# **GLOBAL INNOVATION INDEX 2020**



# LITHUANIA

**40th** 

Lithuania ranks 40th among the 131 economies featured in the GII 2020.

The Global Innovation Index (GII) ranks world economies according to their innovation capabilities. Consisting of roughly 80 indicators, grouped into innovation inputs and outputs, the GII aims to capture the multi-dimensional facets of innovation.

The following table shows the rankings of Lithuania over the past three years, noting that data availability and changes to the GII model framework influence year-on-year comparisons of the GII rankings. The statistical confidence interval for the ranking of Lithuania in the GII 2020 is between ranks 38 and 40.

#### Rankings of Lithuania (2018–2020)

	GII	Innovation inputs	Innovation outputs
2020	40	36	42
2019	38	38	40
2018	40	36	44

- Lithuania performs better in innovation inputs than innovation outputs in 2020.
- This year Lithuania ranks 36th in innovation inputs, higher than last year and the same as 2018.
- As for innovation outputs, Lithuania ranks 42nd. This position is lower than last year and higher compared to 2018.

37th Lithuania ranks 37th among the 49 high-income group economies.

27th Lithuania ranks 27th among the 39 economies in Europe.

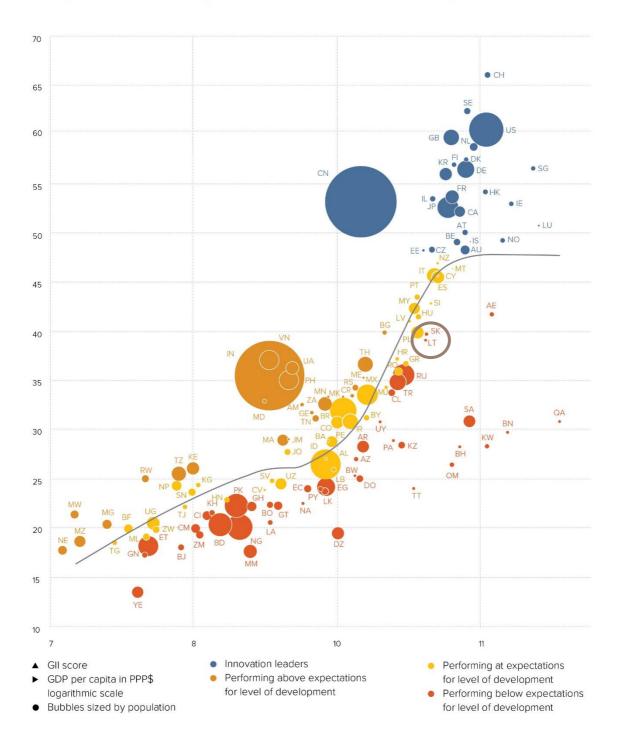


## **EXPECTED VS. OBSERVED INNOVATION PERFORMANCE**

The bubble chart below shows the relationship between income levels (GDP per capita) and innovation performance (GII score). The trend line gives an indication of the expected innovation performance according to income level. Economies appearing above the trend line are performing better than expected and those below are performing below expectations.

Relative to GDP, Lithuania is performing below expectations for its level of development.

### The positive relationship between innovation and development



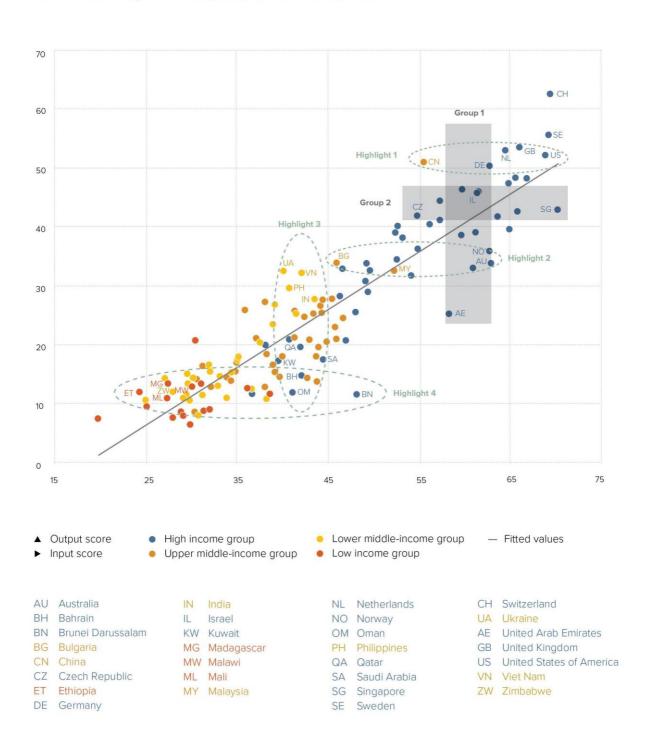


# EFFECTIVELY TRANSLATING INNOVATION INVESTMENTS INTO INNOVATION OUTPUTS

The chart below shows the relationship between innovation inputs and innovation outputs. Economies above the line are effectively translating costly innovation investments into more and higher-quality outputs.

