

Four Pillars of Sustainable IT

<http://makingsoftwaregreener.com>



kelly@makingsoftwaregreener.com

What is Sustainable IT?

<http://makingsoftwaregreener.com>



kelly@makingsoftwaregreener.com

Sustainable IT is a series of practices and principles to reduce waste, decrease the environmental footprint, and reduce the costs of IT.



<http://makingsoftwaregreener.com>



kelly@makingsoftwaregreener.com

These four pillars build upon each other;
they are:

- Awareness
- Consciousness
- Enablement
- Empowerment

We'll examine each of them in more
detail.

Awareness



<http://makingsoftwaregreener.com>



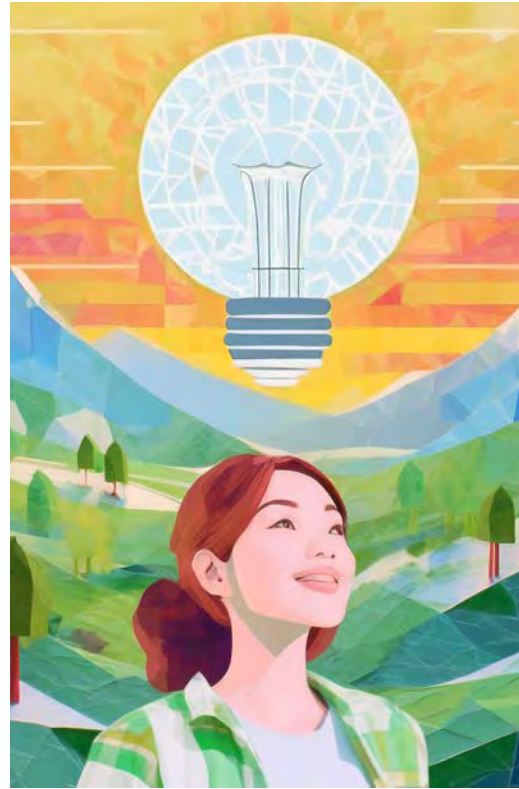
kelly@makingsoftwaregreener.com

It all starts with Awareness. Without being aware that there is a problem or, more importantly, that there is a way to do something about it, progress cannot be made.

Awareness

In 2020, Information and Communications Technology accounted for 3.5% of the total carbon footprint of the planet.

How smartphones are heating up the planet



<http://makingsoftwaregreener.com>

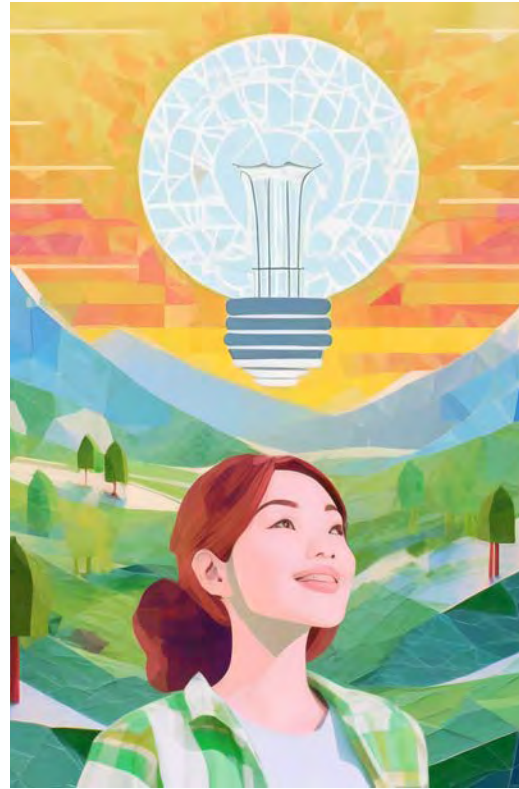


kelly@makingsoftwaregreener.com

Awareness

**By 2040,
Information and
Communications
Technology will
account for 14% of
the total carbon
footprint of the
planet.**

How Green Is Your Software?



