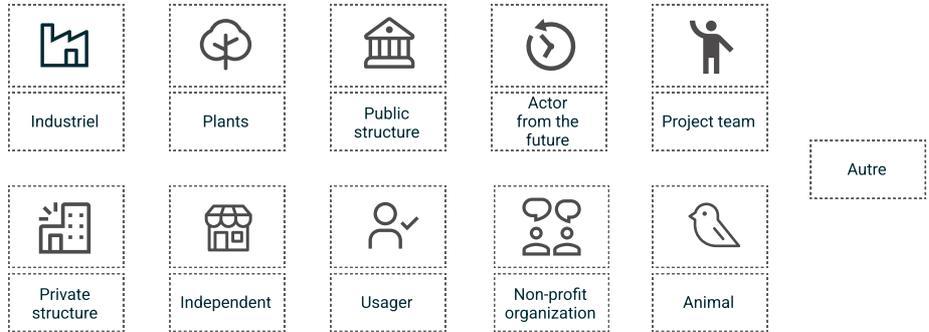


# CARTOGRAPHY ECOSYSTEMICS

## What's in a bio-inspired ecosystem?

### Stakeholders

The rule of systemic design is that proximity is not proportional to impact. That's why we suggest expanding your ecosystem beyond the direct players.



### Exchange elements between assets

What links you to the other players? What do they bring to the table?



### Types of interaction

transmit / receive



low / high dependence



official / unofficial



Taking an interest in the types of interactions with other stakeholders in the ecosystem offers the possibility of identifying those to be consolidated, created or, on the contrary, discontinued (subtractive logic).

missing link / to be undone



willingness to partner

