

The Social Economy in the EU: challenges and opportunities.

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By: Tamami Komatsu



Introductions



Founding partner of **Social Seed**.

She has her P.hD. in Public Policy Planning from IUAV (University of Venice).

She works in the area of social innovation, culture and urban regeneration.



Founding partner of **Social Seed**. She graduated in Economics and got her Masters in Environmental Economics and Sustainable Development in London.

She worked for 7 years at both large and small firms (Ernst & Young e Indica) as a consultant for CSR and corporate social innovation.



Collaborator of **Social Seed**.

She got her Masters in Social Economics from the University of Bologna.

She works in social innovation and service design for social enterprises and urban regeneration.

AGENDA

H 15:00 > 15:30

Social Enterprise
in the EU

INSPIRE

H 15:30 > 16:00

Group Work

CHALLENGE

h 16:00 > 16:45

Let's explore!

DESIGN

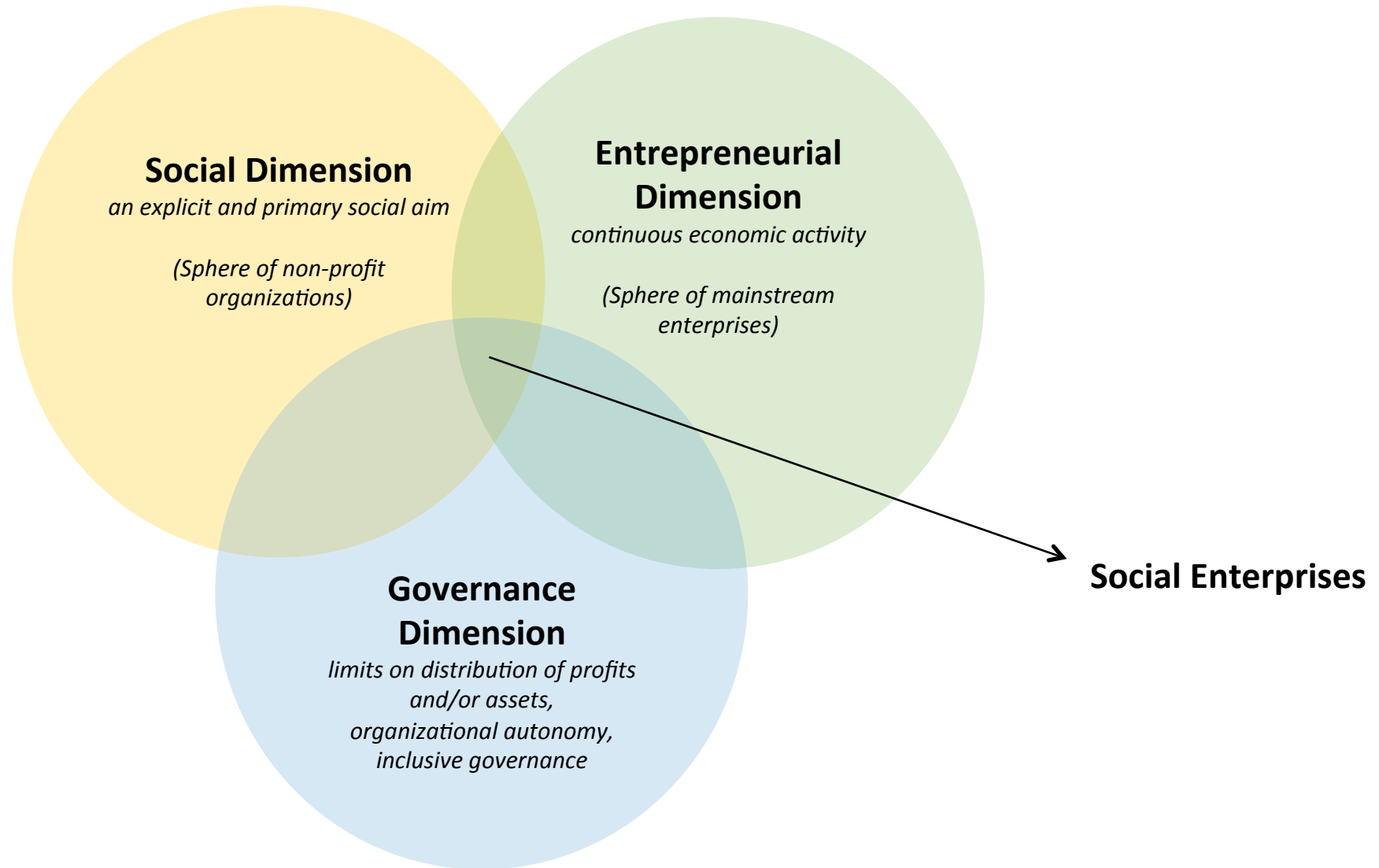
h 16:45 > 18:15

What can we
learn?

