



## **Romain GANDIA**

Associate Professor

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**Romain GANDIA** has a PhD in Management Sciences in Chambéry Graduate School of Business. He also works in the Research Institute of Management and Economics (IREGE) of University of Savoy, and his thesis focuses on ways of organizing innovation in the cultural industries of video games and animation movies. His teaching and research interests are project management, management of innovation and corporate strategy. He has currently written four articles relating to these topics and presented them at international academic conferences. One of these is currently being published in a French academic review. He regularly teaches modules that focus on these topics for bachelor, professional bachelor and master courses.

### **EDUCATION**

2010	PhD in Management Sciences (University of Savoy). Title: « <i>L'organisation du processus d'innovation pour créer et s'approprier de la valeur : une application aux secteurs du jeu vidéo et de l'animation</i> ». Research Director: Professor Caroline MOTHE (IMUS, University of Savoy). Co-Director: Sebastien BRION (assistant professor - IMUS, University of Savoy). Thesis Defense on November 22 <sup>nd</sup> , 2010.
2007	Research Master's degree (2 <sup>nd</sup> year) " <i>Decisions and Organizations</i> " with Management option - Master's Degree Research Paper under the leadership of Sebastian BRION (assistant professor) – IMUS Annecy, University of Savoy – pass with honors.
2006	Master's degree (1 <sup>st</sup> year) " <i>Entrepreneurship and Information and Communication Technologies</i> " – IMUS Annecy, University of Savoy, honors – pass with honors.
2005	Bachelor's degree " <i>Project Management and Information Systems</i> " – IMUS Annecy, University of Savoy, pass with honors.
2004	Bachelor's degree " <i>Industrial Production Management</i> " with Project Management option – IUT Roanne, Jean-Monet University - pass with honors.

**PROFESSIONAL EXPERIENCE IN TEACHING AND RESEARCH***Positions held*

Since November 22 2010	PhD in Management Sciences - Chambéry Graduate School of Business
August – November 2010	Teaching Assistant - Chambéry Graduate School of Business.
2009 - 2010	Teaching Assistant - IUT Chambéry, University of Savoy (Department of Administration and Marketing Management).
2008 - 2009	Temporary teacher – IMUS Annecy (Technology and Management Department) and IUT Chambéry (Department of Administration and Marketing Management), University of Savoy.
January 2007 to March 2007	Temporary teacher – IMUS Annecy, University of Savoy (Technology and Management Department).

*Courses taught*

2009 - 2010	<ul style="list-style-type: none"> <li>- Project Management (Bachelor's degree)</li> <li>- Professional Projects (Bachelor's degree)</li> <li>- Serious Games in Project Management (Bachelor's degree)</li> <li>- Serious Games in Strategic Management (Bachelor's degree)</li> </ul>
2008 - 2009	<ul style="list-style-type: none"> <li>- Project Management (Bachelor's degree, Master's degree)</li> <li>- Strategic Management (Master's degree)</li> <li>- Serious Games in Project Management (Bachelor's degree, Master's degree)</li> </ul>
2007 - 2008	<ul style="list-style-type: none"> <li>- Collaborative Work 2.0 : Tools and Methods (Bachelor's degree)</li> </ul>

*Executive seminars*

2009 - 2010	<ul style="list-style-type: none"> <li>- Seminar “<i>Video Games, Animation Movies and Transmedias</i>” – IUT Annecy (Marketing and Sales Department), University of Savoy.</li> <li>- Transmedias's conference : New Innovation in Cultural Industries – Arts and Image Technologies Department, University Paris VIII.</li> </ul>
2008 - 2009	<ul style="list-style-type: none"> <li>- Cross Medias's conference “<i>The Convergence between Video Games and Animation Movies Industries</i>” – Arts and Image Technologies Department, University Paris VIII.</li> </ul>

**CONSULTING EXPERIENCE**

Sept. 2005 to July 2006	Project Manager – Implementation of new Intranet for Annecy Hospital
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April 2005 to June 2005	Project Assistant – Implementation of new Enterprise Resource Planning (ERP) - Groupe ENRICAU, Bonneville.
March 2004 to Sept. 2004	Project Assistant – Implementation of new Enterprise Resource Planning (ERP) - EURODEC LC Maître Industries, Saint-Pierre en Faucigny.

## PUBLICATIONS

### *Articles in Refereed Journals*

2011	Gandia R., Brion S. et Mothe C. (2011), « Innovation ouverte et management de la propriété intellectuelle : Quelles stratégies dans le secteur du jeu vidéo ? », <i>Revue Française de Gestion</i> (forthcoming in the spécial issue <i>Open Innovation – review ranked « B » by the AERES</i> ).
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### *Conference presentations*

<b><i>Presentation in French</i></b>	
2010	Gandia R. et Gardet E. (2010), « Quelles stratégies pour diminuer la dépendance ? Une application aux studios de jeu vidéo français », <i>XIXe AIMS Conférence</i> , Luxembourg, 2–4 June. (article being submitted to the <i>Management International</i> review - review ranked « B » by the AERES) Gandia R., Brion S. et Mothe C. (2010), « Innovation ouverte et management de la propriété intellectuelle : Quelles stratégies dans le secteur du jeu vidéo ? », <i>Workshop AIMS Open Innovation</i> , IAE Caen, 26 March.
2009	Gandia R. (2009), « La reconfiguration du processus d'innovation dans des industries culturelles françaises en voie de convergence : une application aux entreprises du jeu vidéo et de l'animation », <i>PhD Workshop of AIMS</i> , Grenoble, 2 June.
2008	Gandia R. (2008), « Vers une meilleure compréhension du modèle d'innovation ouverte : une application aux entreprises du jeu vidéo et de l'animation », <i>PhD Workshop of Tutorat Grand Sud</i> , Valence, 15–16 May.
<b><i>Presentation in English</i></b>	
2010	Gandia R. (2010), « What Organizational Modes of Innovation can be used to face the Convergence between the Animation Movie and Video Game Industries ? A case study of French firms », <i>The 4th Annual Conference on Cultural Production in a Global Context: The Worldwide Film Industries</i> , Grenoble School of Management, June 3–5.

2009	Gandia R. et Brion S. (2009), « How to by-pass Financial and Editorial Dependence in Game Software and Animation Film Industries: The case of Ankama's Model of Innovation », <i>25th EGOS Colloquium</i> , Barcelona, July 2–4.
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### ***Working Papers***

Gandia R. (2010), « What Organizational Modes of Innovation can be used to face the Convergence between the Animation Movie and Video Game Industries ? A case study of French firms », *Working Paper*, IREGE – University of Savoy.

Gandia R. et Gardet E. (2010), « Quelles stratégies pour diminuer la dépendance ? Une application aux studios de jeu vidéo français », *Working Paper*, IREGE – University of Savoy.

Gandia R., Brion S. et Mothe C. (2010), « Innovation ouverte et management de la propriété intellectuelle : Quelles stratégies dans le secteur du jeu vidéo ? », *Working Paper*, IREGE – University of Savoy.

Gandia R. et Brion S. (2009), « How to Avoid Dependence : The case of Ankama », *Working Paper*, IREGE – University of Savoy.

### **RESEARCH INTERESTS**

Corporate Strategy

Open Innovation

Innovative Project Management

Interorganizational Resource Dependence

Cultural Industries

### **TEACHING SPECIALITIES**

Strategic Management

Management of Innovation

Project Management

New Medias

Serious Games

### **OTHER PERSONAL INFORMATION**

Languages spoken, written and read: French, English

Hobbies, passions: mountaineering, hiking, skiing, medieval fencing, music.