Sustainable business model innovation

Erlend T. Hovgaard

Service Design College, March 2021







Agenda:

- 1. Why we need it:
 Innovation must
 happen at a
 systemic scale
- 2. What it is:

 Designing circular and co-creative businesses for people+profit+planet
- 3. How to do it:
 Understand
 the system, use
 proven strategies,
 experiment
- 4. How to get started:

 Begin guerrilla

 style, prove

 value, then scale



Questions for you:

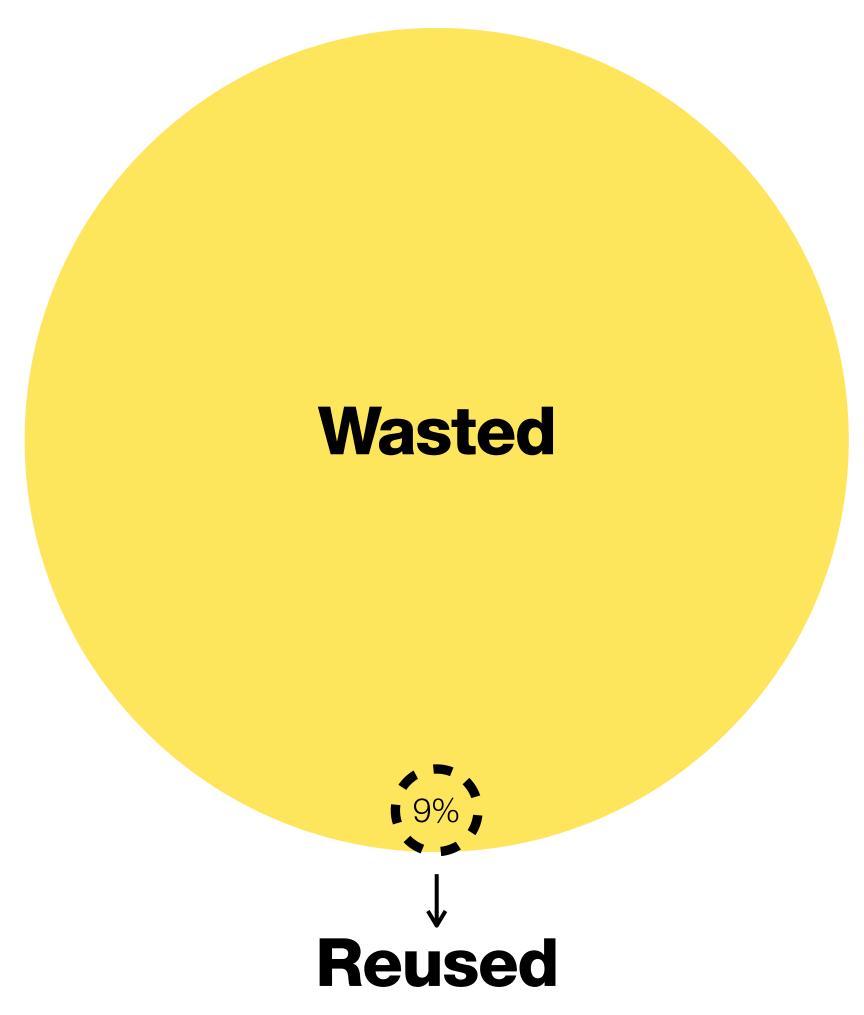
- What do you think sustainable business model innovation is really about?
- In your experience, what is the most important success factor?

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Why we need it:

Innovation must happen at a systemic scale





Source: The Economist

Pioneers in sustainability are outperforming their peers financially

A ton of research has made it clear that front runners in environment, social and good governance policies are financially outperforming their less sustainable peers.

Accenture: «The circular economy is a 4.5 trillion dollar market opportunity».



SUSTAINABILITY PAYS

Studies That Prove the Business Case for Sustainability



and water needs

Source: Natcap Solutions, HBR



Sustainable innovation

An historic responsibility



A big business opportunity

But gets only 4% of innovation investment.



We've been a part of the problem – let's turn that on its head

Design is sorely needed for sustainable innovation because of our human-centric, creative and experimental approach. We need this applied at a greater scale.



Why we need it "Human-centred design is the innovation that is changing the most lives in the developing world." - Melinda Gates

Systemic innovation of business models for the wide-reaching sustainable impact we need

Value chains & ecosystems

Business models & organisations

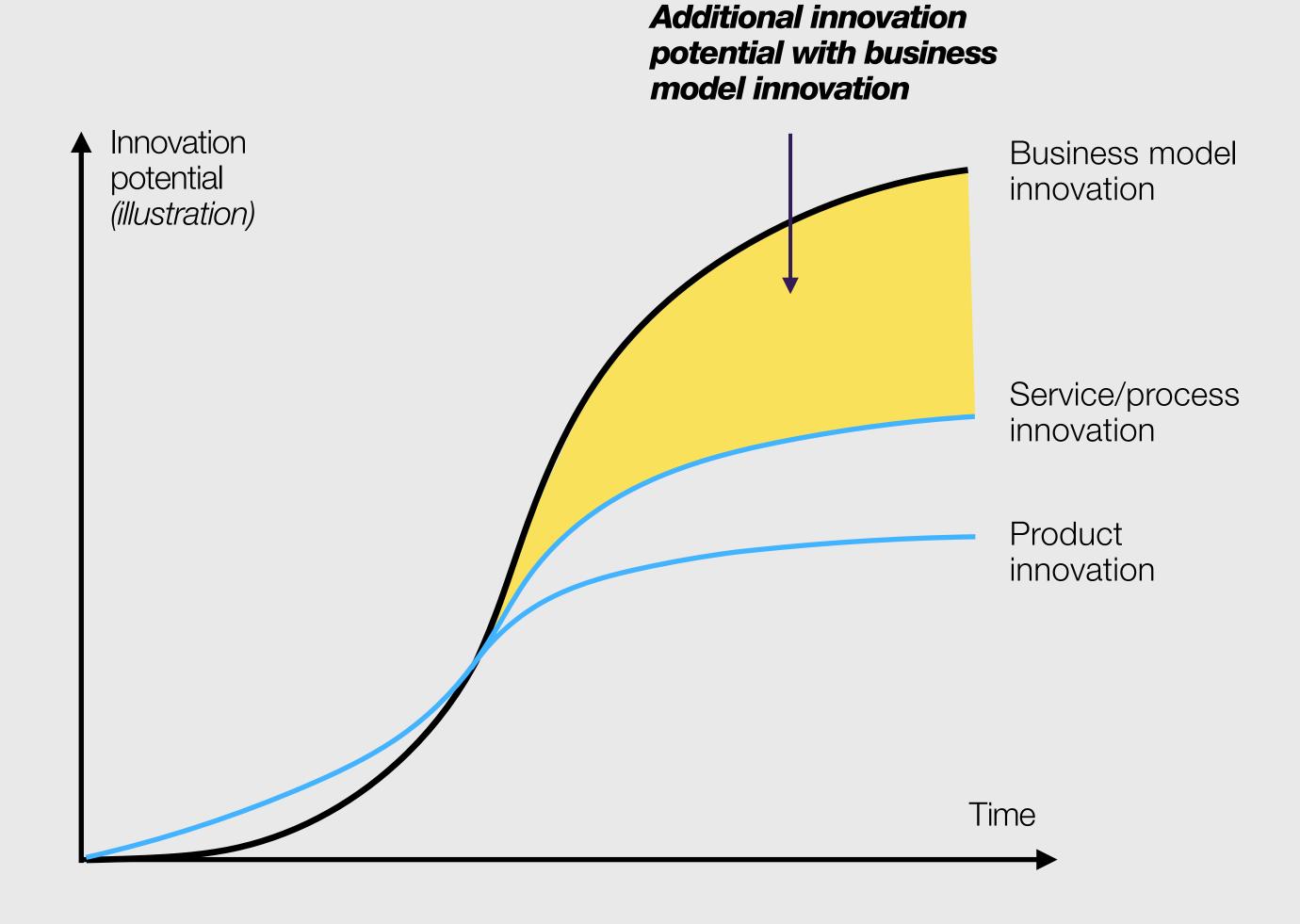
Experience strategy

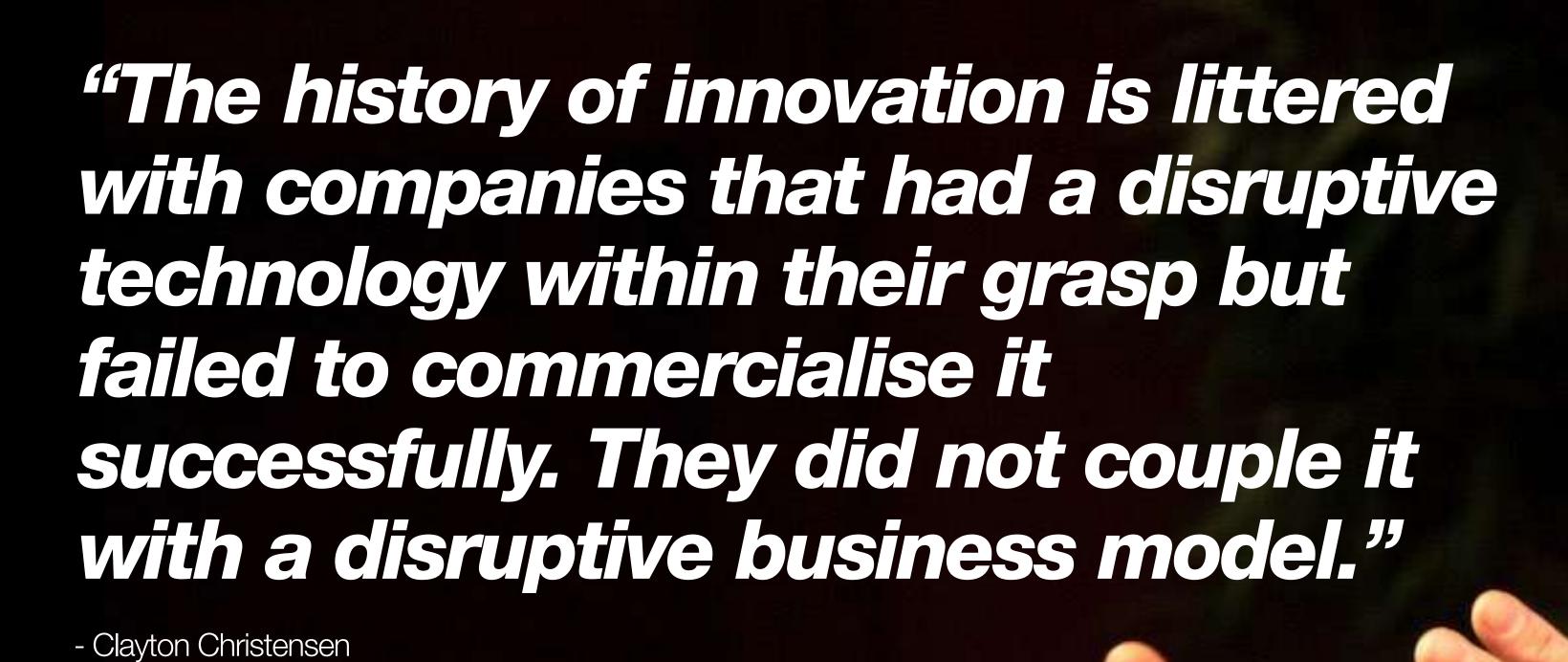
UX, journeys & services

Touchpoints & products



The impact of business model innovation is greater

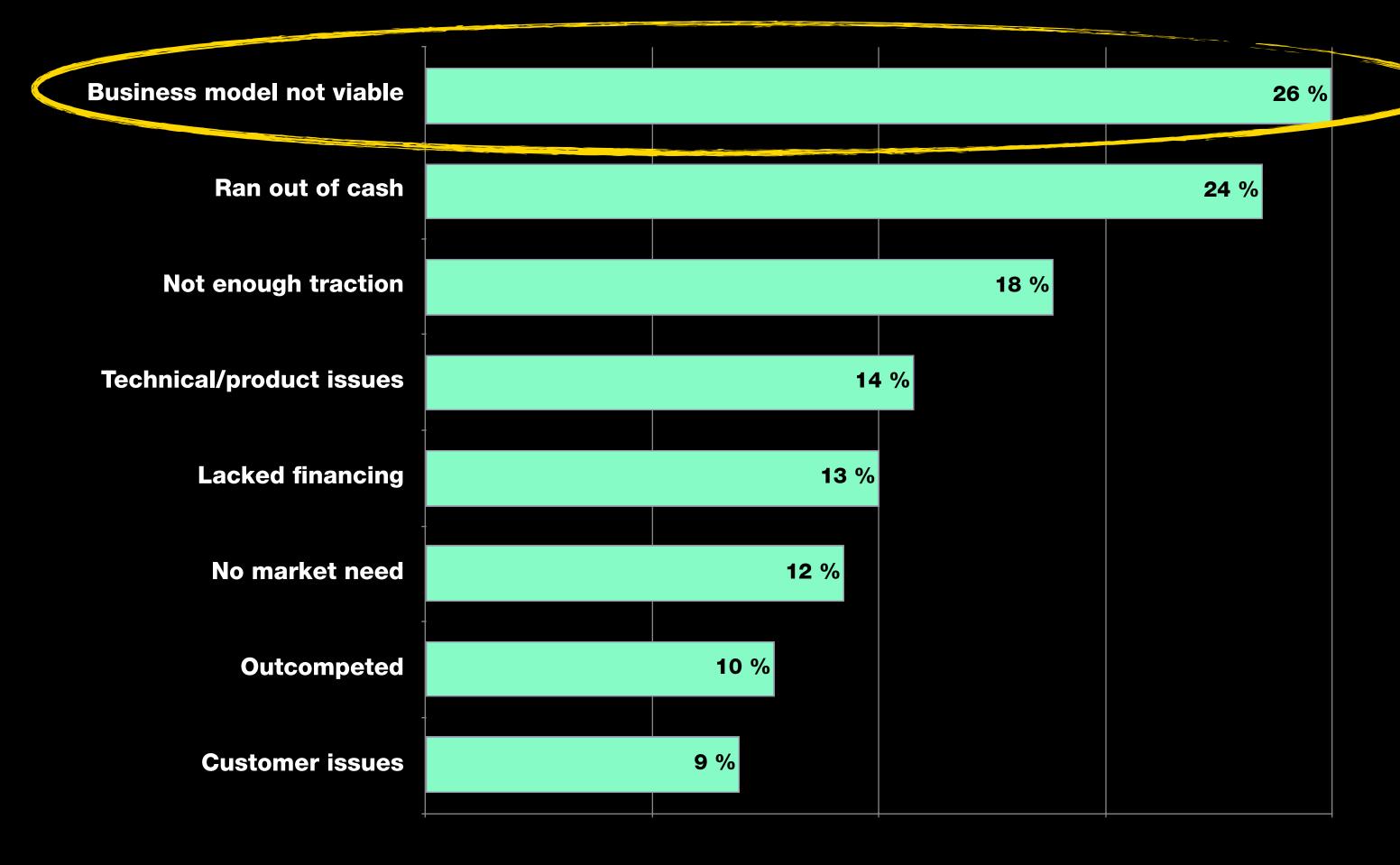






A bad business model is the top reason for innovation failure

Reasons for startup failure ->

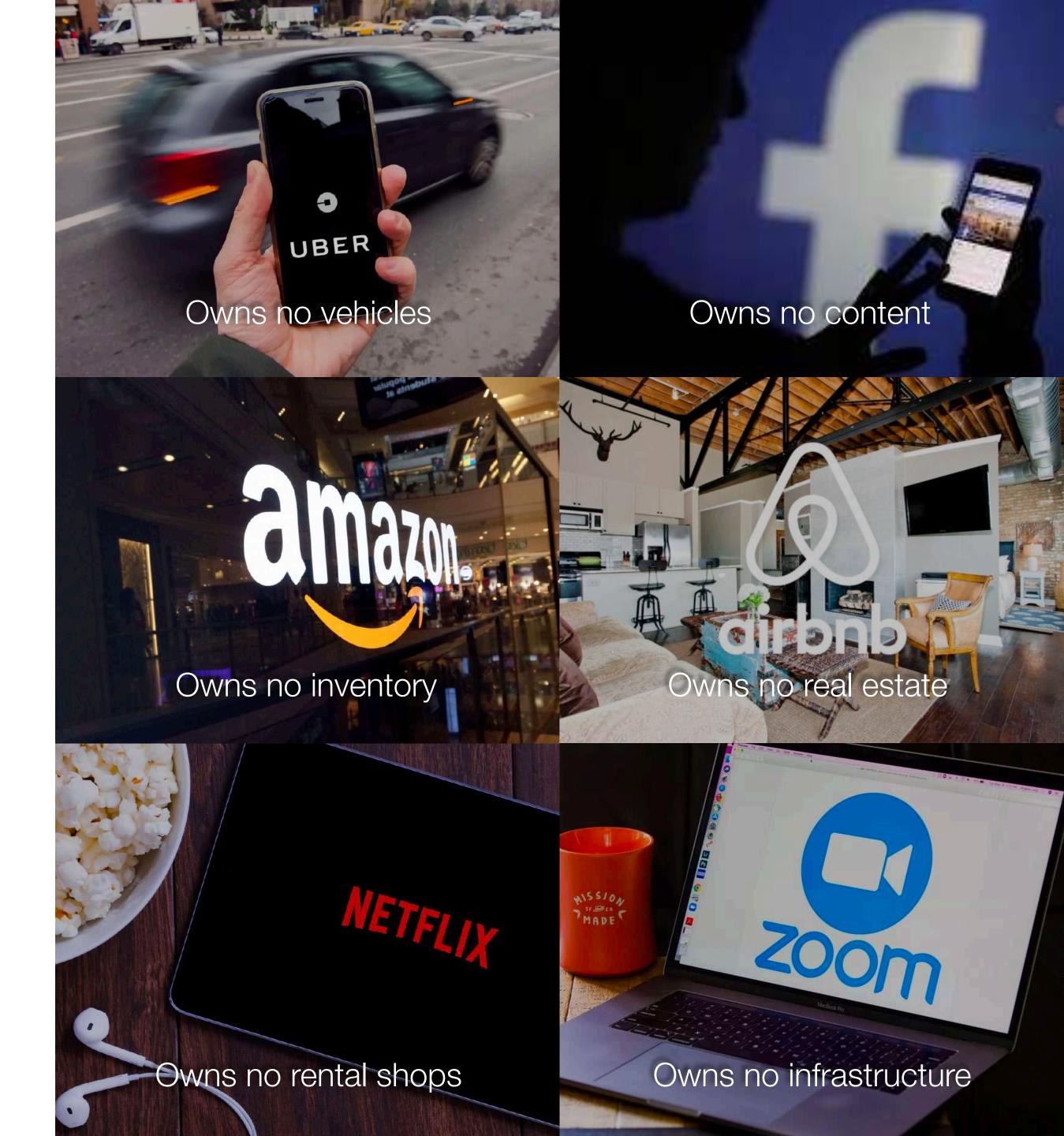


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The most successful disruptors of our time have innovated their business models

And their product/service less so.

