

Course Approach Overview



#### **Course Overview**

The Social Lean LaunchPad course provides a real-world innovation simulation environment where student social venture teams discover and advance a business idea through a set of concrete innovation design and development steps – starting with concept ideation and prioritization, through several discovery and refinement phases, towards a final launch plan.

The course explores the distinct design and management challenges and opportunities inherent in creating and growing business ventures that intend to deliver measurable financial and social/environmental returns to a diverse set of stakeholders.

The curriculum approach is guided by a combination of theories and frameworks, including the *Lean Methodology* (a quality improvement methodology adapted for designing new businesses), the *Social Blueprint Business Design Framework* (an organizing principle recast for the purpose economy) and the *Social Entrepreneur Mindset* (a portfolio of leadership principles that serve to equip entrepreneurs to navigate the creative tensions inherent in social ventures and become an effective agent for social change). This "Social Lean" approach emphasizes the gathering and synthesis of direct stakeholder data to verify and refine a dynamic set of social venture business design hypotheses.

In a process best described as a "journey", each week student teams tests aspects of their business designs through alternating stakeholder primary research methods and then presents their findings, insights and refined business models to the class for feedback and coaching. Student teams then incorporate the guidance and encouragement received from the instructors, class members and expert guests into their set of business hypothesis for further testing. At the final class meeting, each team presents an actionable launch plan to the instructors and their peers, as well as to a guest group of accomplished social impact experts.



## **Course Student Objective**

Unlike an accelerator, the mastery of the approach in this class is a higher priority than building a successful company launch

- Arrive at a genuine scalable solution to a current social and/or environmental problem.
- Develop a firsthand perspective and appreciation for the demands and challenges, as well as the potential for social impact and sense of achievement, of developing and managing a social venture.
- Gain a strong grasp of industry best practices and business management tools that can be utilized to further their current/future social ventures and/or activated in other business innovation systems.
- Develop a deeper appreciation of the specific societal and environmental systems in which business solutions may operate to deploy scalable, impactful, social innovations.

## **Weekly Pedagogy**

"Learning while doing" involves parallel tracking between knowledge dissemination & reinforcement activities.

## Presentation

- Weekly 15-20 minute presentation that summarizes areas they have tested and outputs they have created.
- Builds a narrative on how they arrived to the venture design

Activity Outputs

Lean Validation
Outputs

#### **Lean Validation**

- Weekly primary research activities that test parts or the sum of the social venture design
- Data is analyzed to form insights and make changes to the venture design

Design Element(s) Tested

Test Method(s) Used

Stakeholder(s) Engaged

# Reinforcement Activity

- Tool based activities whose outputs inform venture design elements.
- They can map to one or many design elements.

In Class Activity

**Out of Class Activity** 

# **Concept Introduction**

 Key social venture design and management concepts discussed or shared by instructors, guest speakers and/or archived media

In Class Lectures & Guest Speakers

Out of Class Readings/Videos

### **Course Timeline**

The course is carefully orchestrated each week

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Week 14	Week 15	Week 16
Knowledge Sequence	Introd	uction		Soc	ial Vent	ure De	sign			Social	Venture	e Mana	gement	:	Culmi	nation
					S	ocial E	ntrepre	neur's	Mindse	et						
Project Stages	ldea	tion	Discovery Pre-Lau						re-Lauı	ınch Prep						
Project Activities	Team Formation and Brainstorming			Valida	tion 1			Valida	ition 2			Valida	ition 3		Launc Preser	
·																
Topics																



## **Sequence Described**

Learning and project activities follow a specific order that builds on itself

#### **Venture Development Phases:**

The class will progress through five venture development phases. Each step has been carefully structured to build on skills and project knowledge from previous phases.

Phase 1 – Ideation	Concept identification and prioritization in advance of testing an initial business model.					
Phase 2 – Validation 1	Testing the business case hypotheses, with an emphasis on refining the stakeholder need					
	and the fundamental business case building blocks. Primary research will include interviews					
	and surveys.					

Phase 3 – Validation 2	Testing both the business case and root strategy hypotheses, this discovery phase focuses
	on validating the overall harmony of the business concept. Primary research will also
	include observation and focus groups

Phase 4 – Validation 3	Final discovery phase focuses on doing a deep dive on overall concept, using testing
	methods that each team believes will provide them with the data to finalize their business
	model

Phase 5 - Operationalize	aking the knowledge gained from the three validation cycles, teams will develop a la	aunch
	an to operationalize their final concepts.	

#### Knowledge Stages:

To support each venture development process, the lectures and readings have been sequenced into four stages:

Introduction	Overview of frameworks and theories that will guide the social venture design.
Social Venture Design	Deep dive into the social venture design frameworks, theories and best practices
	emphasized in this course.
<b>Entrepreneurial Mindset</b>	Leadership tools and constructs that empower social entrepreneurs to lead with confidence
	and clarity
Social Venture Mgmt	Introduction of critical pre-market and operational social venture leadership and
	management activities and best practices.