LEARN

Social Enterprise in the EU

A Snapshot



A Snapshot





Of the EU 28 and Switzerland:

- 20 have national definitions of social enterprise (6 of which do not require inclusive governance models);
- In 5 countries, social enterprise = WISE.

Social enterprise vs. De facto social enterprises

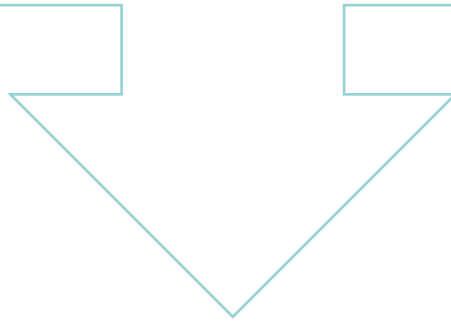


Sectors social enterprises work in

- **Social and economic integration of vulnerables;**
-  **Social services of general interest** (e.g. long term care for the elderly and for people with disabilities; education and child care; employment and training services; social housing; health care and medical services.);
-  Other public services such as community transport, maintenance of public spaces, etc.
-  Strengthening democracy, civil rights and digital participation;
-  Environmental activities such as reducing emissions and waste, renewable energy;
- Practicing solidarity with developing countries (e.g. fair trade).

Principle Revenue Streams and Challenges

- Market Sources
- Non-market Sources
 - **Public contracts (best value for money vs. diseconomies of scale)**
 - Direct grants/subsidies
 - Membership fees, donations, sponsorships
 - In-kind donations/contributions.



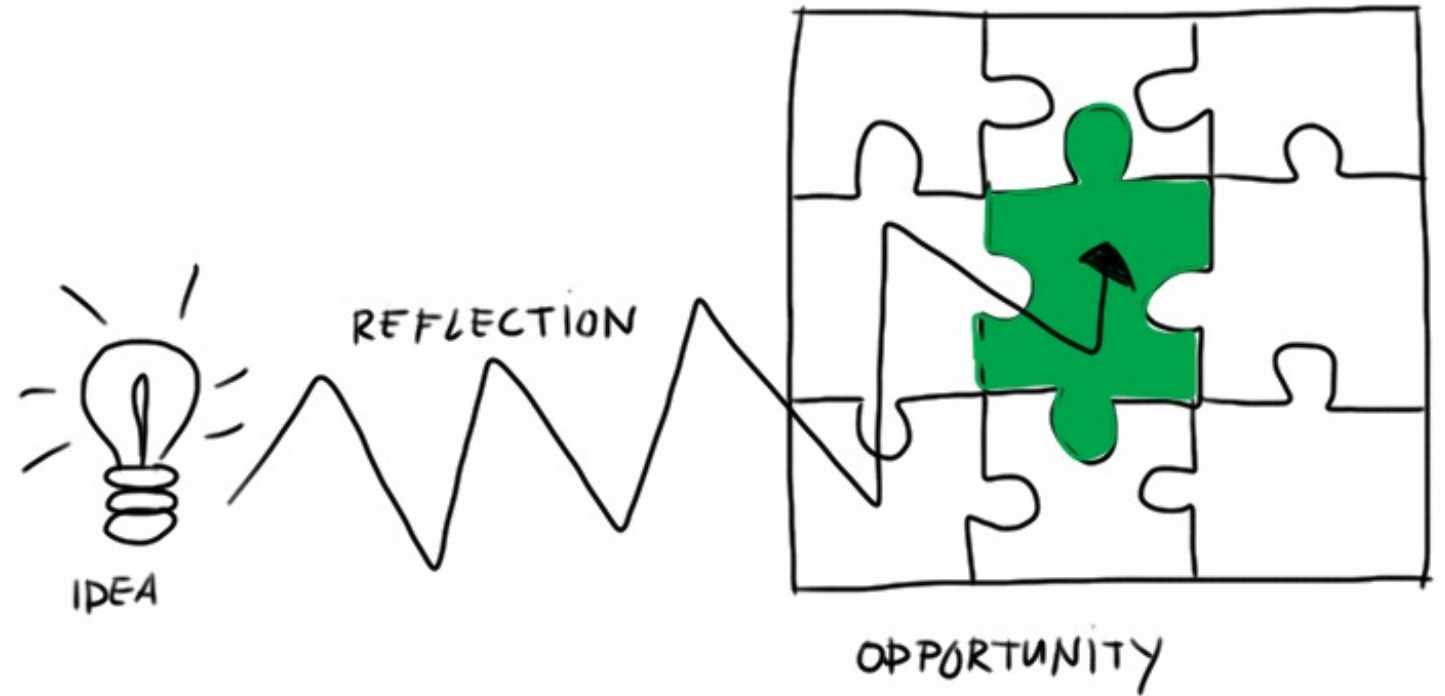
Identify new market opportunities;
Re-evaluate services and re-design business models;
Leverage local assets.

