

Technology and Volunteerism

Technology is Disrupting Old Approaches

Example Disruptive Technologies

AirBnb, Amazon, Apple, Facebook, Google, Instagram, Lyft, SnapChat, Uber and Yelp have revolutionized how we buy, eat, communicate, share, travel and more



Volunteer Expectations Are Changing

* Disruption Drives New Expectations

Younger generations bring new desires, perspectives and expectations to their "wanting to help."

Unlike older generations who arrived "committed" to a nonprofit organization, these younger generations arrive "curious" and only progress to "casual" and then "committed" based upon their experiences.





Marketing in a Non-Linear World

OLD MINDSET

You may have heard the expression, "The medium is the message."

One might also say, "The medium is the marketing."

One-way media has created one-way marketing.

We SEGMENT and TARGET audiences, sending MESSAGES through CHANNELS with CAMPAIGNS to move CONSUMERS through STAGES of a FUNNEL.

The language and mindset of marketing is linear, transactional and one-directional.

NEW MINDSET

As our relationships change, so too must our marketing.

Intermittent		Continuous
Content	\Longrightarrow	Context
Push	\Longrightarrow	Pull
Audience	\Rightarrow	Community
Transaction	\Rightarrow	Relationship
Incremental	\Rightarrow	Exponential
One-dimensional	\Rightarrow	Multi-dimensional
Linear	\Rightarrow	Circular
Sequential	\Rightarrow	Iterative

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* Bob Johansen

Bob Johansen states "everything that can be distributed will be distributed" and the future we will all participate in "is probably already happening, just not at scale, somewhere now."



* Mark Bonchek

Mark Bonchek: Marketing shift from "selling to" customers to building communities "with" others having a shared purpose illuminates the potential for a bright future where technology contributes greatly to better communities and a better world.



Potential for a bright future where technology contributes greatly to better communities and a better world.

* Five Year Trend

	\odot	NATIONAL	26.8%	24.9%
	0	CINCINNATI	#13 30.1%	#28 25.8%
	\odot	COLUMBUS	#17 29.2%	#25 26.3%
	\odot	LOUISVILLE	#31 25.7%	#20 28.2%
	\odot	PITTSBURGH	# 23 27.2%	#16 29.4%
	\odot	CLEVELAND	#29 26.4%	#13 29.5%
	\odot	INDIANAPOLIS	#19 27.7%	#10 30.3%
N/T				



Many factors contribute to this decline

DIgital disruption and distraction

Weakening of service oriented associations

Rise in social needs and the number of nonprofits

Economic factors, transportation issues, etc Institutional distrust and skepticism

Expectations for easy access to information

Volunteerism matters to the nonprofits.

In America, volunteers contribute almost as much value as donors.

\$427B annually

in contributions (according to Giving USA)

\$245B annually

not including those made to higher ed & religious institutions

\$200B annually

contributed in the economic value of volunteers*

 More than 45% of resources for nonprofits to deliver on their missions comes from volunteering Volunteerism matters to the community and the volunteer.

The "happiness" effect



Longer, healthier, positive lives









Give and get more, twice as likely to donate



Counteracts the effects of stress, anger, and anxiety



Combats depression



(?) Proximity



Conceptually Simple: "Inspire, Connect, Engage" Practically Complex: "Many ways and reasons"

Volunteers' help in many ways.

Board Service

Pro Bono and Skills Based

Trained Positions

Mission Delivery or Back Office Support

Event Support

Episodic/Emergency Response



Volunteers' come for many different reasons.

Compassion for a cause or need

Connection to others and the community

Personal/Career Advancement

Make a meaningful contribution

A sense of duty or obligation

Requirement (Court, School, etc)



The needs and opportunities are far more complex than the simplistic, stagnant and fragmented technology approaches employed for the last 20 years. National/Community: "Matching" Nonprofit:

"Volunteer Management System" (VMS)

Technology has the potential to impact:the "field" of volunteer engagementthe community levelindividual nonprofits

Individual Nonprofits

Main technology is a volunteer management system (VMS). VMS's work if used. Overall NPS of 0.

Barriers: Way too many (70+) creating market confusion. Often poorly utilized. Low penetration.

Need to continue to evolve along with CRM, HR, event management, etc systems

The big opportunities are "resource optimization" and inter-agency collaboration

Nonprofits: What you can do now

Carefully select the best VMS for your needs now and in the near future

Look at the just released report on Volunteer Recruitment

Look for opportunities to collaborate with others in your community

<u>Consider becoming a certified "Service</u> <u>Enterprise"</u>

RE**IMAGINING** SERVICE

Volunteer Engagement Case Studies Research Making the Case

RE**IMAGINING** SERVICE

CONVERTING GOOD INTENTIONS INTO GREATER IMPACT

Home About Us Principles Nonprofits Companies Funders Public Sector

Principles

New Resource: The <u>Guide to Hosting a Reimagining Service Summit</u> looks at what happens when a diverse group of community members come together for a day-long Summit on service. By learning from three summits that have applied the four principles developed by Reimaging Service, this guide offers easy-in-Implement ideas on the planning and undreach process, ession design, and leasons learned (November 2014).