Lithuania produces less innovation outputs relative to its level of innovation investments.

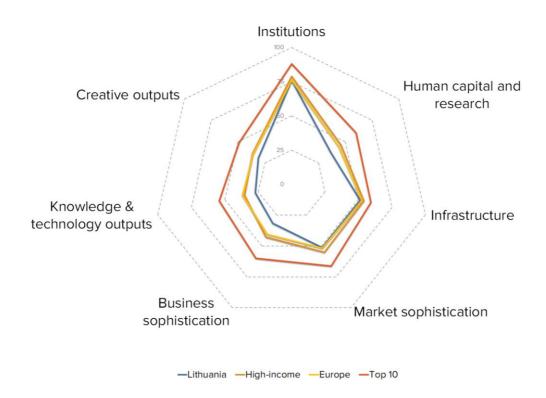
#### Innovation input to output performance, 2020







#### Lithuania's scores in the seven GII pillars



#### High-income group economies

Lithuania scores below average for its income group in all seven of the GII pillars.

#### **Europe**

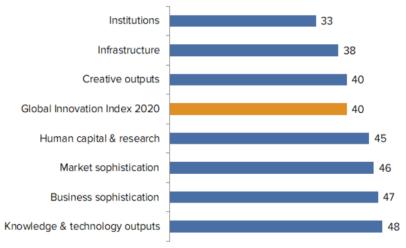
Compared to other economies in Europe, Lithuania performs below average in all seven of the GII pillars.





#### **OVERVIEW OF LITHUANIA RANKINGS IN THE SEVEN GII AREAS**

Lithuania performs best in Institutions and its weakest performance is in Knowledge & technology outputs.



<sup>\*</sup>The highest possible ranking in each pillar is 1.

#### **INNOVATION STRENGTHS AND WEAKNESSES**

The table below gives an overview of the strengths and weaknesses of Lithuania in the GII 2020.

Strengths			Weaknesses				
Code	Indicator name	Rank	Code	Indicator name	Rank		
2.1.3	School life expectancy, years	21	2.3.3	Global R&D companies, top 3, mn US\$	42		
2.1.5	Pupil-teacher ratio, secondary	9	3.2	General infrastructure	98		
3.3	Ecological sustainability	8	3.2.1	Electricity output, GWh/mn pop	93		
3.3.3	ISO 14001 environmental certificates/bn PPP\$ G	DP 6	3.2.3	Gross capital formation, % GDP	105		
5.1.5	Females employed w/advanced degrees, %	4	4.1.2	Domestic credit to private sector, % GDP	80		
5.2.3	GERD financed by abroad, % GDP	15	5.2.2	State of cluster development <sup>†</sup>	92		
6.2.4	ISO 9001 quality certificates/bn PPP\$ GDP	20	5.3	Knowledge absorption	85		
7.1.4	ICTs & organizational model creation <sup>†</sup>	21	5.3.1	Intellectual property payments, % total trade	91		
7.3	Online creativity	21	5.3.2	High-tech imports, % total trade	94		
7.3.2	Country-code TLDs/th pop. 15–69	21	5.3.3	ICT services imports, % total trade	86		
7.3.3	Wikipedia edits/mn pop. 15–69	22	6.2.3	Computer software spending, % GDP	96		
7.3.4	Mobile app creation/bn PPP\$ GDP	8	7.1.2	Global brand value, top 5,000, % GDP	80		



#### **STRENGTHS**

GII strengths for Lithuania are found in five of the seven GII pillars.

- Human capital & research (45): shows strengths in the indicators School life expectancy (21) and Pupil—teacher ratio (9).
- Infrastructure (38): demonstrates strengths in the sub-pillar Ecological sustainability (8) and in the indicator ISO 14001 environmental certificates (6).
- Business sophistication (47): displays strengths in the indicators Females employed w/advanced degrees (4) and GERD financed by abroad (15).
- Knowledge & technology outputs (48): the indicator ISO 9001 quality certificates (20) reveals a strength.
- Creative outputs (40): exhibits strengths in the sub-pillar Online creativity (21) and in the indicators ICTs & organizational model creation (21), Country-code TLDs (21), Wikipedia edits (22) and Mobile app creation (8).