challenges
(opportunities?)
facing social
enterprises

Antagonistic Assets and Logics



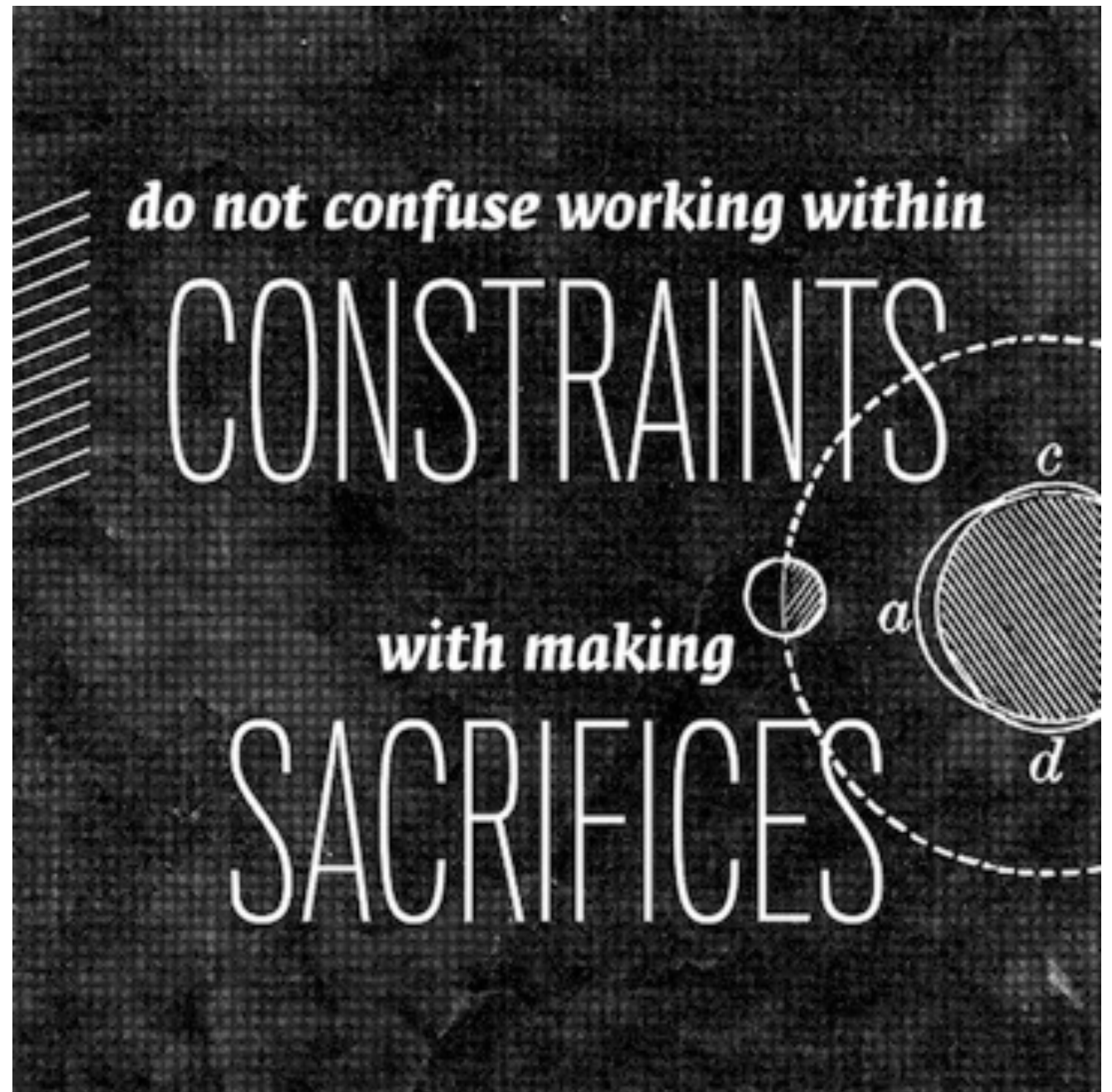
Identify new market opportunities



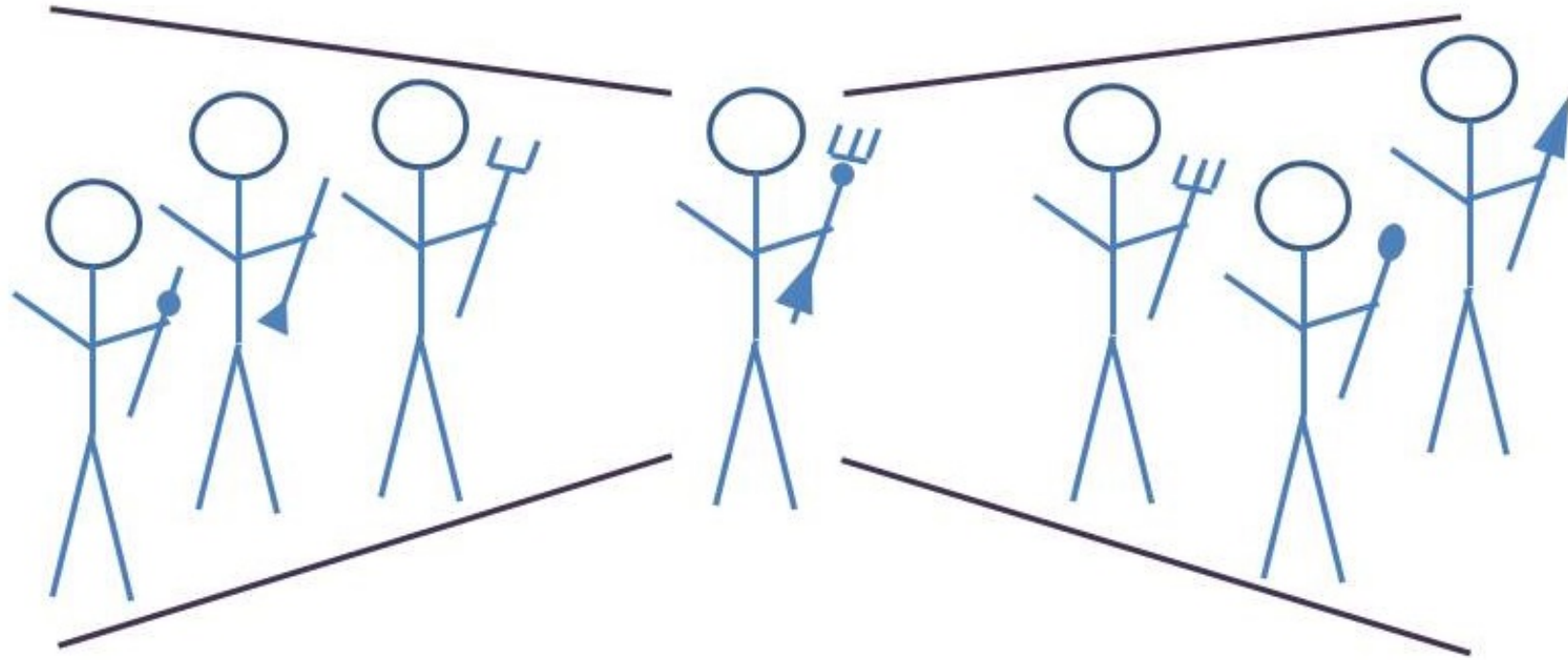
Legal Constraints



Hybridity



Divergence in allocation of cost, use and benefit



Multi-actor business models



Resource scarcity



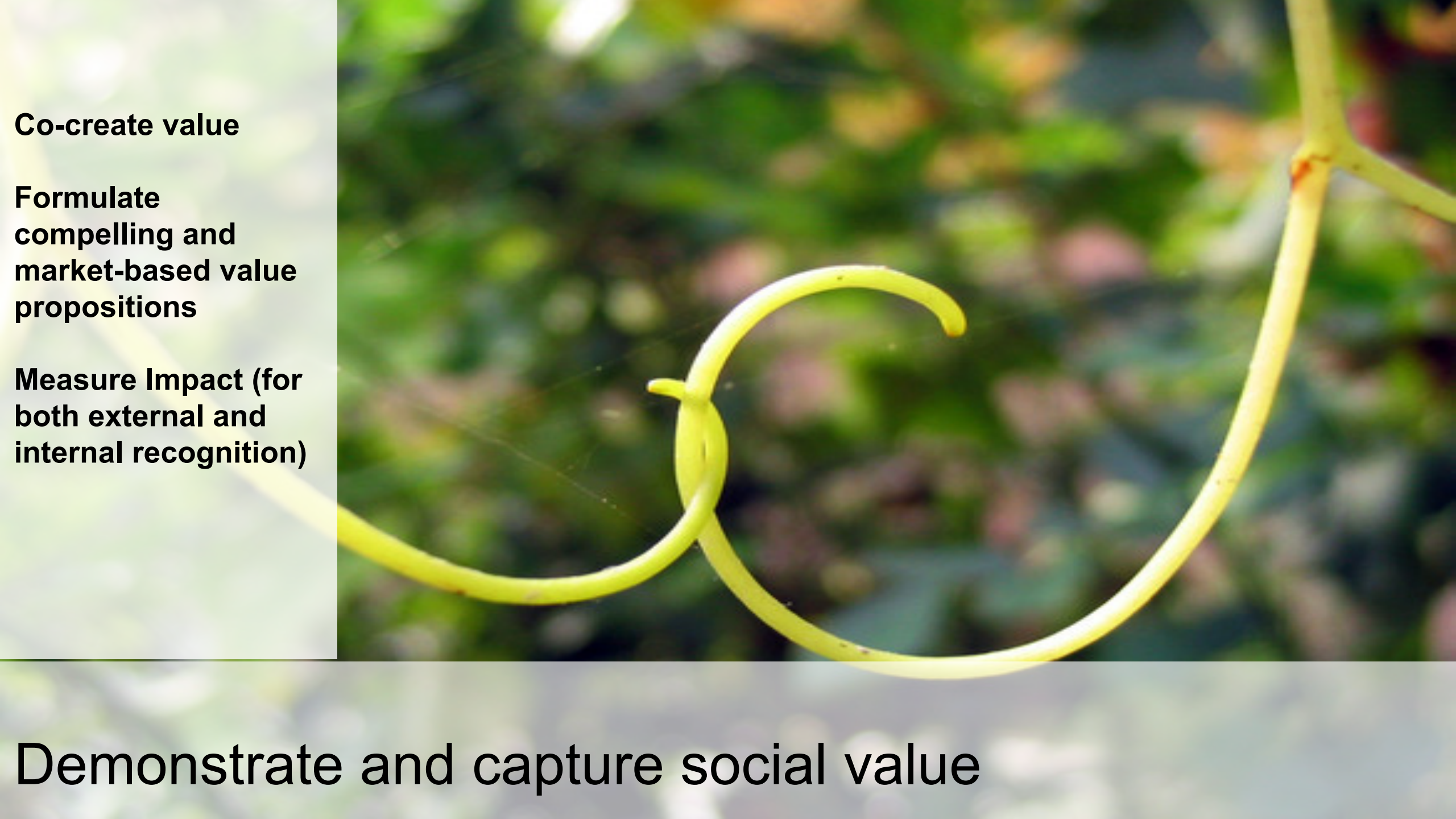
