

# Innovation in software

around fleet management and enterprise mobility

Jüri Tarkpea, Development director, Ecofleet

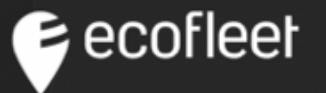
# Ecofleet story

we are a software as a service company

for 10 years

we have built tools for mobile enterprises

to maximize efficiency  
and minimize waste



# The most common problem in software development

is with listening what the user says.

## User says:

I want to know where my  
company vehicles are!

I want to make sure the drivers  
use the cars efficiently!

## Developer says:

Let's build a map!

Let's build a report!

# The problem with that

with every gain, there is a pain

with every gain, ~~there is a pain?~~

# Changing of the behaviour

Motivation

# Why no motivation?

No goals

No visible impact

No feedback about progress

No need

# „I’m a good driver”

Table 1

Distribution of percent of estimates over degree of safe and skillful driving in relation to other drivers. Higher percentiles represent less risky and more skillful driving.

	Estimated position in sample (percentiles)									
	0–10	11–20	21–30	31–40	41–50	51–60	61–70	71–80	81–90	91–100
<i>Safety</i>										
US sample	2.5	0.0	5.0	0.0	5.0	2.5	2.5	22.5	37.5	22.5
Swedish sample	0.0	5.7	0.0	14.3	2.9	11.4	14.3	28.6	17.1	5.7
<i>Skill</i>										
US sample	0.0	2.4	2.4	2.4	0.0	12.2	22.0	12.2	26.8	19.5
Swedish sample	2.2	6.7	2.2	4.4	15.5	17.7	11.1	24.4	13.3	2.2

Ola Svenson, Acta Psychologica #47, 1981

# „I’m a good driver”

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	Estimated position in sample (percentiles)									
	0–10	11–20	21–30	31–40	41–50	51–60	61–70	71–80	81–90	91–100
<b>&gt;80%</b>										
<i>Safety</i>										
US sample	2.5			0.0	5.0	2.5	2.5	22.5	37.5	22.5
Swedish sample	0.0	5.7	0.0	14.3	2.9	11.4	14.3	28.6	17.1	5.7
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# Elements of motivation

