Utilities and their difficulties to adapt to new digital world order

## TRANSFORM OR DIE





a new digital world order

why Utilities should transform themselves



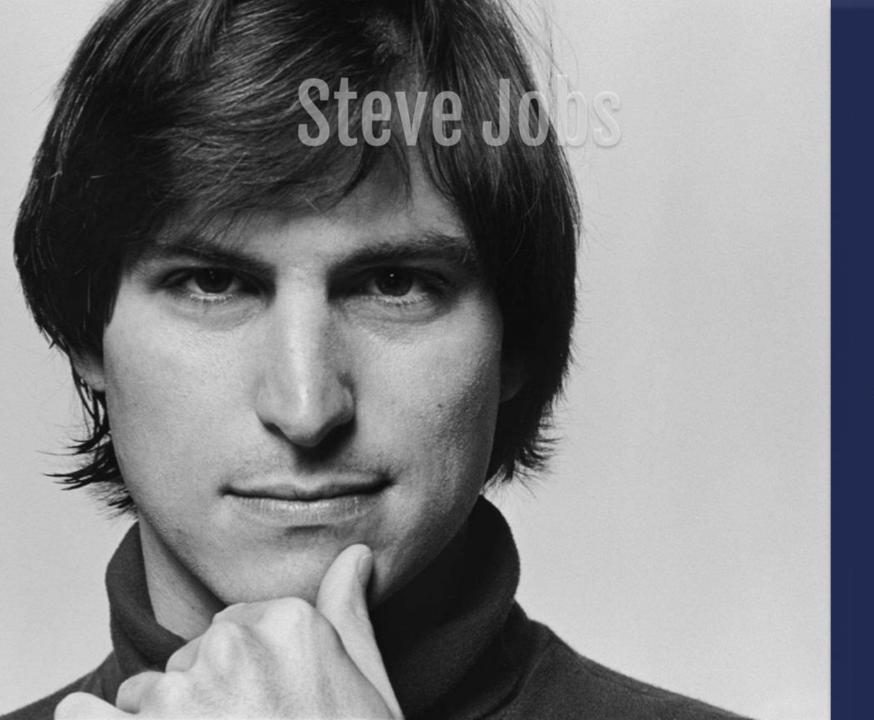
## multiple possible futures











## paranoia?

#### I DON'T THINK SO

"it's crucial to question the pillars of today's success and mentally prepare for your company's demise"



# third industrial revolution



IoT





### 1. time

#### **EXPONENTIAL**

To decode human genome

To generate 5 Exabyte of raw data

To double the transistor's velocity

To double the worldwide economy rate





### 2. value

#### THE PURPOSE ECONOMY

Commitment aligned with consumers' values It's not enough to build products assuring quality