Frugal Innovation



Re-design services and business models



**What do social
enterprises need
to do today?**



Co-create value

**Formulate
compelling and
market-based value
propositions**

**Measure Impact (for
both external and
internal recognition)**

Demonstrate and capture social value

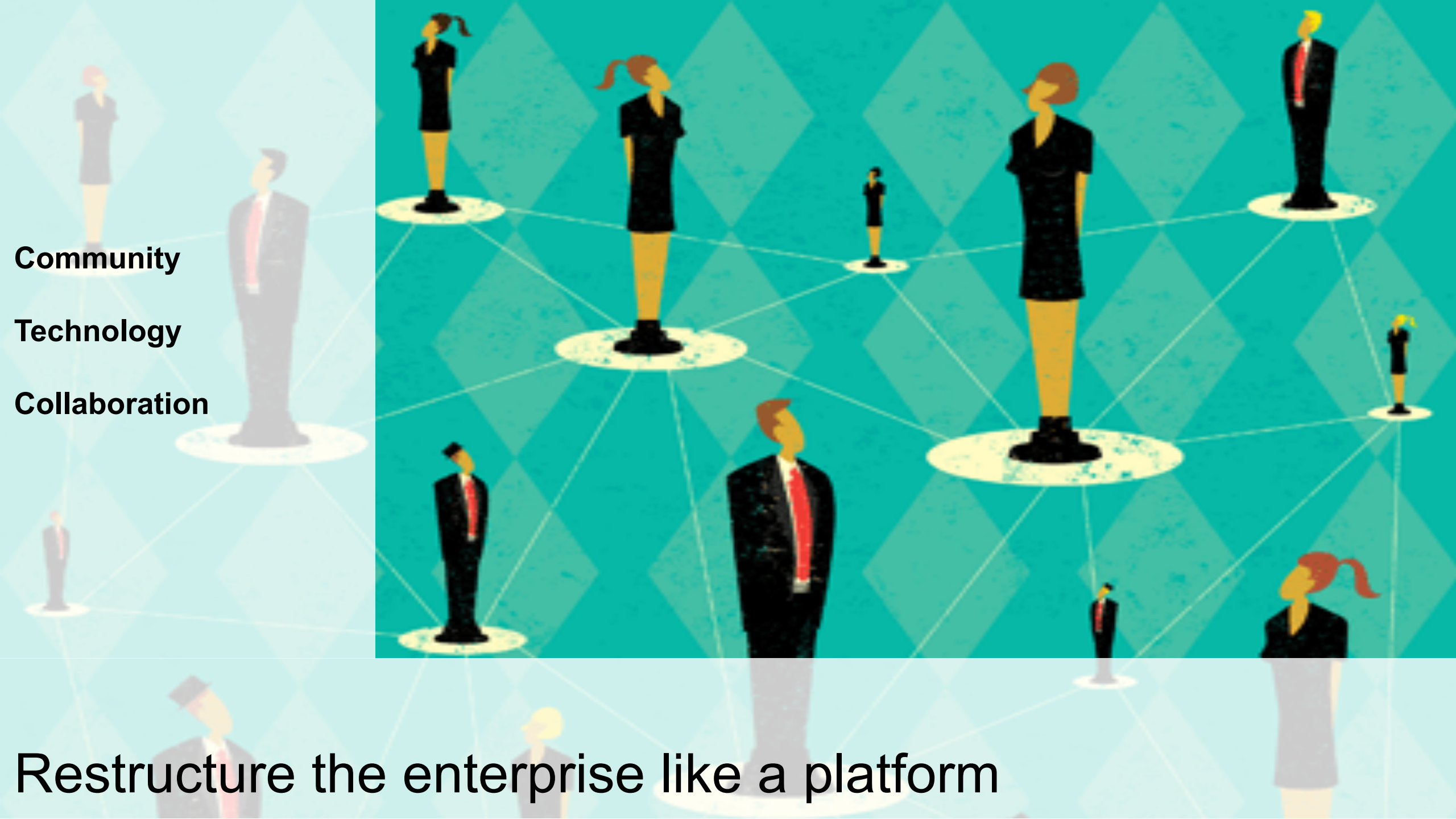


Network

Partnerships

