



## Laurent SIMON, PhD.

Full Professor

Entrepreneurship & Innovation Department (2015- )

Management Department (2000 – 2015)

Co-director, *Mosaic* - Research hub on the management of creativity in an innovation society

<http://mosaic.hec.ca/>

Scientific co-director – *Summer School in Managing Creativity for Innovation Montreal-Barcelona.*

[\(http://ecole-ete.hec.ca/](http://ecole-ete.hec.ca/)

HEC Montréal

<http://www.hec.ca/>

Laurent SIMON is Full Professor at the Entrepreneurship and Innovation Department at HEC Montréal. He conducts research projects on the management of creativity and innovation, with qualitative approaches, in different fields: management of creative projects in the video-game industry, software, high tech firms, manufacturing, aeronautics, advertising and communication, performing arts and cultural organizations, financial services. His present projects focus on the development of techno-creative products, creative contexts and creative practices and processes, with analyses of creative communities, ideas development, the organization and management of innovation, collaborative innovation, co-design, creative cities and territories, policy design, and public policies for creativity and innovation. His work aims at developing a better understanding of the determinants of creativity in the management of innovation. He coached and consulted for many different organizations, including Ubisoft, Cirque du soleil, Desjardins, Bombardier, Hydro Québec, City of Montreal, Chanel Parfums et Cosmétiques, Adeo Leroy-Merlin, Olymel, the Ministry of Economy, Science and Innovation of Québec; Caisse des dépôts du Québec, IACO, ACI, or the Ministry of Economic development of Wallonia..., in order to help them develop their creative capabilities for innovation.

### **Selected Publications :**

- Bathelt, H., Cohendet, P., Henn, S., and L. Simon. Eds. (Forthcoming fall 2017). *Handbook on Innovation and Knowledge Creation*. E. Elgar Publisher
- Sarazin, B., Cohendet P., and L. Simon. (Juin 2017). *Les communautés d'innovation*. EMS éditions.
- Capdevila, I, Cohendet, P., and L. Simon. (2017). *From a local community to a global influence. How elBulli restaurant created a new epistemic movement in the world of haute cuisine*. Industry & Innovation.
- Cohendet, P. Simon L. (2016) *Always Playable: Recombining Routines for Creative Efficiency at Ubisoft Montreal's Video Game Studio*. Organization Science.
- Gateau, T. Simon, L. (2016). *Clown Scouting and Casting at the Cirque du soleil: Designing Boundary Practices for Talent Development and Knowledge Creation*. International Journal of Innovation Management. Vol. 20, No. 4.
- Cohendet, P., Simon, L., Grandadam, D. and I. Capdevila. (2014). *Epistemic communities, localization and the dynamics of knowledge creation*. Journal of Economic Geography.
- Grandadam, D., Cohendet, P. & Simon, L. (2013). « Places, Spaces and the Dynamics of Creativity: The Video Game Industry in Montreal », *Regional Studies*.
- Cohendet P., Grandadam, D. & Simon, L. (2010). « The Anatomy of the Creative City », *Industry and Innovation*, Vol. 17, n°1, pp. 91-111.
- Cohendet, P. & Simon, L. (2007). « Playing across the playground: Paradoxes of knowledge creation in the video-game firm », *Journal of Organizational Behavior*, Vol. 28, n°5, pp. 587-605.
- Simon, L. (2006). Managing creative projects: An empirical synthesis of activities - *International Journal of Project Management*, vol. 24, issue 2.