## Autonomy

„I feel in charge“

## Value

„It is a good thing to do“

## Competence

„I’m getting better at this“

# Create motivation without fleet manager

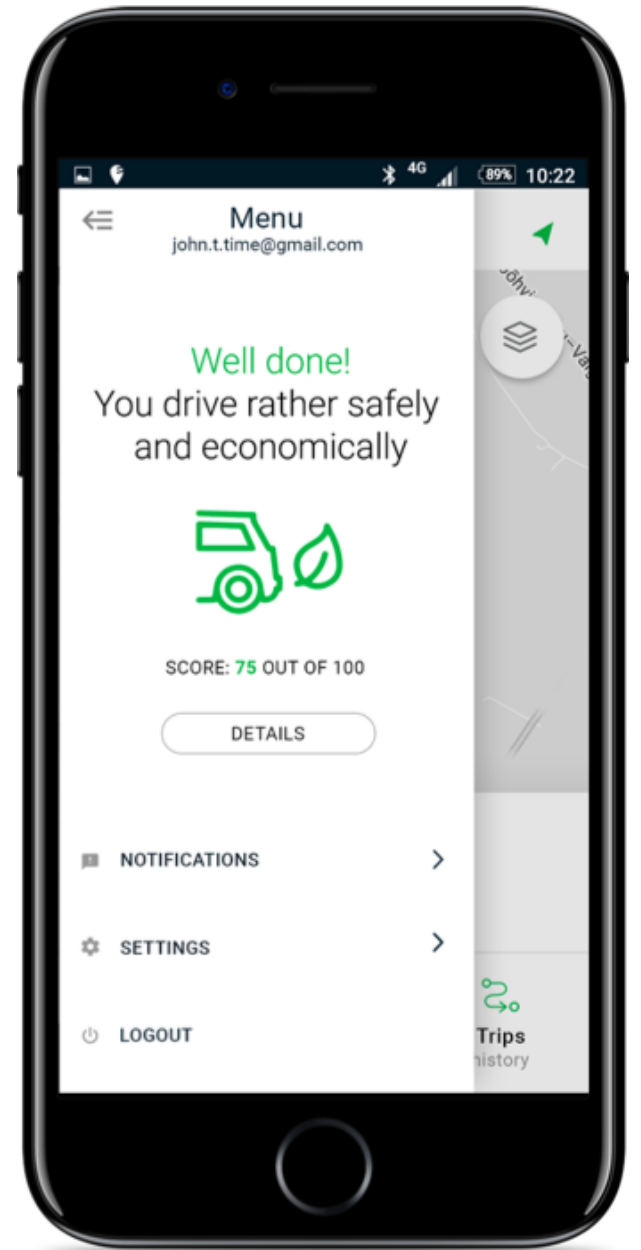
No goals → set goals

No visible impact → display impact

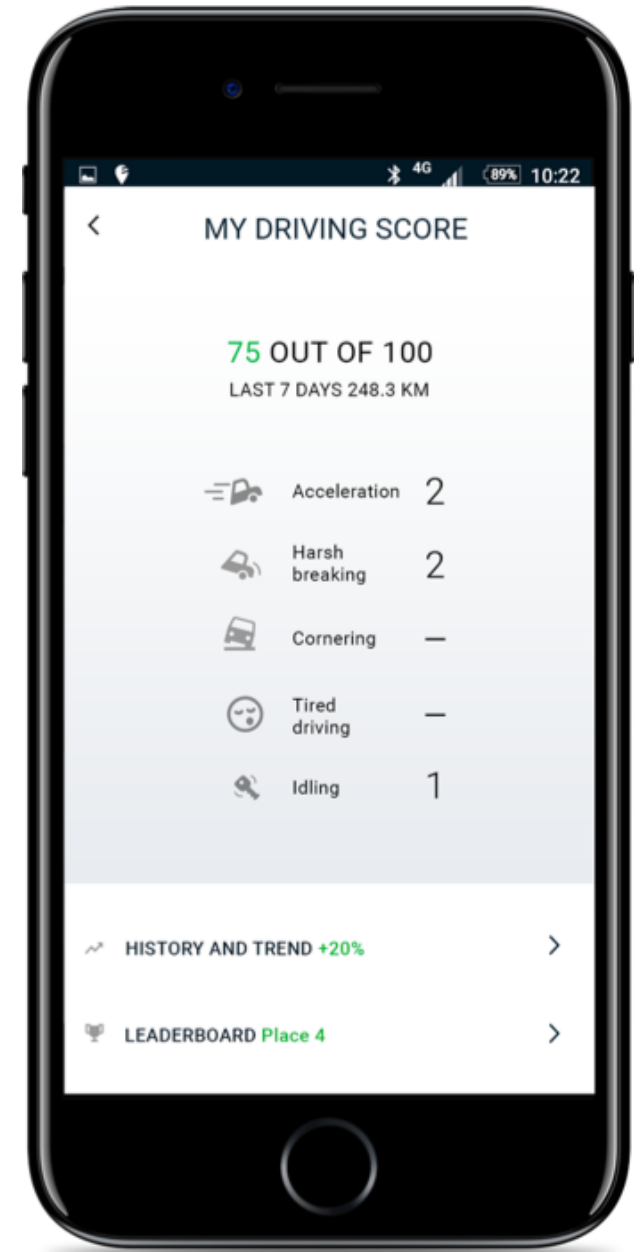
No feedback about progress → give feedback