Local assets

Construct innovative supply and value chains



How?



Go from being an operator to being an **ENTREPRENEUR**



From a planner to a **DESIGNER**

Innovation comes from a culture of CURIOSITY,
not a culture of demand.



BE PIONEERS

**design for social
enterprises**

DESIGN as a PRACTICE

“design in relation to practice theory, value is not perceived to reside in products or services themselves nor in the meanings attached to them (for example through product styling, branding or advertising), but it emerges in practice itself”

(Shove, Watson and Ingram 2005).

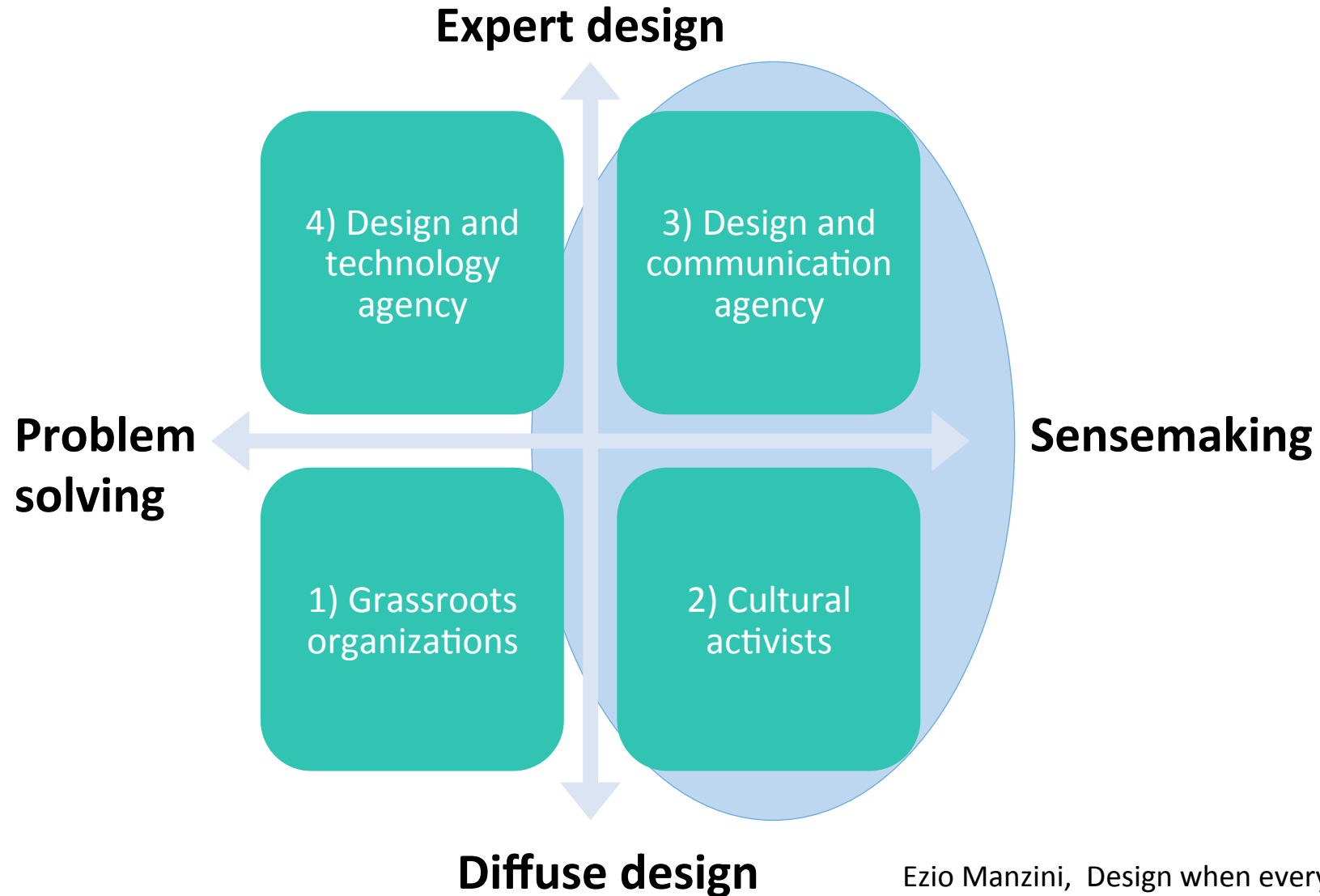
Design is a practice which has as its objective to construct a mindset as it works to create organizational change.

