						1		N	AMI	E OF	TH	E O	IP								
DRIVERS	INNOCENTIVE	IDEA CONNECTION	NINE SIGMA	INNOVATION EXCHANGE	PREASANS	CLICKWORKER.COM	REDESIGN ME	CROWDSPRING	GUERRA CREATIVA	IDEA BOUNTY	ENTERPRISE SPIGIT	BIG IDEA GROUP	SHAPEWAYS	PONOKO	QUIRKY	THINGVERSE	IDEA WICKET	WHY NOT	INNOGET	SOI4YH	FREQUENCY
Exchange of information, ideas and knowledge inside special dedicated spaces of the site	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		\checkmark	19
Expressions present on the website in the various pages accessed during the visit		\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark				\checkmark	\checkmark	\checkmark	\checkmark					12
Problem solving: issues and challenges are proposed from "outside" and entrusted to the members of the community	\checkmark	\checkmark		\checkmark	\checkmark	V	\checkmark				\checkmark	\checkmark				\checkmark	\checkmark				11
Creative structure of the site							\checkmark	\checkmark								\checkmark	\checkmark				9
Objectives and philosophy of the site				\checkmark			\checkmark								\checkmark	\checkmark			\checkmark		9
Presence of social issues within the challenges																					7
Recognition of best solvers between those involved in the resolution of proposed challenges	\checkmark						\checkmark		\checkmark	\checkmark		\checkmark						\checkmark		\checkmark	7
Messages inciting fun launched directly from/to potential contributors							\checkmark				\checkmark										6
Need of a personal account in order to view the most important information inside the site	\checkmark												\checkmark	\checkmark				\checkmark			5
Possibility to choose the categories of interest during the research of themes and topics to share and discuss		V					\checkmark							\checkmark			\checkmark	V			5
Ideals of collaborative participation, crowdsourcing and open innovation			\checkmark					\checkmark							\checkmark				\checkmark		4
Messages with information, material, ideas sent by the site to the community members										\checkmark			\checkmark	\checkmark	\checkmark						4
Possibility to comment and to evaluate other posts																					4
Possibility to create a descriptive personal account explicating details and information about education, competencies and interests				\checkmark						\checkmark					\checkmark	\checkmark					4
Project feasibility evaluated by the community			\checkmark					\checkmark							\checkmark				\checkmark		4

			-	1	-					1	-			-				
Direct contacts with clients		\checkmark					\checkmark	\checkmark										3
Ideas approved by client companies	 							\checkmark		\checkmark			\checkmark		 			3
Possibility to create and nurture professional relations with other members of the community and, in case, with employees of companies with which		\checkmark							\checkmark						\checkmark			3
solvers comes into contact Possibility to purchase	 														 			3
existing ideas and product in the shop within the site Possibility to realize					N							v	v					
personal ideas otherwise unfeasible											\checkmark	\checkmark						3
Choice of membership category based on interests and skills		\checkmark									\checkmark							2
Clients committed in social issues, as humanitarian aid agency and no-profit organizations		\checkmark						\checkmark										2
Direct contacts of the site's team with participants (bidirectional)																\checkmark	\checkmark	2
List of winners and their explanatory interviews	\checkmark							\checkmark										2
Opportunity to be promoted to a higher grade, as recognition of the effectiveness of a community member							\checkmark						\checkmark					2
Opportunity to become a moderator											\checkmark				\checkmark			2
Opportunity to become leader within the subgroups of community			\checkmark													\checkmark		2
Opportunity to enter in an elite community																\checkmark		2
Positive judgment on the network and on the site by external actors such as magazines, other sites, scientific journals, etc.		\checkmark				\checkmark												2
Possibility to collaborate and to negotiate a trade agreement with companies												\checkmark				\checkmark		2
Possibility to sell products designed (and/or manufactured) through the site											\checkmark	\checkmark						2
Possibility to share information about projects and potential solutions for the physical realization				\checkmark										\checkmark				2
Satisfaction of specific requests from customers						\checkmark												2
Collaboration between elite community and team of the site																		1
Collaboration between the community of consumers and the community of experts																		1
Evocative images referring explicitly to the concept of	\checkmark																	1

group												
8r												
Games as stimulus for an active participation												1
Metaphor, as an incentive and stimulus to participation					\checkmark							1
Opportunities of collaboration in relevant projects				\checkmark								1
Organization of brainstorming												1
Possibility to choose team members from those registered to the site		\checkmark										1
Possibility to open personal shops							\checkmark					1
Possibility to select materials to produce product								\checkmark				1
Precautions for reducing wastes and pollution								\checkmark				1
Presence of data on the product and on the market (even if the idea is not carried out)									\checkmark			1
Reward Center organized to incentive the contributors' participation						\checkmark						1
Solutions for the "common good" regarding the social sphere	\checkmark											1
Use of sustainable technologies and materials								\checkmark				1
Word of mouth: the members themselves suggest potential successful innovators		\checkmark										1