Regulatory Agility
& Experimentation:
Case Studies
& Real World
Applications

Alex Ryan
SVP Partner Solutions

MaRS



About Me



30 years



5 years









8 years









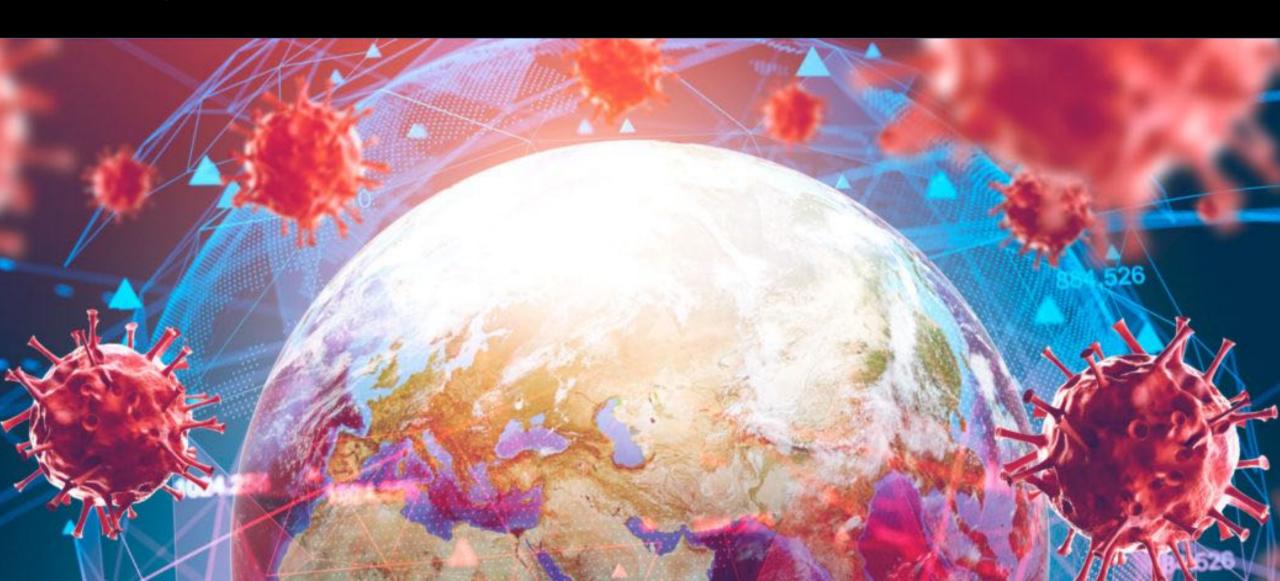
5 years





We are living in an age of long emergencies

A global pandemic



Triggered lockdowns



Amplified structural inequality



Exposed systemic racism



City/News

PROTESTS CALL FOR ACTION AGAINST SYSTEM RACISM

WED ~

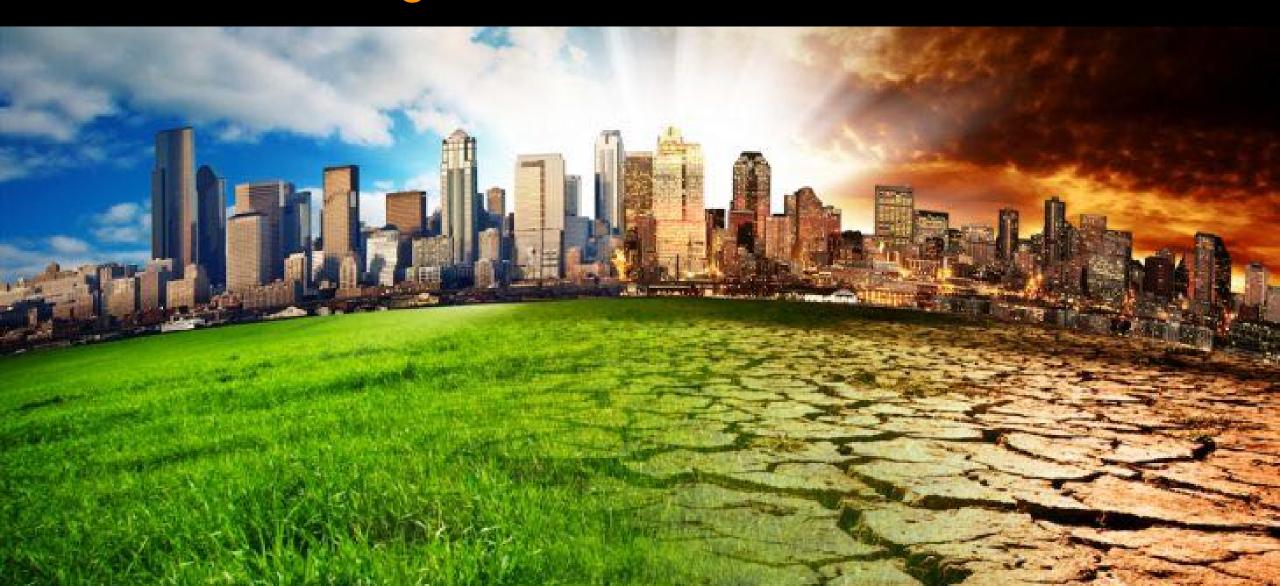
