BASE Exploitation Game Rethink. Reuse. Reinvent.

INNOVATION & BUSINESS MODEL TRIGGERS

01

Battery-as-a-Service

Who would benefit most from renting batteries instead of owning them?

02

Pay-per-Use Model

What industries rely on pay-per-use models today that could adopt this?

03

Leasing Economy

What risks and rewards come with leasing batteries instead of selling them?

04

Subscription Model

How could a battery subscription create long-term customer loyalty?

05

Data Monetization

What battery data would companies pay the most for?

06

Battery Marketplace

What incentives would attract buyers and sellers to this platform?

07

Digital Twins for Batteries

How could a virtual battery model improve efficiency and reduce waste?

08

Personalized Battery Insights

What KPIs can be the most valuable for users to track?

09

Second-Life Hubs

How could second-life battery hubs create new business opportunities?

10

Battery Trade-In Programs

What can make users return old batteries instead of discarding them?

11

Battery Rental Services

What industries would benefit from short-term battery rentals?

12

Modular Design Customization

Can you tailor battery modules per industry?

13

Urban Battery Recycling Centers

How can recycling be made profitable and scalable?

14

Decentralized Energy Grids

How could batteries power local businesses?

15

Battery Passport as a Service

Who will pay for verified battery data?

16

Carbon Offsetting Credits

How could companies earn sustainability credits with battery data?

17

Gamification of Battery Usage

Can gamification increase user engagement?

18

Battery Alerts & Predictive Maintenance

Will price of predictive maintenance increase?