

From Lab To Market:

How to Turn University Science into Real Business

NTK Summer School, Keynote, Prague, 9/2/25

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Let's start with you = quick survey

- On your phone go to <u>www.menti.com</u> & enter the code: 3596 9860
- Or scan the QR code
- We will ask you 5 short questions. Be honest with yourselves!





Would you agree?

Most researchers dream of impact.

Yet most end up with unread papers and unfunded prototypes.



Act 1: The Hamster Wheel

Why smart research often goes nowhere.

We researched it / built it.

We published it.

Nobody came !?

Turn to your neighbour: can you describe your research in 2 sentences without using jargon?





Act 2: The Flip

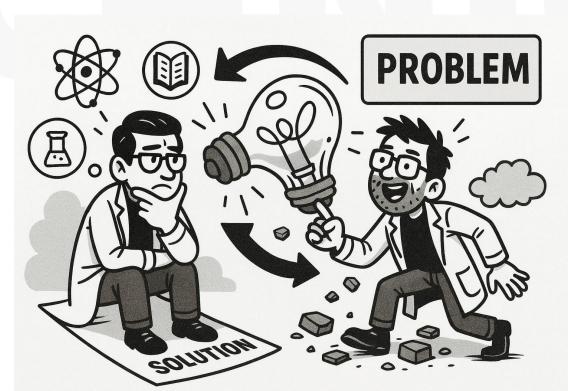
Start with the problem. Not with the paper.

 \bigcirc Idea \rightarrow Build \rightarrow Market \rightarrow Fail

 \checkmark Problem \rightarrow Need \rightarrow Solution \rightarrow Scale

Nobody buys "research". People buy solutions!

Business is a craft. Neither science, nor art.





Act 3: The Mindset Shift

You DON'T NEED permission!

Science trains you to be perfect.

Business rewards you for being fast.

The opposite of perfection isn't failure. It's momentum!

Researcher Brain

Waits for data

Seeks perfection

Fears being wrong

Writes papers

Invests in science

Builder Brain

Talks to people

Tests fast

Fears being slow

Writes emails

Invests in business



Act 4: The Playbook (lite)

Not a manual. Just a map to **DRIVE**.

Demand What real-world need exists?

Reality check Have you talked to actual users? [Your competitors have!]

Interest Who's willing to explore it with you? Proof-of-concept

customers.

Exit What's the path to revenue or adoption?

License (someone else scales it) x spin-off (you scale it)



Act 5: Real Stories

From Lab to Market... for real.

Success

Rossum.ai – From AI PhD lab to \$100M Series A

→ Problem-first + deep IP + global ambition = textbook transition from university to global business

MoistureGuard (senzomatic.com)

- Sensors in walls = contracts in hand
- → Founders built a product people actually wanted, not just a prototype

Surprise (pivot)

Post-it® Notes – Failed superglue

- → billion-dollar sticky note
- → Weak IP? Maybe. Strong use case? Definitely.

Slack – Dead game studio → unicorn chat platform

→ Internal tools can be the real gold

Viagra – Failed angina drug → fastest \$1B pharma product → "Side effects" matter. Be open to pivot.

Failure

Google Glass – Hype ≠ Adoption

- → Cool tech without real need = rejection
- → Even giants can miss the market
 Others No team, no traction, no customers. Too much science
- → Execution > idea. Always.



Why commercialize? Good for you, good for the uni.

≗ ≤ Scientists

Better science

better business

Ultimate recognition (someone wants it!)

Real-world impact

Money = not the goal but way to freedom

Fun ("escape room for adults")

□ University

Happier scientists
Stronger brand & validation + snowball
New income streams
Recurring + long-term revenues
Public money won't be enough

"Commercialization isn't selling out. It's buying yourself more freedom, relevance, and reach."



What investors look for

No theory – just what gets the job done.

Disruption

Tech that shifts markets

☐ Core of Industry

Must fit the big picture

☐ Just 2–3 Years Ahead

Not too early, not too late

A-Team

Builders with grit, not dreamers

Global Ambition

Solving global problems

Big Market

Ocean, not pond

☐ Product–Market Fit

Irreplaceable value

□ Scalability

From one to many easily

© Clear Positioning

Stand out or die trying



Entrepreneurship: Myths vs. Reality*

It's not about being Superman but about showing up.

Myths

You need to be a genius

You need a brilliant idea

You must be born an entrepreneur

You must be young

You need charisma

You must love risk

You need money to start

Odds of success are tiny

Failure will kill you

⊘ Reality

Simplicity beats complexity

Execution beats originality

Mindset and experience come from doing, not DNA.

Avg. founder age = 45 (in fast-growing US startups)

Authenticity builds trust

Great founders manage risk

Bootstrap + early capital is available

70% of startups can be viable if built right

Failure is just a necessary stop on the way to success

^{*} Adapted from Bill Aulet's MIT playbook.



Who owns your research result?

IP rights in 30 seconds.

♣ If created as part of your job

- You keep authorship.
- University owns the rights.
- You must report inventions.
- If you don't → it can kill future deals.

If you're a student (or external) or if created outside the job

- You own it unless a contract says otherwise.
- If the university helps develop it → co-ownership agreement.



How a license works

Basic tool of research commercialization

It's a "rental"

You don't sell IP – you lease it

△□ Always written

Signed and published in registry

© Clear scope

What, where, and for what purpose

Exclusive or not?

One partner or many?

☐ Time-bound

Time-(un)limited, renewable, cancellable...

You get paid

Flat fee(s), milestone fee(s), revenue share, company share or a mix



Some "very fine" reading









Q&A time



If you should remember just 3 things...

- Start with the problem, not the paper.
- \rightarrow No pain = no market.
- **%** You don't need to be brilliant. Just start.
- → Commercialization is a craft, not magic.
- it's not working.
- \rightarrow Impact = adoption = value.



Let's end with you = quick survey

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- 4 more short questions. Be honest with yourselves!



Akademie transferu znalostí NTK

Proměňte výsledky svého výzkumu v inovace s reálným dopadem

- © Co se naučíte:
- Jak přemýšlet jako zakladatel start-upu
- Kdy chránit a kdy publikovat (strategie IP)
- Jak validovat trh a připravit proof-of-concept
- Jak číst smlouvy a jednat s investory
- Jak efektivně odprezentovat svůj projekt
- Místo: NTK, Praha
- **1** Říjen 2025 červen 2026
- ▲ Registrace do 22. 9. 2025











Launching CTU Spin-off Academy

For sciencepreneurs wannabes

What it is: A hands-on training & mentoring program to help researchers turn their ideas into real companies – CTU spin-offs.

What you'll learn:

- How to turn research into a business opportunity
- How to validate, protect, and package your idea
- How to pitch to investors and win them over
- What it's really like to be a founder from someone who's done it

☐ How it works:

- 6 practical workshops (half- or full-day)
- Weekly rhythm with time to work on your idea
- Final Pitch Night with investors & mentors
- Access to follow-up mentoring & possible investment