Eroded mental health



Exacerbated disinformation



Climate change: the curve beneath the curve



We can't afford to return to normal Normal was the problem in the first place

We are living in an age of great transition

Hybrid work and learning



Shifting values



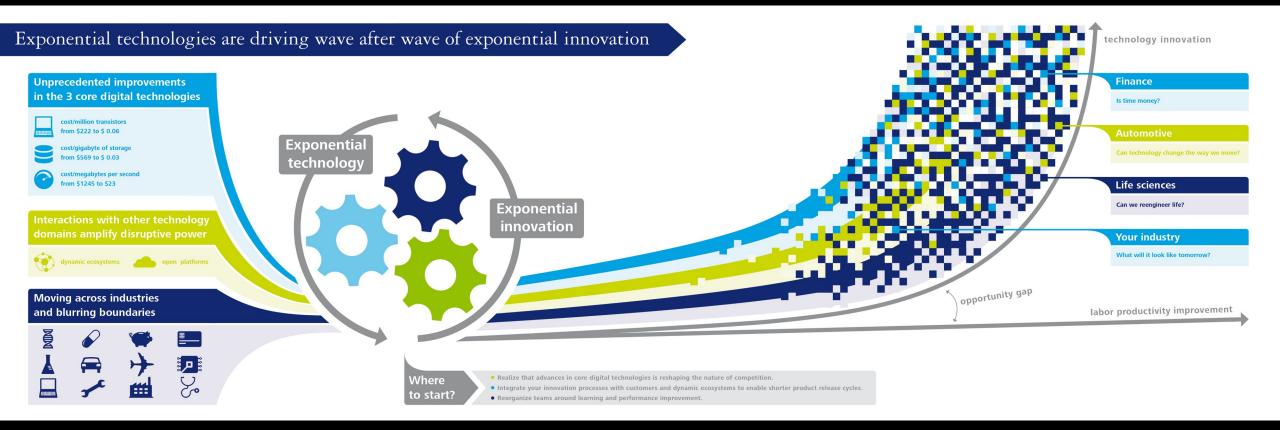
Economic transition



Exponential technologies



Exponential innovation



Regulations lag disruption



What is good regulation in an age of long emergencies and great transitions?

