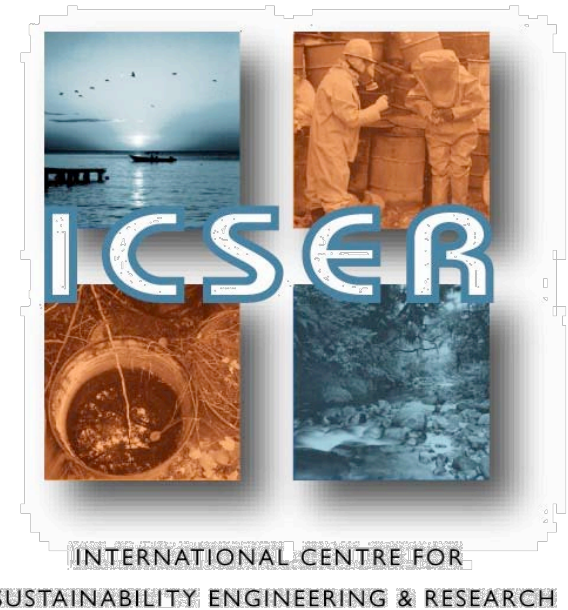


towards
System Innovation
for
Sustainability



by
A. İdil Gaziulusoy
Ph.D. Candidate

Department of Civil and Environmental Engineering
Sustainability Engineering Program
The University of Auckland
New Zealand

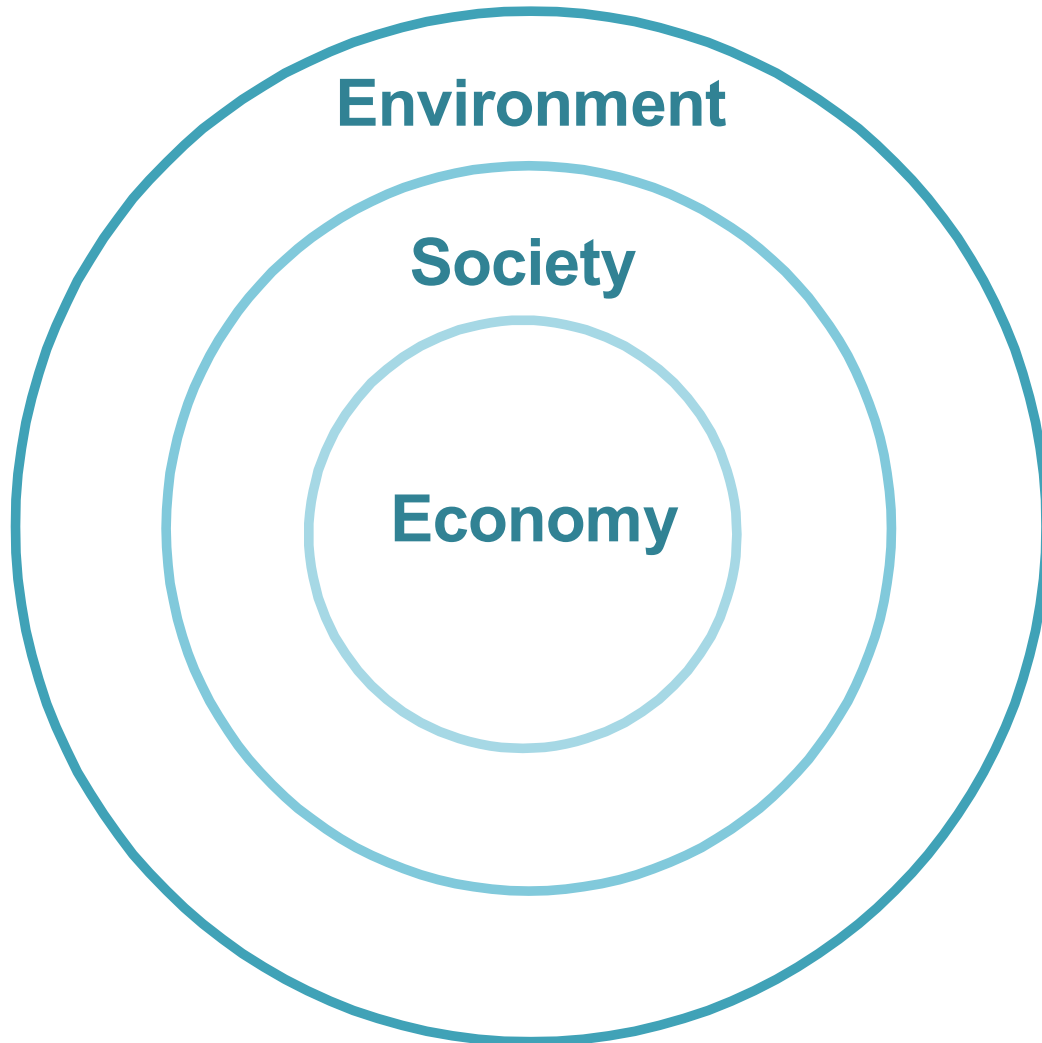
29 February 2008

INTRODUCTION: Sustainability

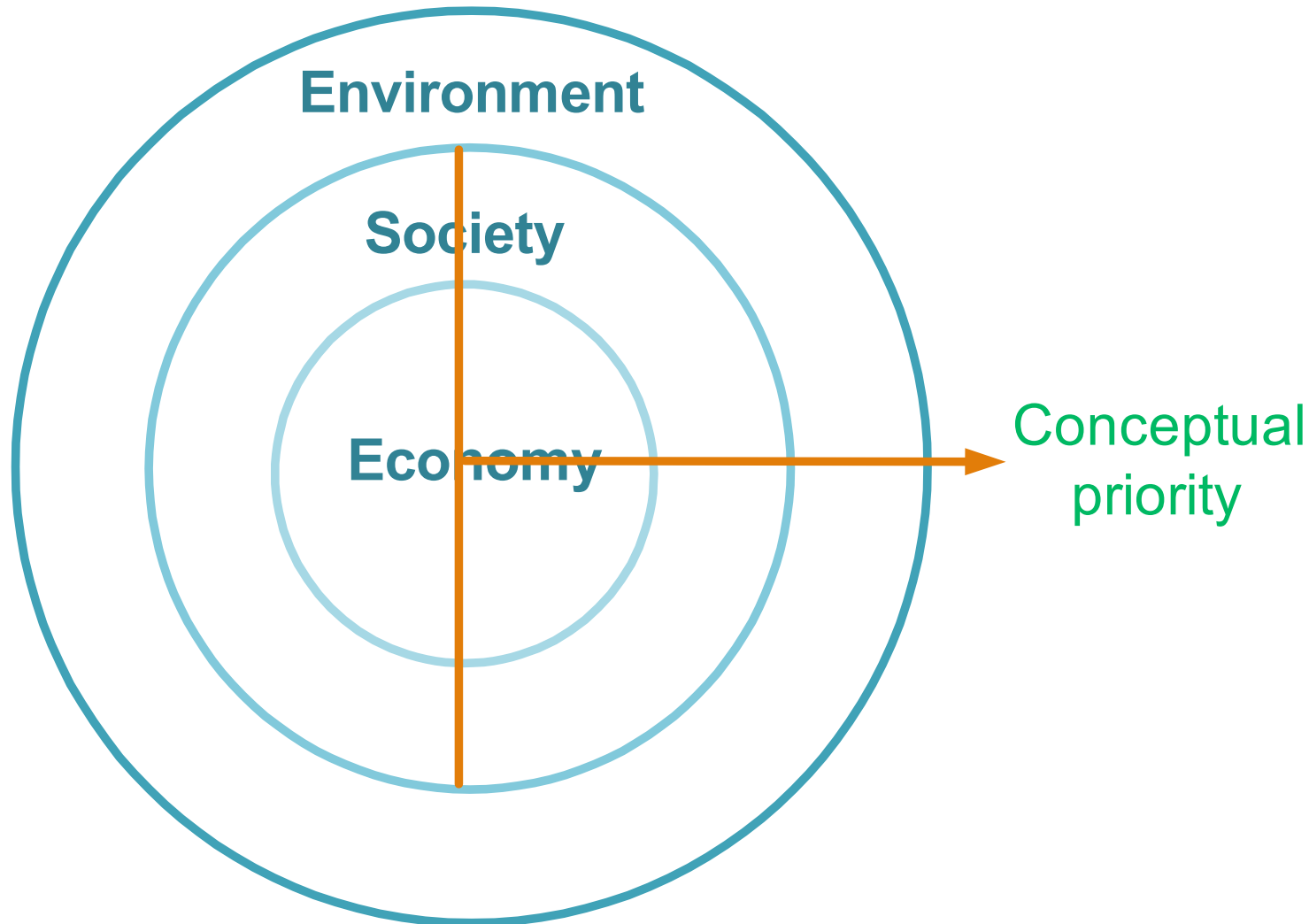
Sustainable Development

is the development that meets the needs of the present without compromising the ability of future generations to meet their own needs (WCED, 1987).

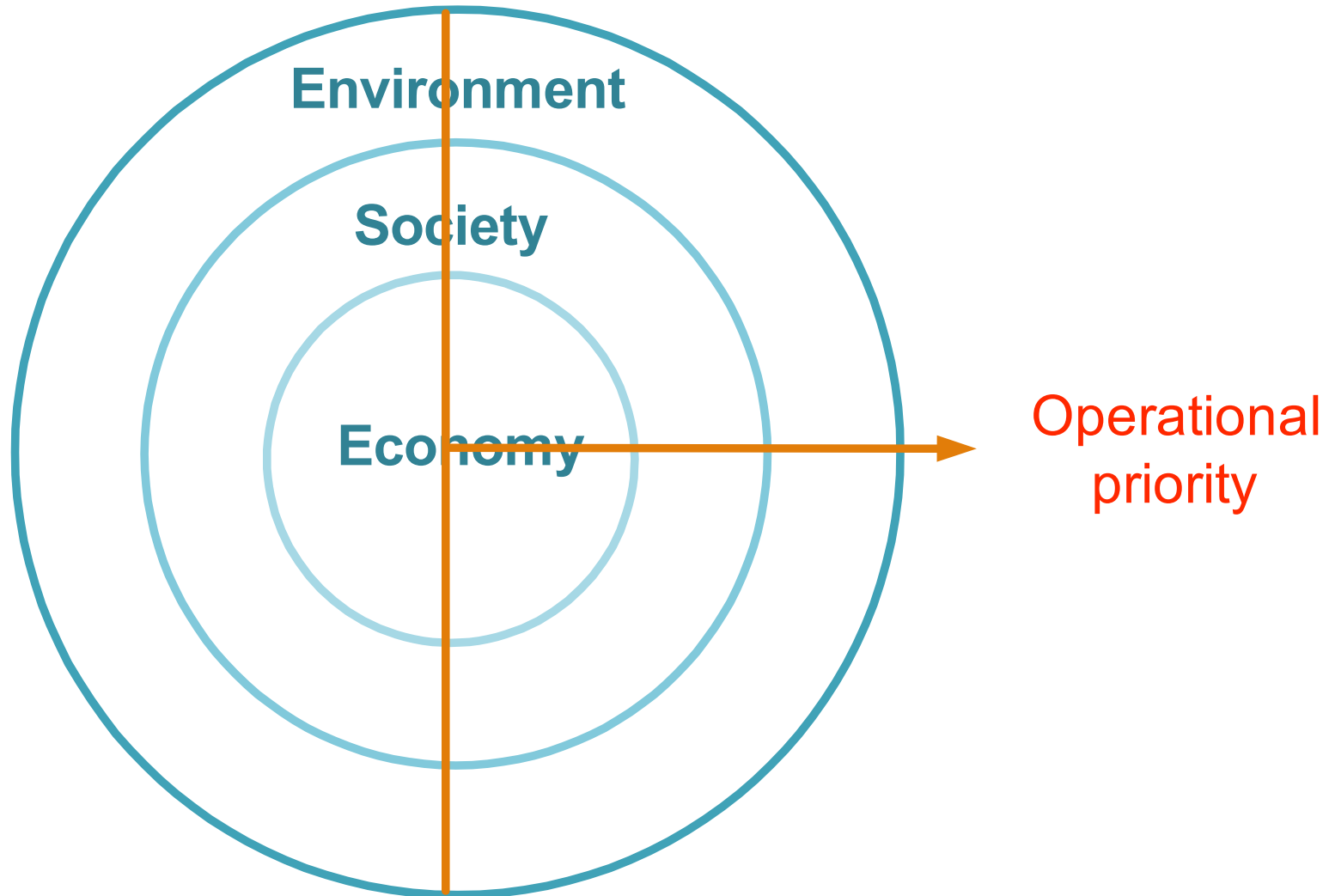
INTRODUCTION: Sustainability



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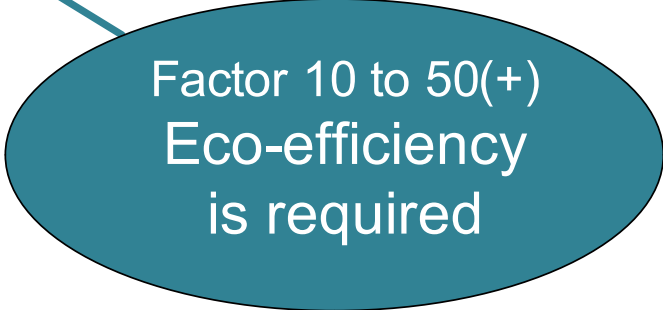


INTRODUCTION: Radicalism

Factor 10 to 50(+)
Eco-efficiency
is required

INTRODUCTION: Radicalism

Only Factor 2 to 3
improvements possible
through changes in
established technologies



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INTRODUCTION: Radicalism

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Path-breaking in
current technologies
is needed

Factor 10 to 50(+)
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INTRODUCTION: Radicalism

Only Factor 2 to 3 improvements possible through changes in established technologies