#### **WEAKNESSES**

GII weaknesses for Lithuania are found in six of the seven GII pillars.

- Human capital & research (45): the indicator Global R&D companies (42) reveals a weakness.
- Infrastructure (38): displays weaknesses in the sub-pillar General infrastructure (98) and in the indicators Electricity output (93) and Gross capital formation (105).
- Market sophistication (46): the indicator Domestic credit to private sector (80) demonstrates a weakness.
- Business sophistication (47): shows weaknesses in the sub-pillar Knowledge absorption (85) and in the indicators State of cluster development (92), Intellectual property payments (91), High-tech imports (94) and ICT services imports (86).
- Knowledge & technology outputs (48): displays a weakness in the indicator Computer software spending (96).
- Creative outputs (40): reveals a weakness in the indicator Global brand value (80).

## **LITHUANIA**

40

	42	36	High	EUR			2.8	102.2	32,040.8		38
_				re/Value	Rank					ore/Value	75.77
	INSTITU	TIONS		76.0	33		- ♣	BUSINESS SOPHIS	STICATION	31.5	47
					29		5.1			42.7	40
			ability*		21		5.1.1		employment, %	42.2	23
2	Governme	ent effectiveness	*	. 74.1	31				aining, %	27.5	55
	Damilata			80.7	29		5.1.3 5.1.4		usiness, % GDP	0.3 35.4	45 50
.1	10000				29				iness, %advanced degrees, %	28.1	4
2					31		0.1.0	i emales employed wit	davancea degrees, //	20.1	7
3			sal, salary weeks		41		5.2	Innovation linkages		27.8	37
							5.2.1		earch collaboration+	53.4	34
	Business	environment		. 70.0	71		5.2.2	State of cluster develo	pment+	40.8	92
1			»*		32		5.2.3		oad, % GDP	0.2	15
2	Ease of re	solving insolven	cy*	. 46.7	81	$\Diamond$	5.2.4		eals/bn PPP\$ GDP	0.1	34
							5.2.5	Patent families 2+ office	es/bn PPP\$ GDP	0.3	35
33	HUMAN	CAPITAL & R	ESEARCH	36.9	45		5.3	Knowledge absorptio	n	24.0	85
							5.3.1	Intellectual property pa	ayments, % total trade	0.2	91
					55		5.3.2		otal trade	6.1	94
1			% GDP		72		5.3.3		6 total trade	0.8	86
2			econdary, % GDP/cap		63					2.1	77
3 4			arsths, & science		21 32		5.3.5	Research talent, % in b	usiness enterprise	30.4	42
5			lary.  dary.		9	• +					
			5				<u></u>	<b>KNOWLEDGE &amp; TEC</b>	HNOLOGY OUTPUTS	27.1	48
!					35						
.1			S		24 32		<b>6.1</b> 6.1.1		PP\$ GDP		<b>46</b>
.3			gineering, % %		48		6.1.2	, ,	bn PPP\$ GDP	1.2 0.3	40
.5	reitidiy iii	ibouria mobility,	/O	4.0	40		6.1.3		/bn PPP\$ GDP		n/a
3	Research	& development	(R&D)	18.8	45		6.1.4		rticles/bn PPP\$ GDP		28
.1			,		30		6.1.5		ndex		58
.2	Gross exp	enditure on R&D	), % GDP	0.9	41						
.3	Global R&D	O companies, avg.	exp. top 3, mn \$US	. 0.0	42	0 0	6.2	Knowledge impact		28.9	44
.4	QS univer	sity ranking, ave	rage score top 3*	20.1	53		6.2.1		DP/worker, %		22
							6.2.2		p. 15-64		41
X		FOLICTURE					6.2.3 6.2.4		ending, % GDP		96 20
		I ROCTORE					6.2.5		cates/bn PPP\$ GDPh-tech manufacturing, %	15.1 18.0	59
	Informatio	on & communicati	on technologies (ICTs)	. 77.4	39			3			
.1					45		6.3			30.0	43
2					30		6.3.1		ceipts, % total trade		61
3			ce*		45		6.3.2		% total trade	5.8	27
4	E-participa	ation		80.3	51		6.3.3 6.3.4		6 total trade	1.5 1.5	70 44
2					100	0 0					
.1			pop			0 0	100			-	-
.2			CDD		53		40	CREATIVE OUTPU	TS	30.9	40
.3	Gross cap	lital formation, %	GDP	18.8	105	0	7.1	Intangible assets		27.6	66
	Fcologica	l sustainahility		. 56.5	8	• +	7.1.1	•	on PPP\$ GDP		<b>66</b> 53
.1					48		7.1.2		o 5,000, % GDP	0.0	80
.2			e*		35		7.1.3		rigin/bn PPP\$ GDP	2.9	39
.3			tificates/bn PPP\$ GDP			• +	7.1.4		model creation+		21
							7.2	Creative goods and s	ervices	19.0	57
at	MARKET	SOPHISTICA	TION	51.2	46		7.2.1		ces exports, % total trade	0.6	39
							7.2.2		mn pop. 15-69	5.4	40
					59		7.2.3	Entertainment & Media	market/th pop. 15-69	n/a	n/a
1					44		7.2.4		dia, % manufacturing	1.1	51
2			sector, % GDP			0 0	7.2.5	Creative goods export	ts, % total trade	1.6	33
3	MICLOTING	ice gross loans,	% GDP	. n/a	n/a		7.3	Online creativity		49.3	21
	Investme	nt		44.5	35		7.3.1		ns (TLDs)/th pop. 15-69	13.7	33
.1			/ investors*		36		7.3.1	· · · · · · · · · · · · · · · · · · ·	pop. 15-69		21
.2			DP		n/a		7.3.3		p. 15-69	81.0	22
.3			PP\$ GDP		24		7.3.4		n PPP\$ GDP	72.1	8
	Tueste			GE O	40						
.1			narket scale d avg., %		<b>48</b> 22						
× 10			on+		26						
.2	Intensity of										