DESIGN as CULTURE

Today design, understood not only as an operative method but also as culture, is oriented in two directions: the one aiming towards isolation, focusing on the formal qualities of products with the most evident aesthetic content. The other approach consists in facing the present-day challenges, and intervening on the strategies that determine the social and environmental quality of the changing world of today.(Manzini 1998: 57)

Design helps generate sense-making of systems
of value.

Design for social enterprises

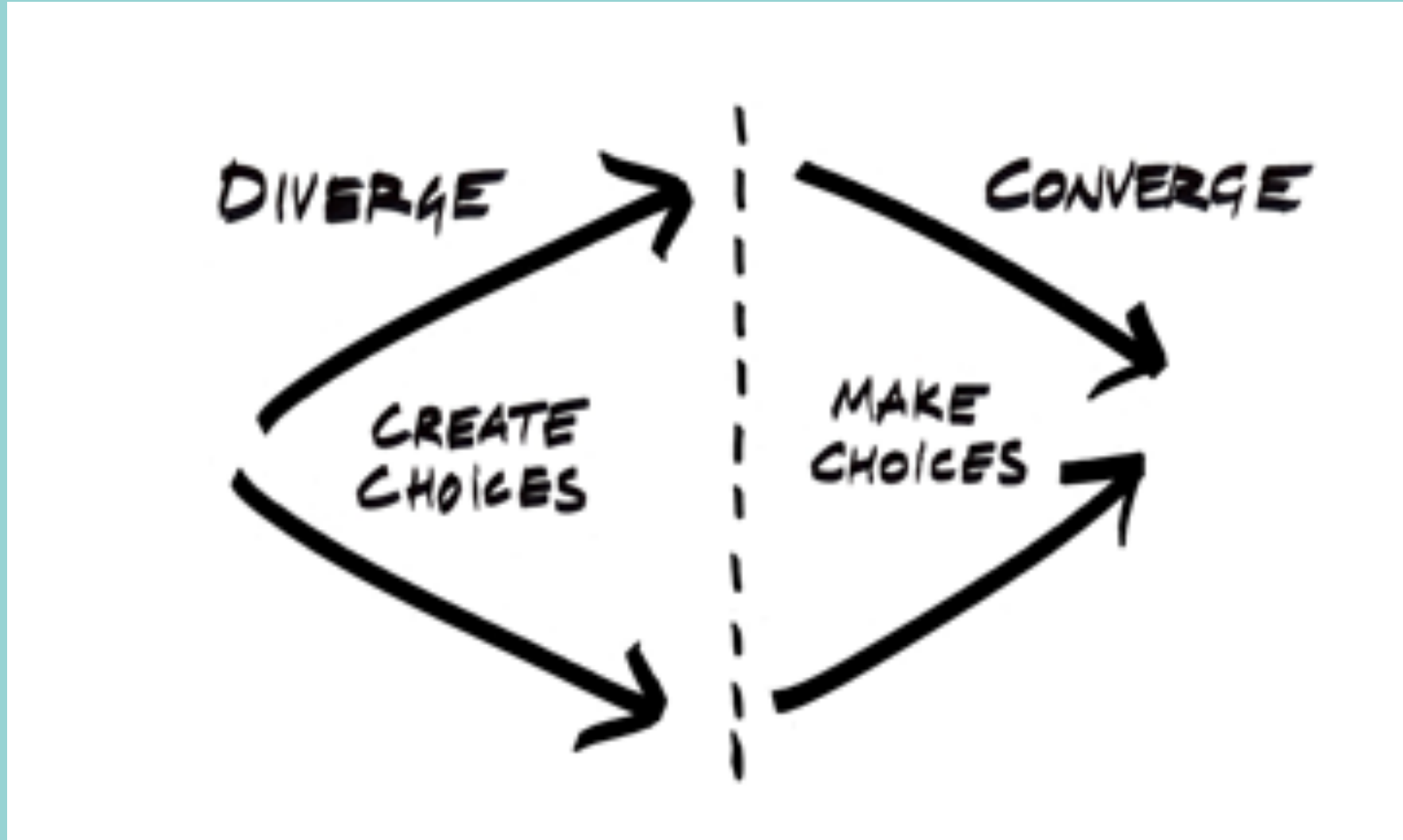


<Diverge >Converge

Although design processes are in reality nonlinear, it is possible to articulate an **outline structure**. It is important to understand that this structure is **iterative** in its **approach**.

[THIS IS SERVICE DESIGN THINKING]

<Diverge >Converge