They are doing it by challenging their industry's long-standing beliefs.

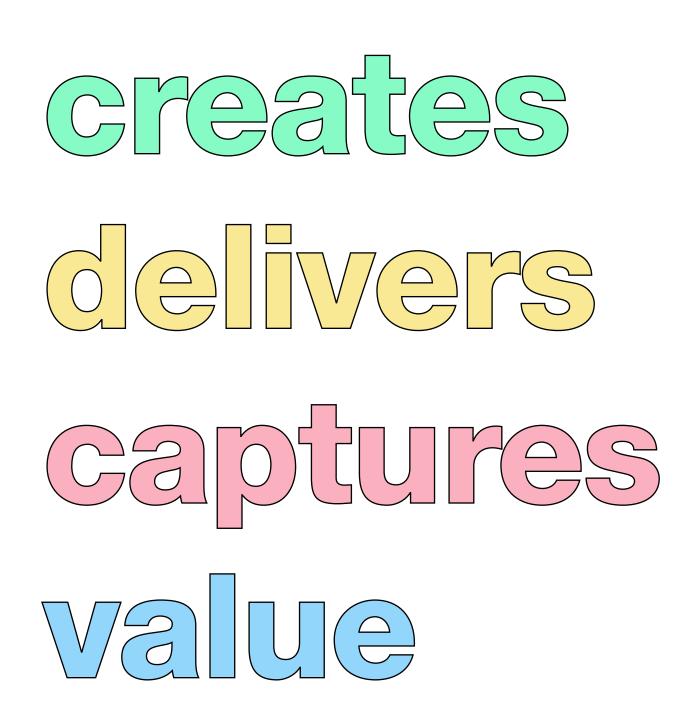


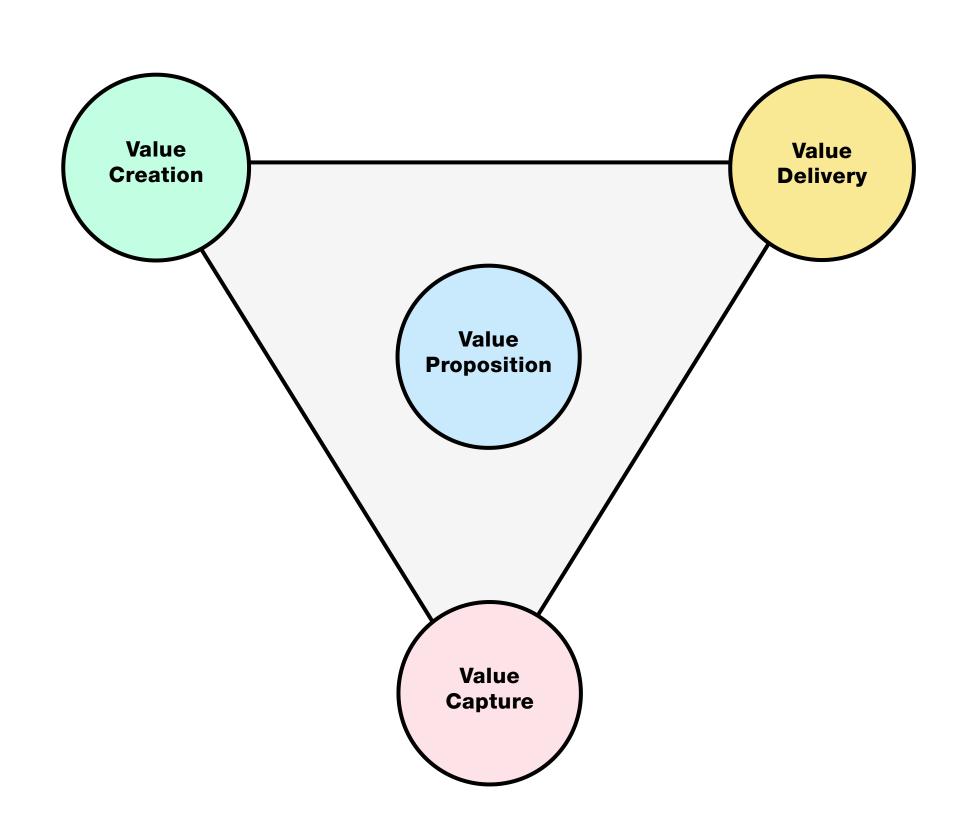
What it is:

Designing circular and co-creative businesses for people+profit+planet



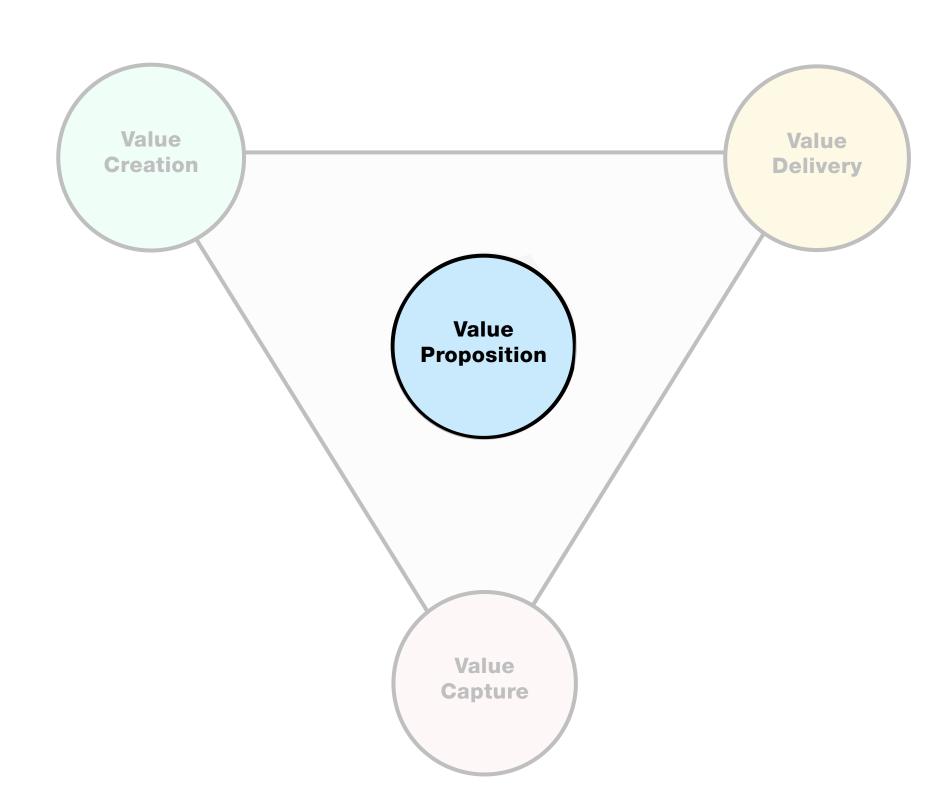
A business model is how an organisation...





What products, services or outcomes do people need?

How can we improve user/ stakeholder experiences to increase value?



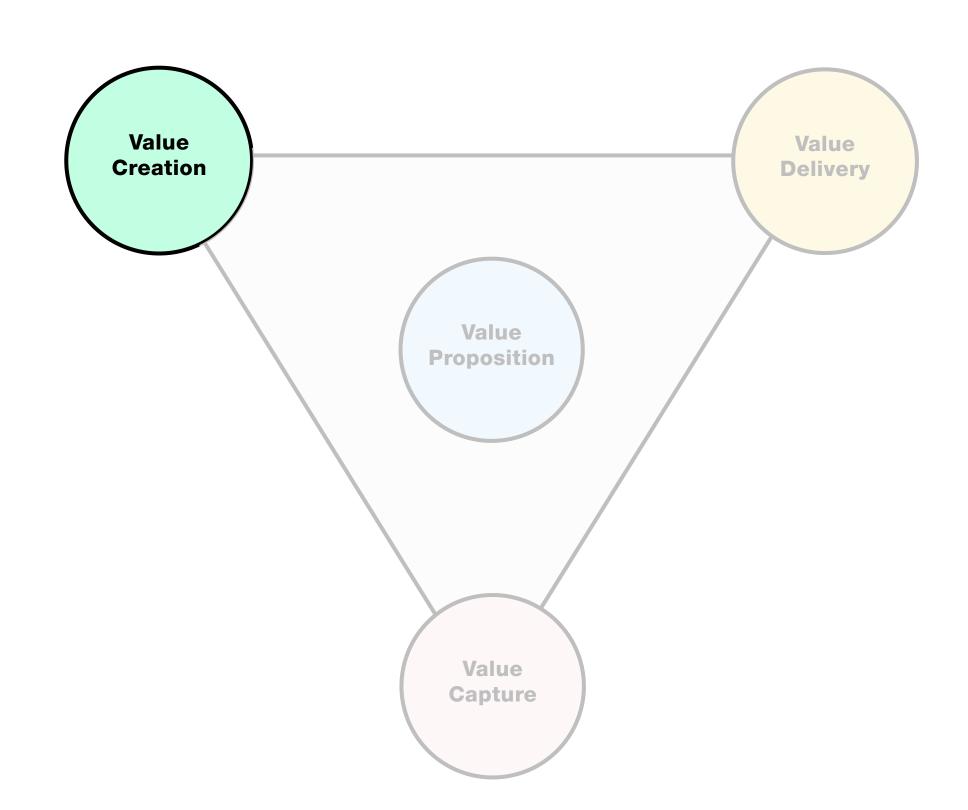




How can we improve our processes?

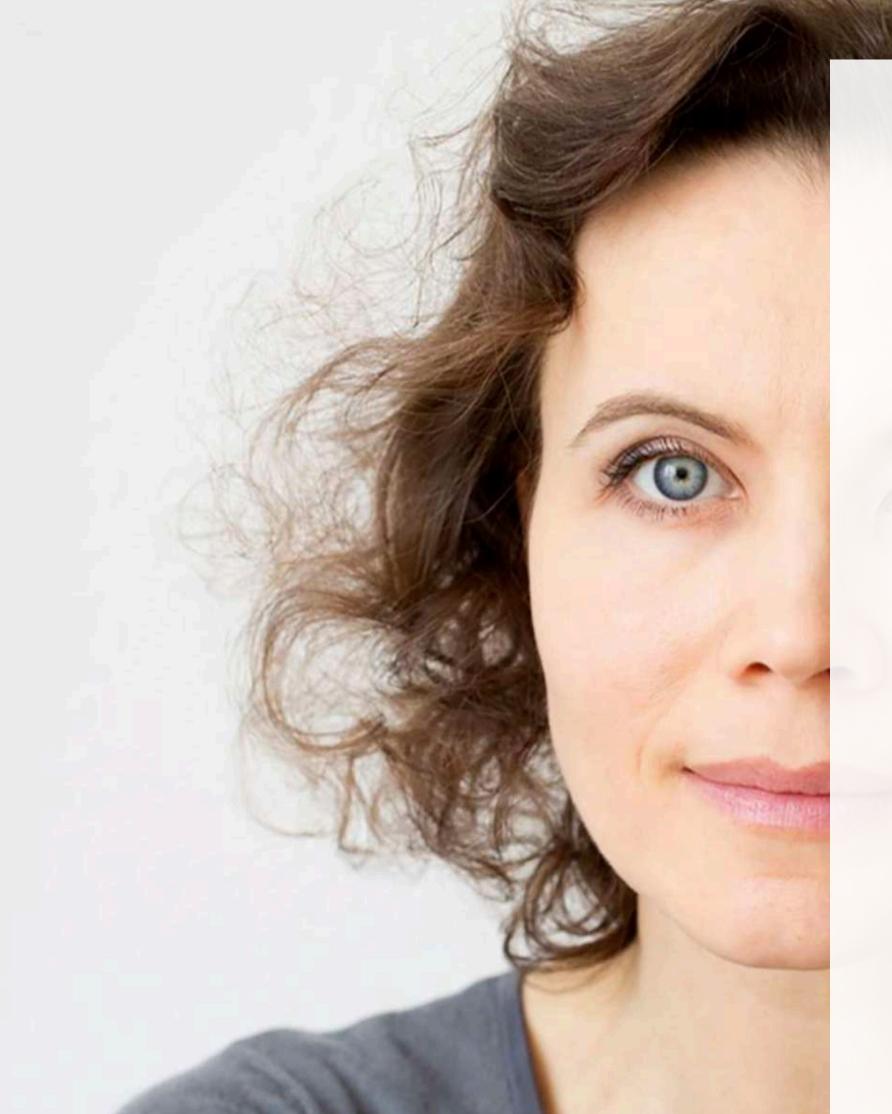
Can we partner up with someone?

Can we make better use of our unique capabilities?





reduced waiting time before diagnosis



Example

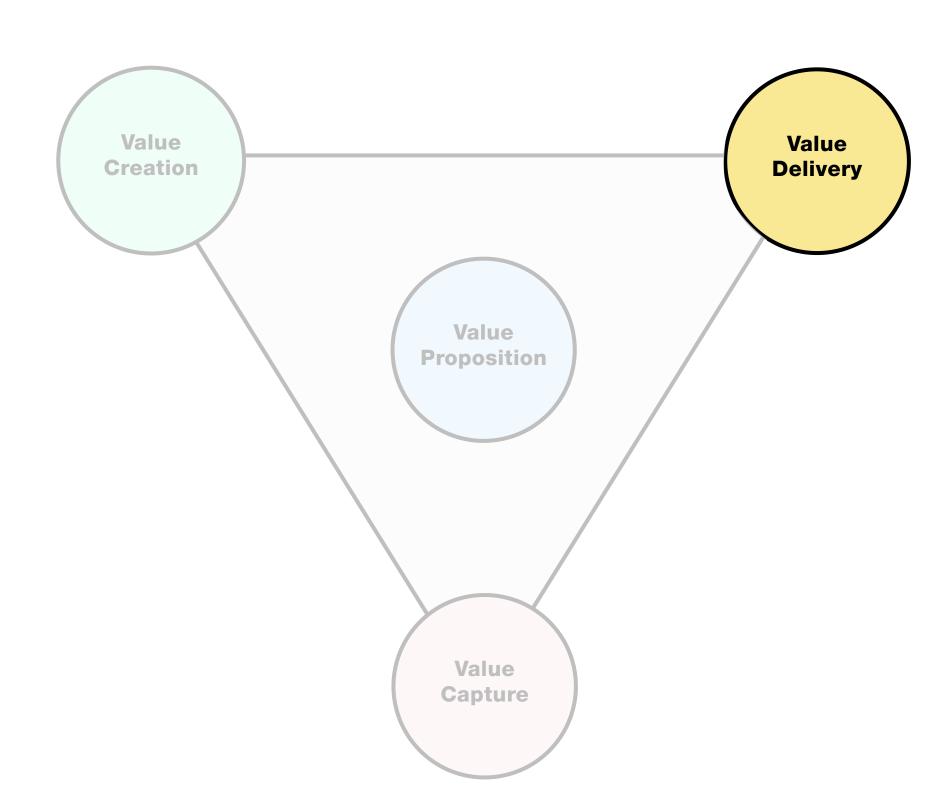
Redesigned process and patient journey for breast cancer patients

Designit helped reduce waiting time before diagnosis, a traumatic part of the current journey, with 90% by redesigning how hospital staff was organised.

Can we target a different segment?

Can we change our relationship with our customers?

Can we use different channels for distribution or marketing?



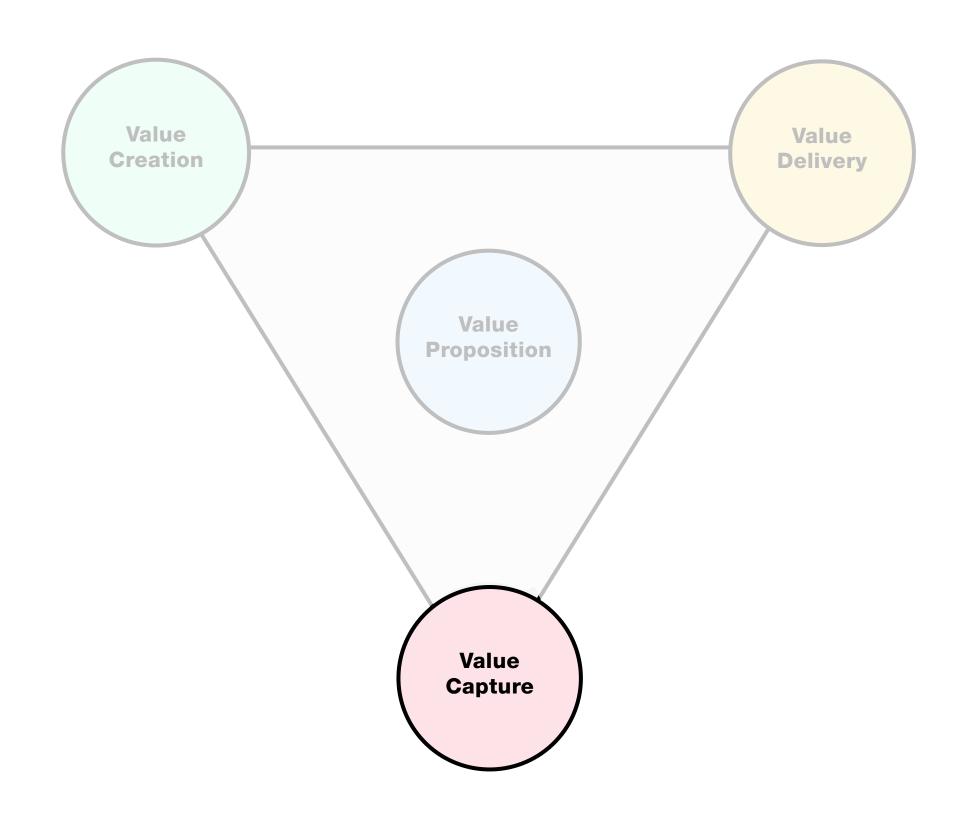


Capture

Can we change how or what we charge?

