



Requirements Engineering for the Development of Disruptive Systems Engineering Innovations

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Introduction and Setting

Betamax Cassette

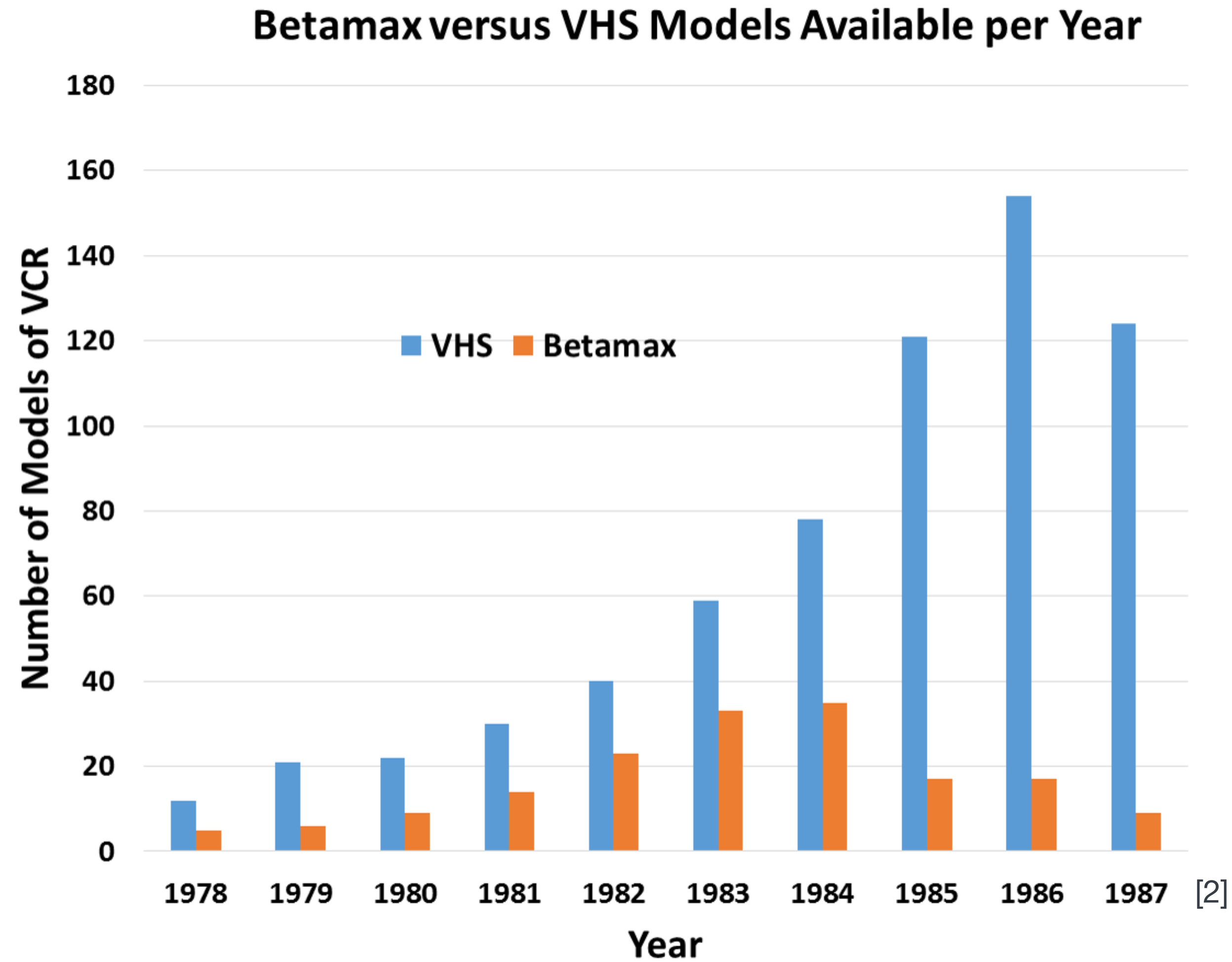


VHS Cassette



[1]