<http://makingsoftwaregreener.com>

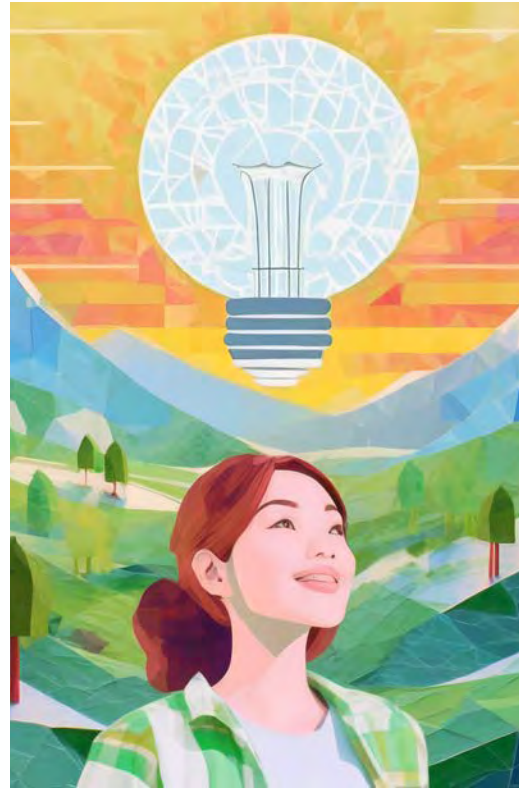


kelly@makingsoftwaregreener.com

Awareness

**A 2kg laptop
requires 400kg in
raw resources**

The Digital Collage - A
workshop to understand the
impact of digital technologies
on the environment



<http://makingsoftwaregreener.com>

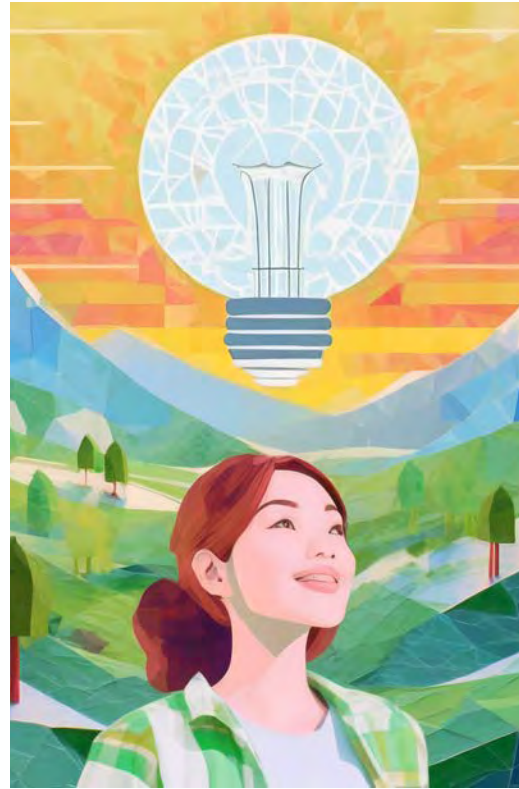


kelly@makingsoftwaregreener.com

Awareness

Microsoft's global water consumption increased 34% between 2021 to 2022 to nearly 1.7 billion gallons

