



東華學院
TUNG WAH COLLEGE

SE-SDG Platform on Technological Innovations for Sustainable Development

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Buy-in from the community

- A community is likely to buy into & adopt an innovation if:
 - (1) The social enterprise partners the community to co-create the innovation
 - (2) The innovation is aligned with the community's aspirations & addresses the community's priority needs
 - (3) The innovation harnesses the community's assets & strengths, resulting in empowerment of the community



Buy-in from the community

- A global example: iDE <https://www.ideglobal.org/>
 - Designs & sells solutions to poor farmers
 - Human-centered design
 - Talks to a community with a problem
 - Listens to what the community has to say
 - Co-creates a solution that comes from the community's own ideas & aspirations



Frugal innovation

- For a frugal innovation to have a positive impact on a grassroots community, it needs to be:
 - (1) Safe to use
 - (2) Simple to use
 - (3) Swift to adopt/implement
 - (4) Affordable
- Some grassroots community members can be trained up by the social enterprise to sell the innovation to others, using a microconsignment model



Frugal innovation

- A regional example: waterROAM <https://www.wateroam.com/>
 - Is based in Singapore
 - Has developed a range of affordable, easy-to-use water filtration products targeted at rural communities without access to clean water
 - Has trained some community members to sell the products to their neighbors, thus promoting microentrepreneurship



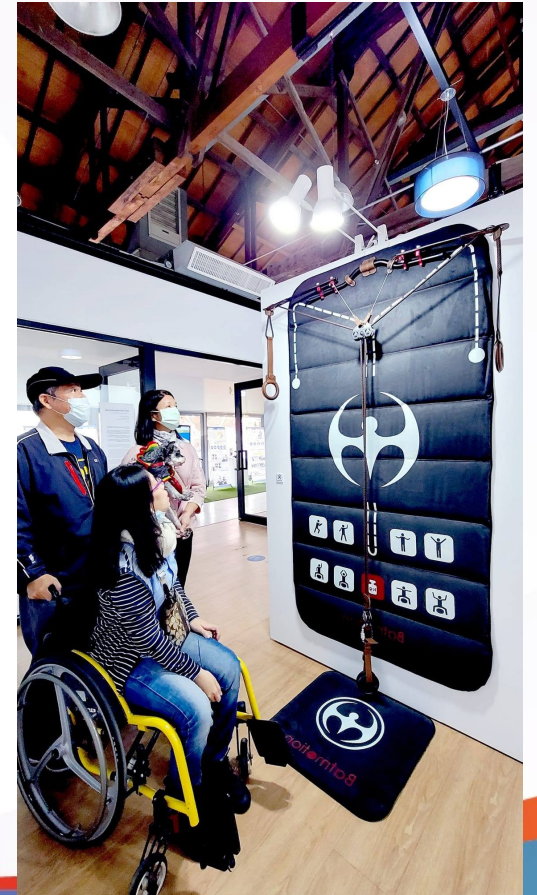
Universal design

- People with disabilities should be viewed as people with different abilities
- The social enterprise can partner them, harness their assets & strengths, in order to co-curate universal designs that are socially inclusive
- To curate impactful universal designs, the social enterprise needs to act as a connector, linking together various relevant stakeholders, and leveraging their expertise and resources



Universal design

- A regional example: OurCityLove Social Enterprise
<https://www.facebook.com/OurCityLove>
 - Is based in Taiwan
 - Manages an accessibility information platform
 - Connects businesses with people with different abilities, who serve as consultants to help the businesses become more accessible



Digital learning platform

- A digital learning platform enables students to create their own expansive content (cf. the fixed content of a textbook)
- A digital learning platform enables students to engage in proactive learning (cf. passive learning in classroom teaching)
- In the new normal of COVID-19, digital learning platforms, as well as IT skills of both teachers and students, play an important role in education



Digital learning platform

- A regional example: mLang
<https://www.mlang.com.hk/?lang=en>
 - Is based in Hong Kong
 - Has developed a language-learning app, targeted at grassroots students struggling to learn English as a 2nd language & ethnic minority students struggling to learn Chinese as a 2nd language
 - School teachers are key partners



Social, environmental & economic sustainability

- The social enterprise can organize technology-based initiatives for the community, building up community resilience, & contributing to social sustainability
- The social enterprise can advise businesses on investing in environmentally sustainable products & business models, encouraging the businesses to engage in corporate innovations, & contributing to environmental sustainability



Social, environmental & economic sustainability

- The social enterprise can conduct digital upskilling programs for the community, bridging the digital divide in the community, & contributing to economic sustainability



Social, environmental & economic sustainability

- A regional example: Sustainable Living Lab
<https://www.sl2square.org/>
 - Operates in Singapore, Indonesia & India
 - Designs innovative, sustainable solutions to problems
 - Conducts workshops & training programs on technologies & innovation
 - Offers consultancy services to businesses on developing sustainable products & business models



Crossing boundaries

- When the social enterprise diffuses its technological innovation across cultural & international boundaries,
 - (1) The social enterprise might need to adapt the innovation for different cultural & national contexts
 - (2) Sociocultural issues might complicate the adoption of the innovation by communities in different cultural & national contexts



Crossing boundaries

- When the social enterprise diffuses its technological innovation across cultural & international boundaries,
 - (3) The social enterprise might face issues related to IP protection, funding, HR, & development of new organizational partnerships