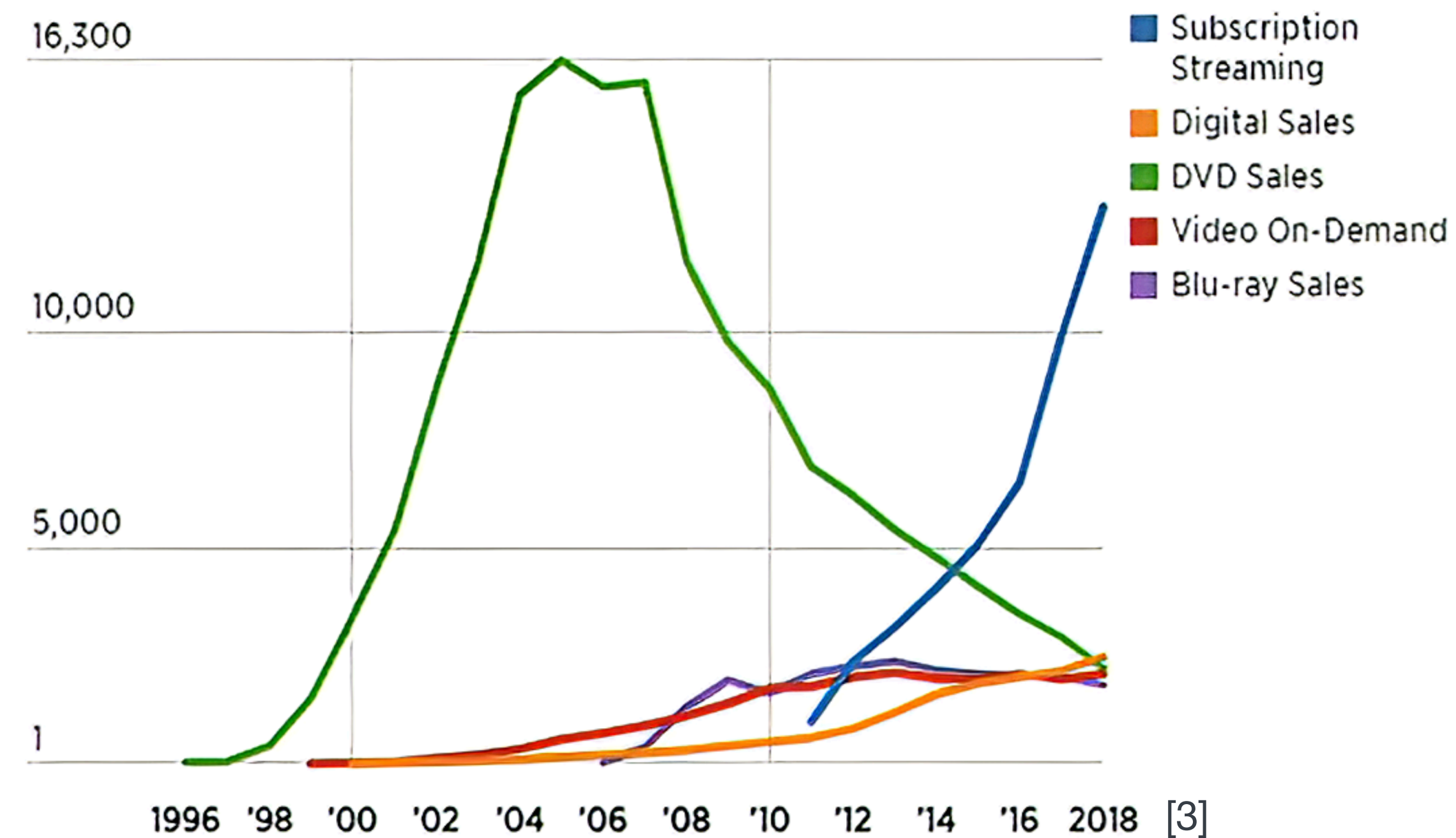
Introduction and Setting



Introduction and Setting

US home video market by category

Figures in billions of USD

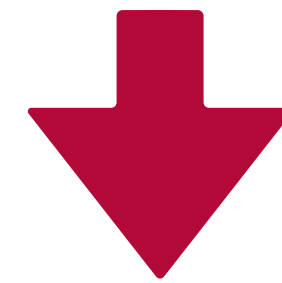


Source: Data from Nash Information Services & Digital Entertainment Group

Previous Work and Foundation

Innovator's Dilemma^[4]