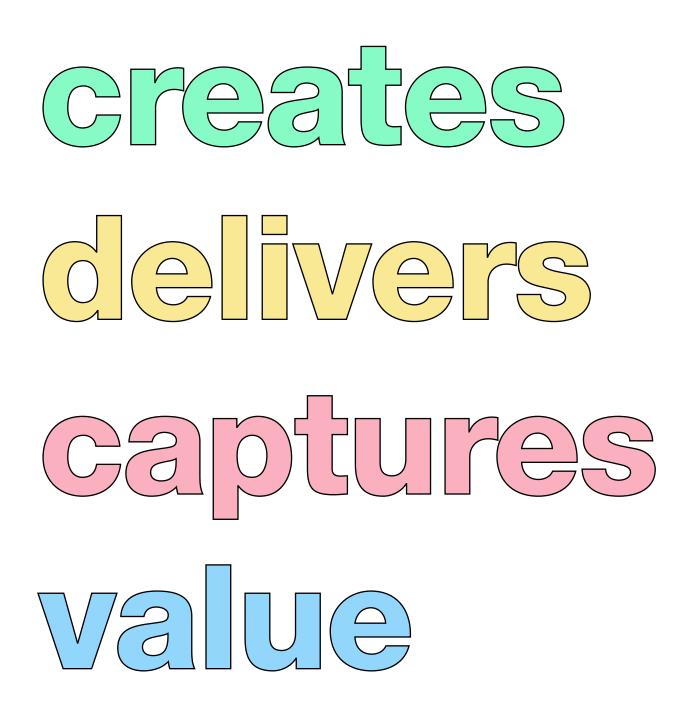
Can we create a new revenue source?

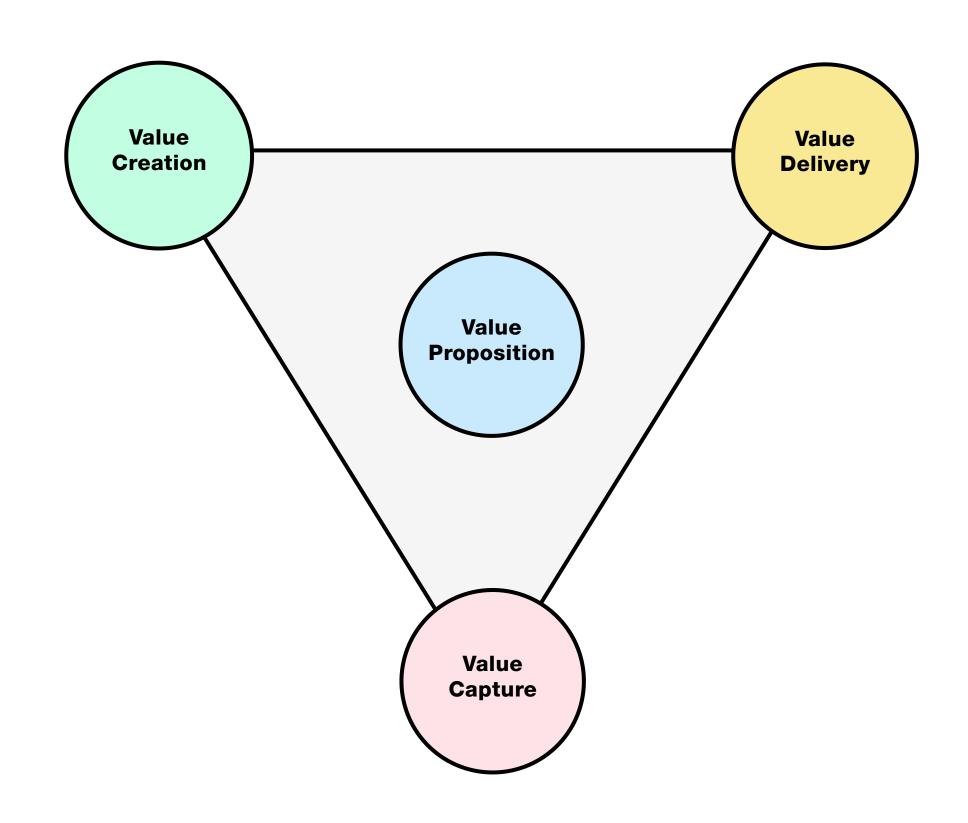
Can we decrease our cost?





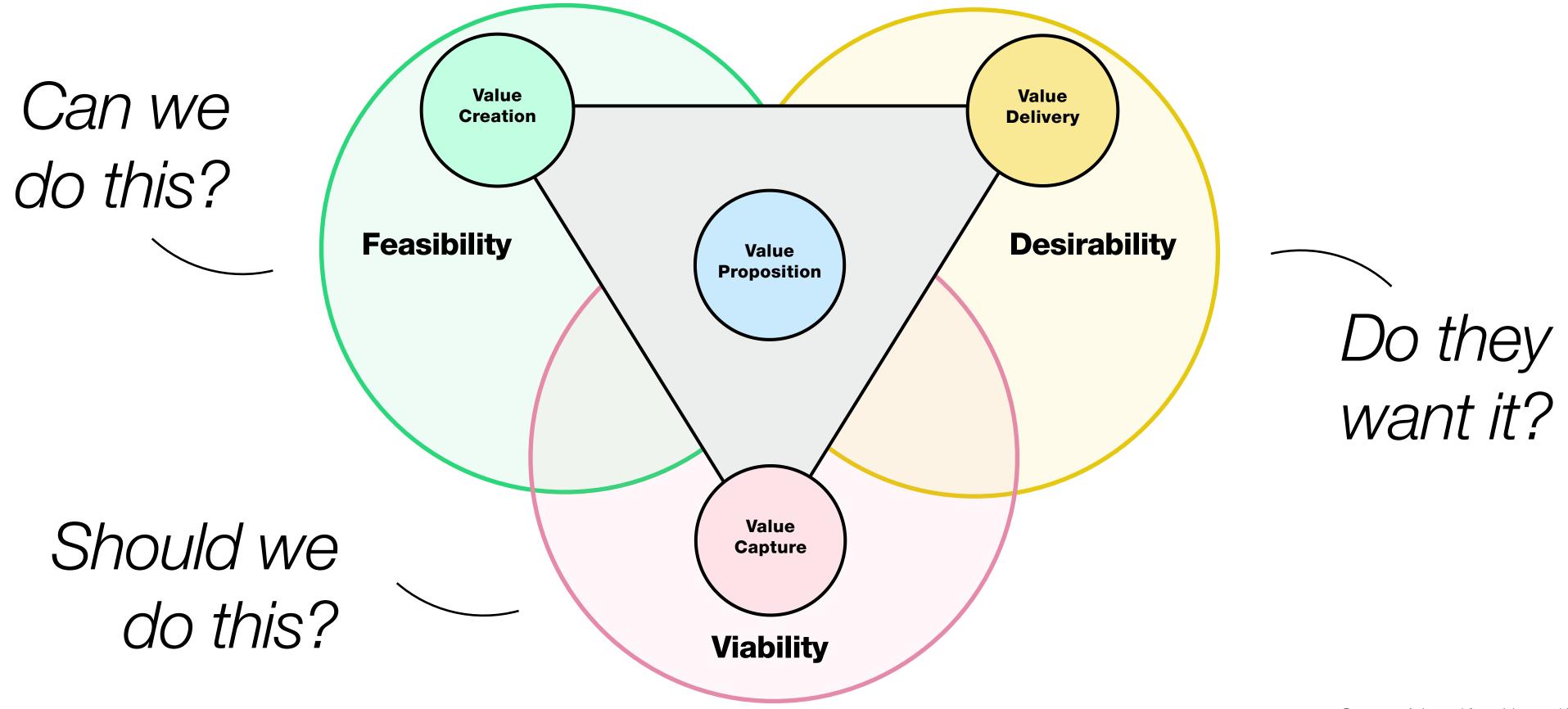
Creating a new business model or systemic improvements in how an organisation...



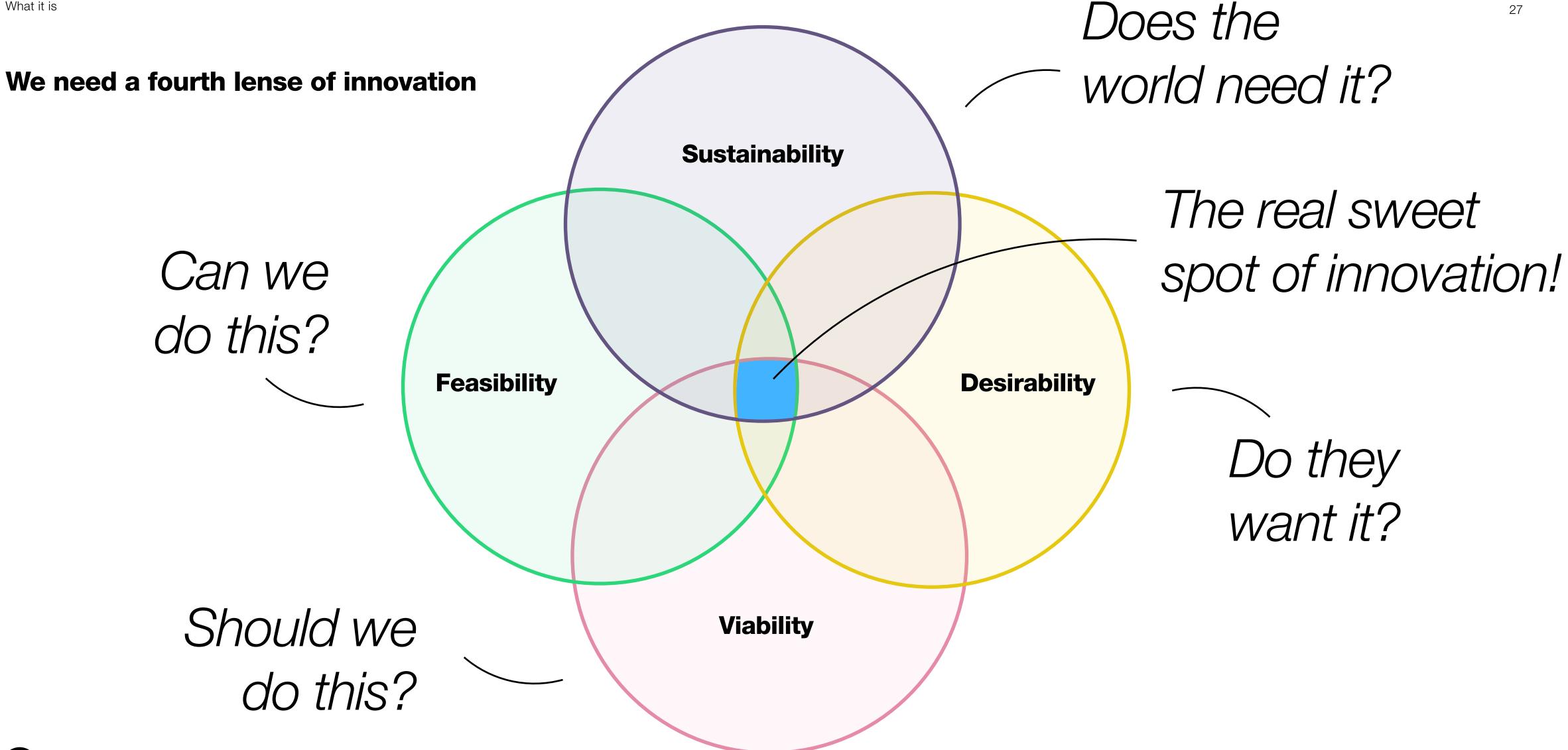


What it is

The three lenses of innovation



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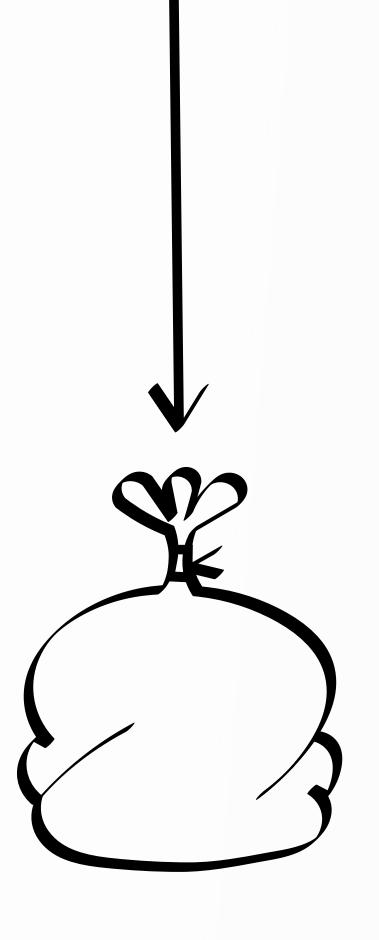
What it is

Three shifts needed

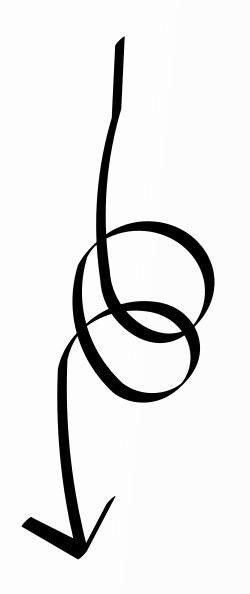
From: To

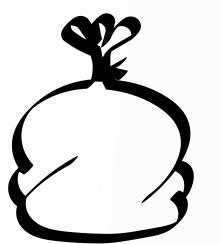
Linear → Circular Combative → Co-creative Single bottom line → Triple bottom line

