HOW DISRUPTIONS HAPPEN
A disruption is when new products and services create a new market and significantly weaken, transform or destroy existing product categories, markets or industries.

TECHNOLOGY COST CURVES
The rate at which the technologies improve over time and on a dollar basis.

BUSINESS MODEL INNOVATION
A business model innovation is a new way of creating and capturing value within a value network that is enabled by a technology convergence.

PRODUCT INNOVATION
Convergence makes it possible for companies to design products and services with capabilities that create value in completely new ways, and make it impossible for incumbent products to compete.

DISRUPTION MODELS
New products or services disrupt existing markets in one of four ways:

FROM ABOVE
A new product is initially superior and more expensive, but gets cheaper at a faster rate than the market, while improving performance.
Example: Smartphones

ARCHITECTURAL
A new product radically changes the way products and services are produced, managed, delivered and sold.
Examples: Distributed Solar PV and Batteries

FROM BELOW
A new product is initially inferior to mainstream products, but improves its performance while decreasing costs at a faster rate than incumbent products.
Example: Personal computers

DISRUPTION ACCELERATORS
Open Access Technology Development
Open access to technology and capital lowers costs, increases the speed of product development and lowers barriers to entry.
EXAMPLES: open source, open knowledge, open APIs, crowdfunding

Conceptual Innovations
New concepts, methods, models, frameworks and software architectures that enable totally new ways of doing things.
EXAMPLES: TCP/IP, blockchain

MARKET/SYSTEMS DYNAMICS
Adoption S-Curve
Exponential Growth
Tipping point

Technology/Information economics:
Demand-side economies of scale
Network effects
Increasing returns
Virtuous/vicious cycles

Source: Tony Seba