⇒ Displace Incumbent Technologies in Market

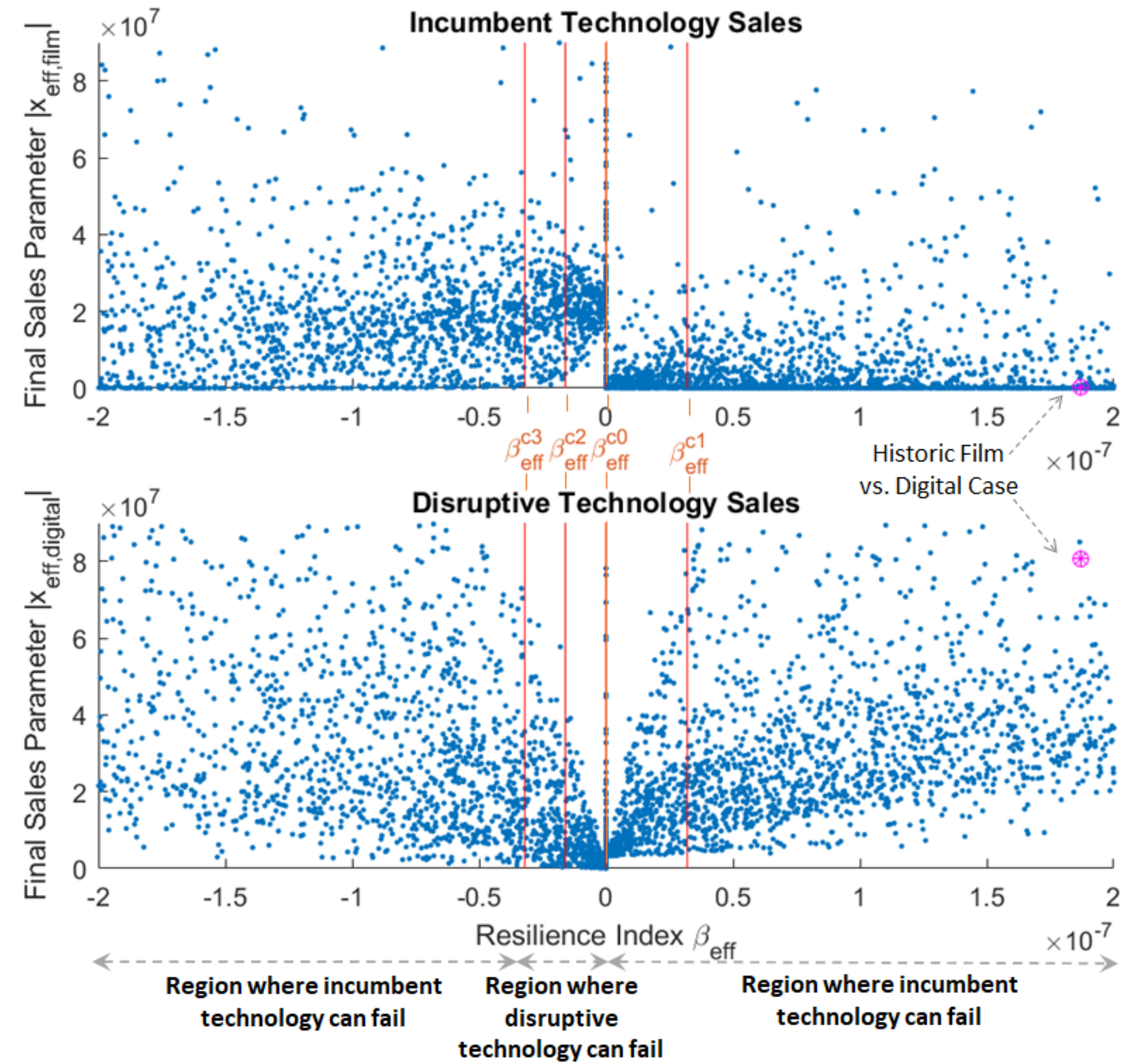