## **DATA AVAILABILITY**

The following tables list data that are either missing or outdated for Lithuania.

#### Missing data

<ul> <li>4.1.3 Microfinance gross loans, % GDP</li> <li>4.2.2 Market capitalization, % GDP</li> <li>6.1.3 Utility models by origin/bn PPP\$ GDP</li> <li>n/a</li> <li>2018 Microfinance Information Exchange</li> <li>World Federation of Exchanges</li> <li>World Intellectual Property Organization</li> </ul>	Code Indicator name		Country	Model	Source
<ul> <li>4.2.2 Market capitalization, % GDP n/a 2018 World Federation of Exchanges</li> <li>6.1.3 Utility models by origin/bn PPP\$ GDP n/a 2018 World Intellectual Property Organization</li> </ul>	412	Microfinance gross loops % CDD	year	year	Microfinance Information Evolution
6.1.3 Utility models by origin/bn PPP\$ GDP n/a 2018 World Intellectual Property Organization					
		<u>'</u>			
	7.2.3	Entertainment & Media market/th pop. 15–69	n/a	2018	PwC

#### **Outdated data**

Code	Indicator name	Country	Model	Source	
	marcator name	year	year	Source	
2.1.1	Expenditure on education, % GDP	2016	2018	UNESCO Institute for Statistics	
2.1.5	Pupil-teacher ratio, secondary	2017	2018	UNESCO Institute for Statistics	

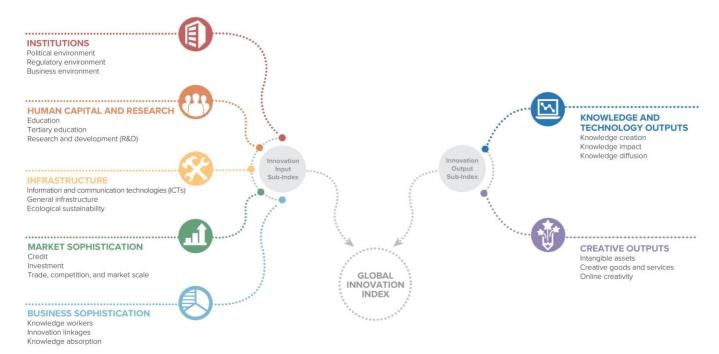


#### ABOUT THE GLOBAL INNOVATION INDEX

The Global Innovation Index (GII) is co-published by Cornell University, INSEAD, and the World Intellectual Property Organization (WIPO), a specialized agency of the United Nations. In 2020, the GII presents its 13<sup>th</sup> edition devoted to the theme *Who Will Finance Innovation?* 

Recognizing that innovation is a key driver of economic development, the GII aims to provide an innovation ranking and rich analysis referencing around 130 economies. Over the last decade, the GII has established itself as both a leading reference on innovation and a "tool for action" for economies that incorporate the GII into their innovation agendas.

#### Framework of the Global Innovation Index 2020



The Index is a ranking of the innovation capabilities and results of world economies. It measures innovation based on criteria that include institutions, human capital and research, infrastructure, credit, investment, linkages; the creation, absorption and diffusion of knowledge; and creative outputs.

The GII has two sub-indices: the Innovation Input Sub-Index and the Innovation Output Sub-Index, and seven pillars, each consisting of three sub-pillars.