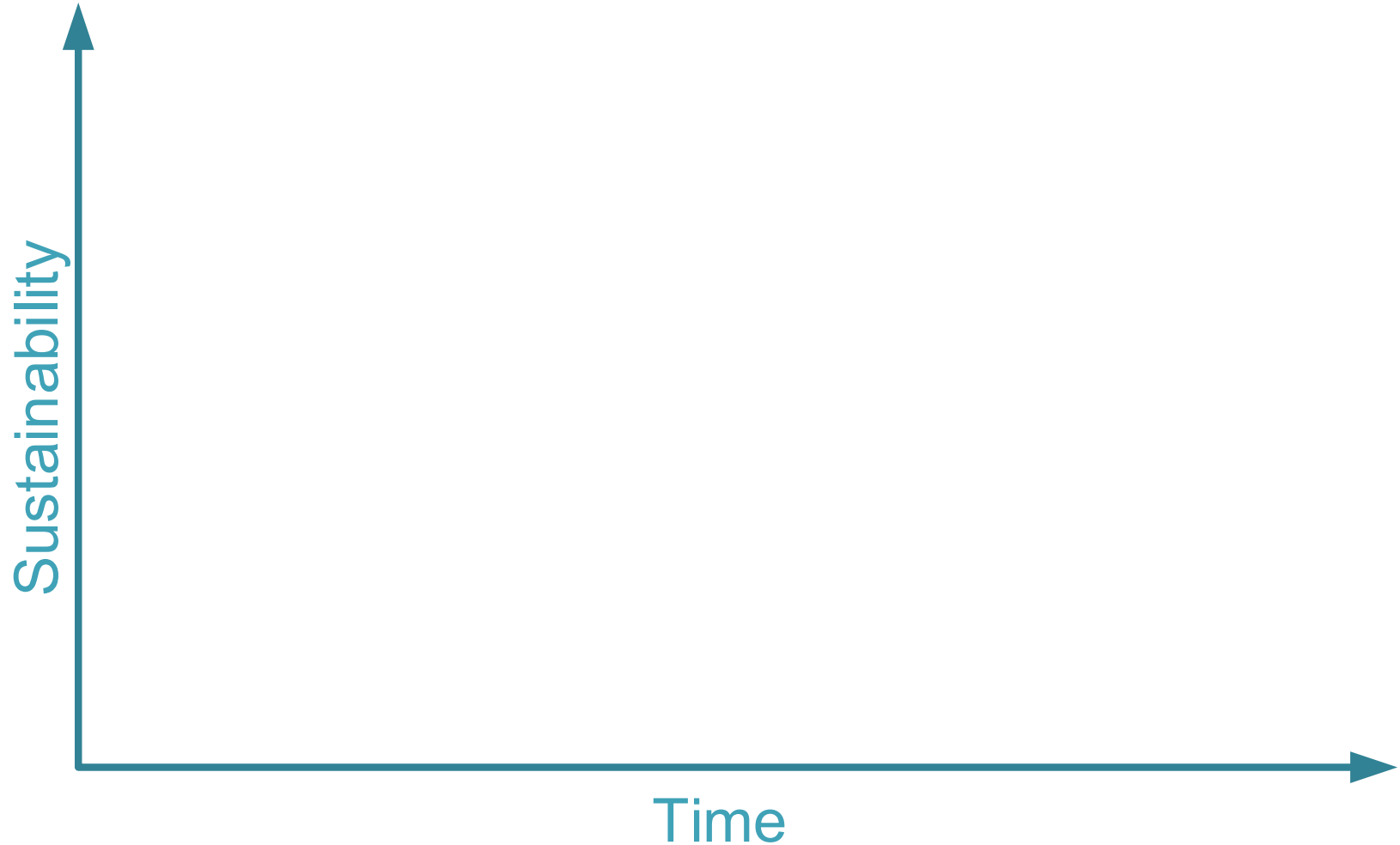
Path-breaking in current technologies is needed

Factor 10 to 50(+)
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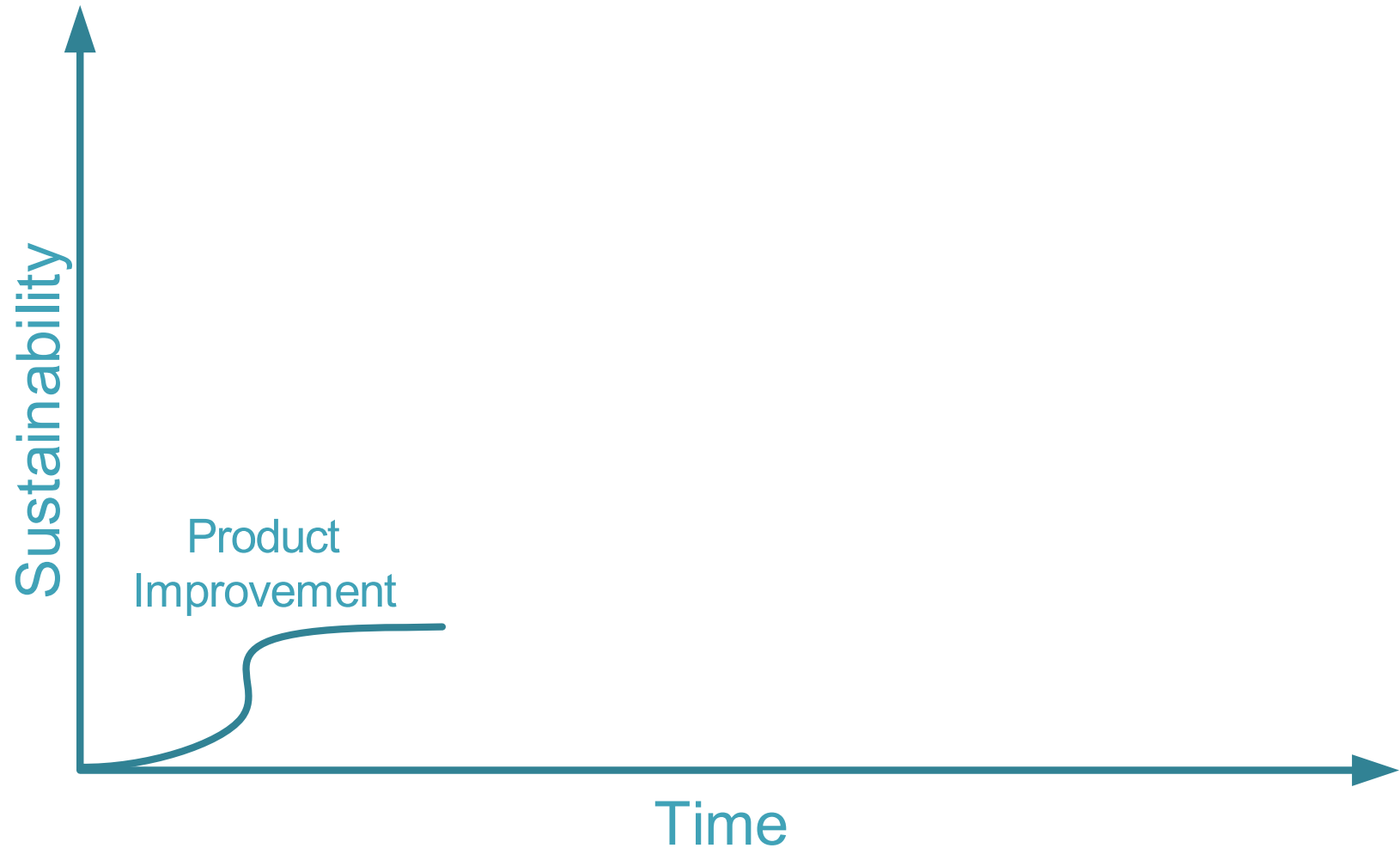
A strategic program
and vision covering
long-term is advisable

Technology: Levels of Innovation

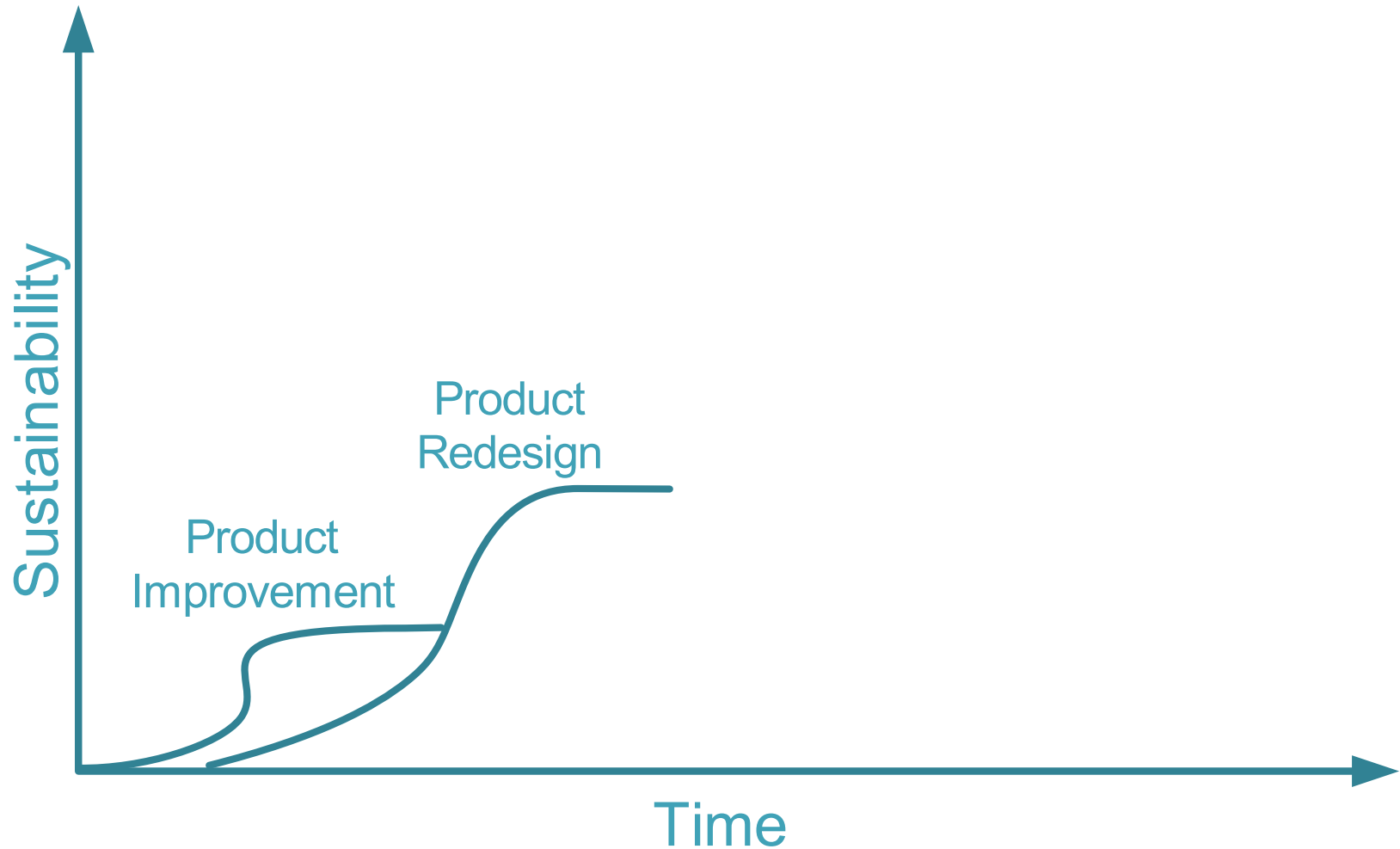
Technology: Levels of Innovation



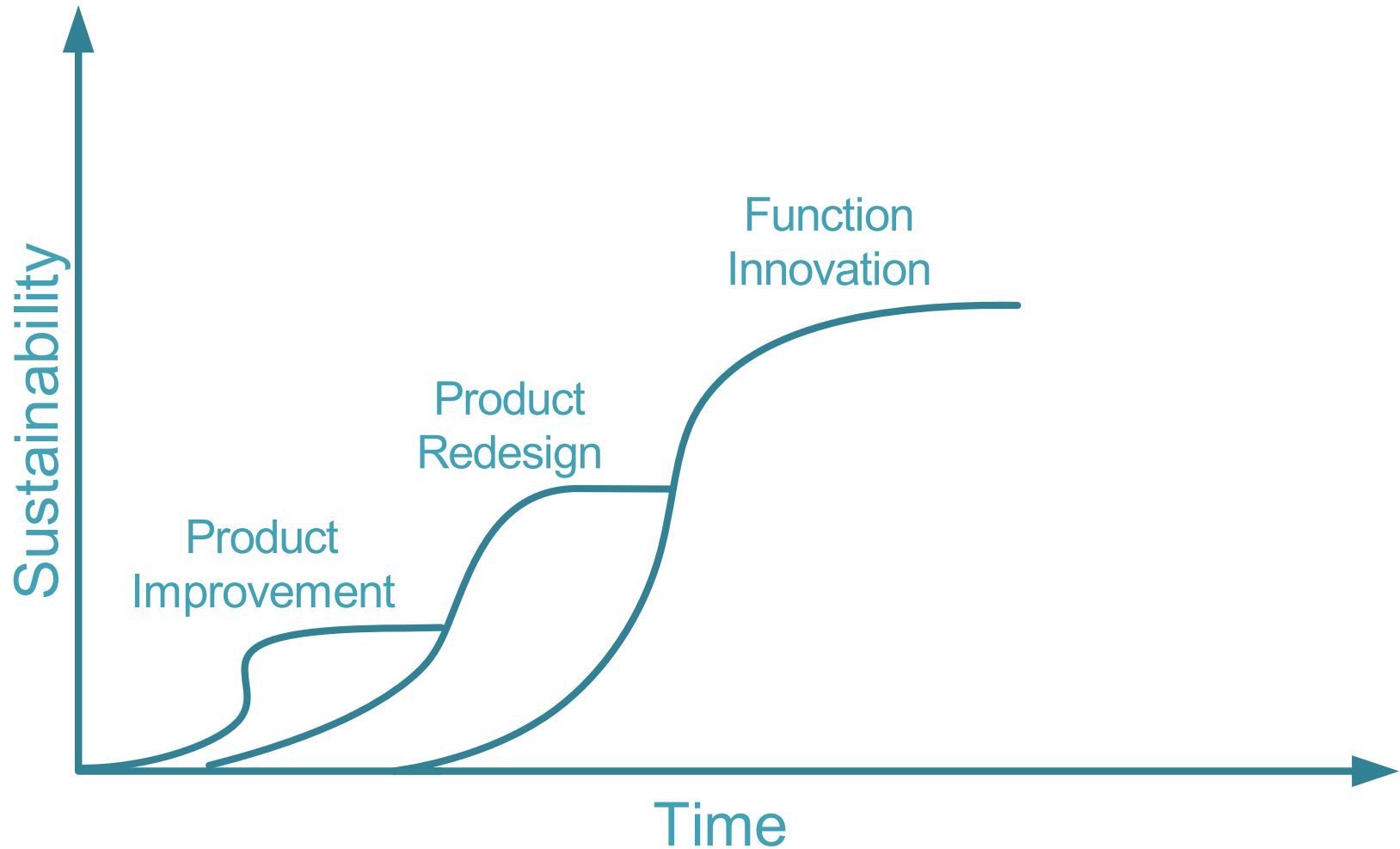
Technology: Levels of Innovation



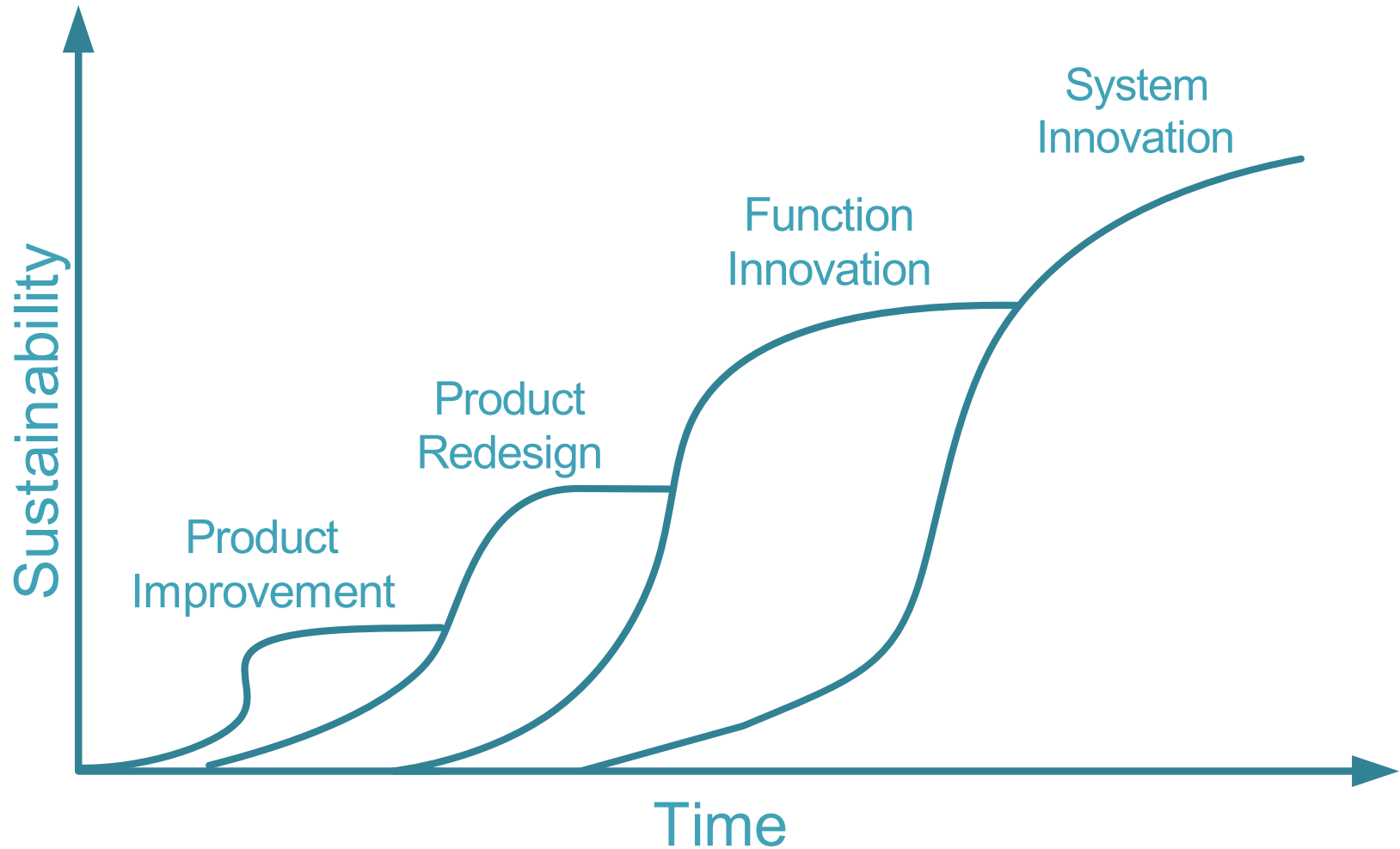
Technology: Levels of Innovation



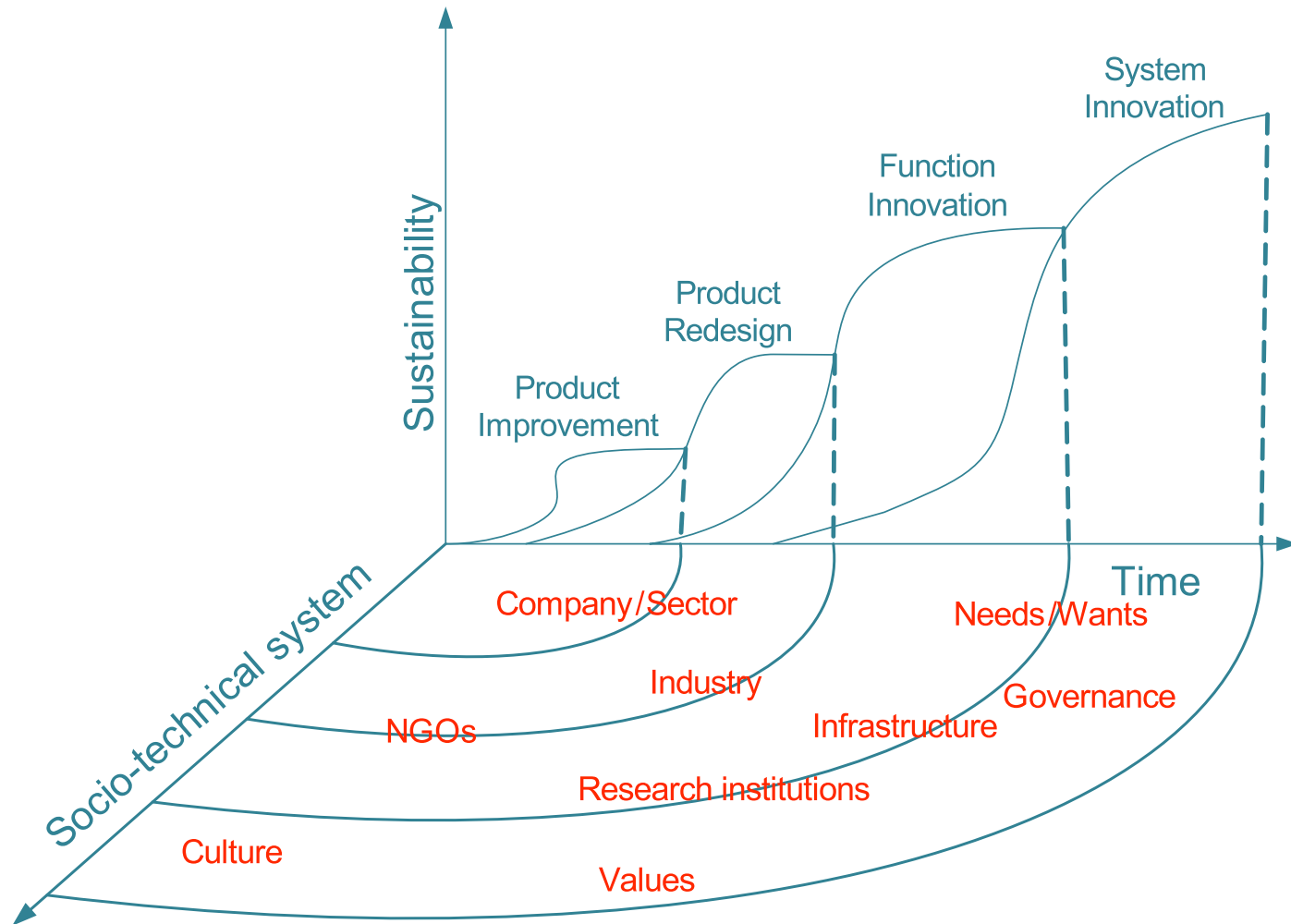
Technology: Levels of Innovation



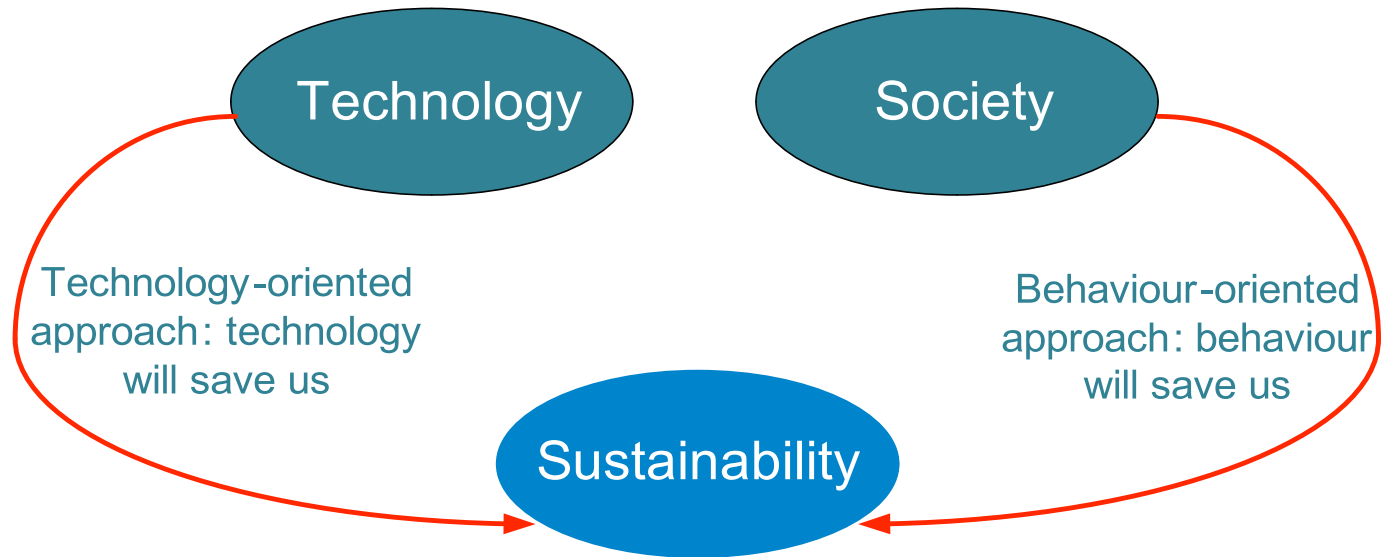
Technology: Levels of Innovation



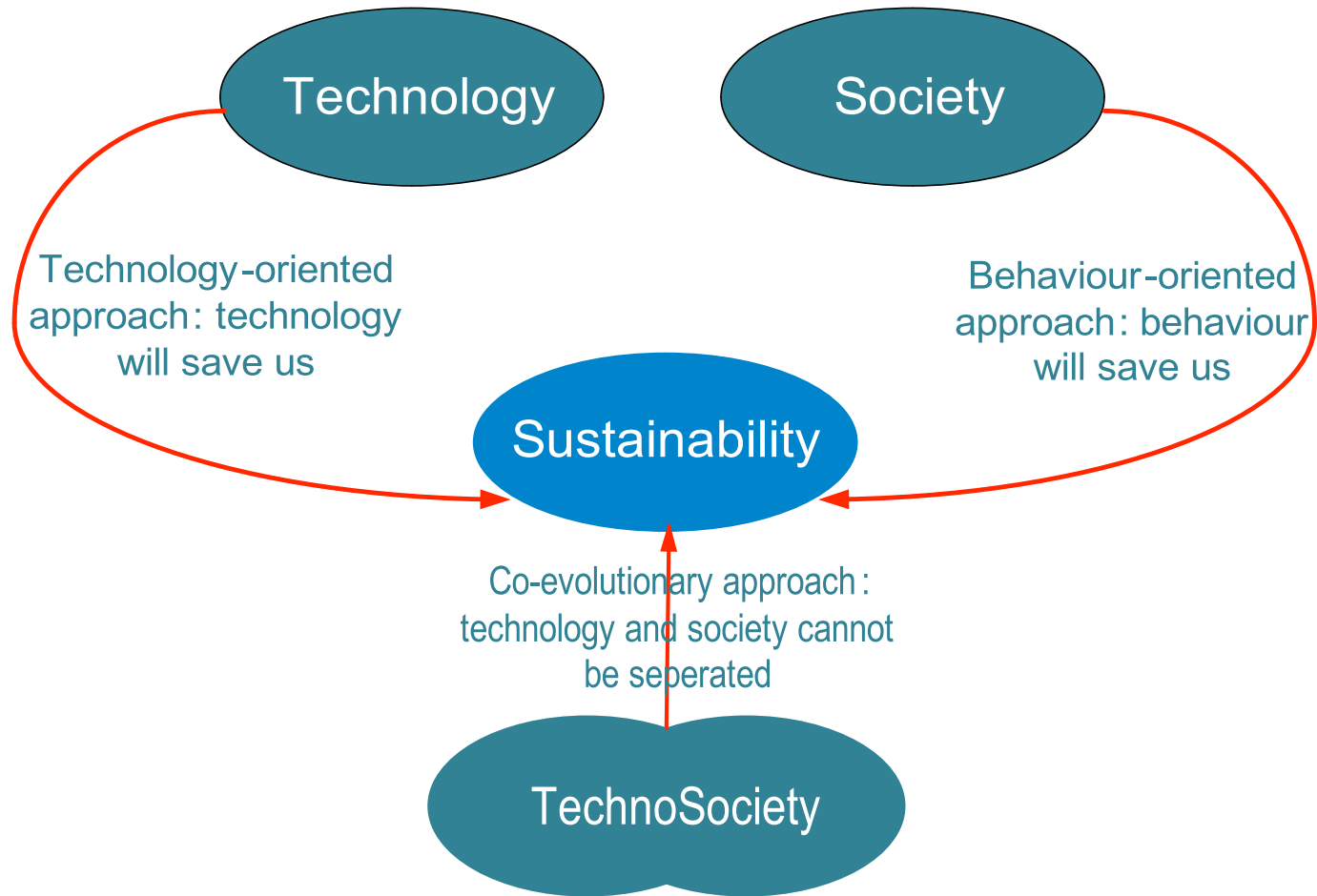
Technology: Third Dimension



Technology: Co-evolution



Technology: Co-evolution



Co-evolutionary Theories: Critique

Sociological approaches:

- Social construction of technology;
- Socio-cognitive approaches;
- Domestication;
- Social mechanisms;

Socio-technical approaches:

- Actor-network theory

Economic approaches:

- Technology life-cycle approach;
- Economic path-dependence perspective;
- Technological substitution models;
- Economic substitution approaches; and
- Evolutionary economics.

•Co-evolution of two or three aspects (e.g. science/technology, technology/culture, technology/users);

•Not sufficiently broad

(Geels, 2005)

Co-evolution: Multi-Level, Dynamic

Co-evolution: Multi-Level, Dynamic

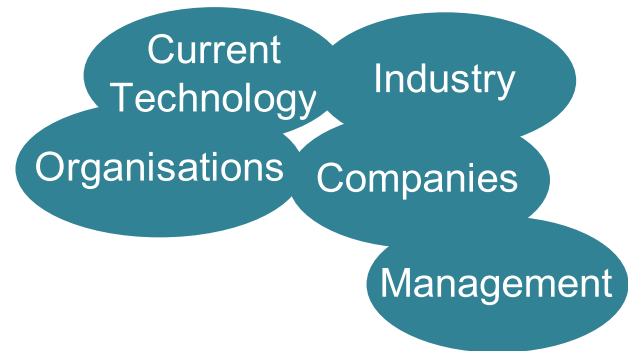
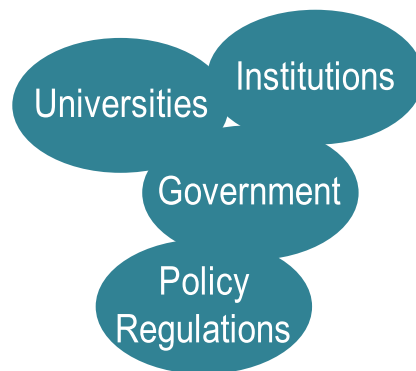
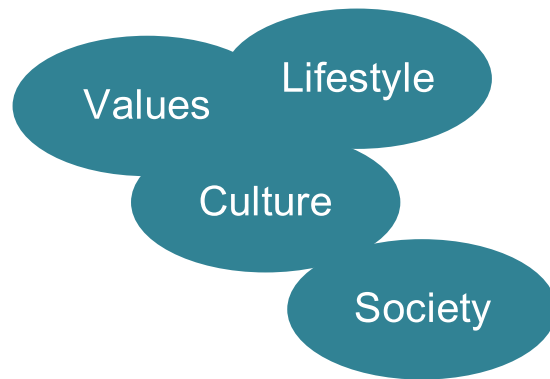
Society

Current
Technology

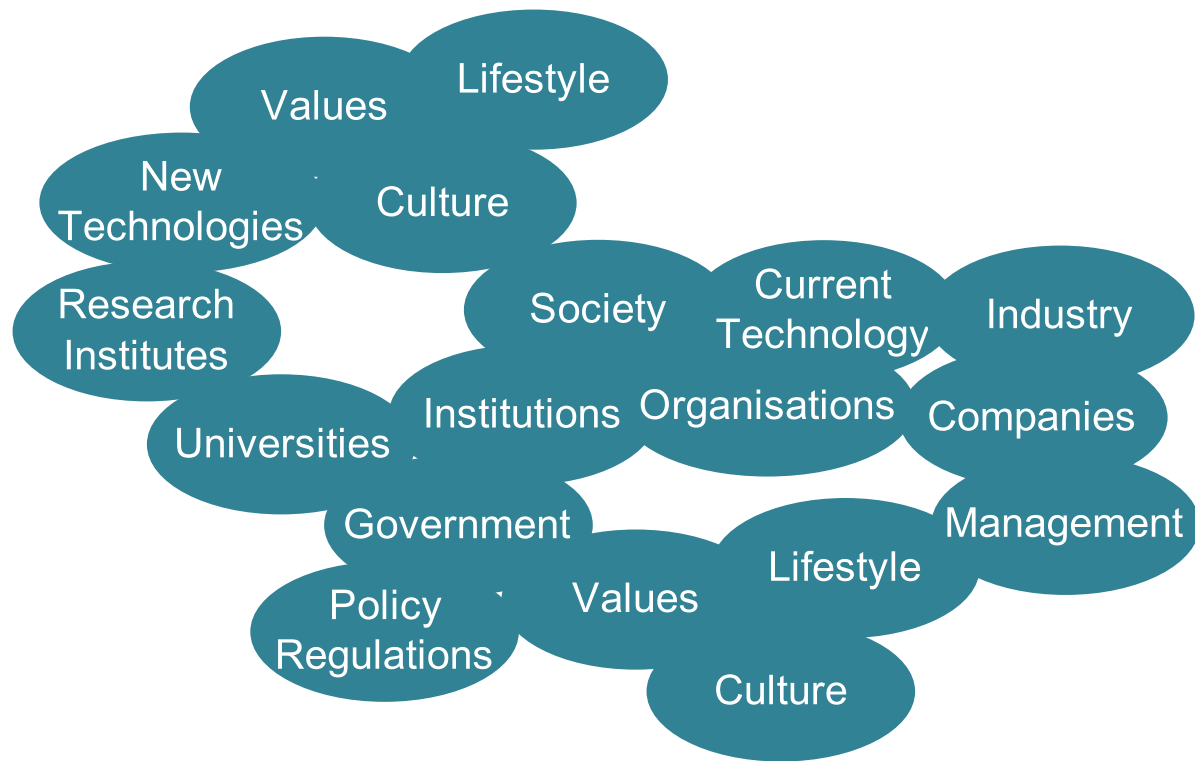
Institutions

Organisations

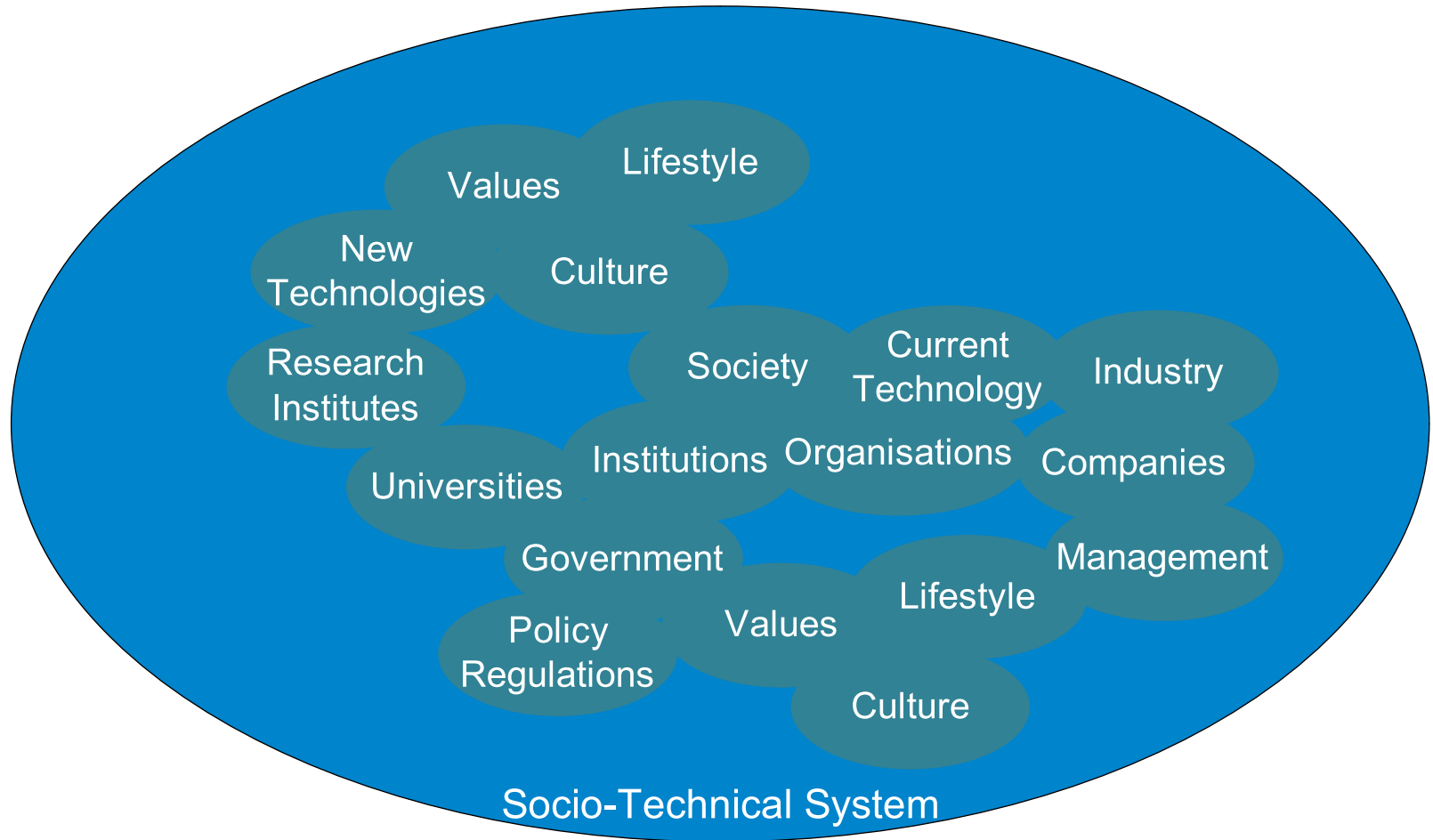
Co-evolution: Multi-Level, Dynamic



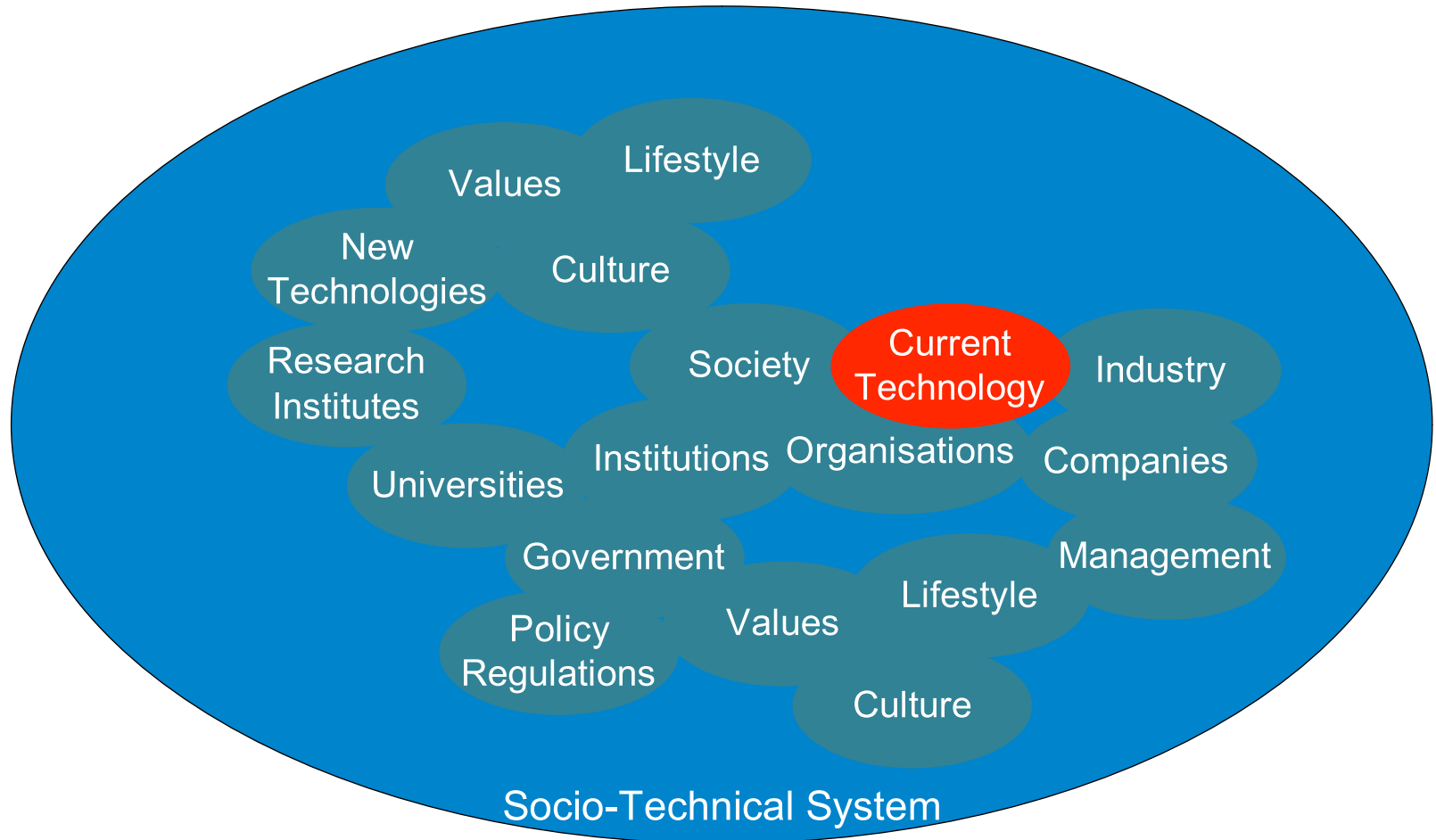
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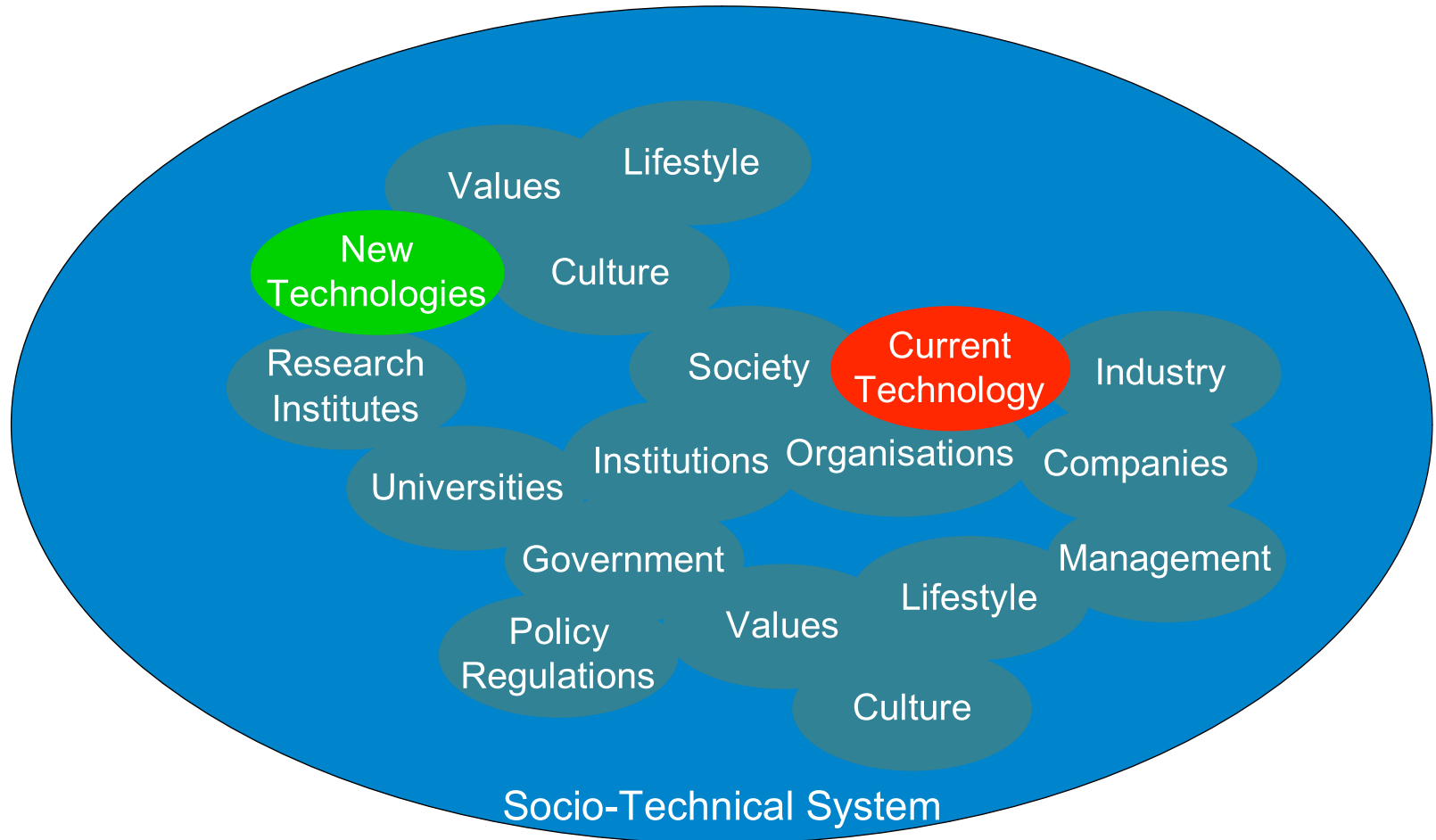
Co-evolution: Multi-Level, Dynamic



Co-evolution: Multi-Level, Dynamic

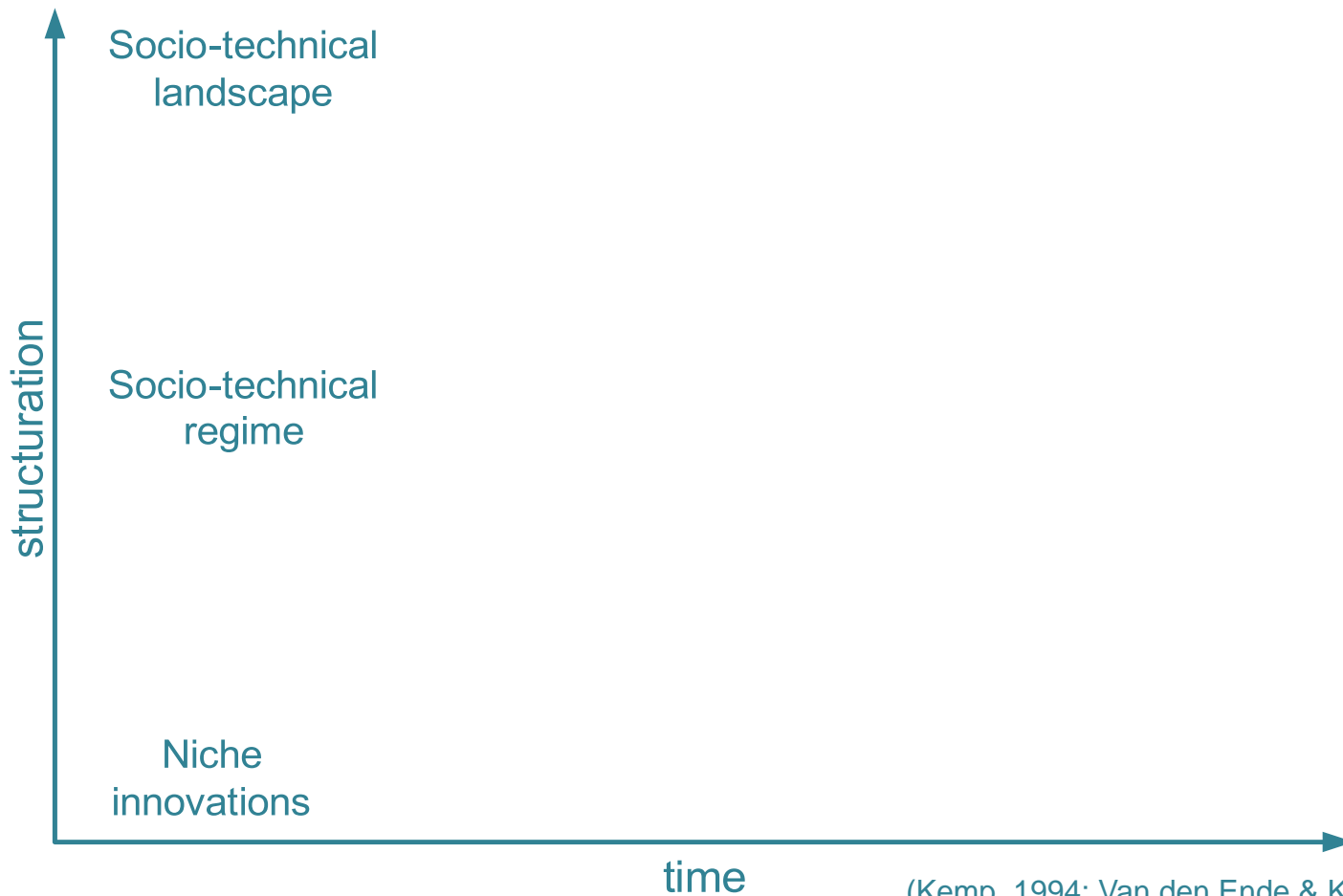


Co-evolution: Multi-Level, Dynamic



Innovation Model:

