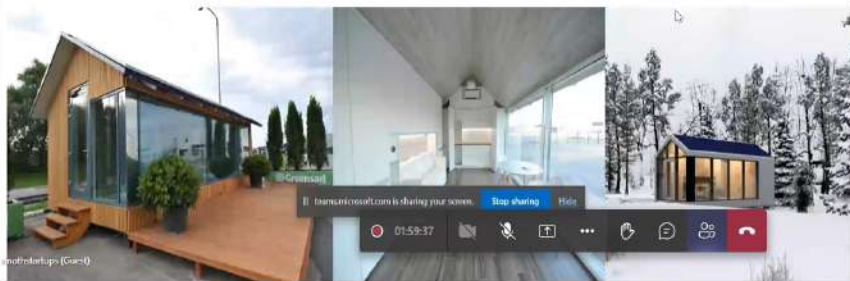
Microsoft Teams interface showing a presentation slide titled "Li-Fi". The slide content includes the text "Li-Fi, 100X Faster Than Wi-Fi, could be the next disruptive technology to change how we connect and communicate." and a diagram illustrating Li-Fi technology using a light bulb labeled "Bulb" emitting a signal cone towards a computer. The interface also displays a list of participants on the right, including amutharaj j, Ashika S, ashwinir Organizer, BHOOMIKA S, BHOOMIKAA P, BINDUSHREE, DEEPTI M, Dr. D Sivakumar, Dr. Sobyadevaraj, and Durgesh babu. A Windows taskbar is visible at the bottom.

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Microsoft Teams

3D Printed House

3D Printers are already disrupting the manufacturing industry.



Microsoft Teams interface showing a meeting in progress. The screen displays a presentation slide titled '3D Printed House' with the text '3D Printers are already disrupting the manufacturing industry.' and three images of 3D printed houses. The bottom of the screen shows the Microsoft Teams meeting controls and a list of participants on the right.

Participants:

- amutharaj j
- A.Muruganandham
- ashwinir
- BHODMIKA S
- BHODMIKA P
- BINDUSHREE
- DEEPTHI M
- Dr. D Sivakumar
- Dr. SobyaDevaraj
- Durgesh babu
- GAGANA S

Microsoft Teams

Technology Readiness Level

TRL 0: Idea. Unproven concept, no testing has been performed.

TRL 1: Basic research. Principles postulated and observed but no experimental proof available.

TRL 2: Technology formulation. Concept and application have been formulated.

TRL 3: Applied research. First laboratory tests completed; proof of concept.

TRL 4: Small scale prototype built in a laboratory environment ("ugly" prototype).

TRL 5: Large scale prototype tested in intended environment.

TRL 6: Prototype system tested in intended environment close to expected performance.

TRL 7: Demonstration system tested in intended environment at pre-commercial scale.

TRL 8: First of a kind commercial scale demonstration.

TRL 9: Full commercial application, technology available for consumers.

Microsoft Teams interface showing a meeting in progress. The screen displays a presentation slide titled 'Technology Readiness Level' with a list of TRL levels and their descriptions. The bottom of the screen shows the Microsoft Teams meeting controls and a list of participants on the right.

Participants:

- +12
- DM
- BS
- SK
- GS
- JB
- DS
- S
- SD