No need → show the need

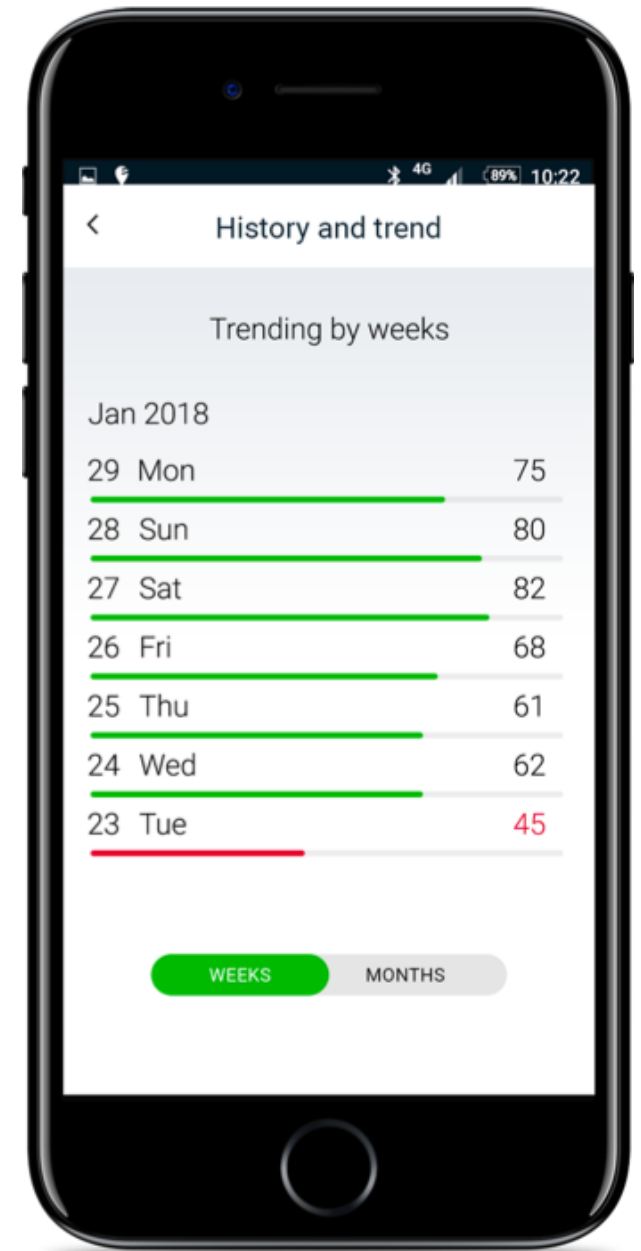
# Instant feedback



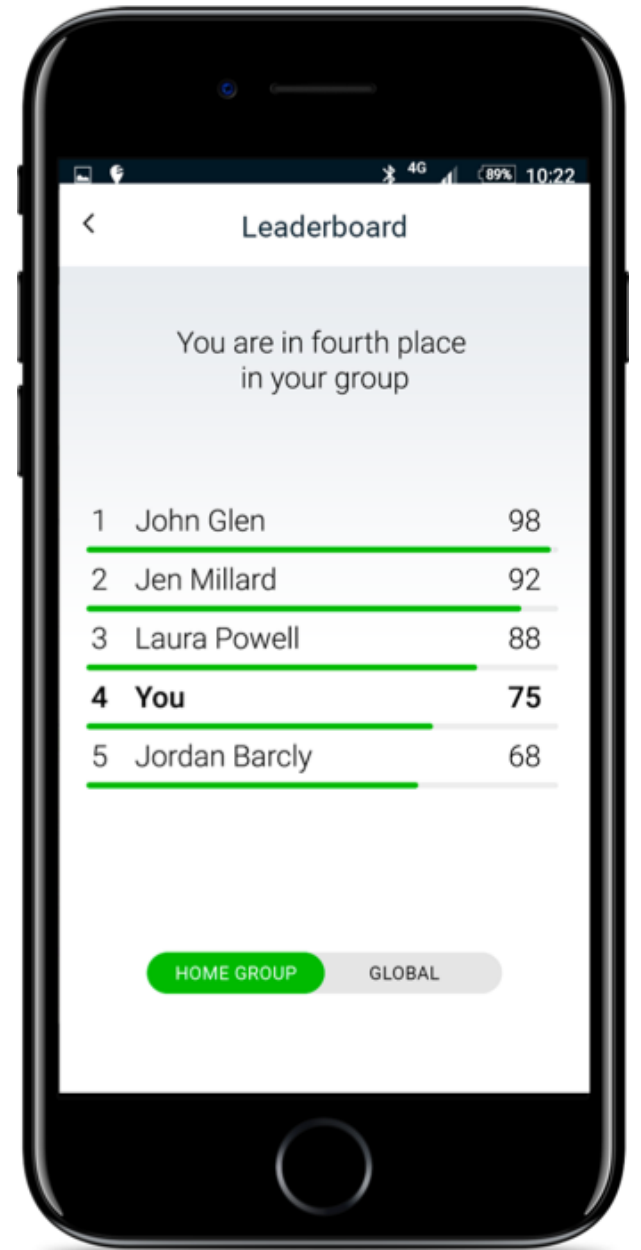
# Detailed feedback



# Show progress



# Reward



# Test group results

33%

Active participants

33%

Passive participants

33%

Don't care

# Key factors of successful gamification at work

It is a (fun) game, not means of punishment  
The rules must be simple and clear for everybody

More material rewards  
Management participation

# How long is motivating people relevant?

Carsharing / Ridesharing

Autonomous vehicles

Machine learning

# Carsharing / Ridesharing



# Autonomous vehicles



# Machine learning (in virtual reality)



REINFORCEMENT LEARNING DEMO

# Ecofleet news

31  
JAN  
2018

## Press release: Fleet Complete acquires Ecofleet, advancing its expansion in Europe

Company enters new markets in Scandinavia and Baltic states through acquisition of Ecofleet, reaching global subscriber base of over 400,000

**(Jan 31, 2018 – Toronto, Canada)** – Fleet Complete, the fastest-growing provider of IoT solutions in the connected commercial vehicle space, announced today its acquisition of Ecofleet, the leading fleet telematics player in the Nordic and Baltic regions. Terms of the transaction were not disclosed. This is Fleet Complete's second acquisition in Europe since ITmobile in 2016 (now operating as Fleet Complete Europe), establishing a presence in the Netherlands, Belgium, Luxemburg, Austria and, recently, Germany.

Ecofleet is the current top telematics provider in the north European market, offering cost-effective, high-benefit mobile asset management solutions in Denmark, Finland, Sweden, Norway, Estonia, Latvia, and Lithuania. The



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