## **Business Profile Framework Summary**

One of the tools & activities introduced to the students that focuses on evaluating the consistency and articulating the "essence" of their social ventures

#### **Anchor Purpose**

Why the company exists

#### **Problem Statement**

The core issue(s) the company is addressing

#### **Social Venture Type**

Prioritization of financial and/or impact returns

#### **Theory of Change**

How the company achieves its intended outcome(s)

#### **Mission**

Summarizes the direction of the company

#### **Company Values**

How the company will behave in pursuit of its goals

#### **Success Metrics**

How you will define impact and financial success

## **Example Social Venture Design Profile**

Anchor Purpose

To help economically challenged families become healthier

Problem Statement

Low-income families in the US have 40% more poor diet related diseases than affluent families.

Social Venture Type

Dolphin: Optimized for Impact

Theory of Change

Mission

Reduce the health risk factors in LMI communities by providing affordable healthy food products & creating awareness campaign that together result in greater consumption of healthy foods & knowledge of their benefits.

We provide affordable food products & services that improve the health of families in the United States whose economic challenges have limited their consumption of organic foods.

### **GoodNature Life**

#### **Company Values**

- 1. Be healthy
- 2. Quality always
- 3. Be passionate
- 4. Respect and empathy for all stakeholders
- 5. Be a life learner
- 6. Be positive
- 7. Be inclusive
- 8. Innovate with urgency

Metrics

Fina	ncial	Impact			
Outputs	Outcomes	Outputs	Outcomes		
<ul><li># Items sold/segment</li><li>\$ Revenues/segment</li><li>Overall % profit margin</li></ul>	<ul><li> # Prospective investors</li><li> \$ Valuation</li><li> Current investor feedback</li><li> \$ Cash available for growth</li></ul>	<ul><li> # Beneficiaries reached</li><li> Ave. \$ spent on products</li><li> Ave. # of visits/transactions</li><li> Health knowledge score</li></ul>	Decrease in health risk factors (self-reported)     Decrease in health risk factors (care-reported)		

## **Business Design Framework Summary**

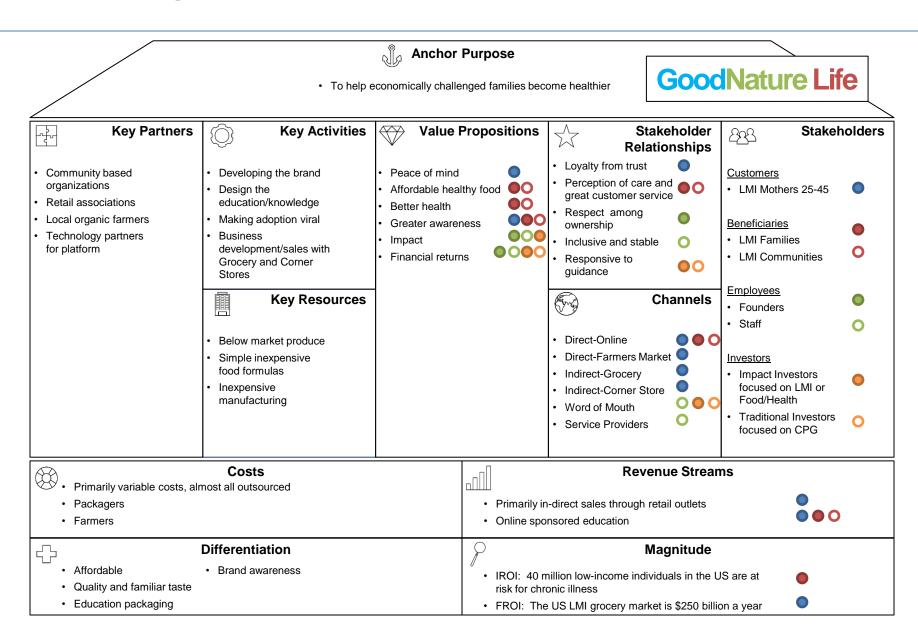
A summary view of the social venture design elements that teams test each week



## Anchor Purpose

Long term company objective, including permanent values and intentional purpose. Could be a mixture of mission, vision and goals. Why does this company or program exist? What do you want to achieve?							
Key Partners	Key Activities	Value	Propositions	Stakeholder Relationships	<u>Stakeholders</u>		
What types of partnerships are necessary to start and grow your business? Who are current or possible key partners?	What types of artnerships are ecessary to start and row your business? Who are current or ossible key partners?  What are the key processes and activities that enable your value proposition(s)?  Key Resources		do you bring eholders?  f service or you offering mers?  r s, partners s benefit?	In what manner do you want to interact with your stakeholders?  Channels  How will you reach your customers and beneficiaries?	What is the profile of your stakeholders? What stakeholder problems need to be addressed?		
	Costs		Revenue Streams				
	st drivers. Which are fixed	and which	Describe your key revenue streams. What type of margin is important for long-term sustainability?				
How is your business current competitive or	Differentiation design unique and better tferings?	han	Magnitude  How big are the economic and impact market opportunities? How much of it can you capture?				

## **Business Design Framework Example**



## **Typical Class Agendas**

	Lecture First	Presentations First			
6:10-6:20 pm 6:20-7:00 pm	Instructor Updates Instructor or Guest Lecture(s)	6:10-7:45 pm 	Weekly Presentations		
		7:45-8:00 pm	Break		
7:00-7:15 pm	Break				
		8:00-8:50 pm	Instructor or Guest Lecture(s)		
7:15-8:50 pm	Weekly Presentations	8:50-9:00 pm	Instructor Wrap-up		
8:50-9:00 pm	Instructor Wrap-up				