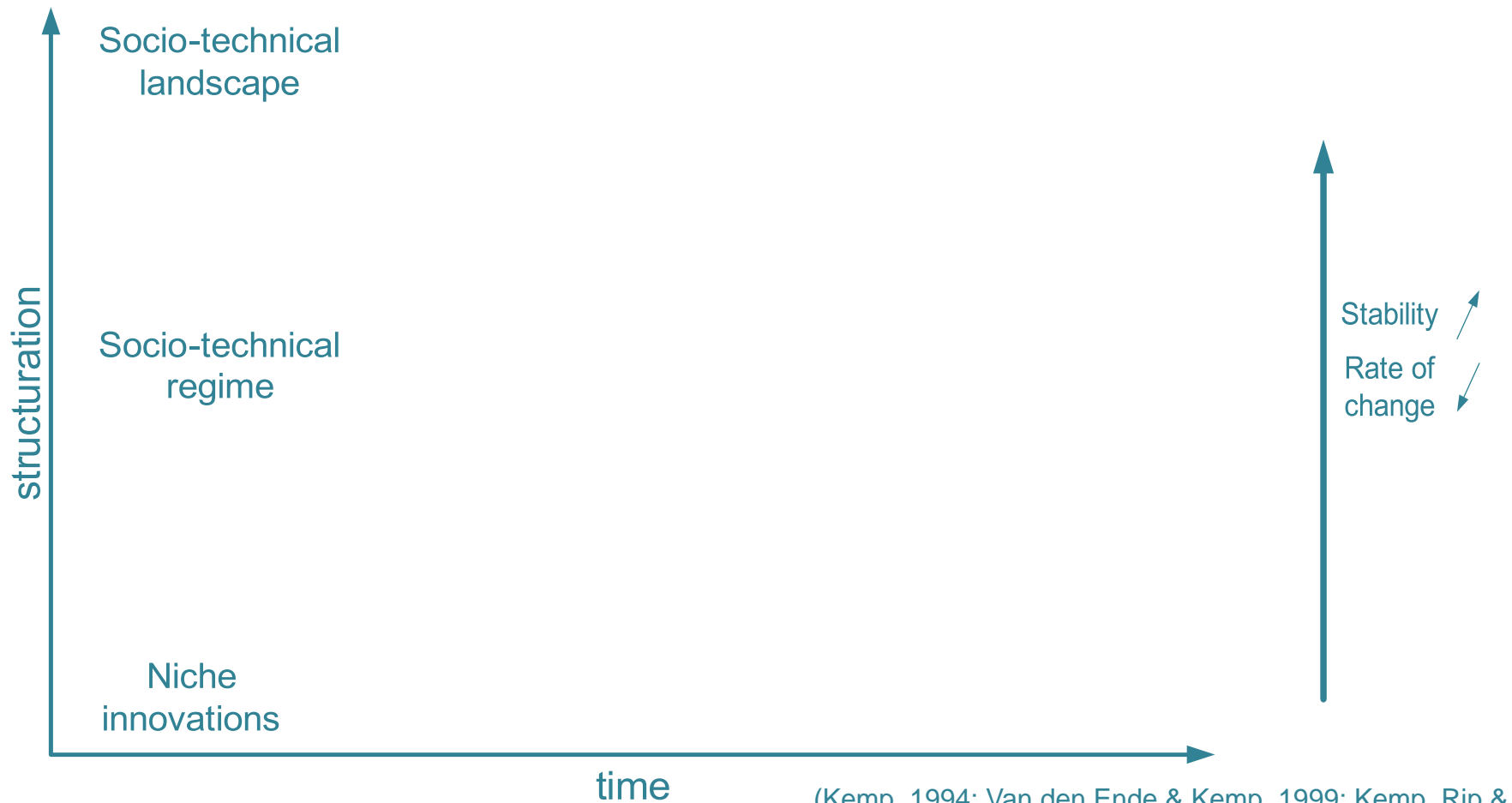
Multi-level Socio-technical System



(Kemp, 1994; Van den Ende & Kemp, 1999; Kemp, Rip & Schot, 2001; Geels, 2005; Geels & Schot, 2007)

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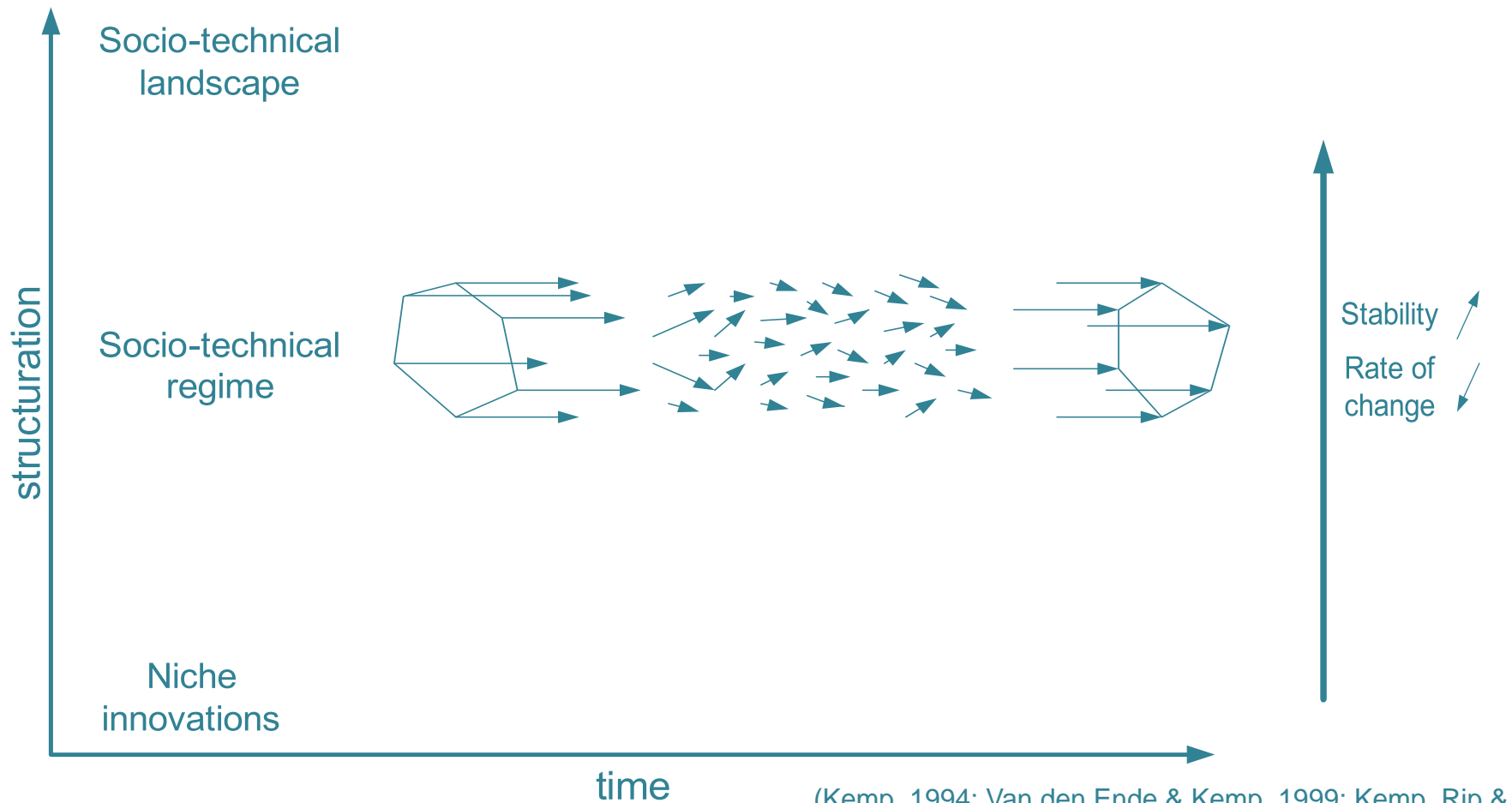
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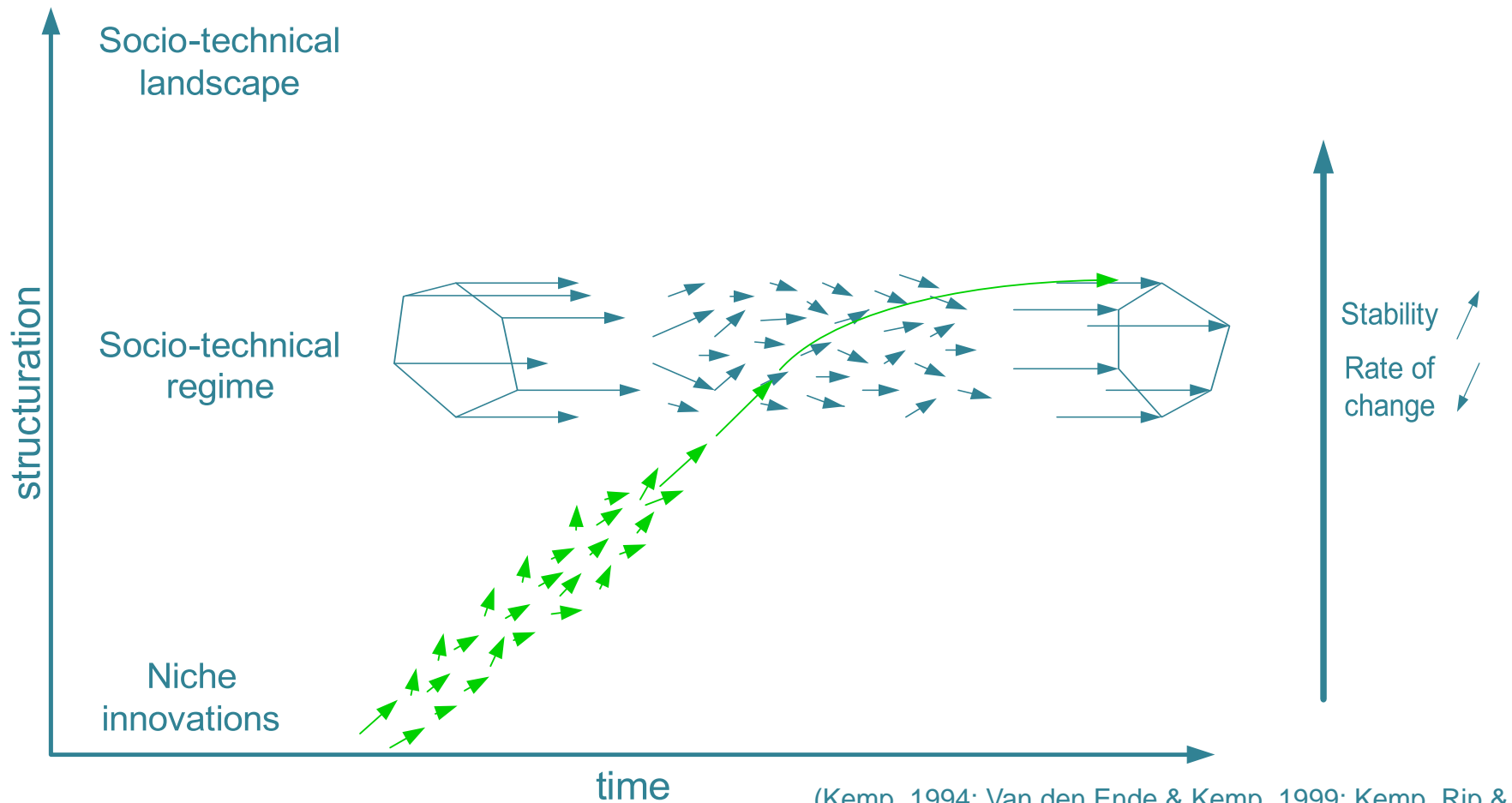
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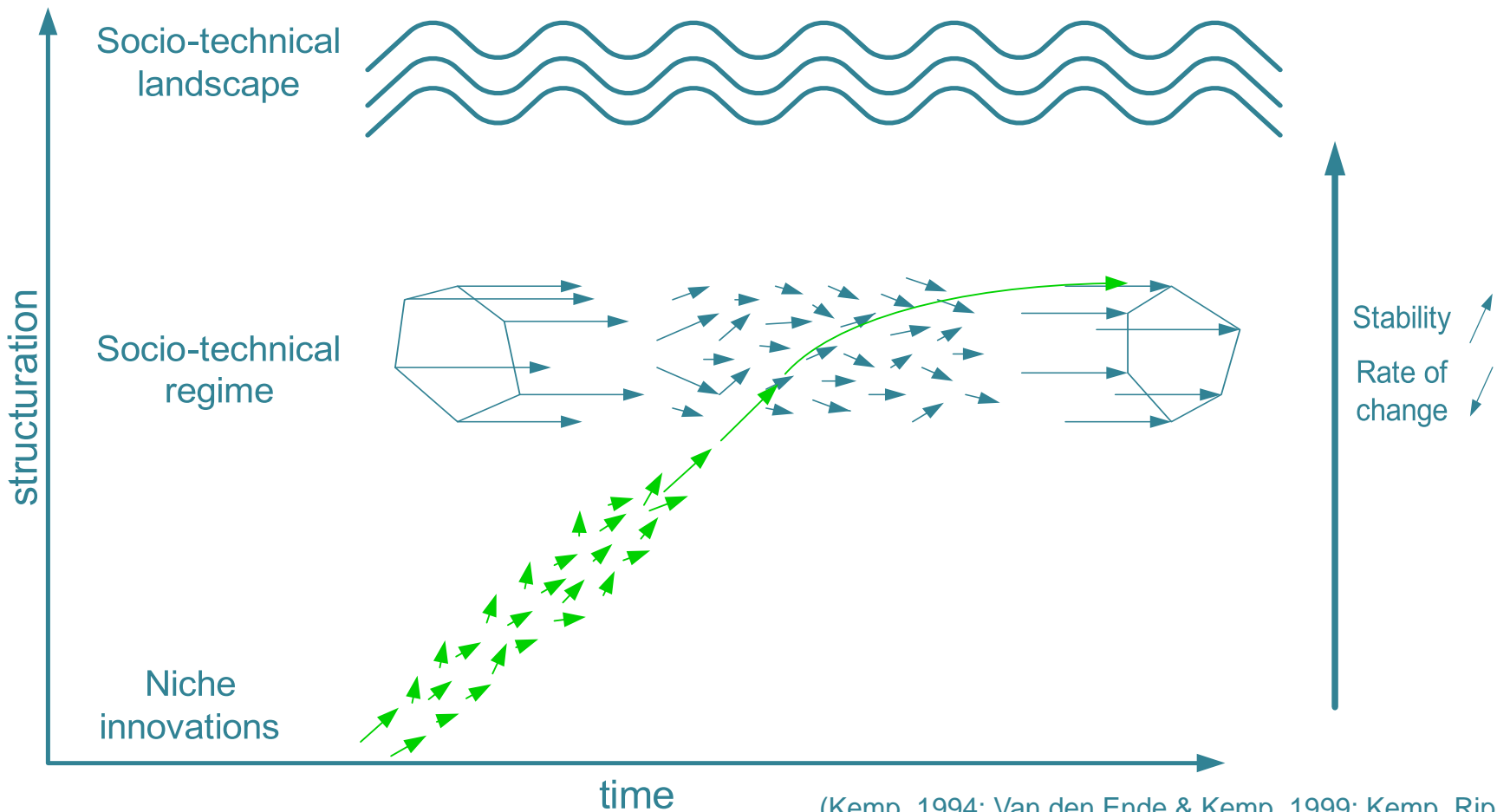
Multi-level Socio-technical System