1. Agile

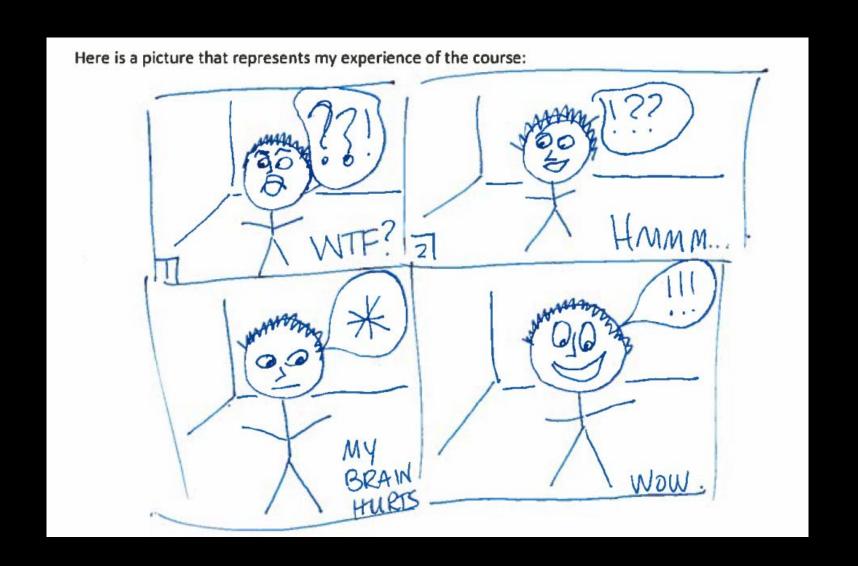
2. Inclusive

3. Experimental

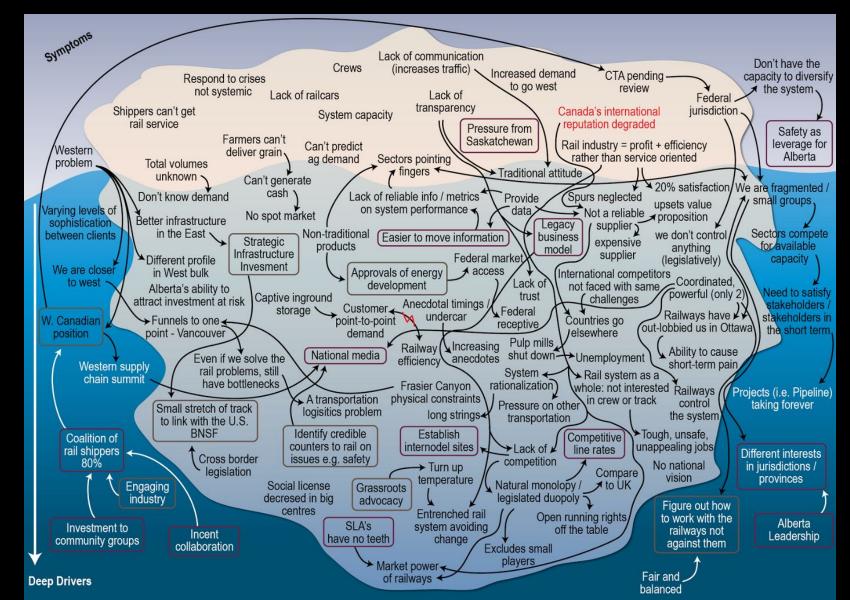
1. Alberta CoLab



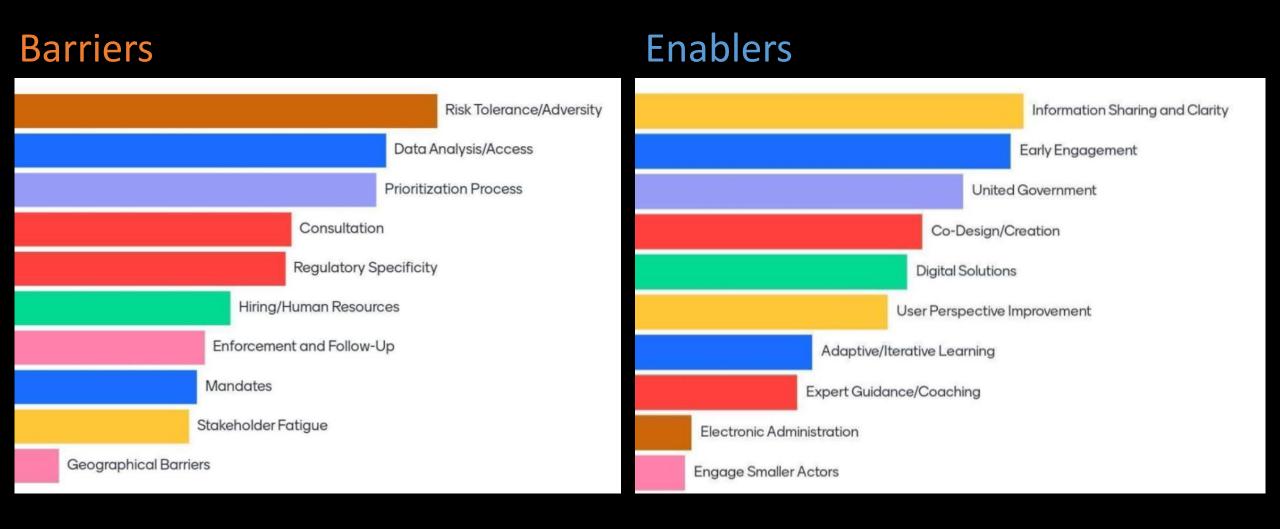
1. What CoLab Feels Like



2013 Rail Transportation Crisis



Department of Transportation, 2021 Barriers and Enablers of Regulatory Agility



CoLab Reflections

Impact

- Demonstrated agile and collaborative policy making on 100+ projects
- Trained over 1,000 civil servants in systemic design
- Inspired systemic design practice at all levels of government (Municipal to UN), in academia and the community