A.I. usage fuels spike in Microsoft's water consumption



<http://makingsoftwaregreener.com>

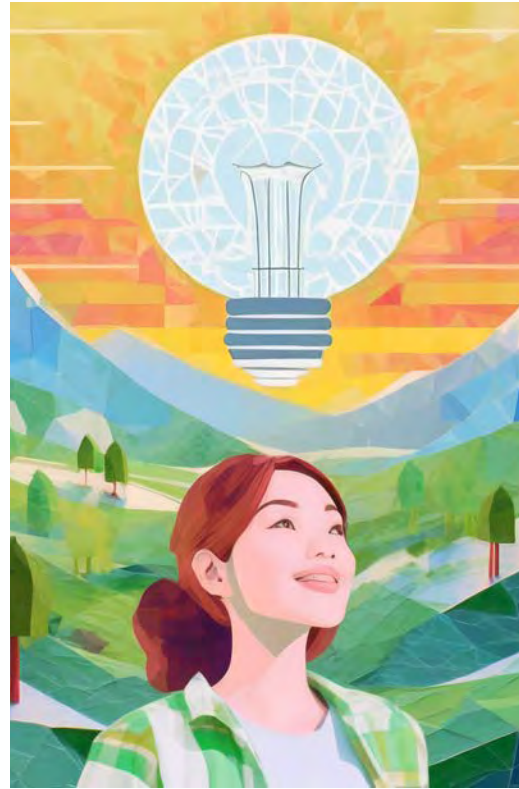


kelly@makingsoftwaregreener.com

Awareness

**ChatGPT uses
16oz water for
each 5-50
questions**

A.I. usage fuels spike in
Microsoft's water
consumption



<http://makingsoftwaregreener.com>

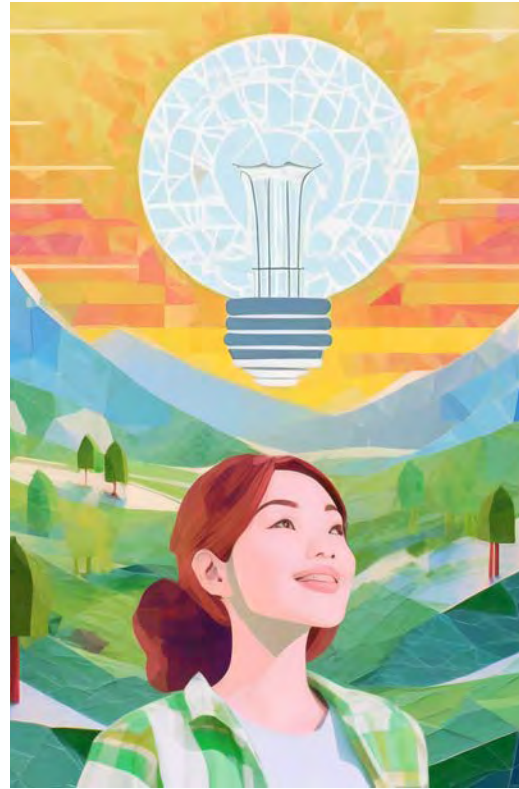


kelly@makingsoftwaregreener.com

Awareness

**1.13 billion
smartphones were
shipped in 2023.**

2024 smartphone market
rebound: What's driving the
change



<http://makingsoftwaregreener.com>

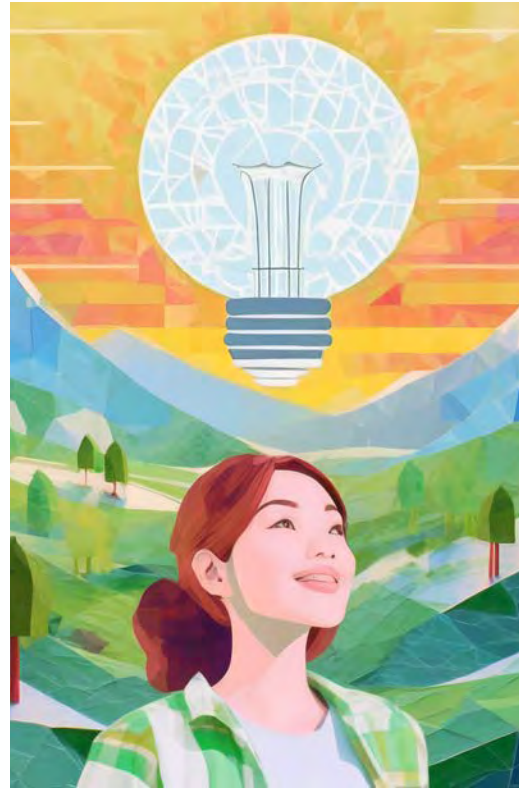


kelly@makingsoftwaregreener.com

Awareness

There are ~5.4 billion internet users in 2023, a 45% increase since 2018.

ITU Statistics



<http://makingsoftwaregreener.com>



kelly@makingsoftwaregreener.com

Consciousness



<http://makingsoftwaregreener.com>



kelly@makingsoftwaregreener.com

Once you are aware, then you can become conscious of areas where improvements can be made. You'll notice areas which can use improvement. You'll become more conscious of what and where things should change.

In the Phoenix Project, Gene Kim introduced the concept of the Three Ways.

The first way is to remove barriers to delivering value to customers. Find a speed bump, mitigate it, and repeat. The mitigation does not have to be a permanent solution -- it's more important to make iterative solutions. For instance, a post-it note might reduce barriers to delivering value. Rather than creating a huge platform which will take 18-24 months to implement, if it ever is completed, you can make progress today. This isn't to say that there isn't value in platforms or CI/CD systems, but more that sometimes IT professionals get caught up in the tools and the nifty-factor rather than concentrating on what's important -- creating value for your customers.

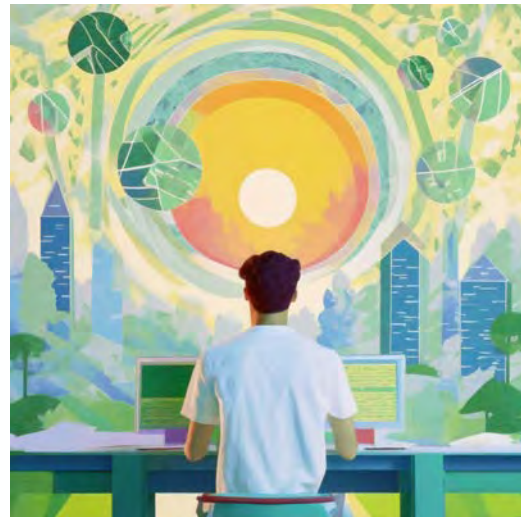
In the context of Sustainable IT, this entails finding inefficiencies and areas of unnecessary expense. Whether it be inefficient algorithms, wasted disk space, or issues with the architecture, these are all areas which could benefit from improvement.

But be pragmatic about it; be agile. Smaller, incremental changes are better than grandiose change.

The Second Way is about fast feedback loops. Measure all the things. The only way to truly know that a change has made a difference is if you have metrics.

The third way is continuous improvement and experimentation.

Enablement



<http://makingsoftwaregreener.com>



kelly@makingsoftwaregreener.com

Enablement is the ability to make a change.