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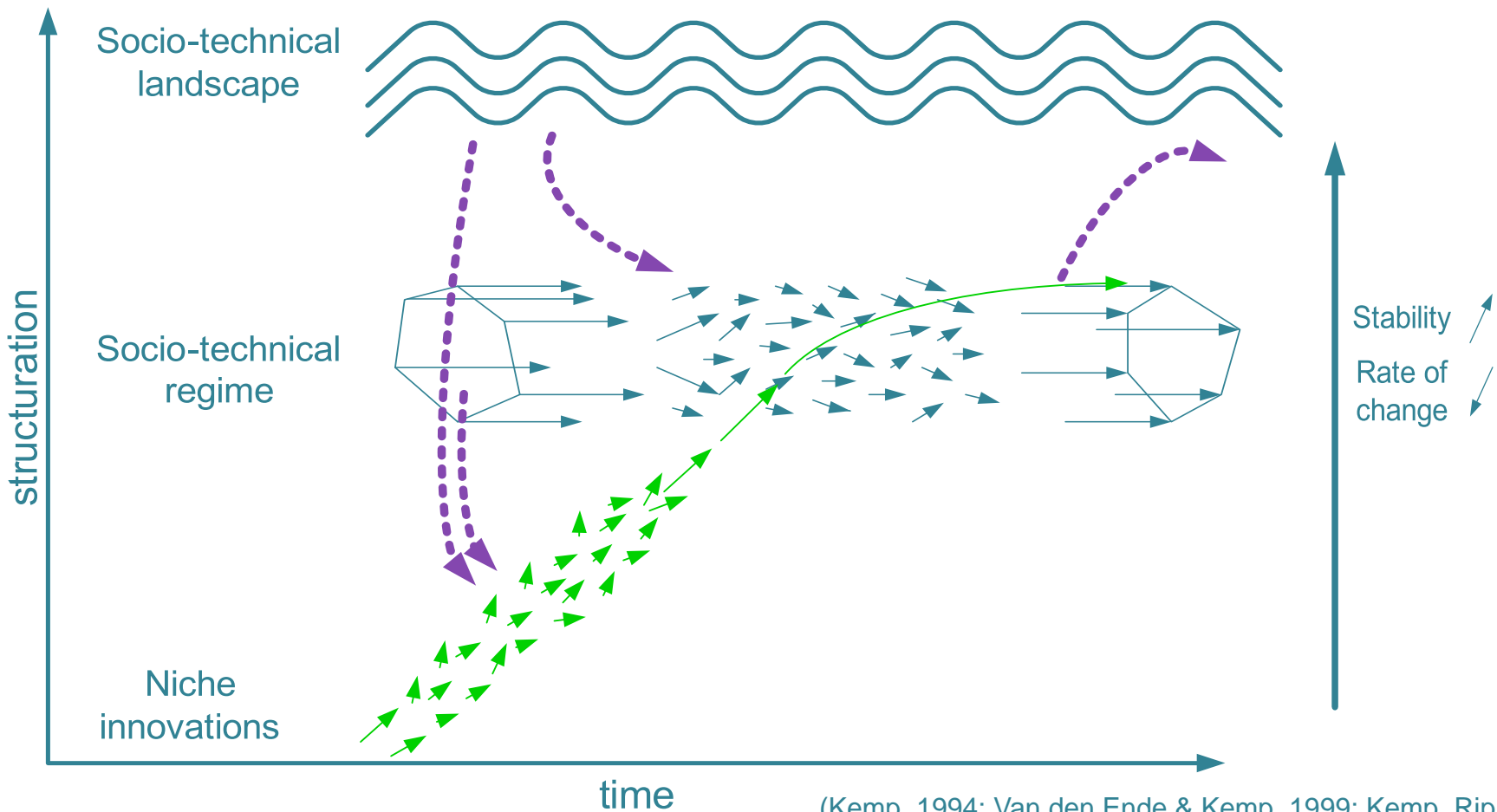
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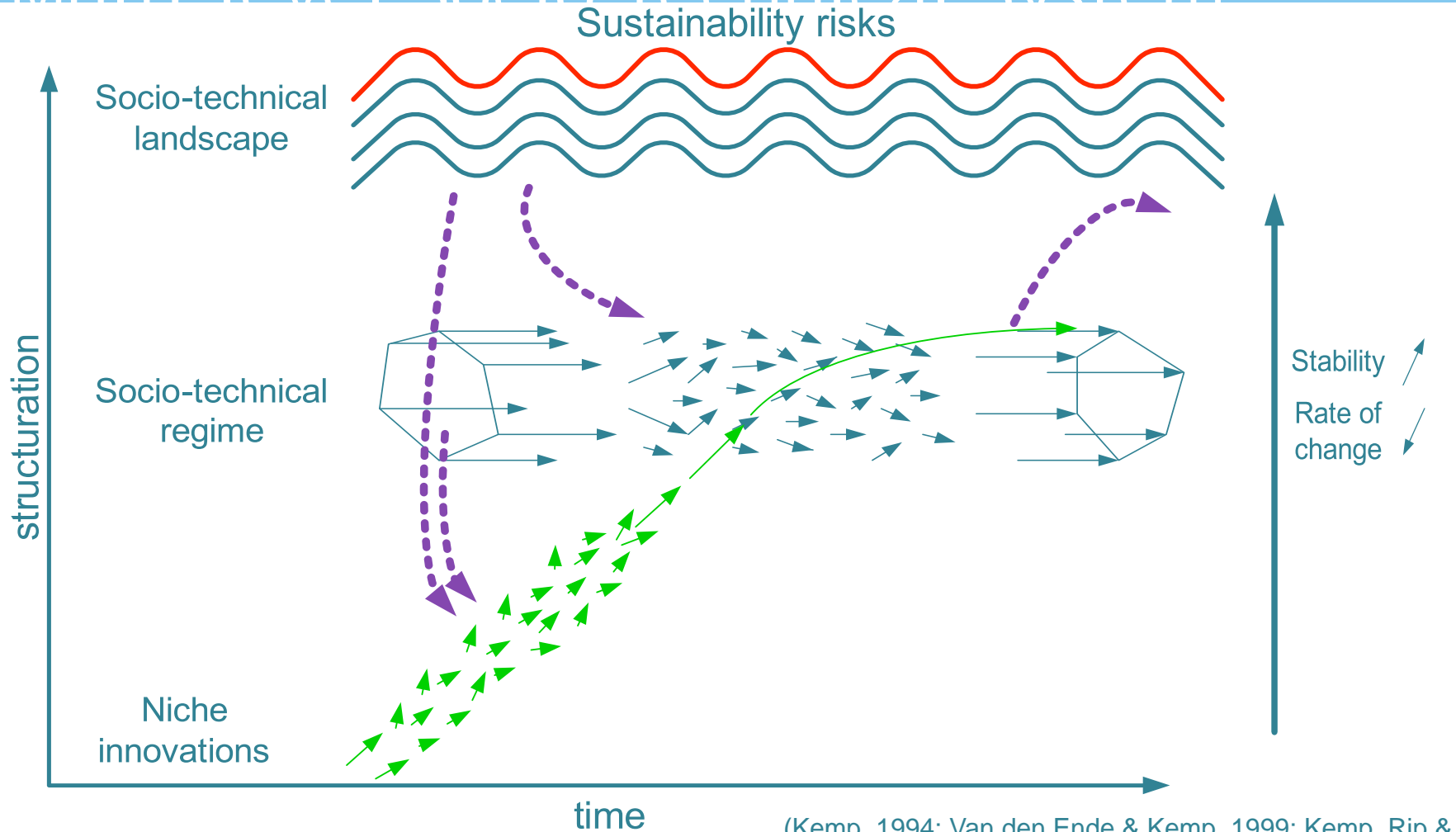
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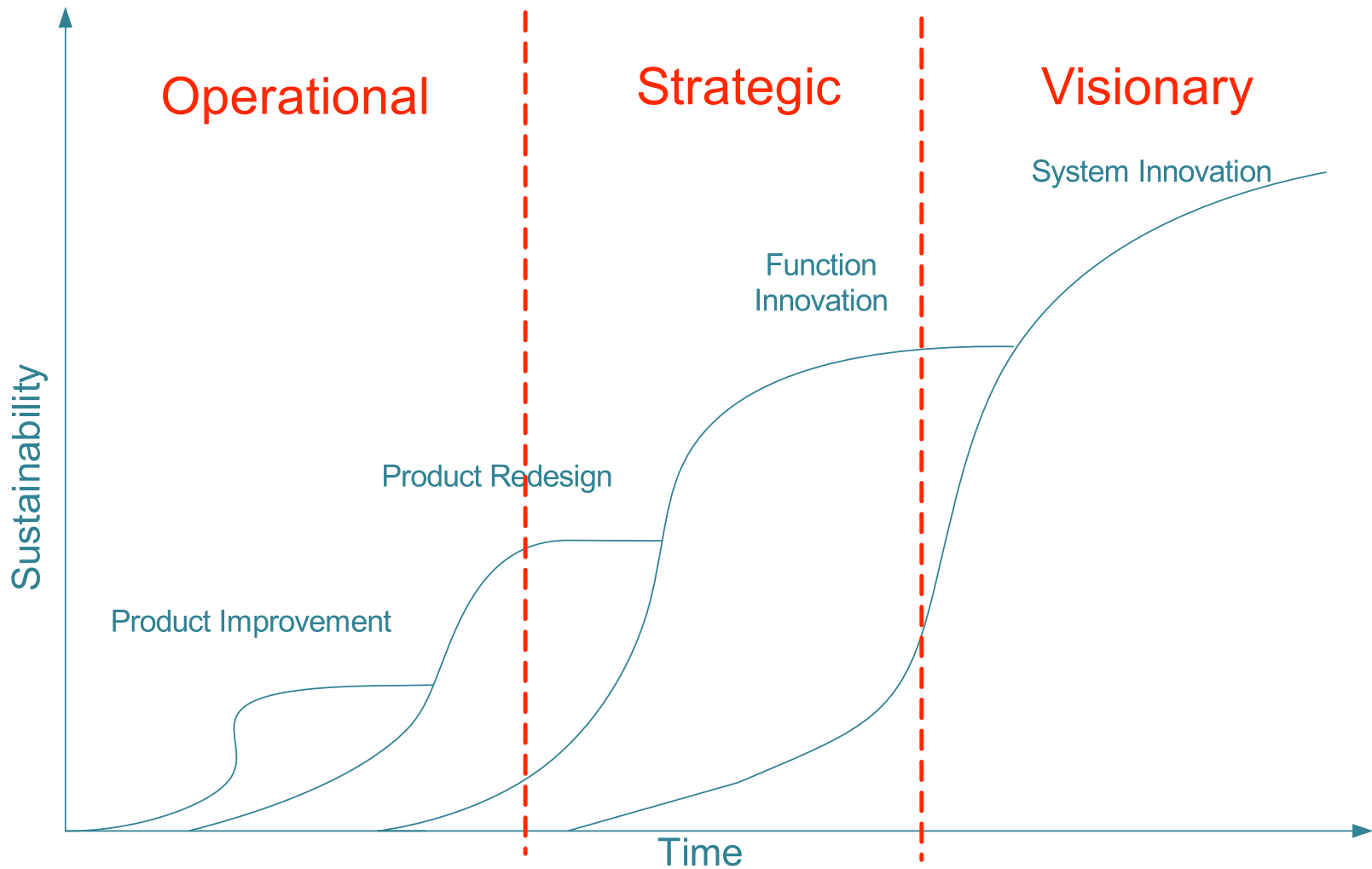
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Technology: Levels of Innovation

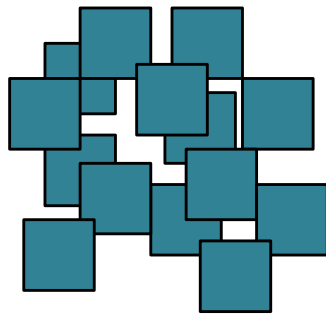


QUESTION CONCERNING FUTURE

Future
50+ years



Desirable → Sustainability
but also
Possible → Technology
Development



Present

Future

Known and understood
and will be changed by
the actors

Unknown and cannot be
understood and will be
created by the actors

SCENARIO TOOLS

- Socio-Technical Scenarios (STS);
- Foresighting-Backcasting (FB); and
- Scenario Network Mapping (SNM).