### 3. benefit

### GLOBAL COLLABORATIVE COMMON

The end of capitalism

Social and environmental benefit
prior to economic gains

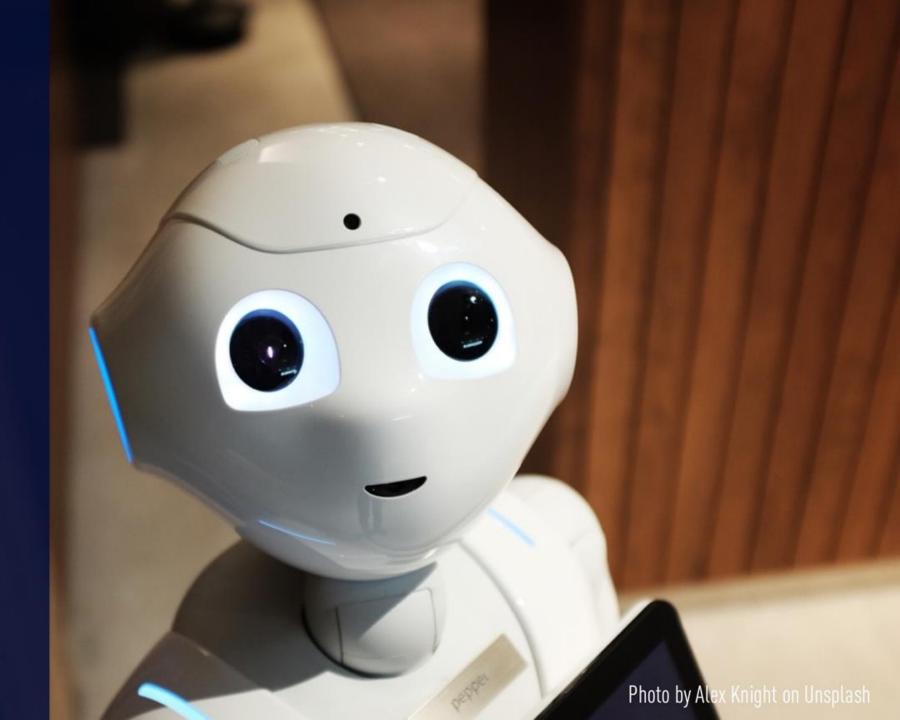


## 4. complexity

### **TECHNOLOGY**

Until recently unimaginable things

Translate all Wikipedia to another language just in a blink



## 4. complexity

### INFLATED EXPECTATIONS BUBBLE

- Gartner's peak of inflated expectations
- Serve me a kilo of Big Data and a half of Artificial Intelligence please

#### Gartner Hype Cycle for Emerging Technologies, 2016



**Gartner** 

## 5. experience

USER CENTERED DESIGN AND AGILE PARADIGM

UX Designer, the most wanted specimen in the world



## Are the Utilities ready for this shift in the game rules?



we're diplodocus in a velociraptors world

## 1. competition

#### **STARTUPS**

More than 10.000 in banking. 2.000 in Utilities, at least at present

Savage Innovation and entrepreneurship

#### **INVESTORS**

The most interested in Transformation



## 2. individuality and self-sufficiency

### **SELF-SUFFICIENCY**

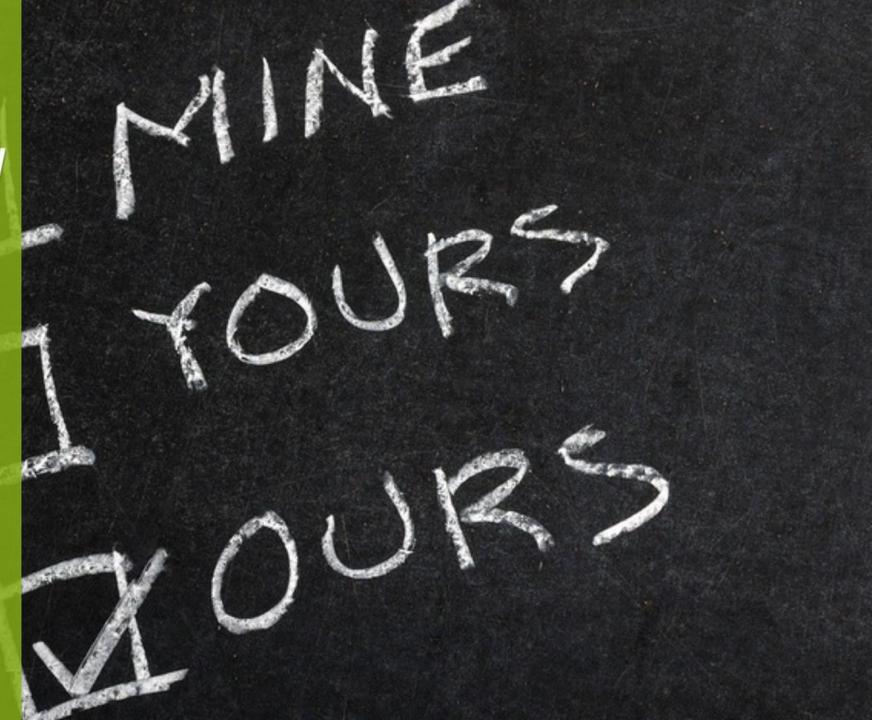
Do it yourself
People against large
corporations control



## 2. individuality and self-sufficiency

### SHARING ECONOMY

Decision power
Self-consumption
3D printing
Distributed generation
(Renewables)



### 3. transparency

### **BLOCKCHAIN**

The new internet of value Distributed trust



### 3. transparency

### A NEW INFORMATION DEMOCRACY

Now information flows freely Informative bubbles and fake news proliferation



## 4. creativity

#### **CHILLING ABSENCE**

NASA creativity experiment in 1990

3-5 years 98%

8-10 years 32%

13-15 years 10%

More than 16 years 2%



## 5. tradition

### THE USUAL STUFF

Our industry is different...