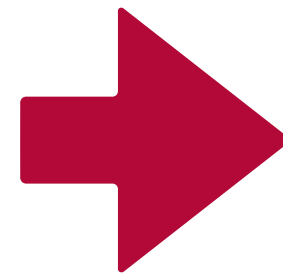
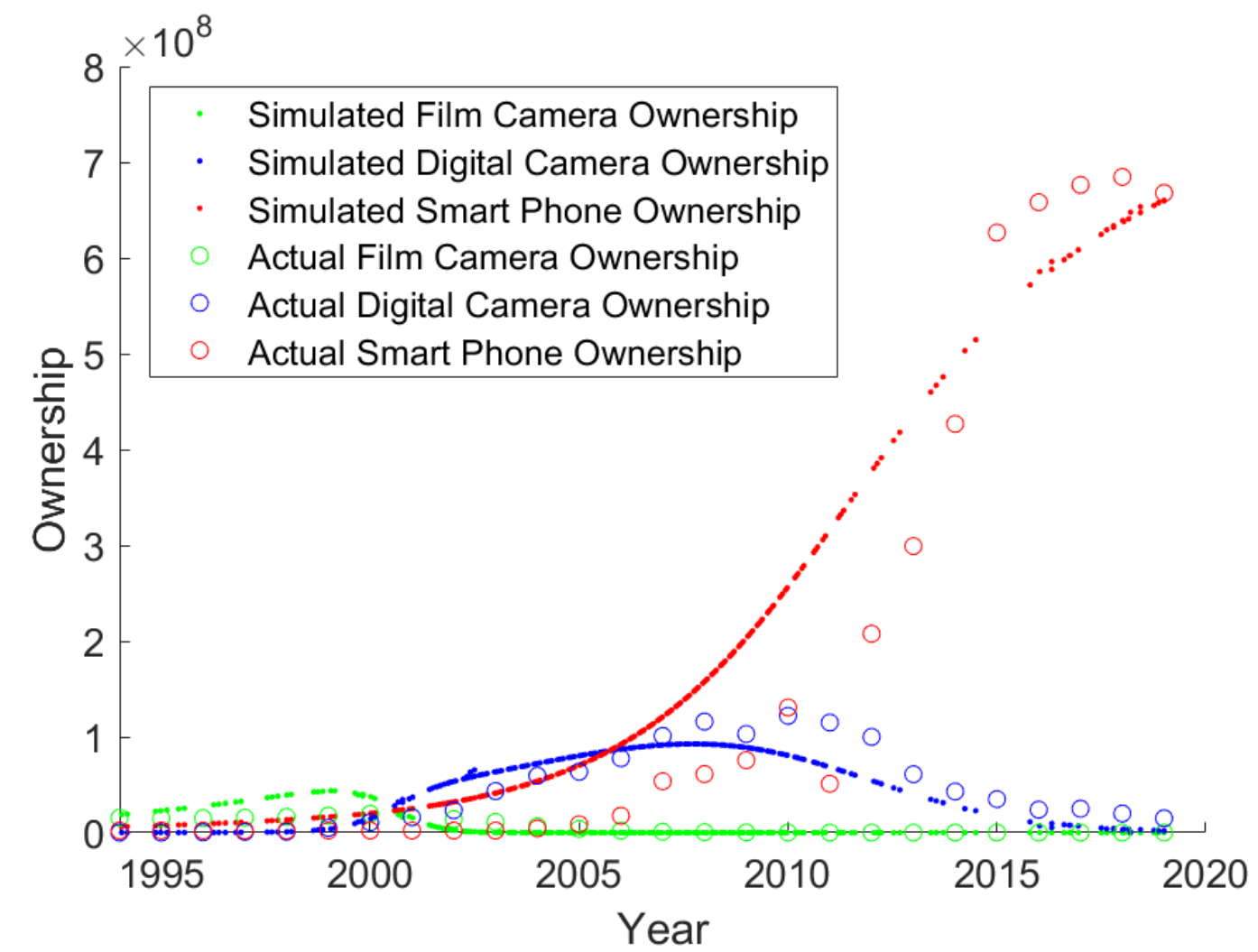


