THE GAME PLAN
For publicly initiated development and national dissemination of ideas and solutions with commercial potential within public healthcare in collaboration

1. Expected benefit/value
   - Better clinical outcomes?
   - Better utilisation of resources?
   - Better patient experience?

2. Wider context
   - What is already on the market?
   - Is there scientific evidence?
   - What are other regions, countries doing?
   - Are test beds/infrastructures available?
   - Is there anything similar within other sectors?

3. Stakeholders
   - Who owns the need?
   - Who is/are the end user/s?
   - Who is to administrate the solution?
   - Is there a national interest?

Needs and wider context analysis

Planning and choice of path

Project realisation

IMPLEMENTATION
- Benefit/value
- Administration
- Dissemination

Optional: competitive tendering

THE GAME PLAN

INDEPENDENT DEVELOPMENT

R&D-COLLABORATION
Proof of concept/knowledge/insight

CO-DEVELOPMENT
Client–supplier relationship

PURCHASE

Finnish

The circumstances have changed! Go back to planning and choice of path!

Analyse outcome of R&D. Go back to planning and choice of path!

Choose a PATH!

A

B

C

D

Use the checklists on the next page!
About the game plan

The aim of the game plan is to clarify how the development of services and products within public healthcare can be run in collaboration without distorting or blocking competition for private stakeholders.

The game plan and checklists describe a few somewhat fundamental development stages and gather a number of important questions to discuss and take into account before and during the development and innovation work, as a support for people working within the ‘innovation system’ and who interact with external or public agents.

The hope is for the game plan also to contribute to increased clarity, shared use of language, in interactions with various agents and that this in turn will contribute to more effective development and implementation.

The game plan was developed in collaboration between Region Stockholm, Västra Götaland region, Region Västerbotten and Region Skåne, within the Swelife project SWEPER.

The game plan is administered by the regions and Swelife together and can be considered as a living document. Comments are welcome.

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*TRL, Technology Readiness Level
TRL is a method developed to designate the degree of maturity of a technology. The measuring system provides an understanding of the technology’s status in the entire innovation chain. There are nine defined TRL levels with 1 being the lowest level and 9 the highest.