

## **Knowledge-education, creativity and innovation**

JAMES OGUNLEYE  
Middlesex University, United Kingdom

This edition of the *International Journal of Knowledge, Innovation and Entrepreneurship* contains papers that reflect the title of this editorial.

Innovation is a by-product of creativity (Ogunleye and Tankeh, 2006; Tankeh and Ogunleye, 2007). At the heart of innovation is knowledge, knowledge-education, which can be applied in a variety of contexts—to familiar and unfamiliar situation.

We begin this issue with Deryn Graham's paper on models of knowledge and big data—the innovation that surrounds the use of digital data. The paper explores the 'relationship between heuristic, causal and statistical models of knowledge and their association with Big Data'.

Graham's paper is followed by that of Gavin Suss which focuses on innovation in a particular education programme is aimed at middle managers. His paper suggests a model of good practice on the innovative and creative approaches to educating employees.

Sean Muccuster's paper—'Lego® Serious Play™: Thinking about Teaching and Learning'—continues on the themes of education and creativity. His paper introduces Lego Serious Play (LSP) as a 'method of getting at participants' [in the study to] understand their own professional identities; the paper describes in details the 'process of the development of workshops [for participants] and reflects on the aspects of 'What Works' within and across a small number of educational contexts'.

Jaroslav Oczki's paper on 'Forecasting Internal Labour Supply with a Use of Markov Chain Analysis' examines a number of methods of forecasting internal labour supply with specific reference to Markov chain. The paper also highlights main limitations of implementation of Markov model to internal labour supply forecasting.

The last paper in this issue by Tatiana Gavrilova, Artem Alsufyev and Anna-Sophia Yanson on 'Transforming Canvas Model: Map versus Table', sought to provide a approach for 'visualizing business models, guided by well-shaped visualization based on *hypergraph* technology, specifically, mind mapping'. The paper reports that 'the developed mind mapping visualization framework can be considered as cognitive scaffolds and is positively associated with improved perception and understanding of the business model by managers allowing them to communicate, share and manipulate business model knowledge easily'.

Linking knowledge-education, creativity, innovation with enterprise is what this

journal is all about and papers in this edition have sought to do just that.

**References**

- Ogunleye, J. and Tankeh, A. (2006) Creativity and innovation in IT Industry: an assessment of trends in research and development expenditures and funding with particular reference to IBM, HP, Dell, Sun, Fujitsu and Oracle, *Journal of Current Research in Global Business*, vol. 9, 14, pp 75-85, Fall 2006, 95-104.
- Tankeh, A. and Ogunleye, J. (2007) The Server Market: Innovation, Competitive Performance and Optimal Strategy in the face of 'Disruptive Innovation', *Conference Proceedings (Peer-Reviewed)*, 19th Annual Conference of the Association for Global Business, Nov 15-18, 2007, Washington DC, USA.