Mathematical Modeling Tipping Point
Including Resilience Index

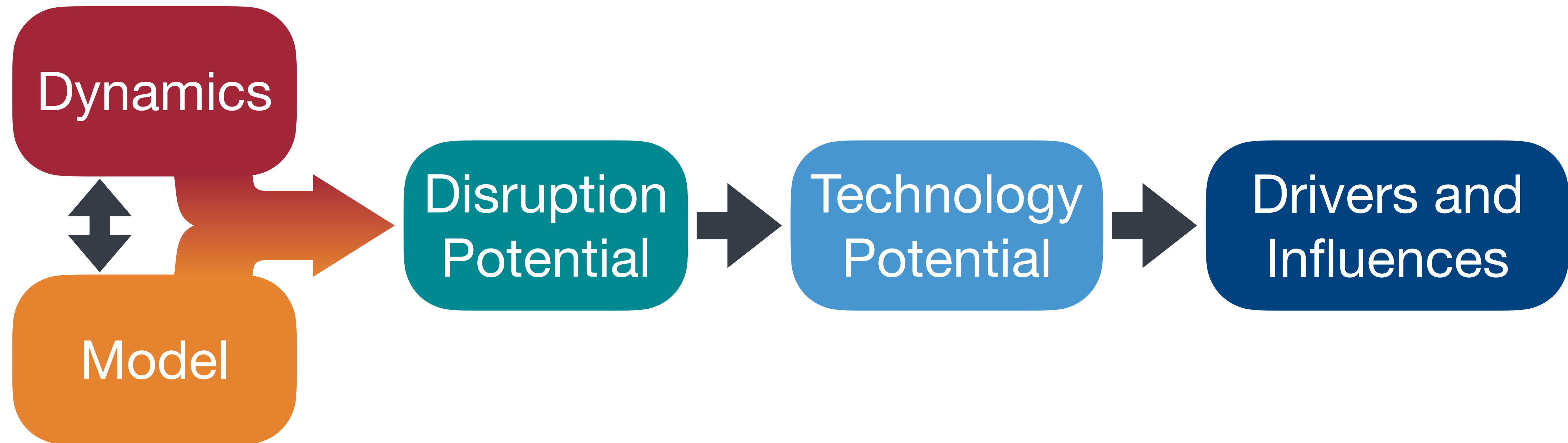


Impact Assessment and Simulation

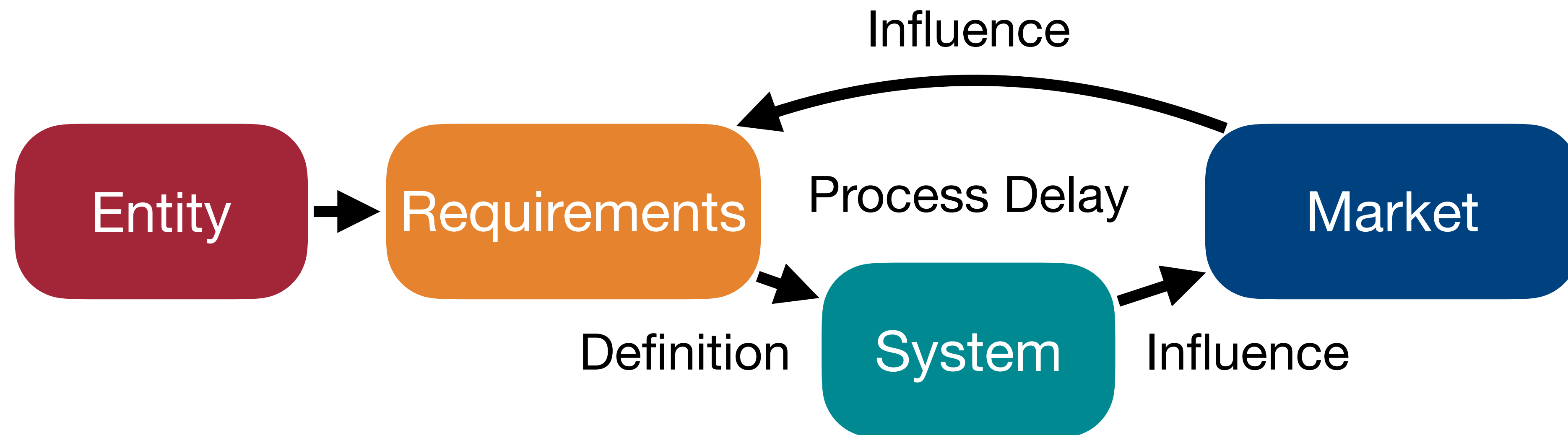
Previous Work and Foundation



