# Social-Digital Innovation Initiative Needs Assessment

# social digital

# innovation

This Needs Assessment is used to create a personalised curriculum - and help monitor our impact.

# Rating system:

- 1 ★☆☆☆ nothing done yet
- 2 ★★☆☆☆ thought about it, looked into ways of doing it
- 4 ★★★★☆ almost there, just some fixing up, will be done soon
- $5 \star \star \star \star \star \star$  done and is ready to help others in the program
- 0 ☆☆☆☆☆ Bonus: opt-out, not doing it or irrelevant for project

# List of tasks:

# ### Due diligence

- \* Ichikawa/fishbone diagram (deep why):
- \* Superhunch (most impactful and feasible solution(s)):
- \* Idea validation & exploration:
- \* Meeting social needs:
- \* Mission & vision:

### ### Social Impact

- \* Planning and Measurement (SRS):
- \* Demonstration (Theory of Change):
- \* Results-Based Management (RBM) chain (Input-Output-Outcome-Impact):

#### ### Beneficiaries/users

- \* Identifying users:
- \* Conducted interviews:
- \* Redefined product:
- \* Validated with users:
- \* Customer journey & value proposition definition:
- \* Vast&stable user base:

# ### Partnerships and cooperation:

- \* Mapping other key players:
- \* Smart networks & identifying allies:
- \* Setting up partnerships, MoUs:

# ### Financial planning

- \* Creating a robust financial model:
- \* Practical financial management:
- \* Understanding of social investment market (potential financial paths):
  - \* Social business model:
  - \* Business plan:

#### ### Team

- \* Ethics & values:
- \* New organisational models (Laloux, New Work):
- \* Project management (agile, kanban, scrum):
- \* Team health, mental health:

#### ### Fundraising

- \* Short-term, seed money: Crowd-donation, Competitions & prizes, Seed funds:
- \* Medium-term: Crowdfunding campaign, Major grant applications, Loan or Equity:
- \* Long-term: Talking to investors, Angel and Impact investment, frameworks, SROI:

### ### Implementation

- \* Back & front end, software & hardware development:
- \* Prototyping key activities and products:
- \* Management and planning, staff, volunteers:
- \* Branding, sales pitch, sales planning and marketing: