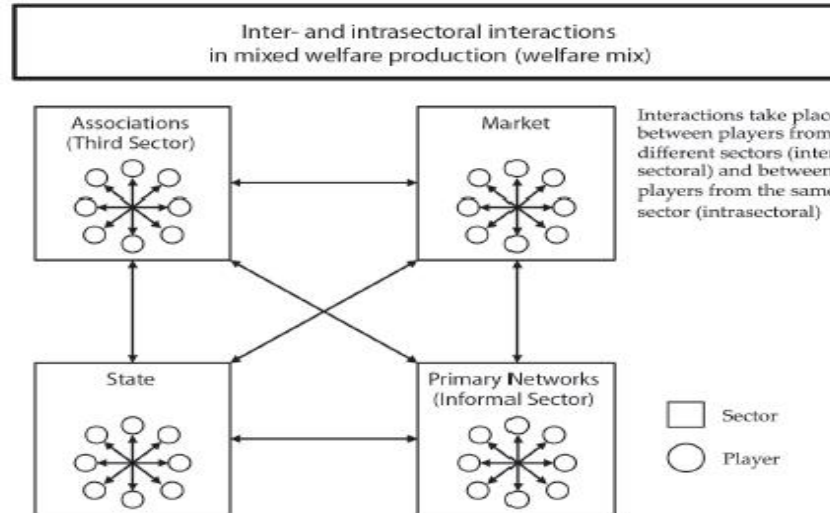




Innovative Social Economy – A constructive dialogue between social services and civil society

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Welfare mix: Inter- and intrasectoral interaction



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after Rob (2013, p. 1118)

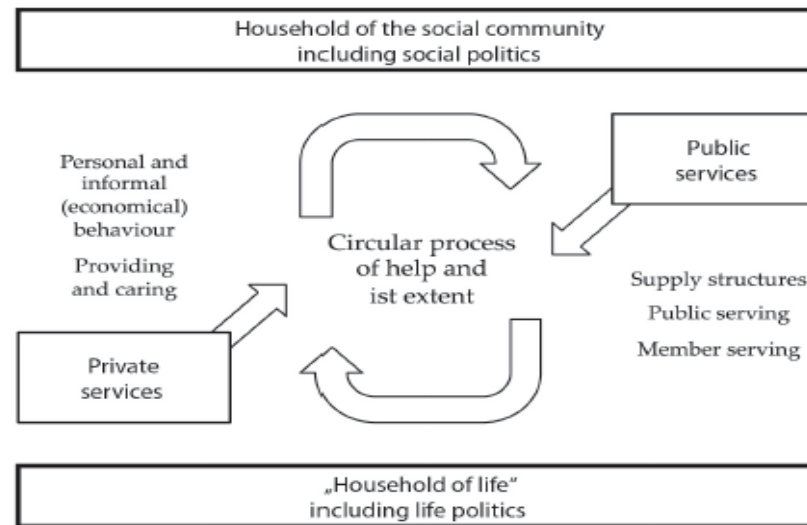
Welfare mix: Sectors and functions



	Associations	Market	State	Primary networks
Institutions	Organisations Civic associations	Companies Enterprises Merchants	Parliaments (legislative) Administration (executive) Justice (judicative) Public companies	Family Friends Neighbourhood More private networks (school, university, workplace, ...)
Function logic	Voluntary membership Negotiation Trust Representation of interests	Monetary exchange (purchase, sale) Supply/Demand Competition Customer orientation Maximisation of benefits	Legality (law) Resource allocation Binding decisions Monopoly on the use of force Hierarchy	Belonging Attribution Affection Not monetary exchange
Core value	Solidarity Activity	Freedom Maximisation of profit	Equality Security	Obligation Reciprocity

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Reference framework in the theory of social economy



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Control forms in communal administration



	Bureaucratic model	New management model	Governance
Control mode	Input oriented Order community	Output oriented Service community	Outcome oriented Citizens' community
Financial budget	Cameralistics	Double entry method/ bookkeeping	Citizens' household
Politics/ administration	Mix	“What-how-model“/ Contract management	Co-evolution/ Building of trust

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Effects – an example: IOOI typology



What are **effects**? They are **changes**...

- ... in target groups, their environment or in society,
- which occur as consequences of an intervention (service, activity, offering, measure, etc.)



The definition is based on the internationally common definition (notably in development cooperation). In Germany: Input-Output-Outcome-Impact-Typology (IOOI)

Effect logic in SRS (Social Reporting Standard)



Effects are **changes** caused by the **output**.

Input	Output	Outcome	Effect
Resources: <ul style="list-style-type: none"> • financial means • equipment • time (volunteers) • knowledge • competences • structural, human and relational capital 	Services: By third parties directly observable results, this is: set(s) of activities	Effects: Changes in target groups: <ul style="list-style-type: none"> • knowledge • behaviour • life situation • ... 	Effects: Changes beyond target groups: <ul style="list-style-type: none"> • living environment • community • society • ...