Human Centered Design

The human-centered design process oscillates between very tangible and very abstract thinking modes as you journey through the three phases. The process starts by getting out into your community and learning from people. Next you'll go broad while brainstorming and exploring lots of potential solutions. The process then gets tangible again as you rapidly build and evolve your prototypes based upon real feedback.

DISCOVER

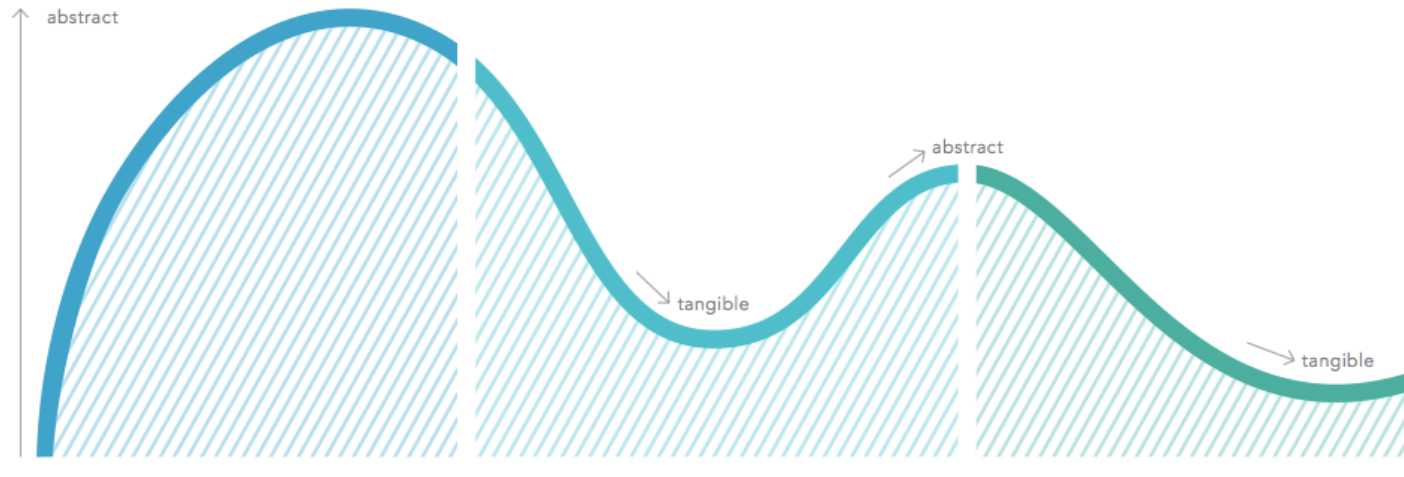
I have a challenge.
How do I approach it?

IDEATE

I learned something.
How do I interpret it and begin designing from what I learned?

PROTOTYPE

I have an idea.
How do I build and refine it?



**How might we help
social enterprises
develop the right skills
to face these
challenges?**

**What new professional
figures should be
introduced into social
enterprises?**