Limitations

- Structural constraints limited citizen engagement
- Low ratio of ideation to implementation
- Dependence on champions and leader for survival

2. Opportunity for All Youth



What is Opportunity For All Youth?

We create better youth futures in Canada:

- We help youth who face barriers find meaningful early work experience
- 2) Drive transformational systems change to a barriered youth workforce development sector





Strong Results, Set up for Success







Partners



8-20%

Improvement in retention rates



Up to **60%**

Reduction in hiring costs



+230

avg. LinkedIn network expansion per youth



+430

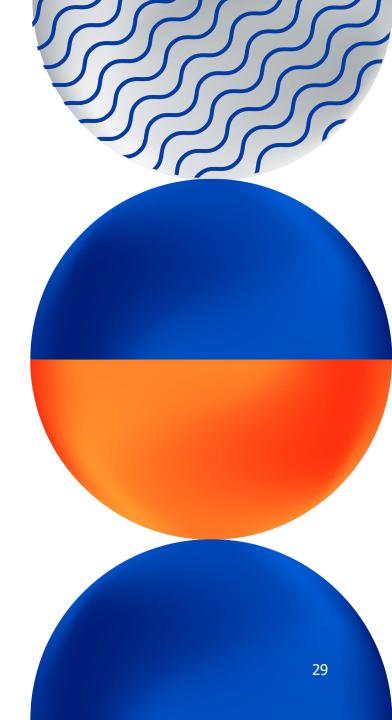
youth impacted through expanded mentoring



4,200+

Youth sign-ups to O4AY





All Issues are Youth Issues

Employment, Climate change, Education, Digital Divide, Housing, Cities, Healthcare, Sustainability, Affordability,

Diversity, Equity, Inclusion, Food Security, Safety, Technology, Communities...



MEET THE 2022 YOUTH INNOVATION COUNCIL

YIC YIC YIC







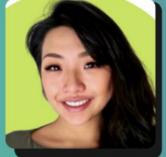
















Built by Youth for Youth

Diverse Perspectives: Rural, Urban, Racialized, LGBTQ+, Regional, Language, Experience, Education, Socio-Economic, Health, Gender, Leadership, Access, Work experience with our employers, Varied sector experience

O4AY Reflections

Impact

- Assembled a coalition of 30+ employers hiring in 19 cities across Canada
- Supported 22,000 job offers to NEET youth
- Drove meaningful systems change to hiring processes

Limitations

- Reaching NEET youth through the pandemic
- Inconsistent commitment and ability of employers to change processes
- Ongoing bias and discrimination in the hiring process and workplace

3. Recover: Edmonton's Urban Wellness Plan



RESEARCH

Community Wellness Services

Conducted by UofA as part of Wellness Services Plan

Focus on very vulnerable (defining target population)

Ethnography

Conducted by InWithForward and MaRS

55 people interviewed/shadowed

- 19 street involved folk
- 5 frontline staff
- 9 residents
- 10 business owners
- 12 community organizations

Urban Wellness Literature Review

Conducted by UofA

Surveying 5 determinants of wellness

- Social Capacity
- Economic Vitality
- Safety and Security
- Physical and Mental Health
- Built and Natural Environments









ENGAGEMENT & CO-DESIGN

Public Engagement

Conducted by Calder Bateman Communications



January 2018 Confirm approach with Community Advisory Committee Feb - April 2018 Community Meetings April 2018 Neighbourhood Walks May 2018 Prototype Showcase

Committee Workshops

Conducted by MaRS Solutions Lab



October 2017	Visioning
December 2017	Systems Mapping
Dec 2017 - Feb 2018	Ethnography
January 2018	Ideation
February 2018	Tabletop Prototyping
March-April 2018	Field Prototyping
May 2018	Prototype Showcase

FROM VISIONING...