Linear

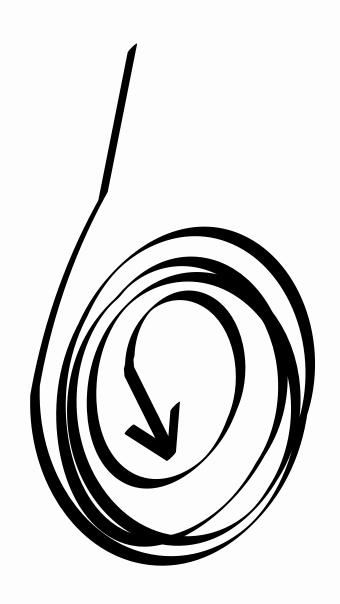


Recycling





Circular

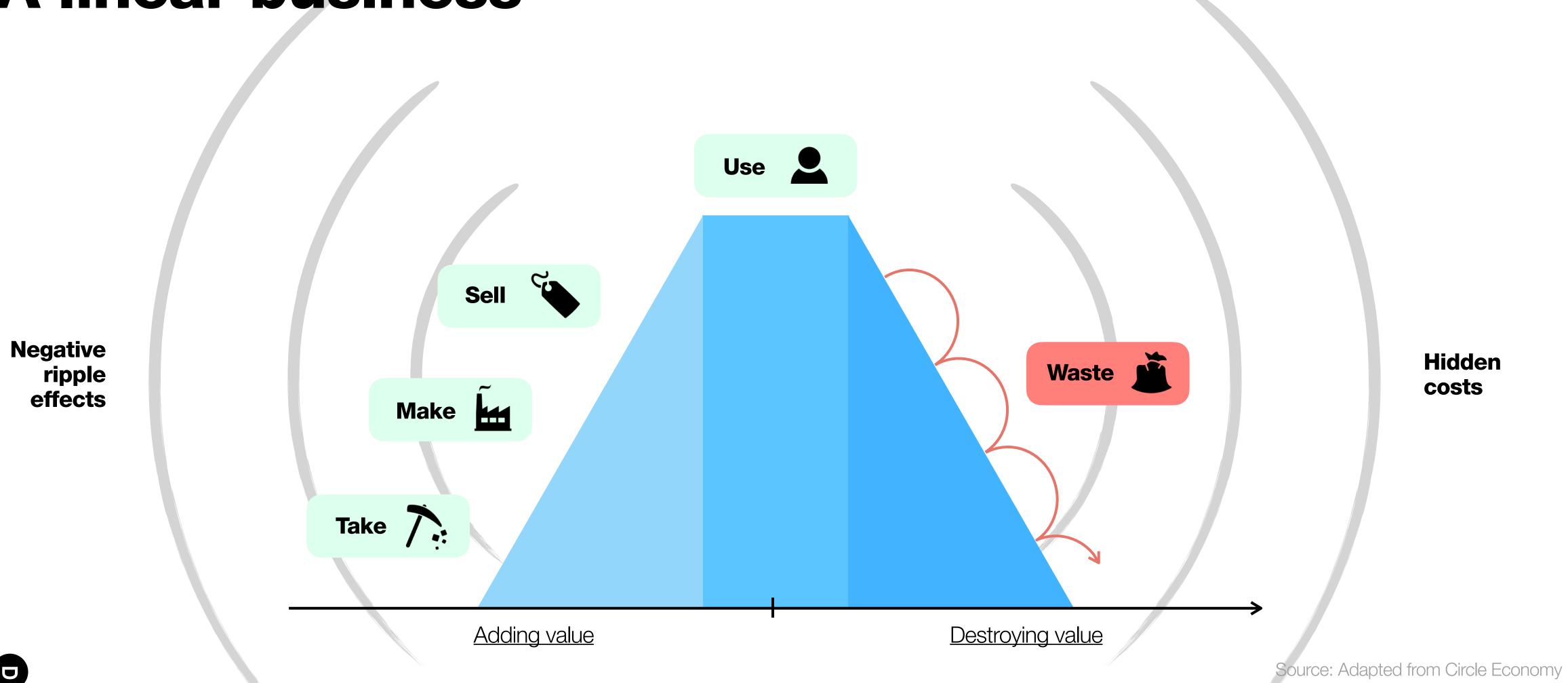






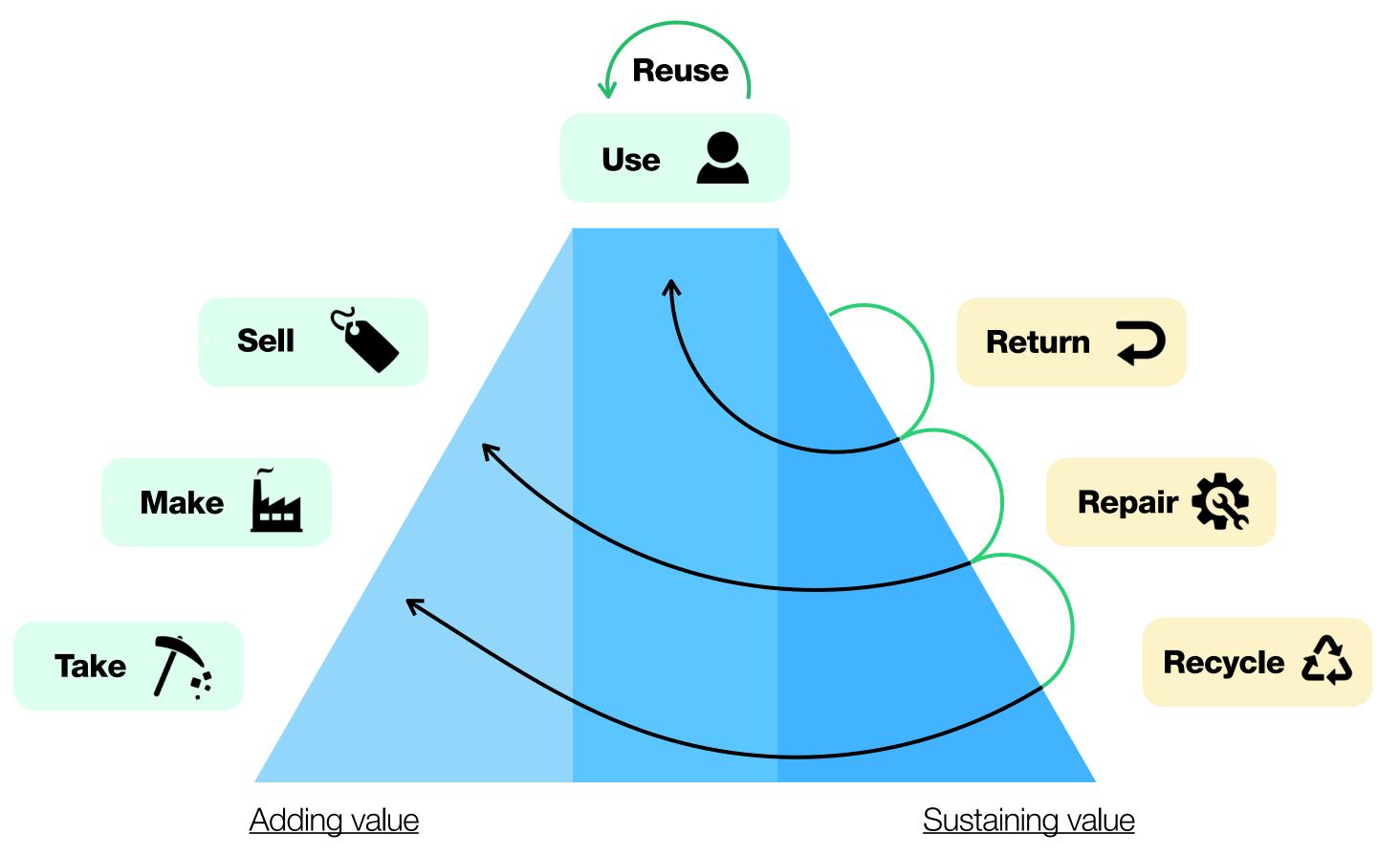
What it is

A linear business



What it is

A circular business







A circular, collaborative economy





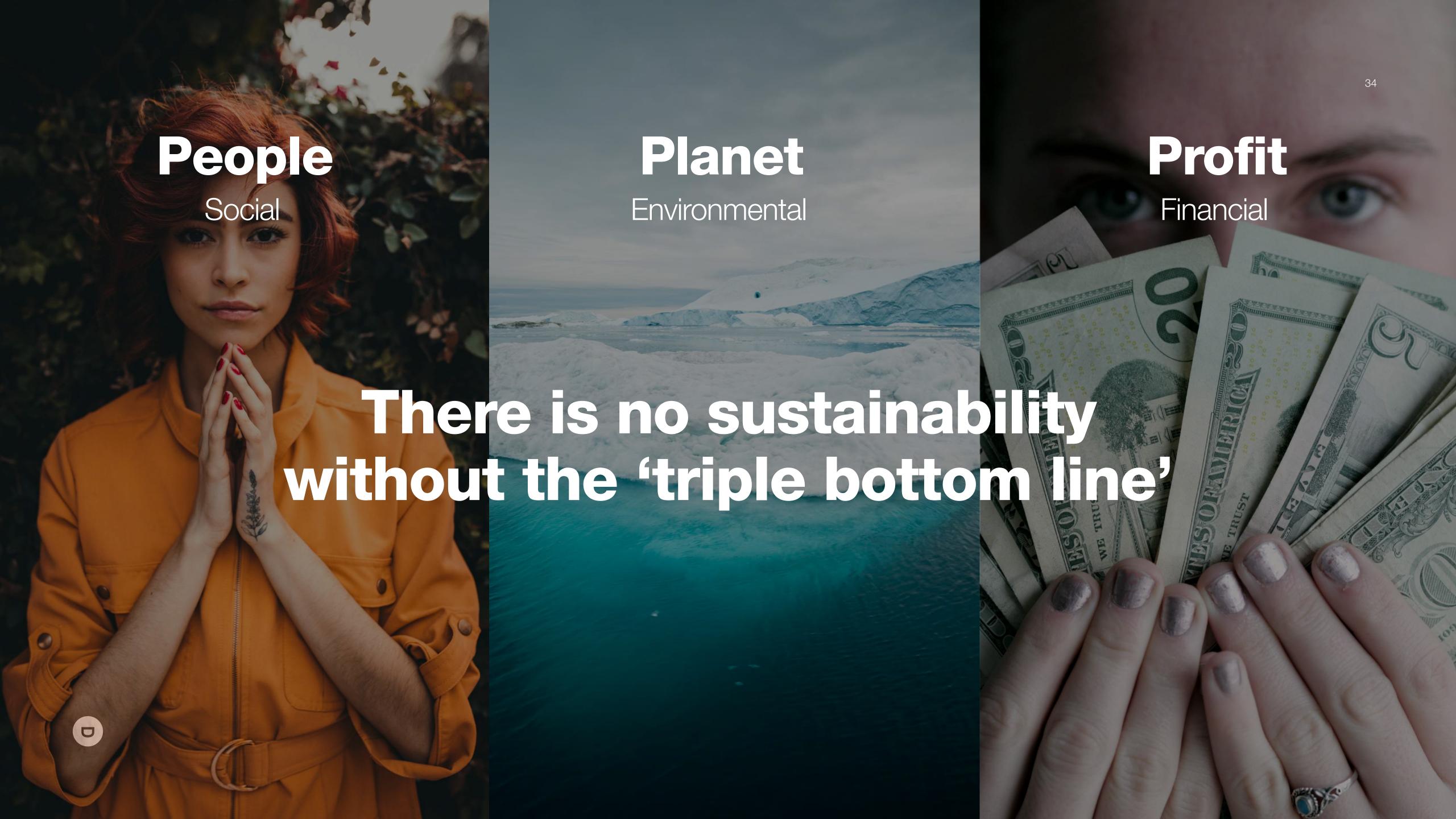


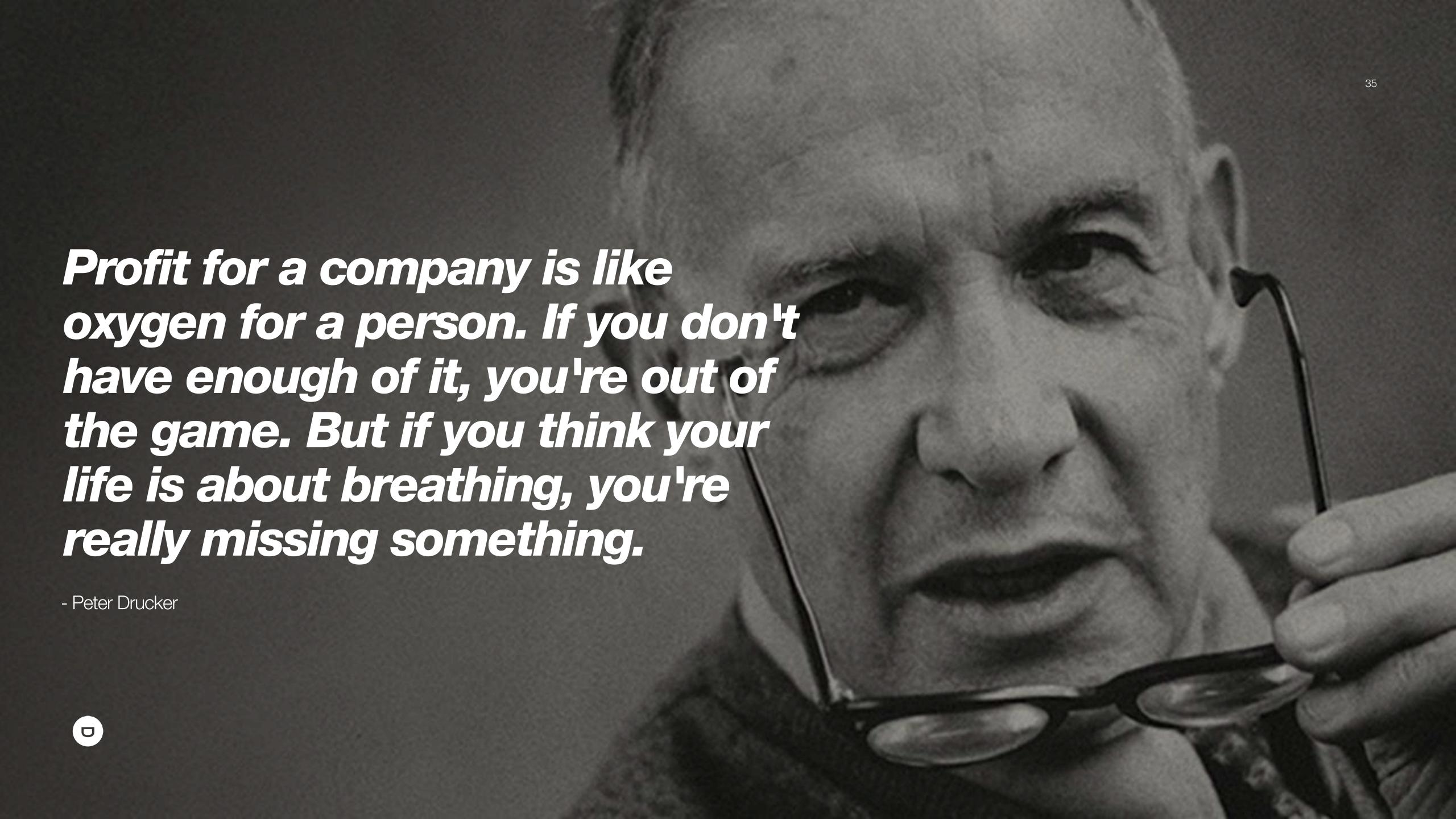
Open, co-creative business models are win-win-win

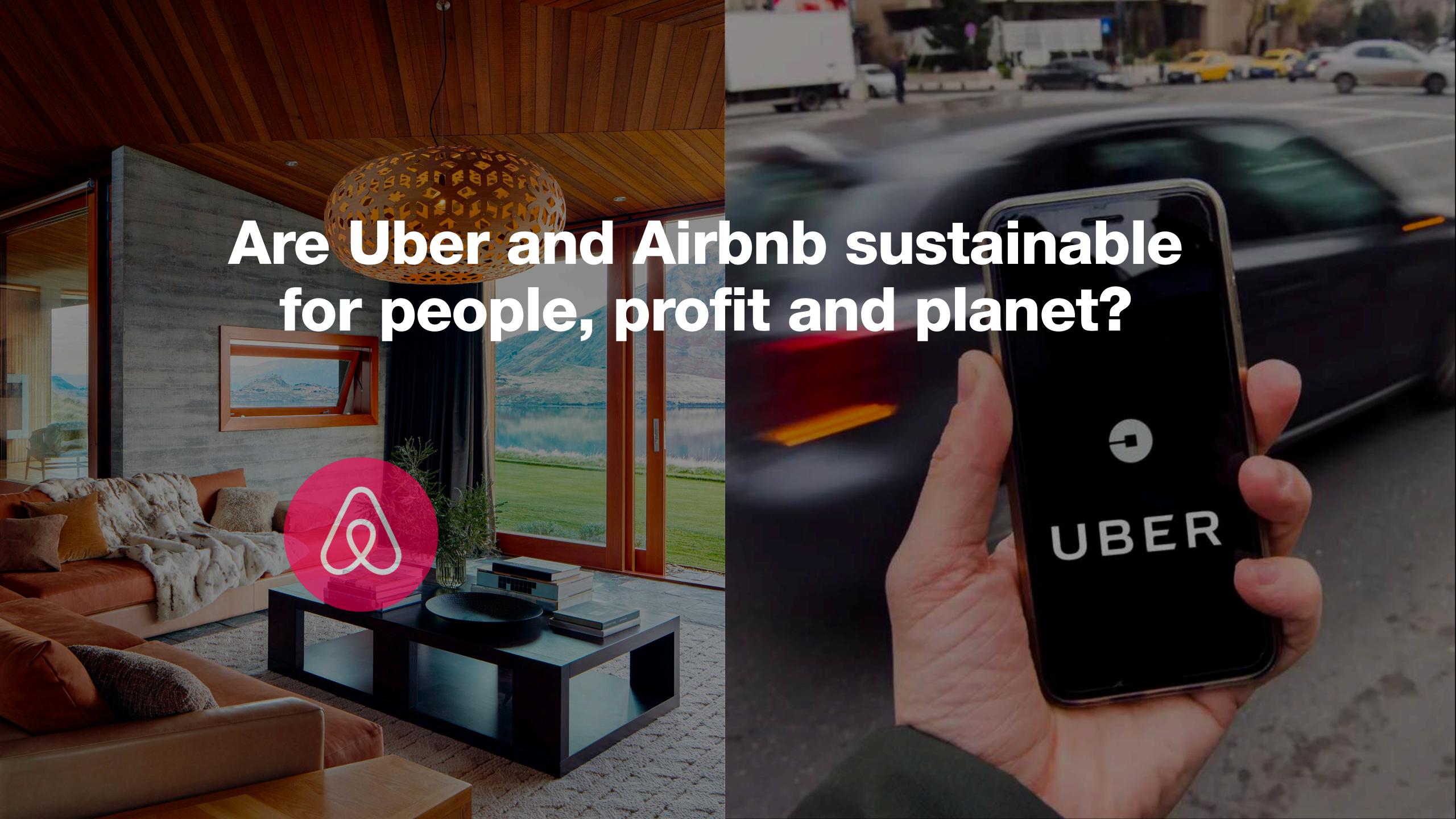
For too long businesses have been run like armies, where it's all about winning at the expense of others. Let's turn that on its head.











Time for regenerative sustainability

It is not enough to mitigate the effects of human activity (...)
Regenerative design seek not only to reverse the degeneration of the earth's natural systems, but also to design human systems that can co-evolve with natural systems.