SOCIO-TECHNICAL SCENARIOS

Background:

- Based on multi-level model of system innovation;
- Scenarios flow from present to future;
- Sustainable energy and transport projects in EU;

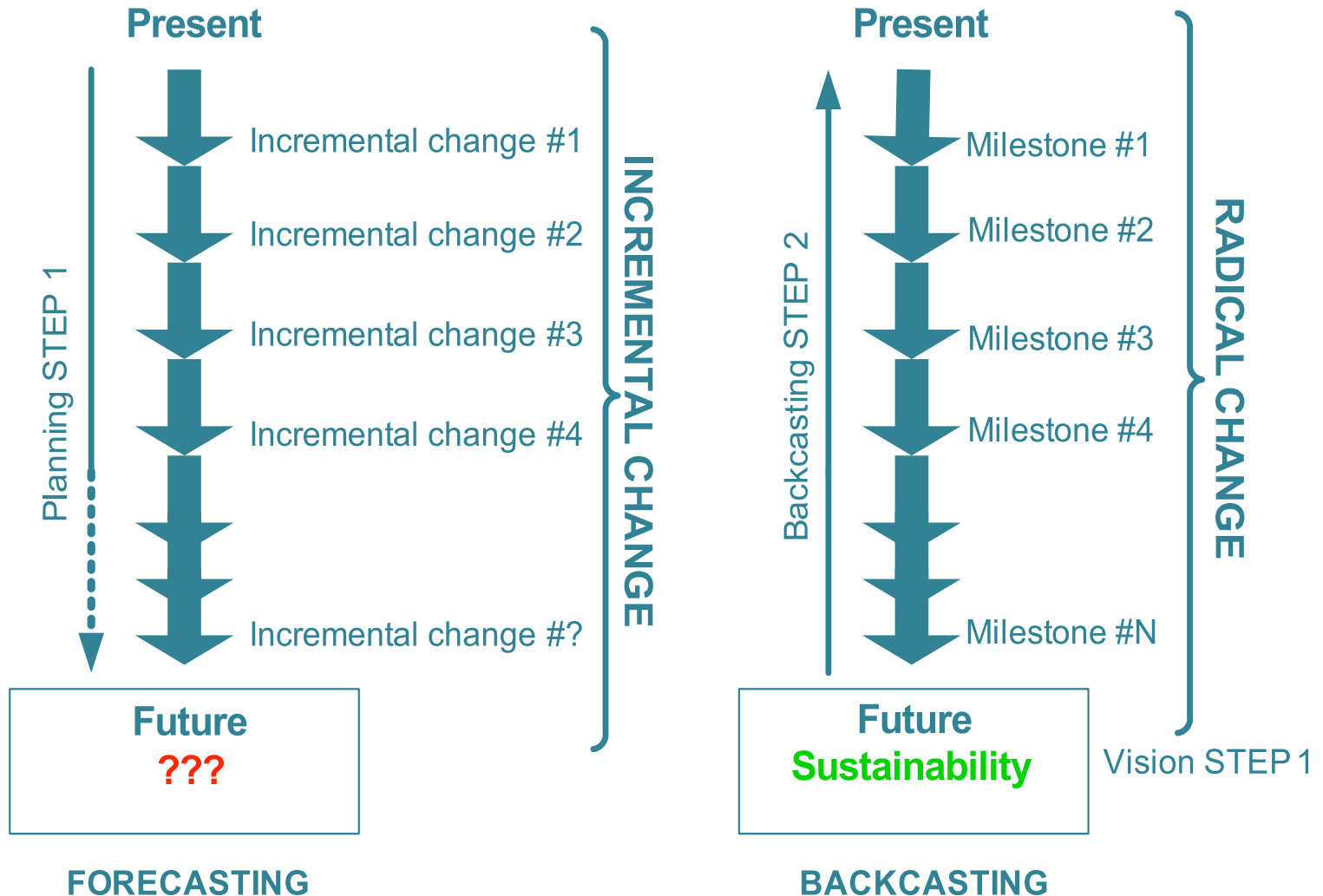
Strengths:

- Systems approach, strong co-evolutionary understanding;
- Acknowledges complexity and dynamism;
- Good understanding about how technology is developed and diffused;

Weaknesses:

- Has no measure for sustainability;
- Simplistic causality;
- Limited time period (20 years);
- Does not address creativity.

FORESIGHTING-BACKCASTING



FORESIGHTING-BACKCASTING

Background:

- Scenarios flow from future to present;
- EU funded Sustainable Technology Development and Sustainable Households (etc.) projects;
- Factor X efficiency for sustainability;

Strengths:

- Influences creativity;
- Suitable for long-term planning;

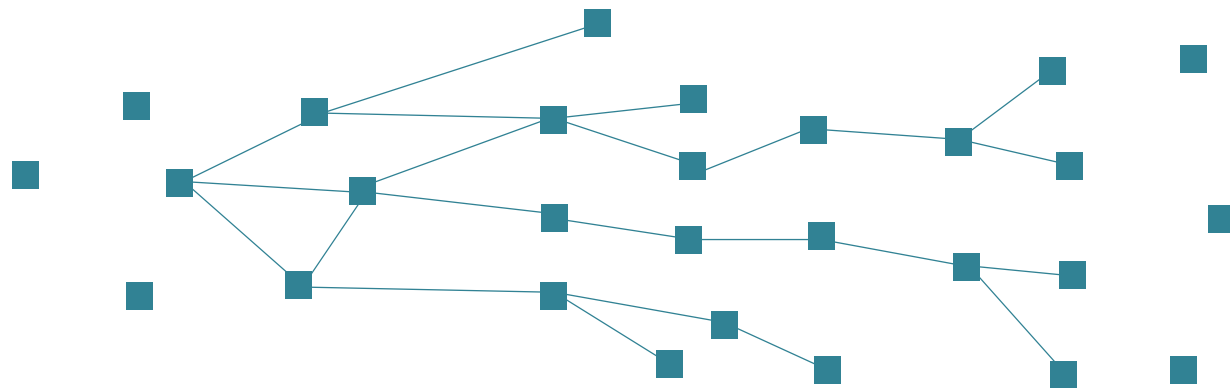
Weaknesses:

- Weak (linear) co-evolutionary approach, does not acknowledge how technology develops and diffuses in reality;
- Only resource efficiency improvements (Factor X).

SCENARIO NETWORK MAPPING

Background:

- Generic scenario development method, can be applied to any context (i.e. technology development, policy development, etc.);
- Developed in Australia by Dr. Dennis List in 2005;
- “Nothing ever happens for a single reason, and an event rarely has only a single outcome” (List, 2007)



SCENARIO NETWORK MAPPING

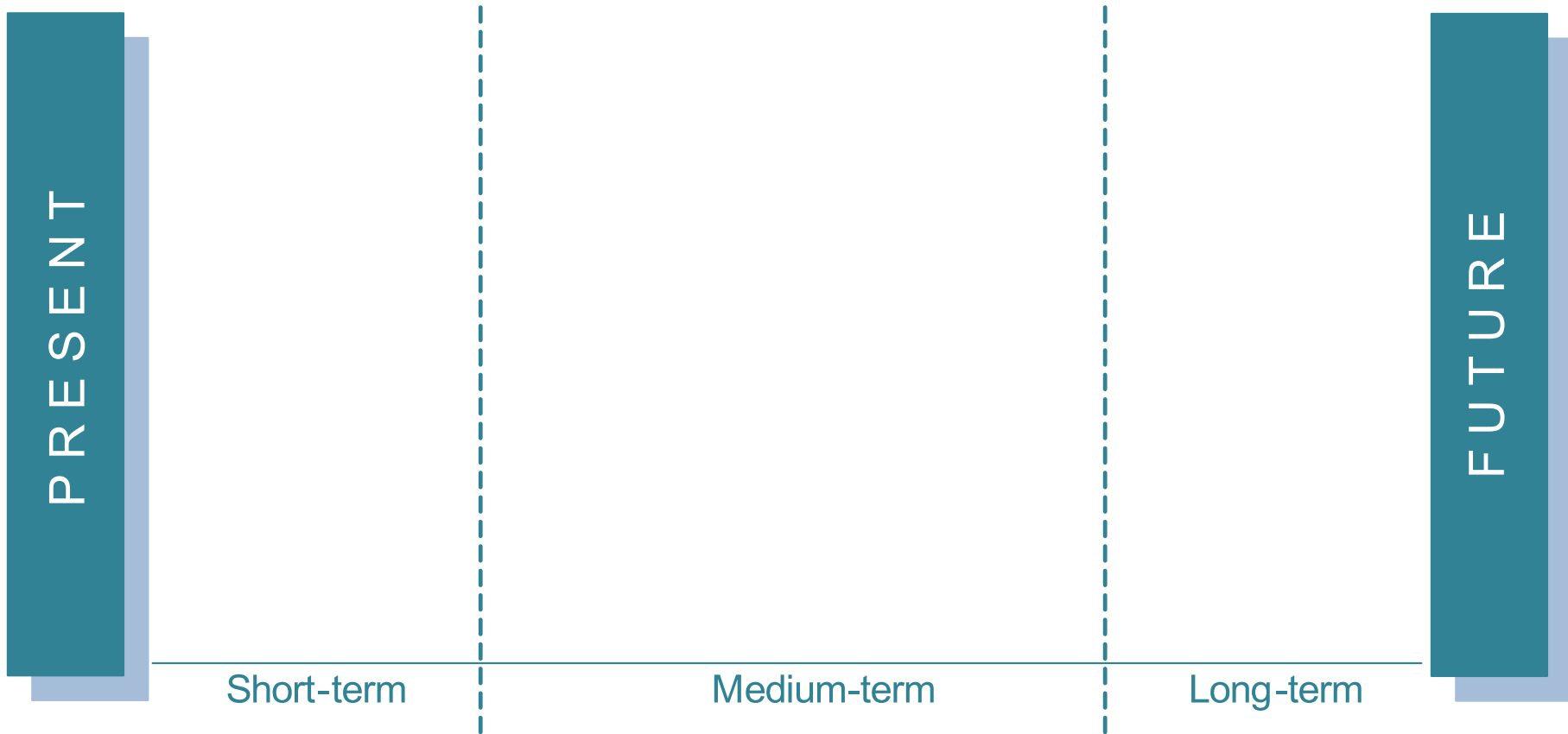
Strengths:

- Multiplistic causality;
- Shows many possible innovation paths;
- Suitable to work in a layered structure (multi-level innovation model);
- Suitable for both scenario flows (i.e. present to future, future to present)

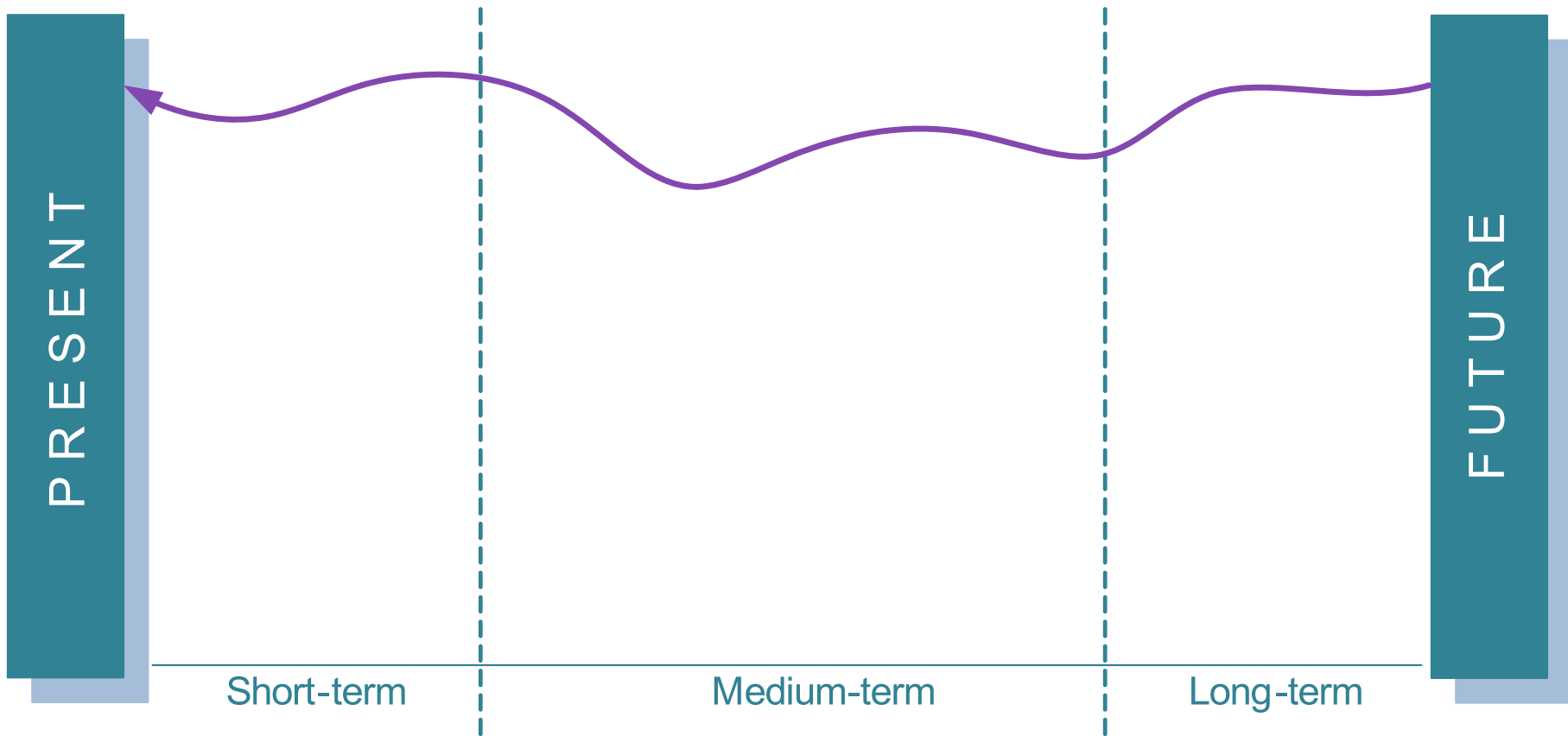
Weaknesses:

- Has not yet been used in any sustainability related project;
- May not be suitable for long-term planning (causal relationships are not easy to follow in long-term, uncertainty is high)