...TO INDICATORS AND MEASURES

Parks and squares are desirable places to

% of dwelling units within 400 m of public

Access to infrastructure, amenities and

libraries (% agree/ strongly agree)

City Park Visitation- Neighbourhood Park

Access to community facilities, such as parks, Citizen Perception Survey

Transit Score

Accessibility of

Public Space (green, natural, Citizen Perception Survey

Citizen Perception Survey

Citizen Perception Survey ttps://www.walkscore.com/CA-AB/Edmonto

Citizen Perception Survey

Citizen Perception Survey

itizen Perception Survey



Total number of active business lincenses (defined as business licences with statuses Issued or Renewal Notices.)

Postsecondary certificate, diploma, degree 2016 Federal Census (City)

RIA Rusiness Survey / RIA Fconomi

Open Data / BIA Economic Indicators

os://data.edmonton.ca/City-Administrati

ensus Profile link

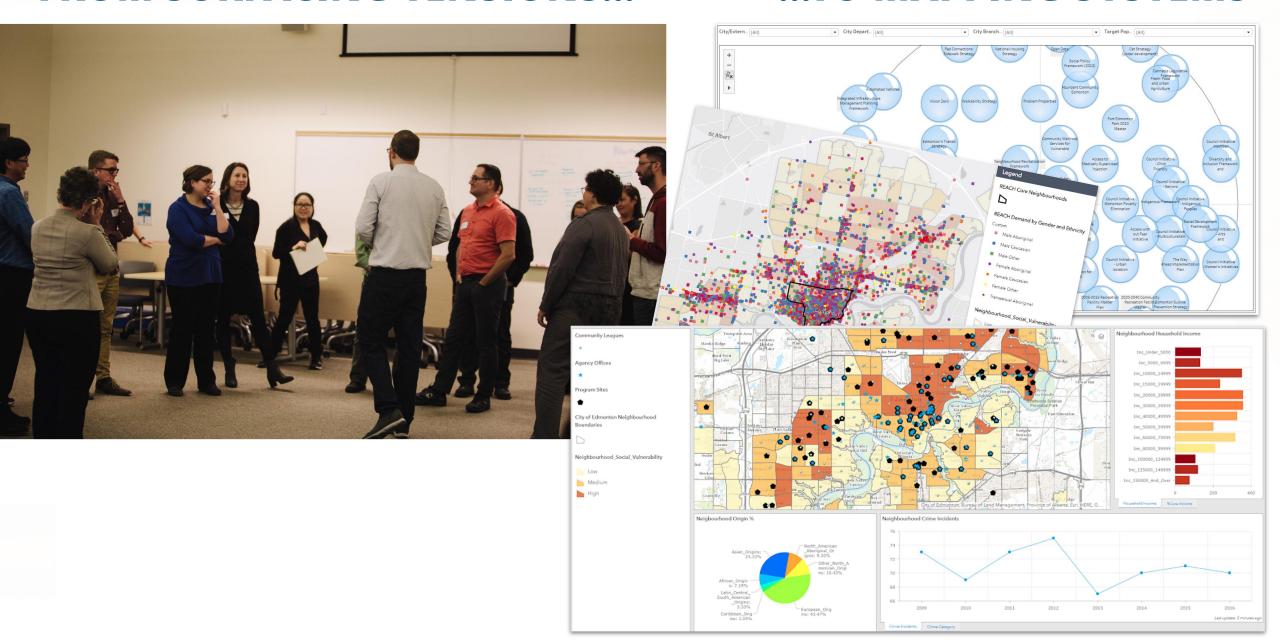
itizen Perception Surve

Reported growth in revenue

Diverse Economy

FROM SURFACING TENSIONS...

...TO MAPPING SYSTEMS



FROM OPPORTUNITY AREAS...



...TO SOLUTION IDEAS



A PORTFOLIO OF PROTOTYPES

change the narrative

impromptu parks

public washrooms

job skills matching



meet & eat



change the network

greenhouse community hub



change the system

city culture pass



it's all about

connections

service navigators



welcome mat

project

improving service workflow

empty storefront program



socially conscious business practices



guaranteed annual income

wellness council





Recover Reflections

Impact

- Saved \$90m by adopting social innovation rather than building an urban wellness centre
- Transformed relationships from litigation to collaboration • Provincial commitment to action
- Built capacity and culture of ethnography and experimentation

Limitations

- Creating a safe space for all participants
- Implementing systems-level prototypes



Thank you!

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