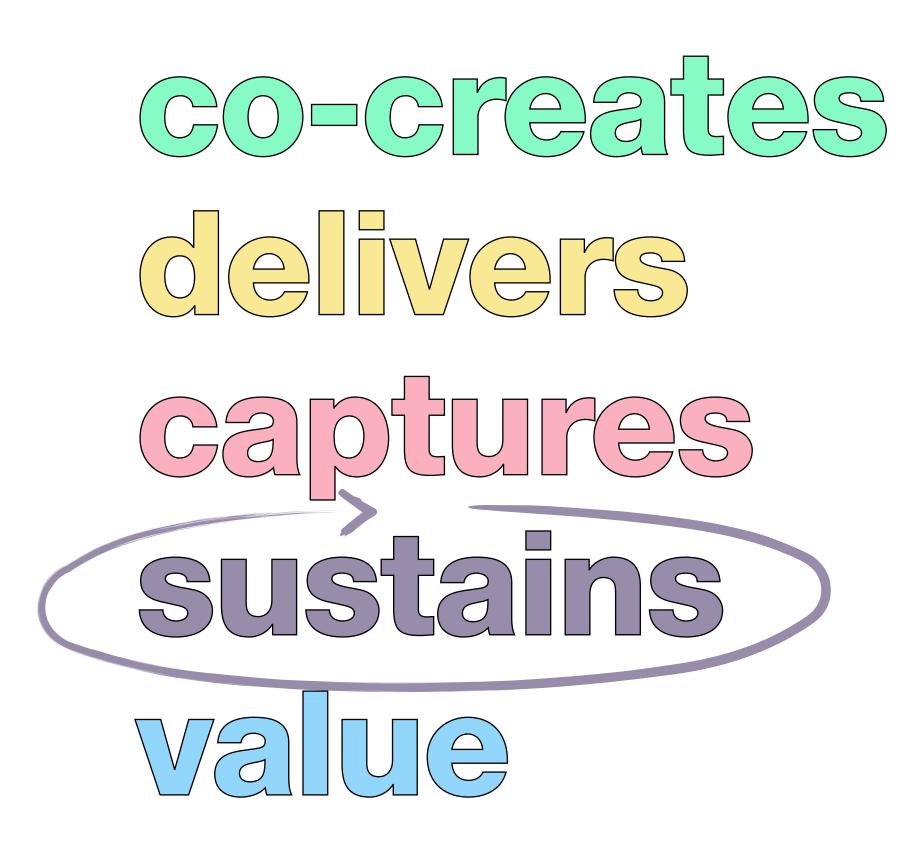
- Pamela Mang

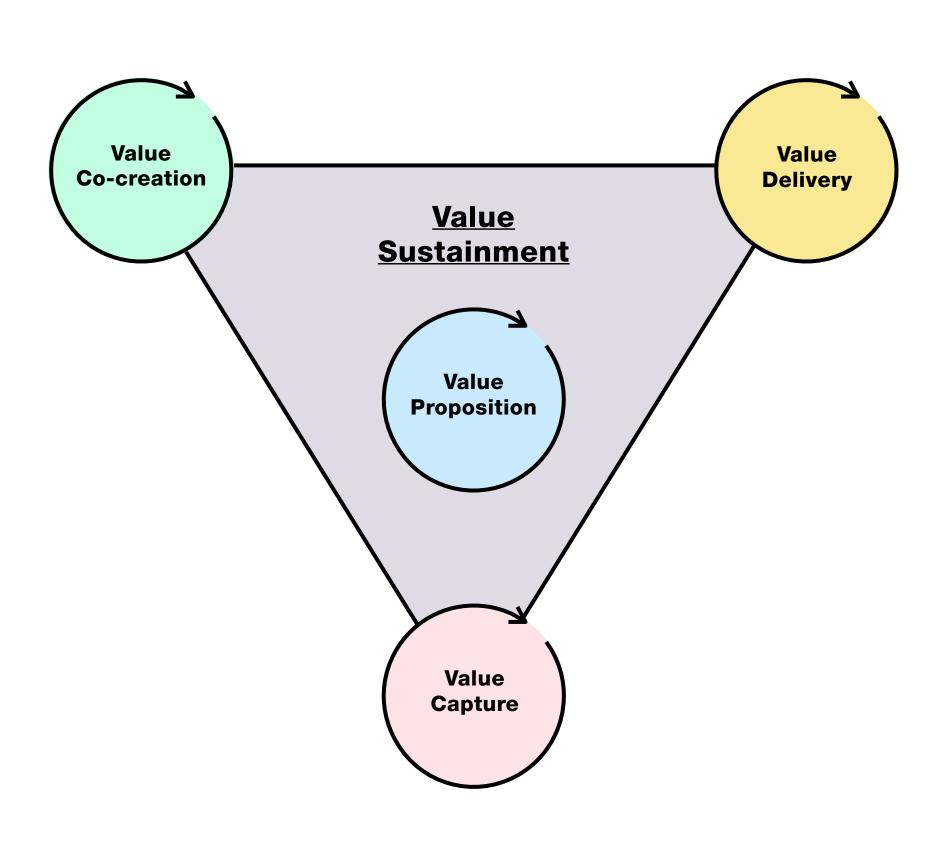




Revision

A business model is how an organisation...





Definition

A sustainable business model is how an organisation co-creates, delivers, captures and sustains value in a circular way, having an overall net positive impact on people, profit and planet.

Proven strategies of sustainable business models



Reform use of resources

Built to last: Design durable and easy to repair products

Circular supplies: Phase out the use of scarce nonrenewable resources in production



Optimise capacity use

Share: Deliver platforms and solutions so products can be shared, e.g. pay per use, product leasing, sharing or renting



Extend life cycles

Repair & upgrade: Services for repairing, maintaining and upgrading to extend the product life or improve product

Remanufacture and resell: Resell products at the end of their useful life, for example after repairing or upgrading



Recover value in waste

Recycle/upcycle: Recover and collect materials from products at the end of life for reuse in new production

Return: Develop systems that use waste and by-products



Offer outcome-oriented solutions

Pay for access: Allow customers access through a subscription or pay for use – maintenance included

Pay for performance: Allow customers to buy level of service, quality or results

Source: Accenture, 2014

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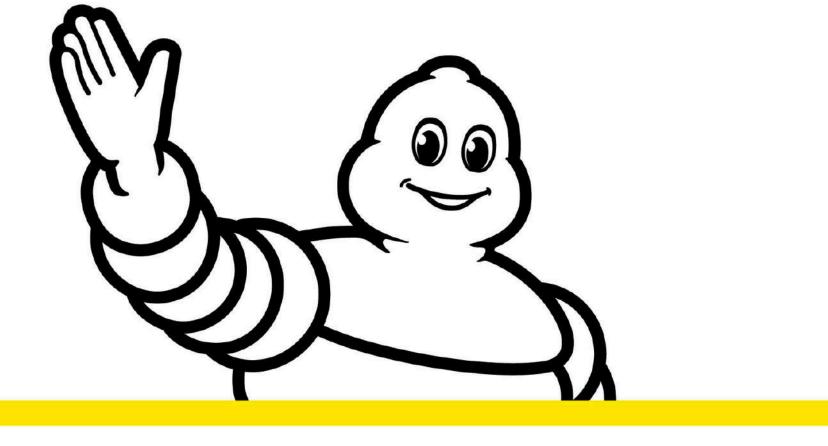


iPhone 6s

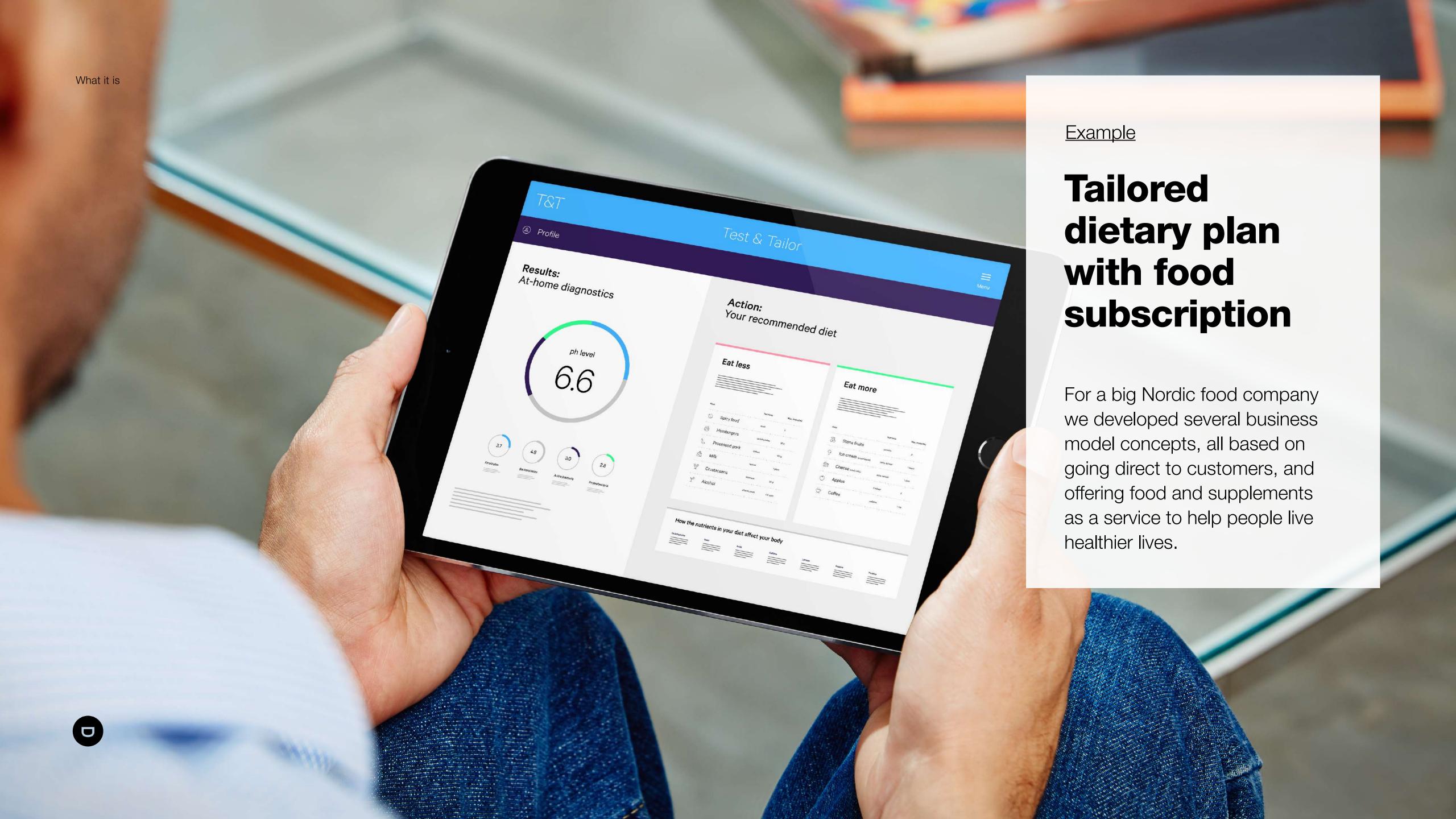


iPhone Upgrade Program

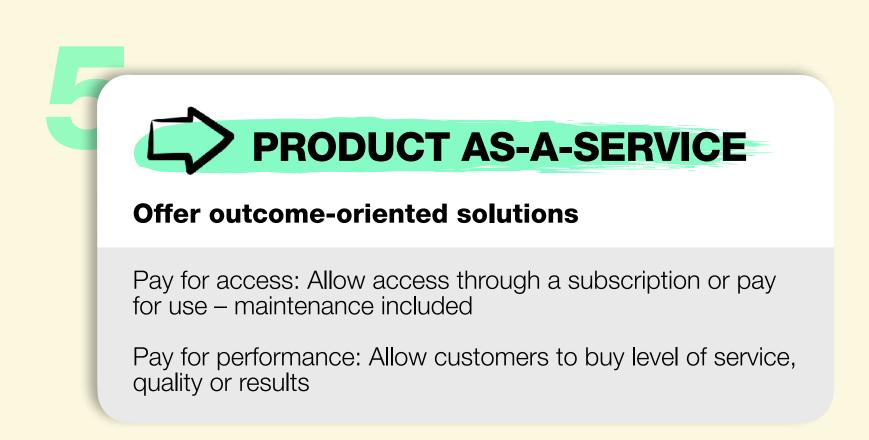
Annle: artphone service

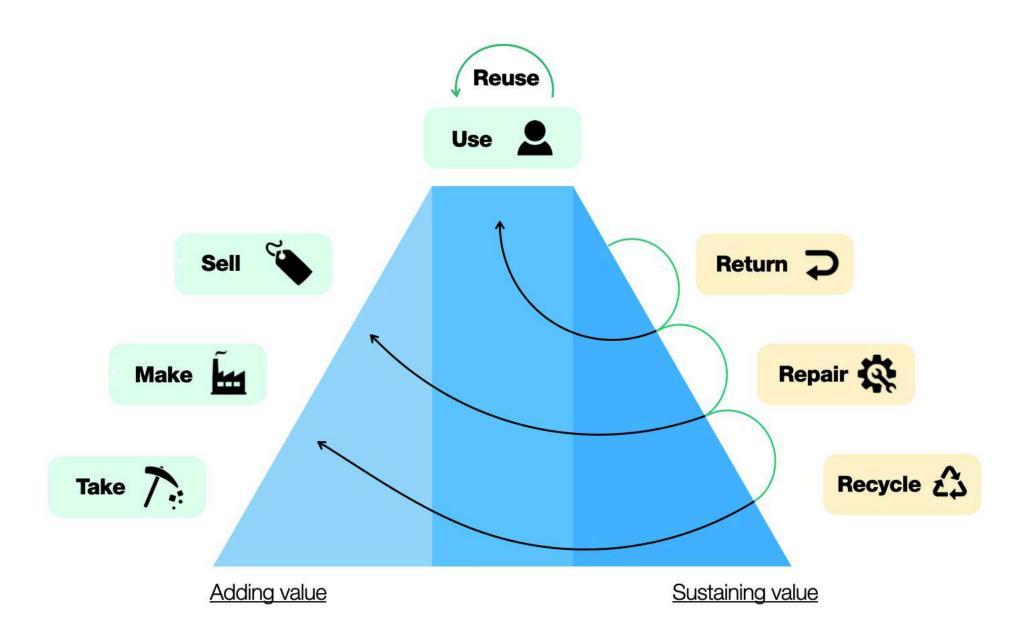


MICHELINI



As-a-service is most powerful because it spans across and keeps the loop tight







- In your country or industry, have you seen good examples of sustainable business models?
- What could your company do it get started with this?

How to do it:

Understand the system, use proven strategies, experiment



The approach: Six rules of thumb

01 Design services for outcomes 02 Deep dive into systems 03 Co-create with stakeholders 04 Obsess over waste and value 05 Apply proven strategies 06 Test and measure what matters



Rules of thumb: Service-logic

O1 Design services for outcomes

3 GOOD HEALTH
AND WELL-BEING

AFFORDABLE AND CLEAN ENERGY O ECONOMIC GROWT

People don't want you or you product. They want to get their problems solved or needs met. Therefore, build business models around outcomes not ownership.

Services are better at doing this and ensuring loyalty and good experience over time – and they are generally more sustainable because value is retained.



Rules of thumb: Systems

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Deep dive into systems

The problems we need to solve are increasingly systemic and complex, so our approach need to be the same.

Do in-depth research, investigate the theme from a number of angles, and use this to map the system, actors, relationships, causal loops and processes in question. Look for value flows and intervention points.

Implications of Hyper-Consumption Potential for New **The Case of Netflix** · Guilt / Regret · Feeling of r access, thus · Fear of Missin sional), which in s. In fact, the rise

· Finish entire season

in one sitting

a "reputation

success and

ndelibly linked"

dentity Causal e Motivation Loop mulative use of 's to build social

he need to

, resums we wurring of personal

and professional identities, which further

perpetuates use of online platforms for sharing and consumption of digital media.

Users'Willingness

naintain an online

The Bigger
Picture
why it matters

TECH INDUSTRY

PLATFORM

Corporate
Level

Capital
& State
Level

Community

As users'ingage with platforms and provide data is exchange for tailored content, this data is aggregated by large technology companies, which wield power that is often of part with governments. The tech industry provides money, services, data, and even employees to governments but are then subjects to governments. But are then subjects to governments but are then subjects to governments. But are then subjects to governments but are then subjects to governments but are then subjects to governments. But are then subjects to governments but are then subjects to governments but are then subjects to governments. But are then subjects to governments but are then subjects to governments.

Anxiety
 Guilt / Regret
 Feeling of worthlessness
 Fear of Missing Out (FOMO)

Withdrawal

BINGE WATCHING' ADDICTION LOOP

Withdrawal

Withdrawal

Withdrawal

BINGE WATCHING' ADDICTION LOOP

Withdrawal

Withdrawal

Withdrawal

Algorithmic Insights (Content)

Watching'

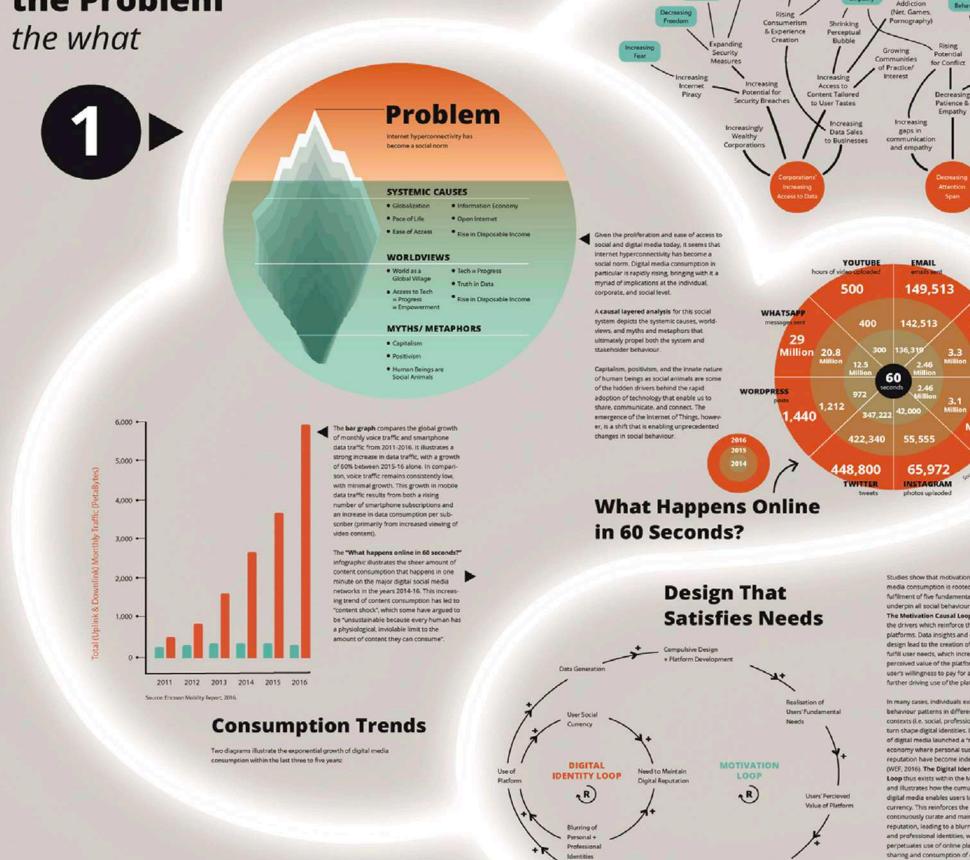
Spend several hours watching

Increasing

2

People &

Understanding the Problem



media consumption is rooted in the fulfilment of five fundamental needs that underpin all social behaviour (WEF, 2016). The Motivation Causal Loop here shows the drivers which reinforce the use of online platforms. Data insights and compulsive design lead to the creation of platforms that fulfill user needs, which increases the perceived value of the platform and the user's willingness to pay for access, thus behaviour patterns in different online contexts (i.e. social, professional), which in of digital media launched a "reputation conomy where personal success and (WEF, 2016). The Digital Identity Causal and illustrates how the cumulative use of digital media enables users to build social currency. This reinforces the need to continuously curate and maintain an online

The Bigger Implications of Hyper-**Picture** Consumption why it matters Corporate Level Individual **The Case of Netflix Economics of Technology** Netflix is a video-on-demand platform that is currently the dominant channel providing system – the act of "watching" through the Netflix platform generates data regarding. access to high-quality film and television Netflix platform generates data regar content online. The reinforcing **Content and** viewership preferences and user exp Platform Causal Loops are meant to be a that creates algorithmic insights for Netflix. They then create further value for customers through high-quality content behind hyper digital consumption (as outlined in the Motivation Loop relevant to the digital media landscape). Net'lis's most which then further drives use of the distinctive value proposition to users is its platform. Guilt / Regre CONTENT LOOP ADDICTION LOOP perpetuates use of online platforms for sharing and consumption of digital media.