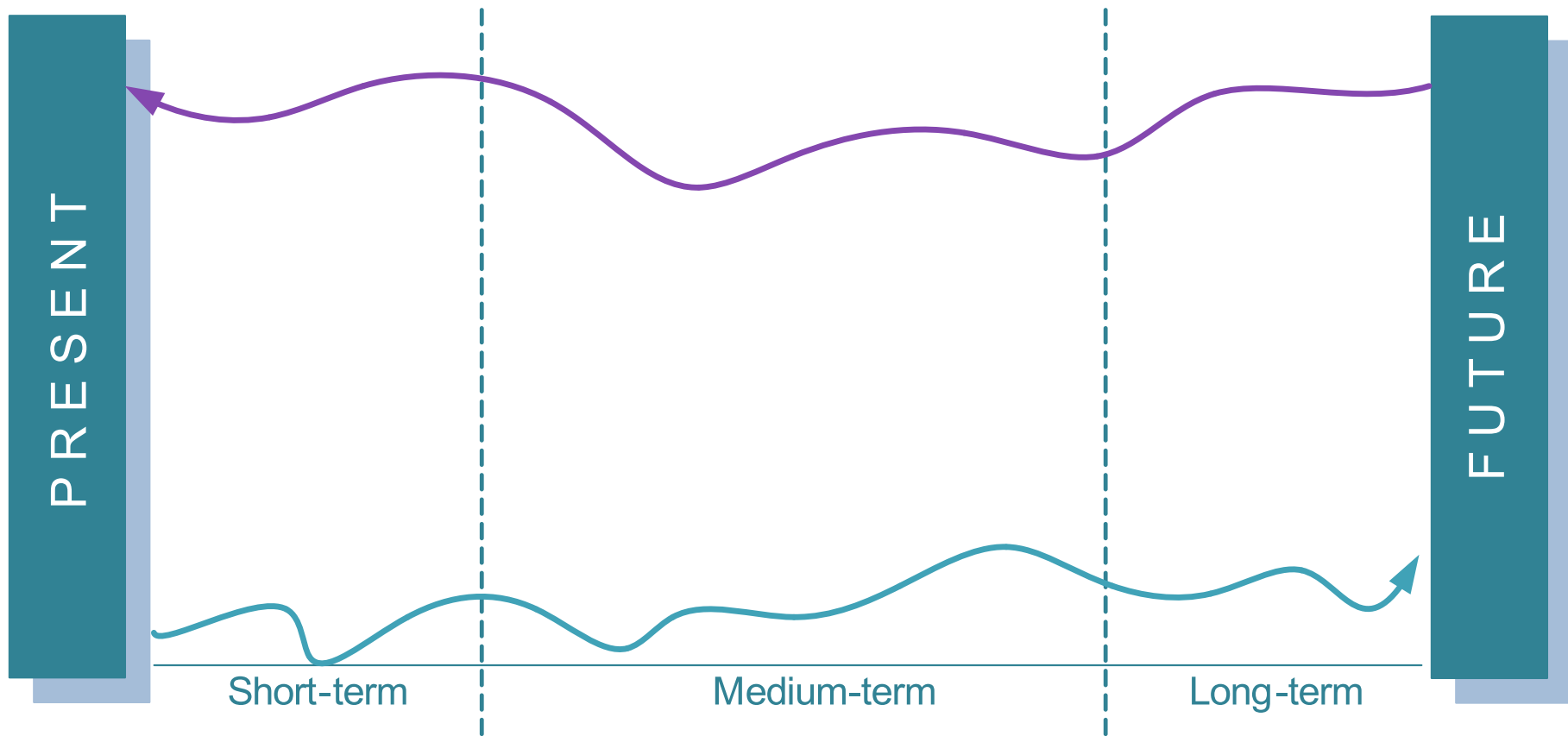
A TAILORED SCENARIO METHODOLOGY



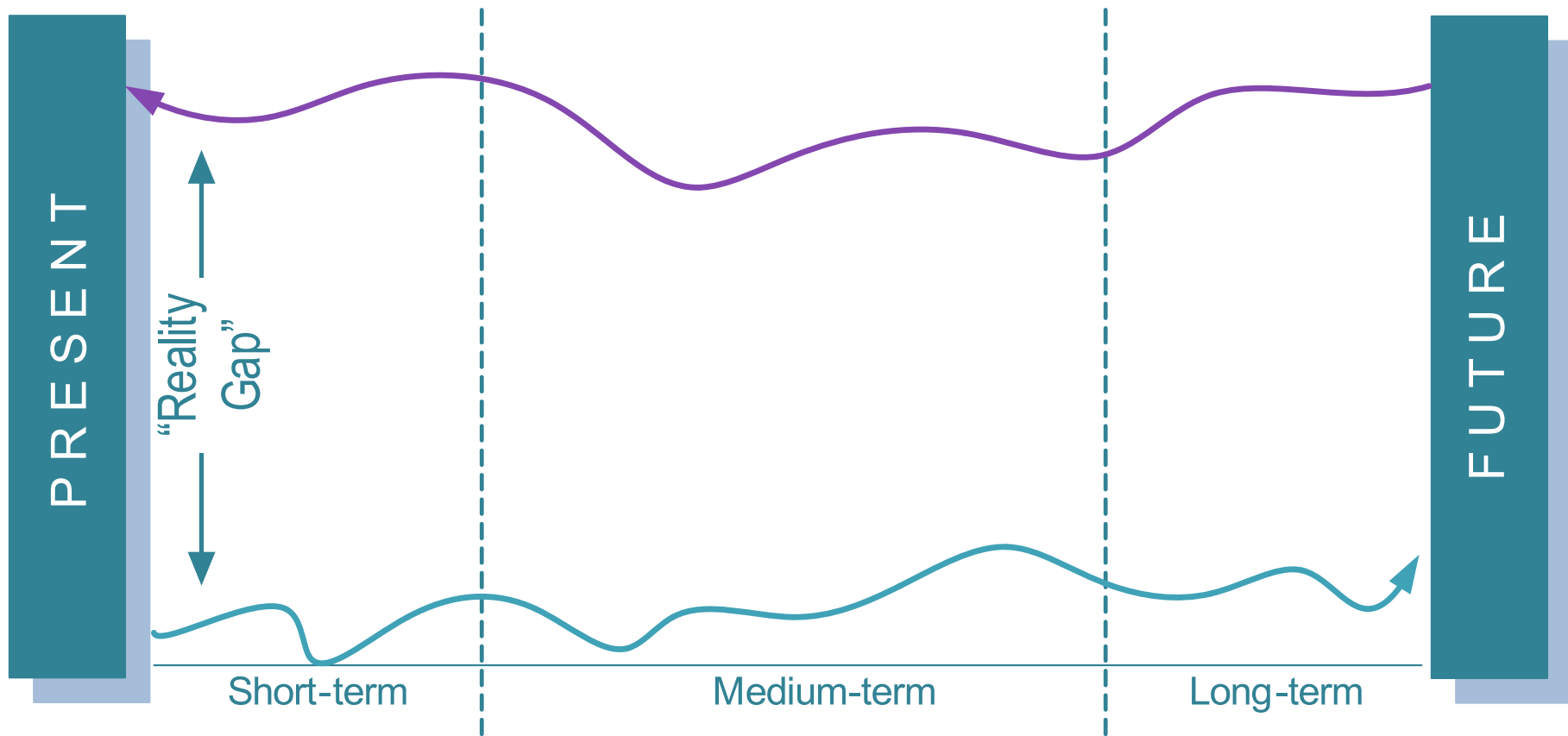
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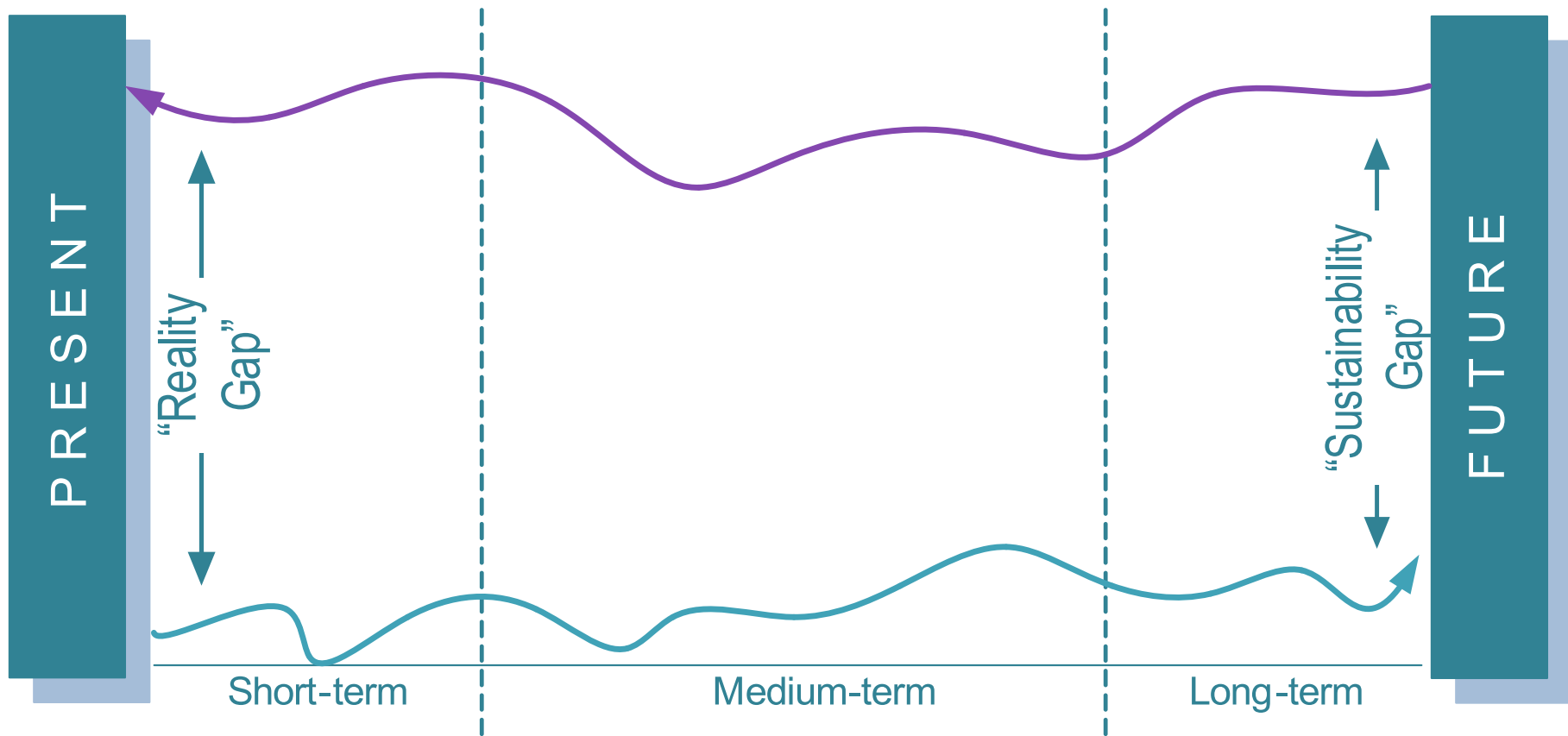
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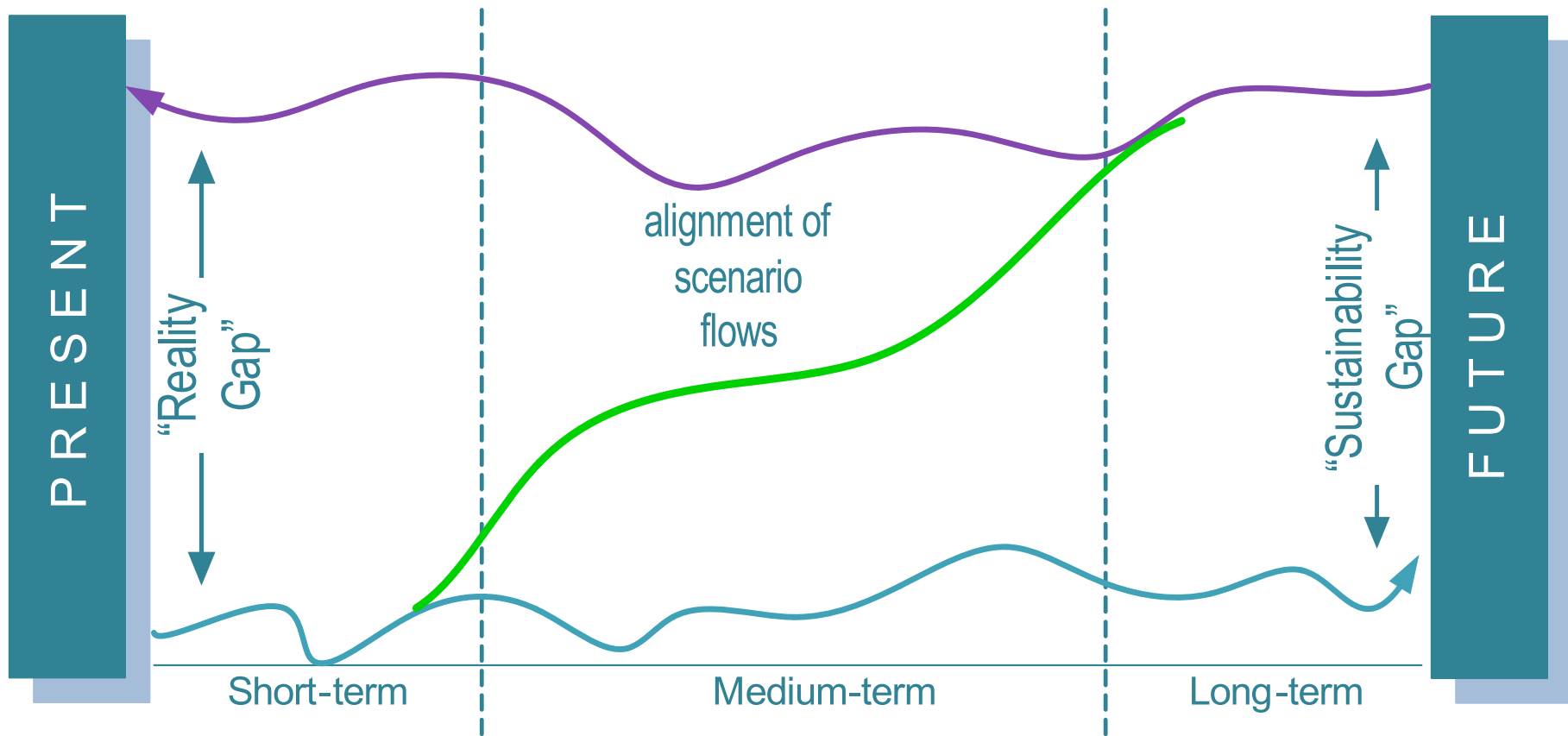
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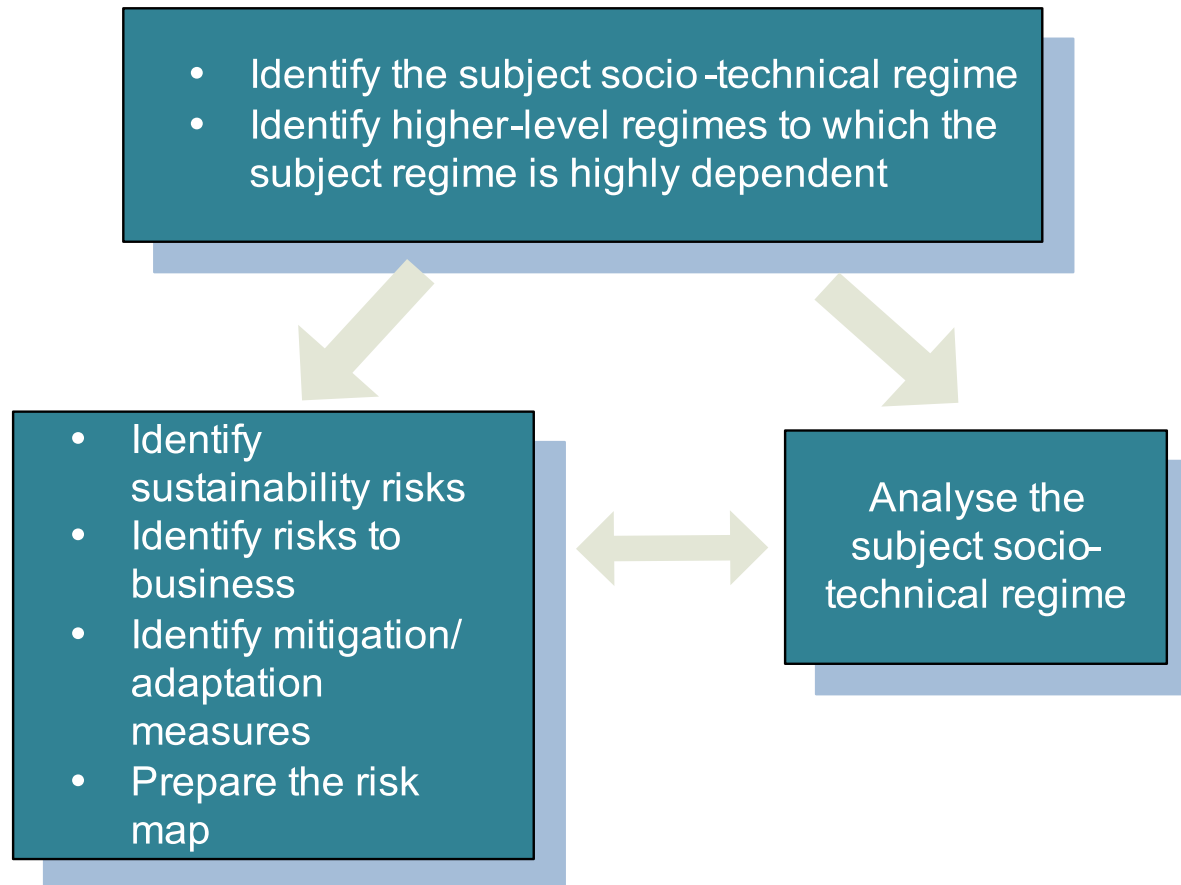
A TAILORED SCENARIO METHODOLOGY



A TAILORED SCENARIO METHODOLOGY



PREPARATION



MID-PHASE

Describe the present technology/ies fulfilling the desired social function while posing risks within the socio-technical system

Describe the future technology/ies fulfilling the desired social function without posing risks within the socio-technical system

Identify successive niches which mitigate risks and assess against other risks

Identify preceding niches which will accumulate to realise future technology/ies

FINAL PHASE

Develop forward and backward scenarios
to identify aligning alternative paths
between present and future

Develop strategy or action plan

Thank you!

Questions...