The Reimagining Service Council has established four principles to guide its work:

Principle 1: The volunteer ecosystem is more effective when all sectors principale in its evolution. Volunteerin doen't exist in a single scotr and the responsibility of successful volunteering mergenerative stores beyond nonprofile paties. We are interpreted within 1 compared with the compared together we can increase the impact of volunteerism by working to improve the system across all sectors (i.e., nonprofile, private, faith-based, education, government).

Principle 2: Make volunteering a core strategic function, not an add-on. Volunteers fundamentally increase our ability to achieve our objectives and advance the social mission of our organizations. Engaging volunteers effectively can help an organization serve more people in the community as well as change the core economics of an organization, which can allow it to scale more quickly in a cost effective way.

Principle 3: Pocus volunteer engagement on true community needs. Rather than responding to the supply of volunteers, identify key priorities in the community then purposefully seek out volunteers with the core skills needed to address those priorities. We should also strive to communicate the value of volunteers to the community by measuring their impact, not just the hours they serve.

Principle 1: in order to get a return, you have to invest. Organizations that make volunteers cannot be their work and manage them well are able to generate as much as there to ack interest occommunity value for our volunteers as at the cost for manage them well by to maximize impact, but requires upfort and ongoing financial investment in volunteer engagement halp excited. The volunteer engagement halp excited as provided as the to balance of their bott before their botter for a cost on their advections.

You can sign on in support of these principles by visiting this page.

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Search

Evidence-based best practices resulting from rigorous research funded by Deloitte, Bank of America and others "Organizations that engage volunteers well are equally as effective as their peers, but at almost half the median budget."

(Reimagining Service)



SERVICE ENTERPRISE

We help organizations leverage the skills and expertise of their volunteers to increase their social impact and strengthen communities. Technology opportunity to advance the "field" of volunteer engagement: "Learning Network"

* Community Solutions



Bob Johansen: "Everything that can be distributed will be distributed"

Prospective volunteers for the benefit of the community. Nonprofits provide the means.
4 Guiding Principles

1. The volunteer ecosystem is more effective when all sectors participate in its evolution

2. Make volunteering a core strategic function, not an add-on

3. Focus volunteer engagement on true community needs

4. In order to get a return, you must invest



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Visit CincinnatiCares.org



50,000+

unique annual visitors

1500+

ways to help

10,000+

people finding ways to help





Woodlawn

Map data @2019 Google Terms of Use Report a map error



0.6 miles

crisis. Our vision is to be a demonstration of God's beloved community.



Find Your Ways to Help

Know what you care about but don't know how to get engaged in your community? Explore our filters to choose your giving path.





The technology of the future will be created "with" the community not just "for" the community

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FLOWS

Digital media changes the flow of information.

This alters the relationship between individuals and organizations.

1. Companies tend to focus on *what they say*, persuading and promoting their products.

2. Some companies have gotten better at *what they hear*, listening and learning from the market.

3. Now the most important influence is what people say to each other.

The challenge for companies is how to be a part of this *conversation*, even when you aren't in the room.

4. The answer is to enable and empower these connections.

This requires you to not only do new things, but think in new ways.

RELATIONSHIPS



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BRAND ORBITS

How do we think about engagement in a many-to-many world? How do we make the shift from Push to Pull?

Imagine a solar system. Your brand is the sun.

Your customers, employees, partners, and influencers are the planets in orbit around your sun. These ORBITs are:

Ongoing Relationships Beyond Individual Transactions

The gravity field is generated by trust, gratitude and reciprocity.

Gravity attracts new people into this social system and keeps everyone connected.

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shift.ng/hbr_brandorbit

COMPETING ON GRAVITY

Apple and Google demonstrate the power of Brand Orbits. Consider how you chose an Android or Apple smartphone. It probably wasn't about the megapixels in the camera. <u>Apple and Go</u>ogle have created competing gravity systems.

> Apple has iTunes, Genius Bars, Facetime and Siri.
> Google has Search, Maps, Gmail and YouTube.

Each of these systems creates an ongoing relationship that extends far beyond the purchase of the phone.

The choice between Apple and Google is not "which product will I buy?" but "whose orbit will I be in?"

The future of competition is who can generate more gravity.

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SOCIAL GRAVITY

People in customers' orbits can be pulled into the brand's orbit.



GRAVITY GENERATORS

There are five gravity generators that animate the Shared Purpose as a gravitational force of attraction.



SHARED PURPOSE

There's a lot of talk these days about purpose.

There are three different kinds of purpose - purpose WITH, purpose FOR and purpose TO.

WITH	Co-Creation	What you achieve with others
FOR	Contribution	What you do <i>for</i> others
то	Commerce	What you deliver to others

Shared Purpose is the heart of an Orbit Strategy[®].

The strength of your brand gravity is in direct proportion to the degree of sharing in your purpose.

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shift.ng/hbr_purpose





Thank You

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