IS BINGE-WATCHING

been described "using terms [and criteria]

adapted from traditional addiction medicine" (Common Sense, 2016). Research

has repurposed gambling and smoking

health. Although no direct studies ha

reported a causal relationship yet, the Binge-Watching Addiction Loop depicts

vell-established four stages of a tobacco

the behavioural implications of hyperconsumption as it fits within the

AS BAD AS CHAIN

Is it Time to Pull the Plug?

the Internet through multiple devices with unlimited access to information at all times. This hyperconnectivity is blurring the lines

The Fourth Industrial Revolution (the "digital revolution") is disrupting nearly every industry worldwide. Billions of people are connected to between the physical and the digital and having profound effects on every facet of life.

Seeking a Balance

use, a multi-stakeholder approach must be adopted in order to enable potential system-wide changes. Four levers of change - data and insights, policy shifts, public perception, and technology design - and specific initiatives are recommended for each stakeholder group.

Parents



Monitor children's digital media engagement



about digital citizenship (Internet safety and ethical codes of conduct) Be mindful of modelling the balanced behaviour that kids should

Act as "mentors" in guiding kids onto the Internet; educate children



Enforce fair rules about use of technology and digital media in sleep environments and ensure children get: adequate physical activity, face-to-face communication, uninterrupted time for academic work, downtime, and some alone time for self-reflection



-4- Install or utilize content filters, parental controls, and usage restriction

The Individual



Capital & State

People &

Power

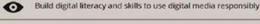
the who

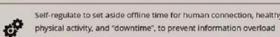
Cause

& Effect

the how

Protect digital identities by being careful about what is shared online Be aware of the terms and conditions of platforms and applications





Platform & Tech Providers

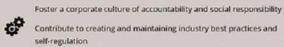


Establish open channels of communication with users and act on

Use user data insights to conduct and publish research to cultivate better understanding of the implications of media use on human behaviour

Be transparent about how personal data are used to encourage consumers to make informed choices

Sponsor public and nonprofit organizations that help to promote beneficial use of digital media



Develop technology that not only serves individual users but also addresses the rise of societal issues (i.e. social isolation, cyberbullying,



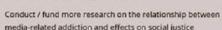
- Restrict minors' access to harmful content by including age-appropriate privacy settings, and better availability of parental controls

Banning certain features of "compulsive design," such as auto-play and

Public Sector



Conduct / fund more studies that help us to understand the implications of media use, particularly on children



Facilitate the creation of more social institutions and programs, such as education and awareness campaigns designed to support both citizens

and the private sector Financially and socially support initiatives that help companies, the

public sector and consumers to better understand how data can be collected and used to create social, economic and personal outcomes in ways that protect privacy

Enhance existing standards and regulations for personal data privacy

Establish and reinforce governance on preventing hateful, harmful speech or propaganda

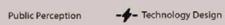
Levers of Change



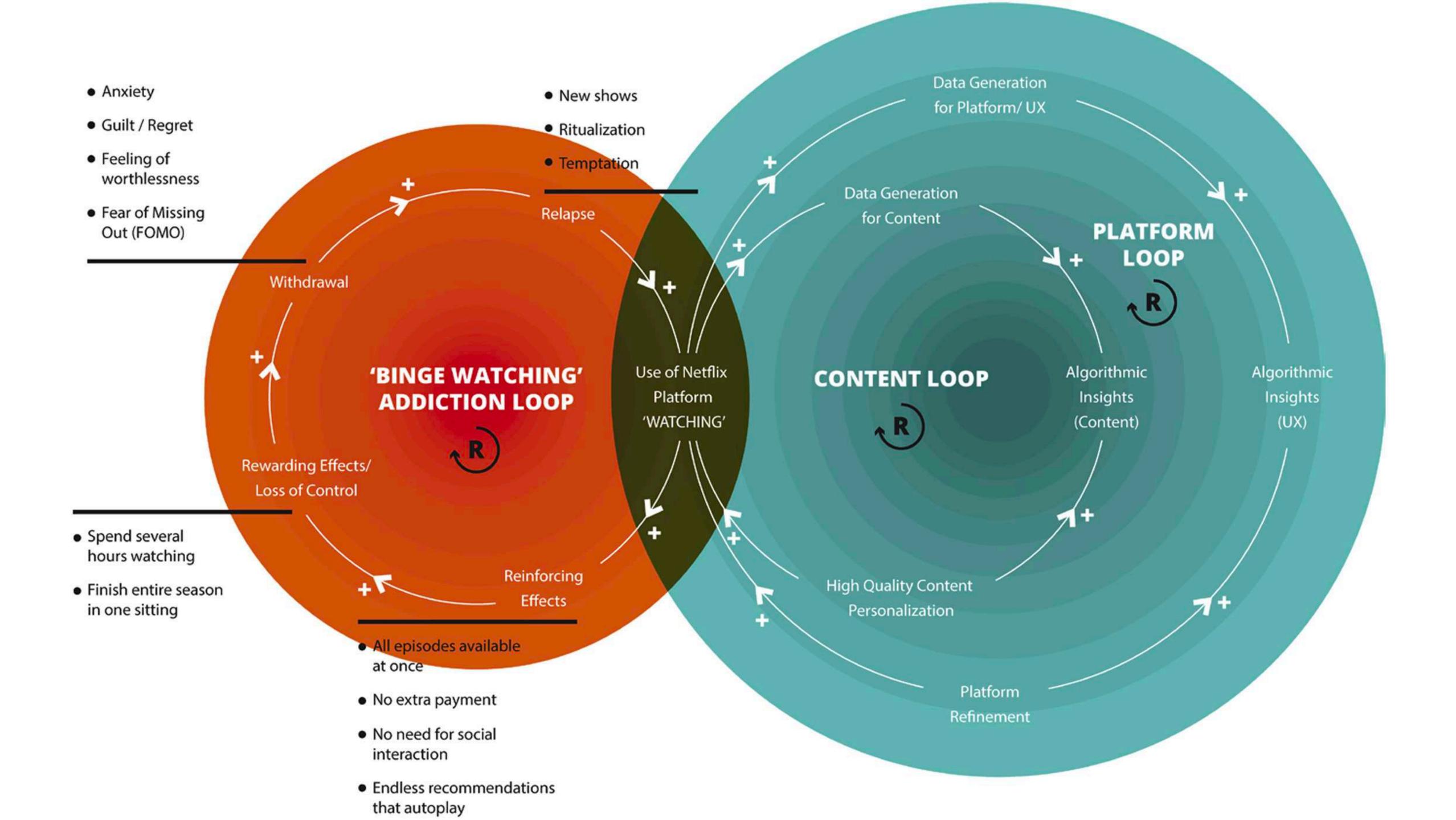
Policy Shifts

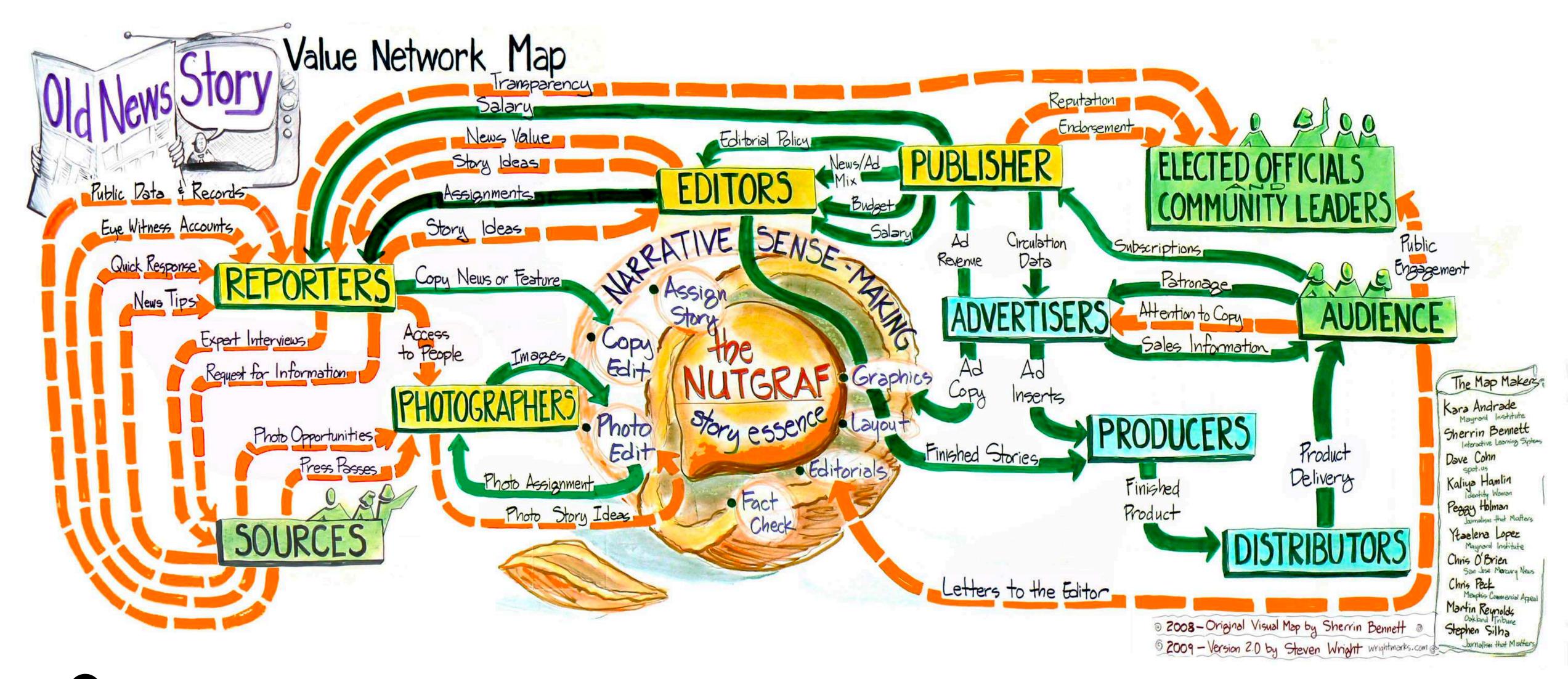






A systems inquiry into the wicked problem of hyperconnectivity in the digital age Pupul Bisht, Ian Kamau, Kashfia Rahman, Macy Siu / April 2017







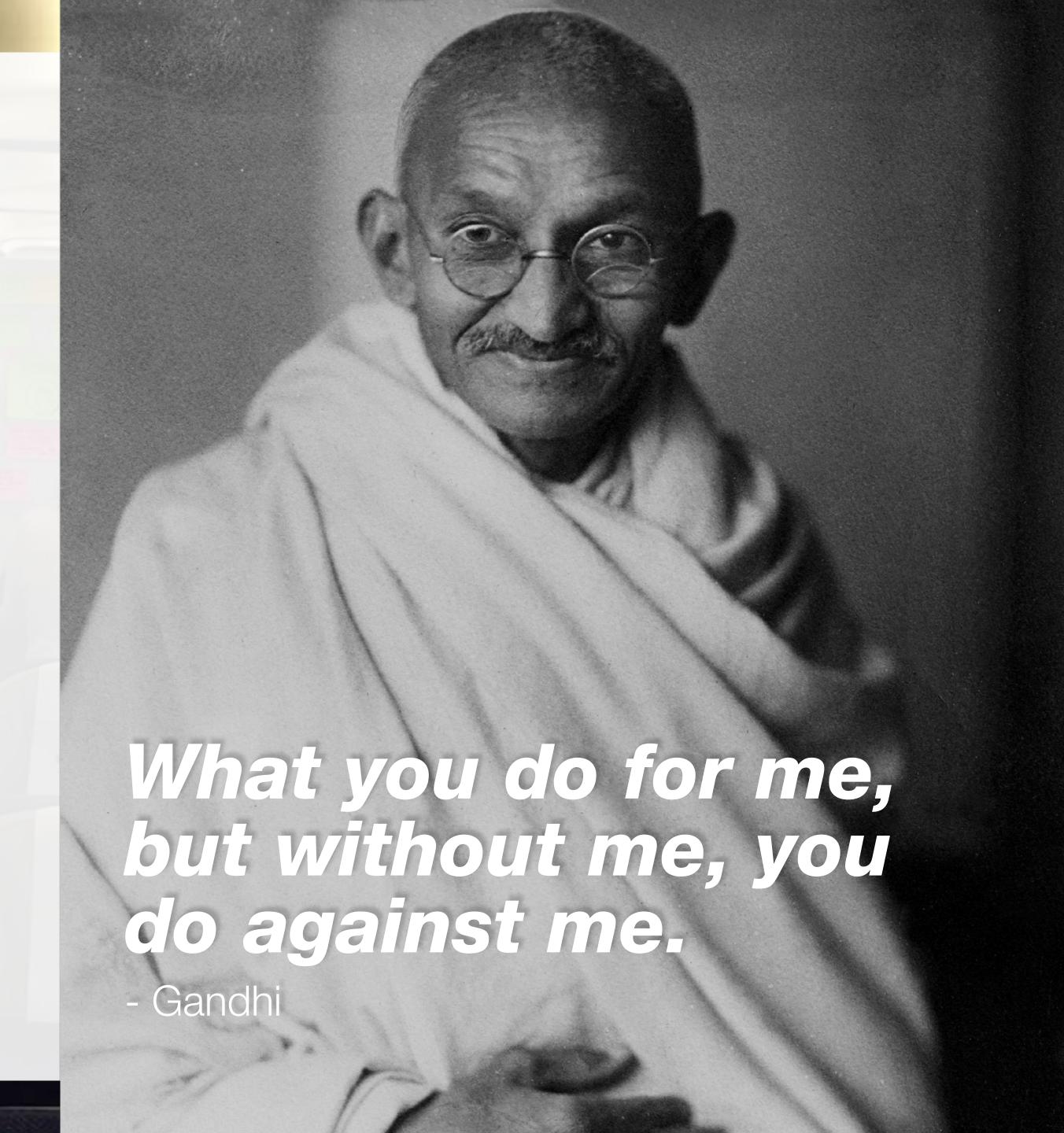


Rules of thumb: Co-create

03 Co-create with stakeholders

A business model can only be sustainable if it's open and collaborative, so our approach has to be the same.

To understand and redesign the system, it's necessary to involve many types of stakeholders, as well as experts, to find root causes and solutions that will work in practice.



Rules of thumb: Waste

04 Obsess over waste and value

Waste is any resource, tangible or not, that doesn't have significant value. So find find waste and idle resources, and remove or make use of them.

Stay laser-focused on what brings value for people, profit and planet, and what doesn't.





Example

Rema Insurance: Preventing damages is win-win-win



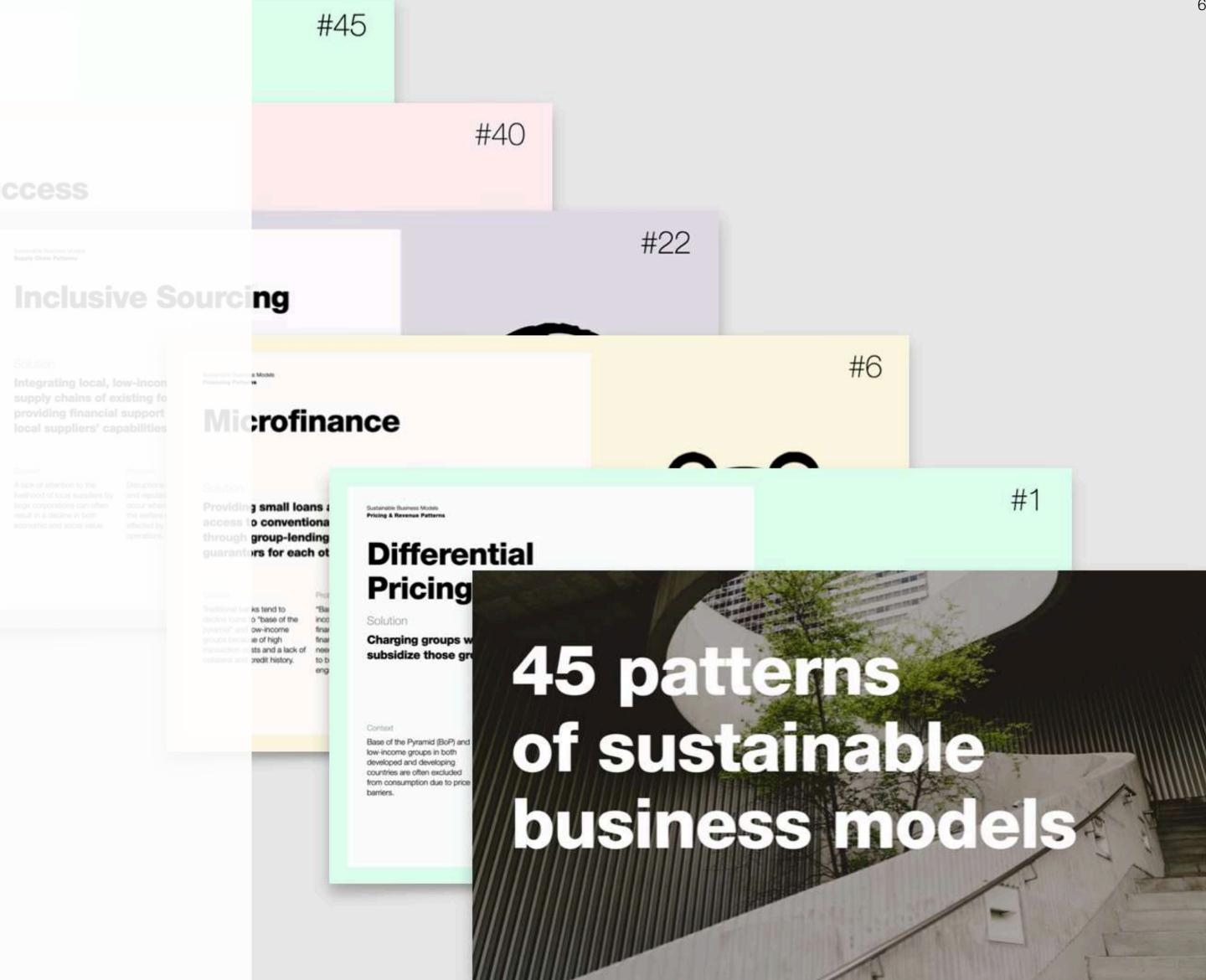
REMA Forsikring

05 Apply proven strategies

Rules of thumb: Strategies

Instead of starting entirely from scratch, take inspiration, copy and adapt proven strategies and patterns of sustainable business models.