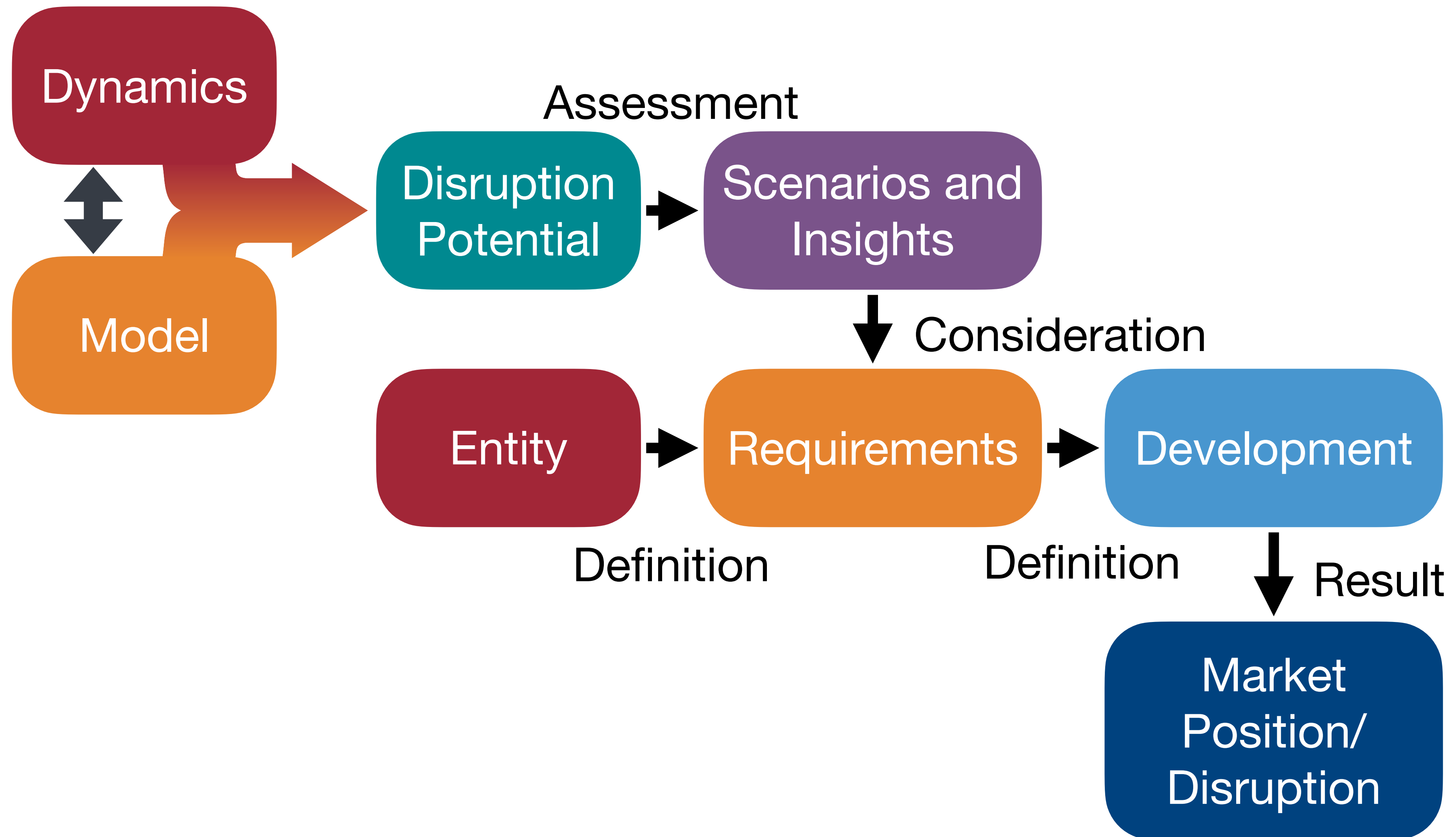
Continuation and Adaptation



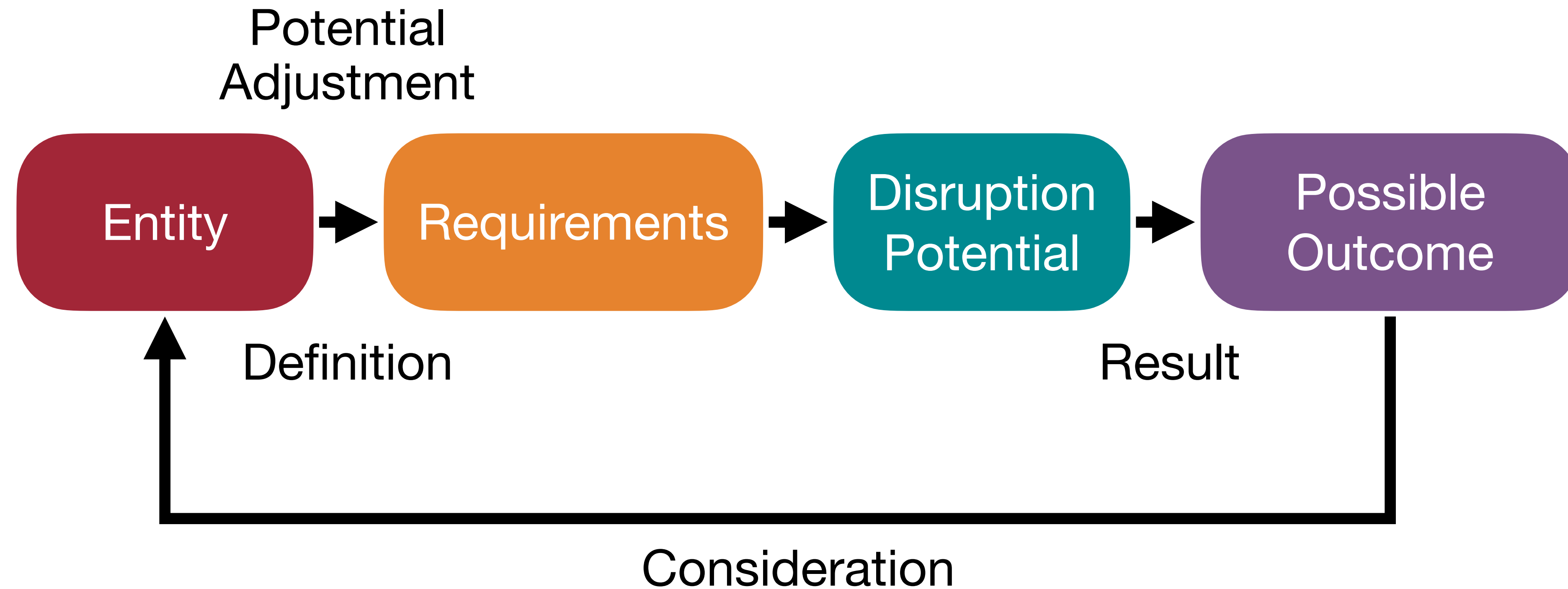
Underlying Dynamics



Concept and Process



Possibilities and Opportunities



Conclusion and Outlook

- 1 Applicability Tests Successful
- 2 Case Study Tests Are Currently Being Conducted
- 3 Transfer to Other Areas and Domains Under Evaluation
- 4 **Ultimate Goal:** Quantified Inclusion in Decision Making Process