That's how business works

Customers wouldn't accept this or that...



## 5. tradition

### **COGNITIVE PREJUDICES**

Risk aversion

The sunk costs

Validation by frequency effect





## the fat smoker syndrome

SHORT-TERM STRATEGIES DON'T EXIST

NEITHER MIRACULOUS TREATMENTS



flickr

## tumbli







### innovation

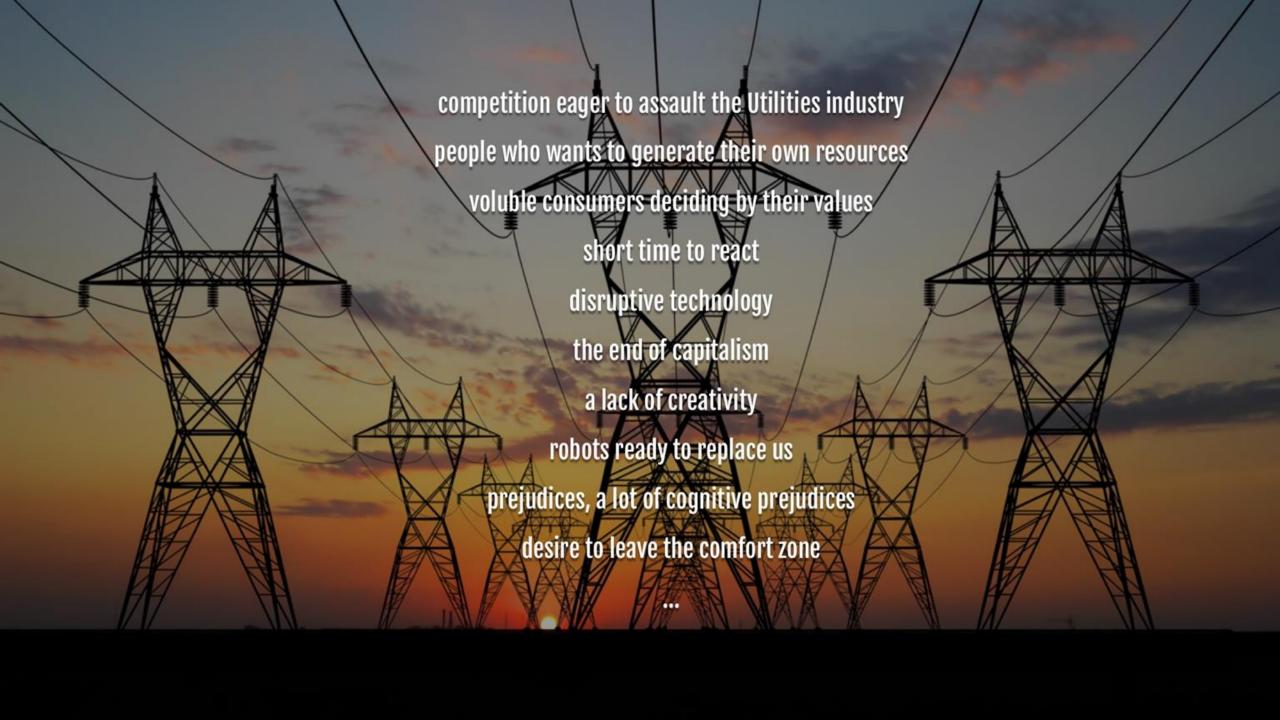
BUSINESS MODEL INNOVATION vs PRODUCTS AND SERVICES INNOVATION

90% - 10%

RPAs for everybody

Geeks and designers

Thick Data



# let's be paranoids and start now to change the future

# Thanks for your attention

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