Make use of the 45 patterns in ideation, then prototype lots of alternative business models, before you test a few on stakeholders.



Rules of thumb: Strategies 67

Service & Performance **Patterns**

Patterns that emphasise the functional and service value of products and that offer performance management, i.e. how value propositions are defined and delivered.

Sustainable Business Models Service & Performance Patterns

Result-oriented Services

Solution

The client and provider in principle agree on a result, and there is no pre-determined product involved. The service provider owns the product and is responsible for its use. This creates more accountability within the broader system for product disposal, and higher likelihood of product repair, reuse and recycling. The customer pays for an outcome and not for buying or using a particular product.

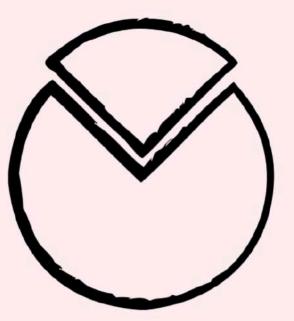
Replacing established and/or Switching from old, often complex products, or technologies in a broader several barriers to their diffusion. In particular providers efficient products, or of eco-friendly technologies technologies in a broader offerings attractive.

inefficient products can be inefficient products to new, more eco-friendly versions.

Example

Xerox introduced "pay per print" solutions that have been followed complicated and expensive for by most copier producers. Pay per sense, is challenging due to users. They are thus not willing print means that the customer or able to invest in new, more pays per print, while the copier producer takes over all activities needed to perform the copying or have to find ways to make their sense. In some cases, this can printing functions, including paper, inhibit switching from old and toner, maintenance, repair and replacement of parts or whole copiers if necessary.

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Source: Planing, 2015 Lüdeke-Freund et al., 2018

06 Test and measure what matters

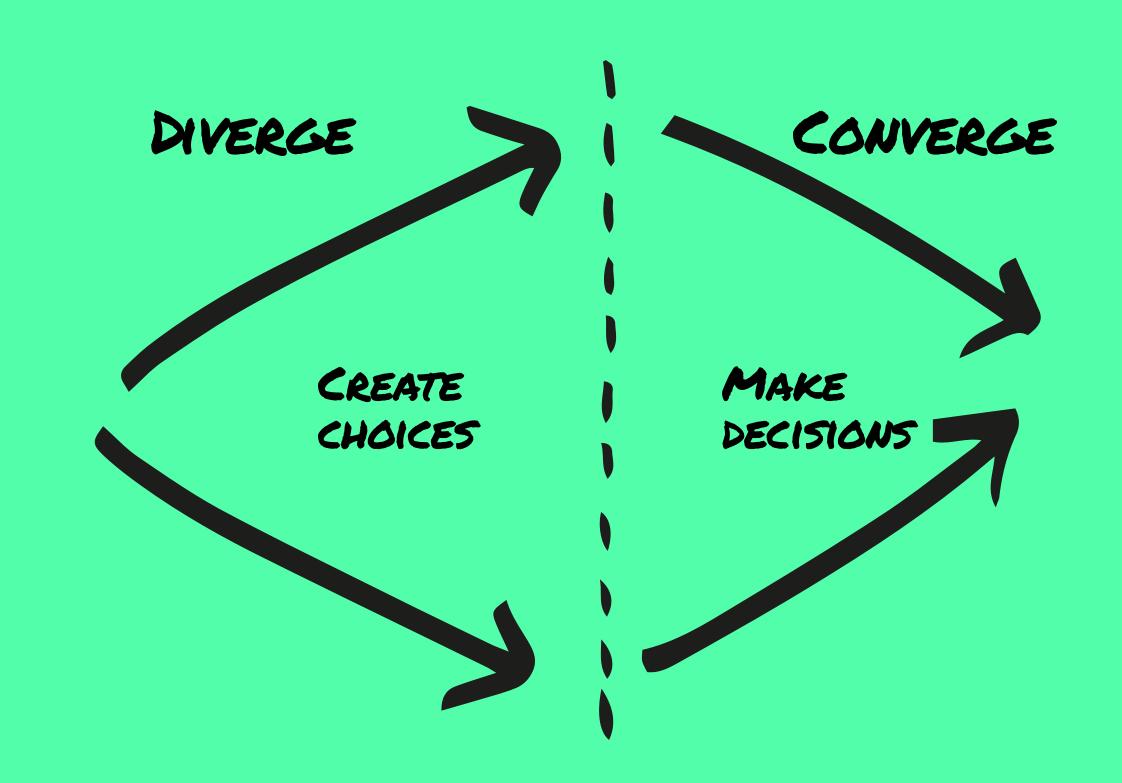
To reduce risk of failure, we test and experiment as early as possible. Without data we are in the dark, and we can make more harm than good.

Identify risky assumptions, things that just have to be true for success, and test the ones you feel queasy about first.



To make good decisions we need goals, values and <u>data</u>

Designers sometimes over-prioritise divergence and make vital decisions with subjective voting and insufficient data.

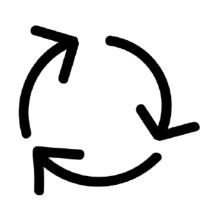




The 'scientific method' applied to innovation

Find the opportunity

- Look for gaps
- Pick a goal and a KPI
- Measure baseline and/or set a target



Create an experiment

- Design a test or
- Make changes in production
- Measure/gather data

Form an hypothesis

- With data: Find commonalities/correlation
- Without data: Educated guess
- Ideate improvements

Analyse and decide

- Did we reach our target?
- Why/not?
- Repeat or go back

Rules of thumb: Test

Validating the market

Key questions:

Do enough people consider this problem important enough to make up an addressable market for our value proposition?

Are people actually willing to reach into their wallet and buy in a real purchase situation?

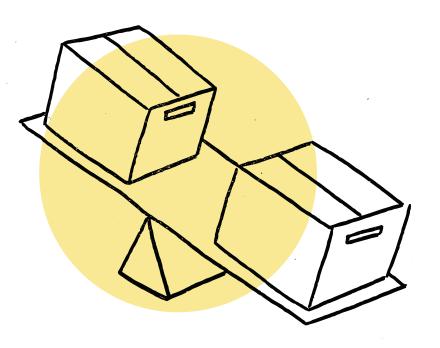


Validating the market: Key methods



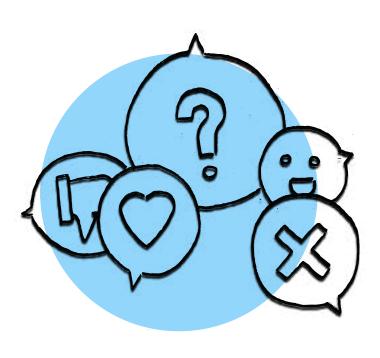
Smoke test

Pretend to sell your (fictional) product to test if people are willing to buy, register or preorder (at a price that covers costs).



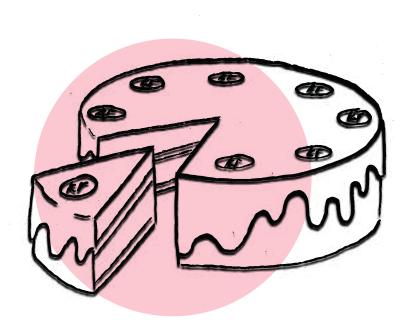
Conjoint analysis

Based on an advanced survey, statistically estimate consumers' trade-offs and preferences for different combinations of features and prices.



Validation survey

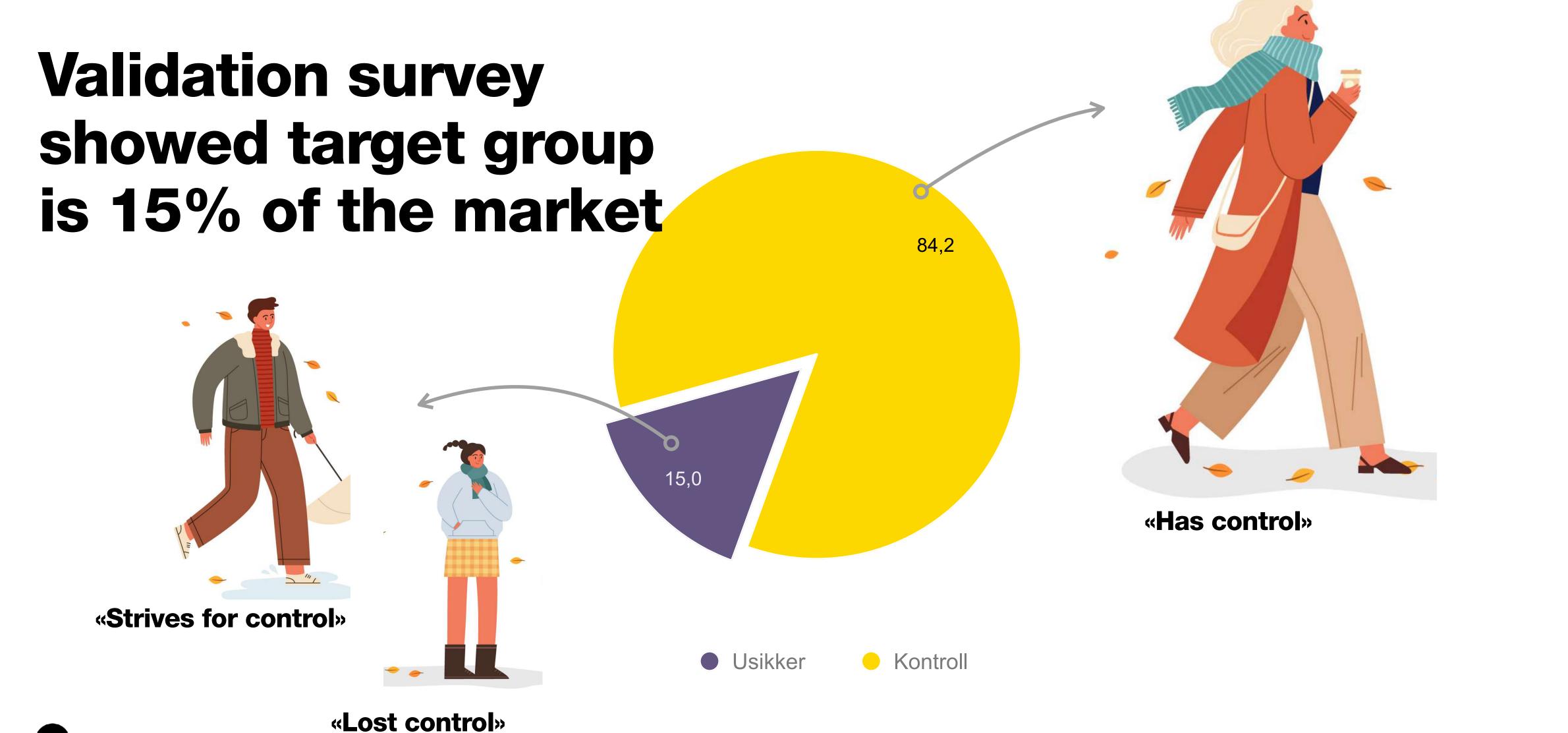
After qualitative research, do a survey to quantify how many people have the main need/ problem you are targeting. If you already have a product, ask users how they would feel if it disappeared.



Numerical prototype

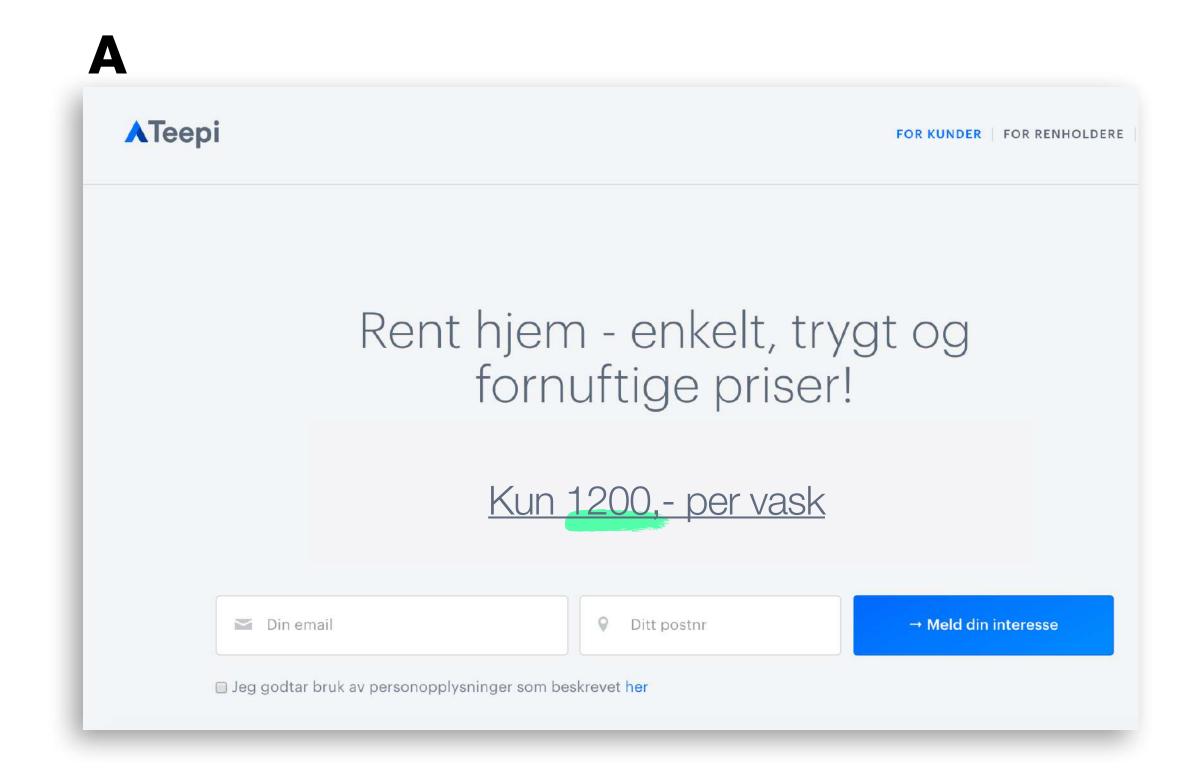
Based on quick desk research and educated guesses, you make rough estimations of market size or potential revenues.

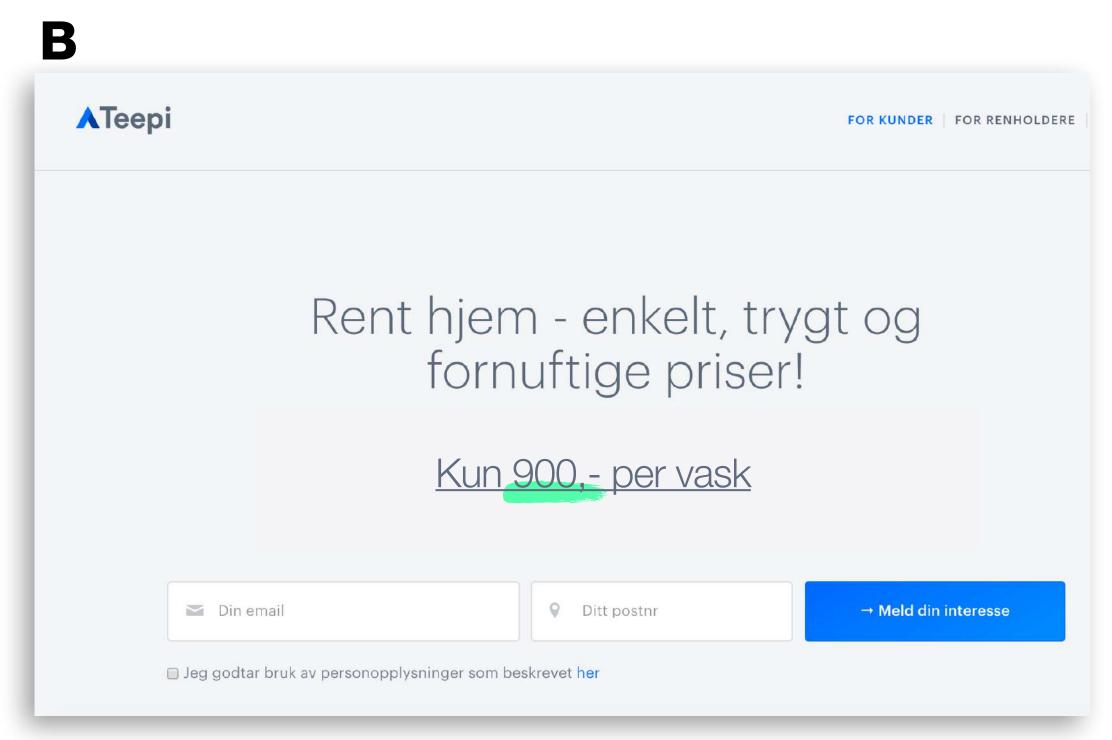




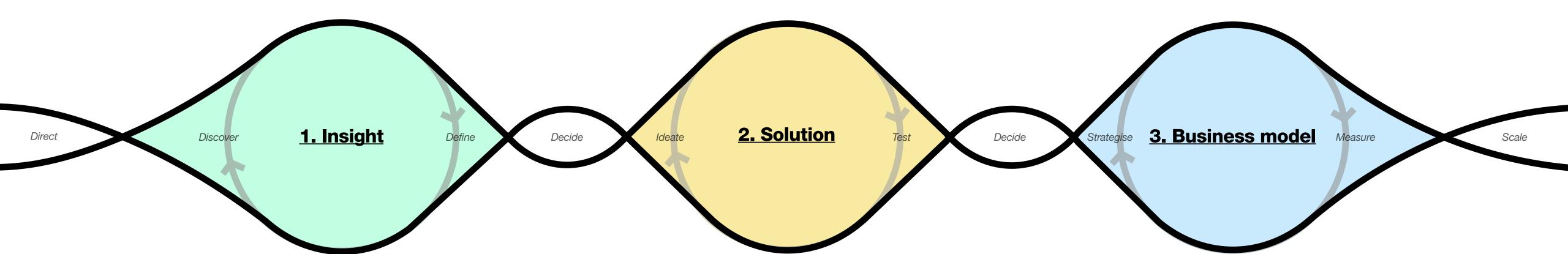
Rules of thumb: Test

Smoke test to validate willingness to pay



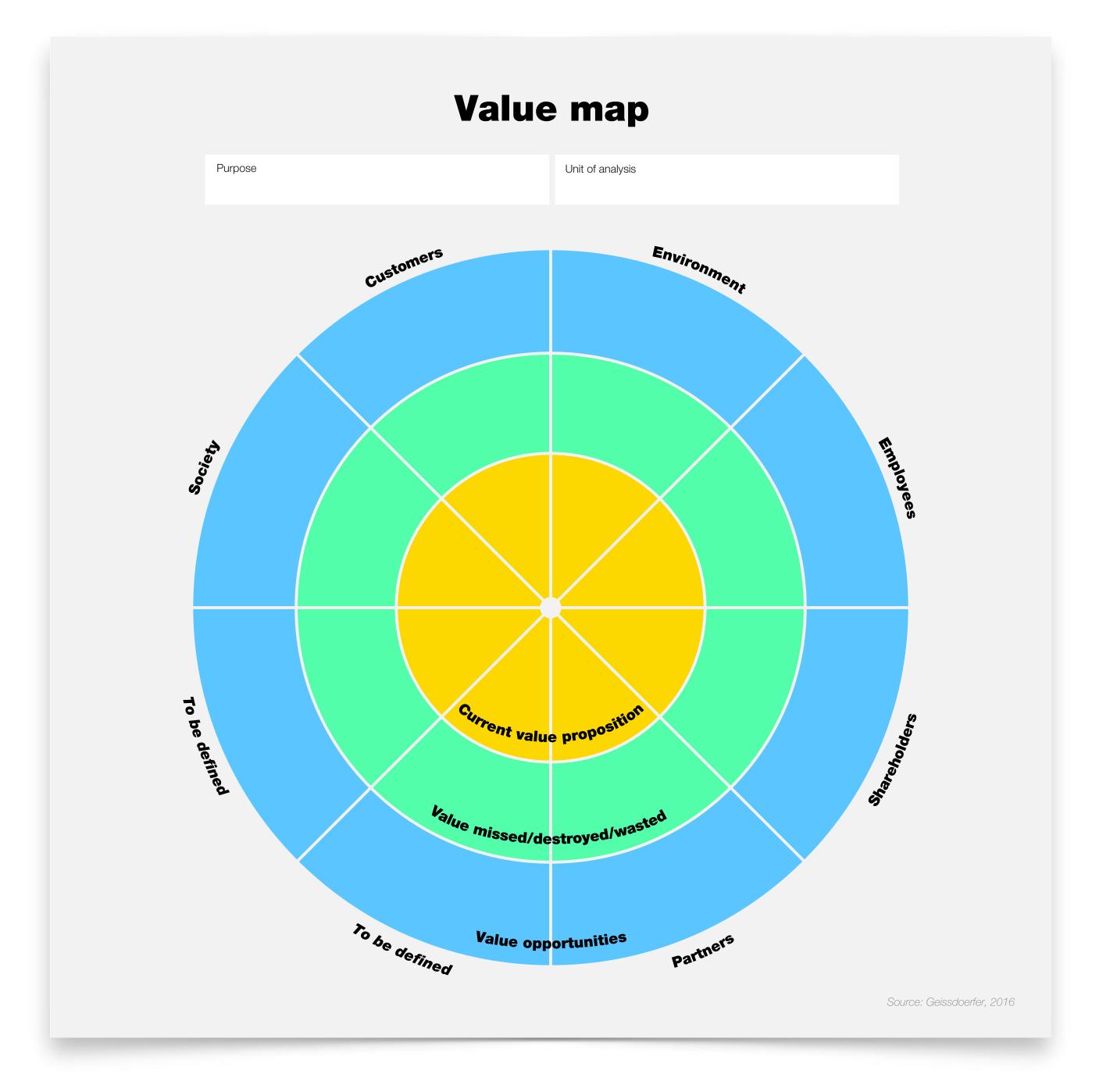


The sustainable innovation process



- Discover unmet needs of people, profit, planet
- Map the system and flows in the value chain
- Define clear outcomes and problems to be solved
- Take inspiration from proven strategies and living systems
- Co-create solutions and business model changes
- Test prototypes on stakeholders

- Prototype the full business model as a system
- Define risky hypotheses, set up experiments
- Set go-to-market strategy, scale up as risks go down



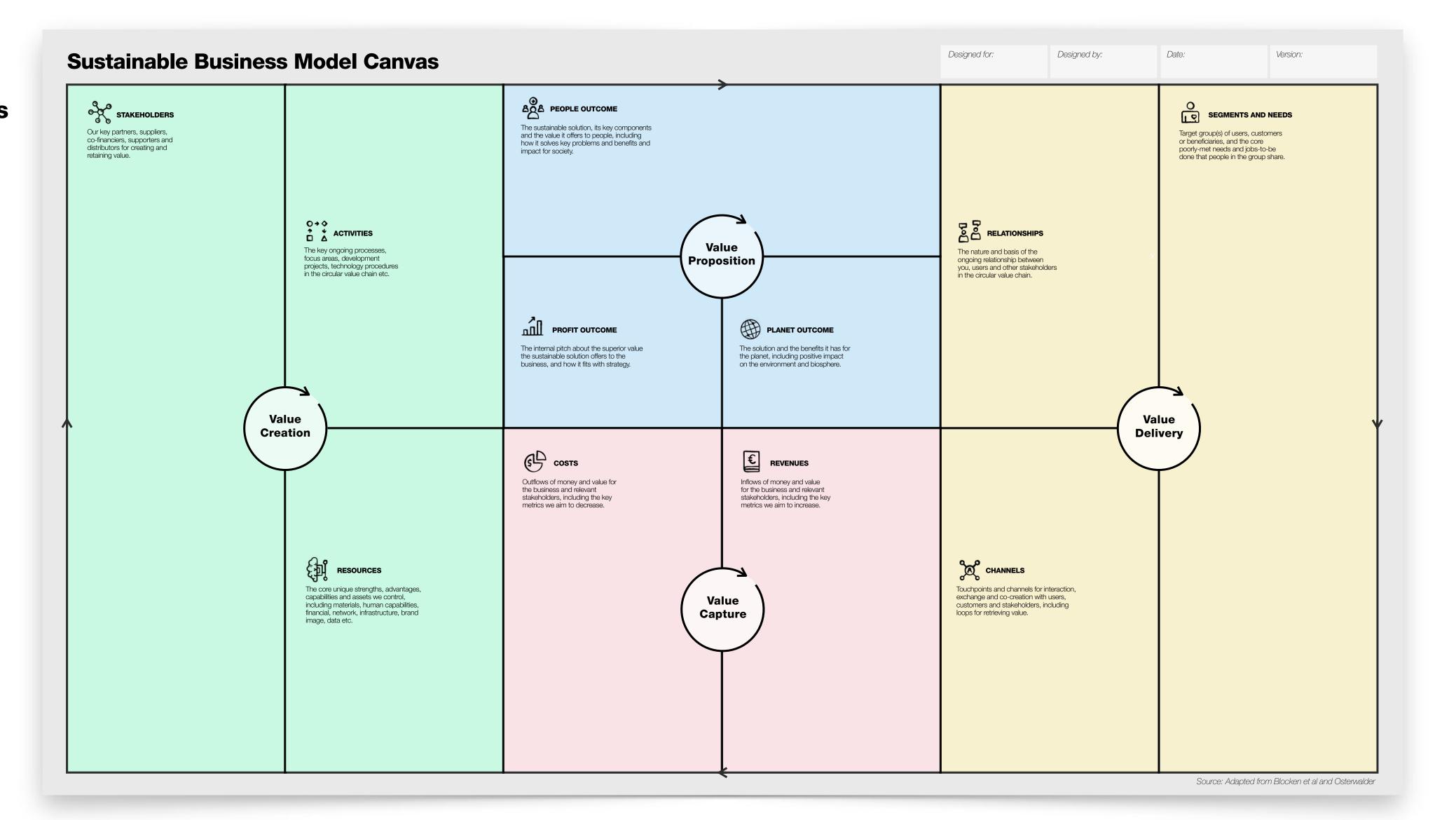


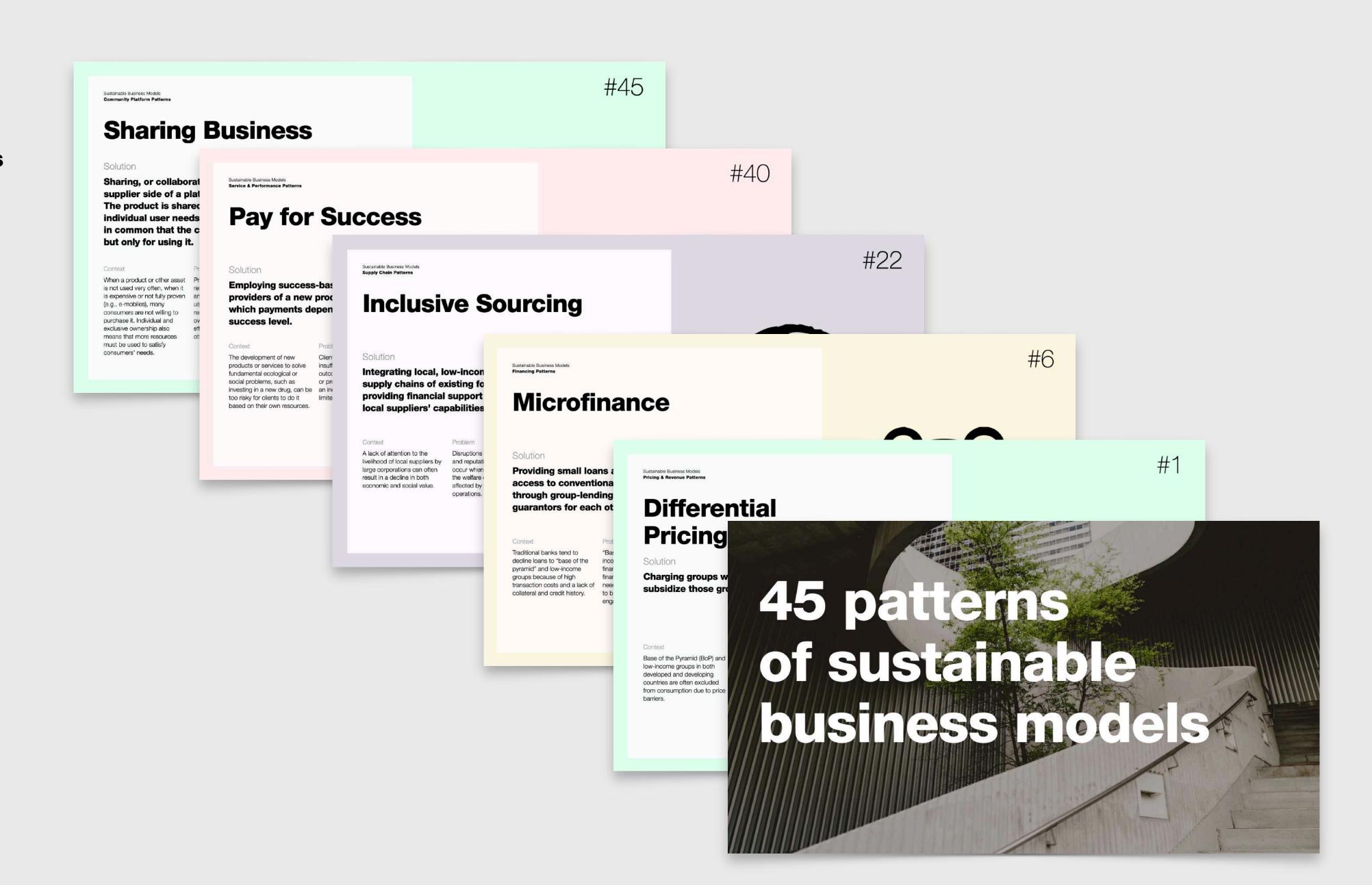


How might we remake our product into a service?



take ownership to more of the product lifecycle and user journey to retain value and minimise costs?







Download tools and resources for sustainable business model innovation



The sustainable business model canvas + The value map

Two tools for co-creating business models and identifying new opportunities for sustainable innovation. Print big, get your post-its, gather key stakeholders and start prototyping.

Go to tool ->

Patterns of sustainable business models

This is a deck of typical patterns business models that have a proven potential for good, sustainable impact. So you can take inspiration and copy from the best.

Go to tool ->

Ideation cards for sustainable innovation

Spark new ideas for circular solutions or sustainable services with this deck of cards with research-based "how might we?" questions. Great for workshops.

Go to tool ->

How to get started:

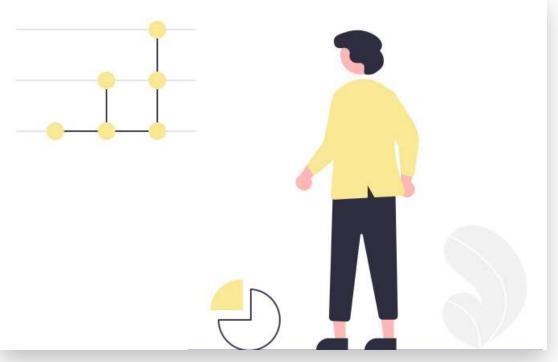
Begin guerrilla style, prove value, then scale

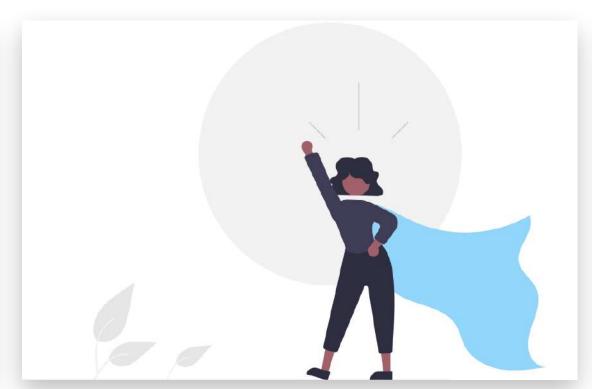


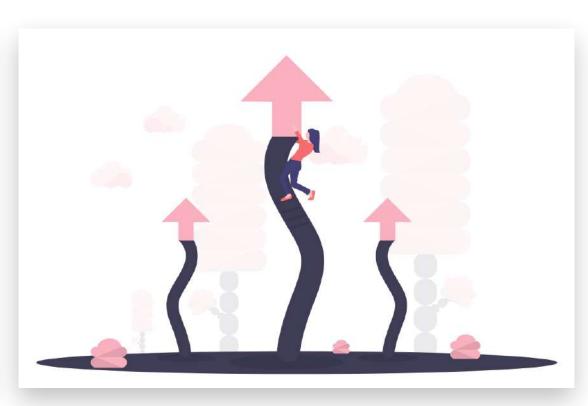
How to get started

How to get started: Four tips









Start small, guerilla style with a couple of colleagues

Sell the business opportunity using numbers and stories

Lean in like an entrepreneur, and play the long game

Go big when you have proven the value of sustainable innovation



Wove fast and break things

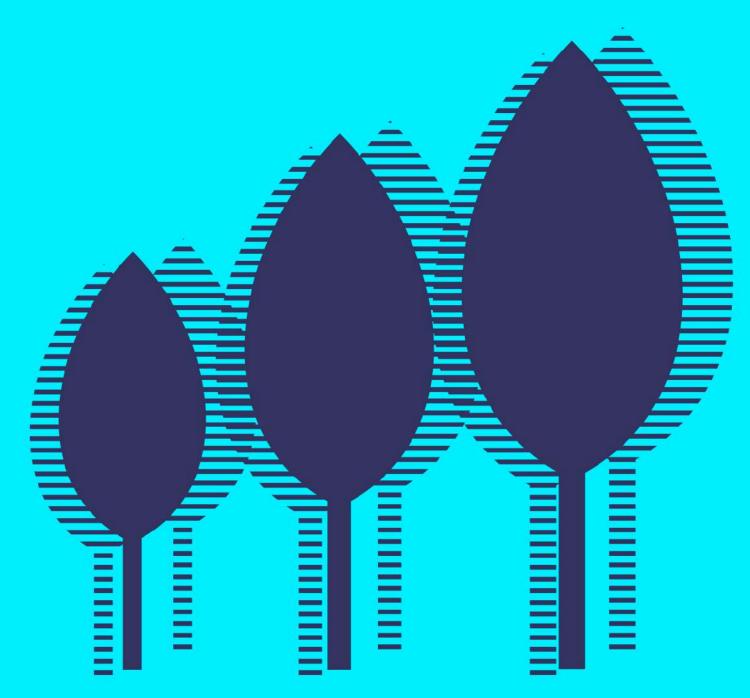
Move steady and fix things



Business design for sustainable growth and innovation

6-WEEK COURSE, April 12 - May 21

Check it out at servicedesign.college





Questions for you:

- What do you now think sustainable business model innovation is really about?
- What was you main takeaways or aha moments?