After becoming conscious of the issues, the Manifesto helps enable people by allowing them to see ways in which they can make a difference.

Empowerment



<http://makingsoftwaregreener.com>



kelly@makingsoftwaregreener.com

Once enabled, you can then become empowered and make a difference.

Empowerment is gaining the power and skills to be able to make a change.

Sustainable IT Manifesto

<http://SustainableITManifesto.org>



<http://makingsoftwaregreener.com>



kelly@makingsoftwaregreener.com

The Sustainable IT Manifesto is a series of principles embodying sustainability in Information Technology. What differentiates the Manifesto from other practices is that they encapsulate the entire scope of IT -- from inception, thru value delivery, continuous improvement, and maintenance.

The Manifesto, at its heart, is Pragmatic. Achieving sustainable practices in IT takes time and effort; it is not something which can be encapsulated within an 18 month project, at the end of which your organization is "sustainable". Recognizing that the path to sustainability is a process, the manifesto encourages individuals and organizations to make Better Choices and to continuously improve their products, processes, and practices.

Sustainable IT Manifesto

**Energy Efficiency
over Raw
Performance**



<http://makingsoftwaregreener.com>



kelly@makingsoftwaregreener.com

Prioritizing energy conservation, whether in the design of software algorithms or the architecture of hardware components, even if it means potentially sacrificing top-tier performance.

Sustainable IT Manifesto

**Resource Efficiency
over Resource
Abundance**



<http://makingsoftwaregreener.com>



kelly@makingsoftwaregreener.com

Using resources like processing power, memory, and material components efficiently, reducing waste in both software and hardware production

Sustainable IT Manifesto

Long-term
Sustainability over
Short-term Gains



<http://makingsoftwaregreener.com>



kelly@makingsoftwaregreener.com

Making decisions in software and hardware design and development that favor lasting positive impacts on the environment, even if they don't provide immediate financial benefits.

Sustainable IT Manifesto

**Holistic Impact
Awareness over
Siloed Focus**



<http://makingsoftwaregreener.com>



kelly@makingsoftwaregreener.com

Understanding and considering the broader impact of decisions, whether they pertain to software logic or hardware assembly, and recognizing their interconnectedness.

Sustainable IT Manifesto

**Return to
Environment over
Return on
Investment**



<http://makingsoftwaregreener.com>



kelly@makingsoftwaregreener.com

While profitability is essential, we should weigh the environmental benefits and contributions against the exclusive pursuit of financial returns.

Sustainable IT Manifesto

**Inclusive
Collaboration over
Isolated Decision
Making**



<http://makingsoftwaregreener.com>



kelly@makingsoftwaregreener.com

Including diverse perspectives, from software engineers to hardware technicians, to ensure that environmental considerations are comprehensively addressed.

Sustainable IT Manifesto

**Adaptive Planning
over Fixed
Roadmaps**



<http://makingsoftwaregreener.com>



kelly@makingsoftwaregreener.com

Flexibility in planning, allowing for adjustments based on new information or changing environmental contexts in both software and hardware fields.

Sustainable IT Manifesto

**Transparent
Reporting over
Selective Disclosure**



<http://makingsoftwaregreener.com>



kelly@makingsoftwaregreener.com

Being open and honest about the environmental impacts, both in software's energy consumption and the environmental cost of hardware production.

Sustainable IT Manifesto

**Continuous
Environmental
Learning over Static
Knowledge**



<http://makingsoftwaregreener.com>



kelly@makingsoftwaregreener.com

Committing to ongoing learning about environmental impact and sustainability, from understanding the energy costs of running software to recognizing the carbon footprint of hardware manufacturing processes.

Sustainable IT Manifesto

**Community and
Ecosystem
Wellbeing over
Individual Benefits**



<http://makingsoftwaregreener.com>



kelly@makingsoftwaregreener.com

Recognizing the importance of overall wellbeing and the impact of our software and hardware decisions on communities and ecosystems.

Sustainable IT Manifesto

**Eco-friendly
Materials over
Cheap Alternatives**



<http://makingsoftwaregreener.com>



kelly@makingsoftwaregreener.com

When designing hardware, choosing materials that are sustainable, recyclable, or have a minimal environmental impact, even if they are costlier.

Sustainable IT Manifesto

**Device Longevity
over Planned
Obsolescence**



<http://makingsoftwaregreener.com>



kelly@makingsoftwaregreener.com

Designing hardware that is durable and long-lasting, reducing the need for frequent replacements and thereby reducing electronic waste.

Principle	Column(s)
Energy Efficiency over Raw Performance	Consciousness, Enablement
Resource Efficiency over Resource Abundance	Consciousness, Enablement
Long-term Sustainability over Short-term Gains	Awareness, Empowerment
Holistic Impact Awareness over Siloed Focus	Awareness, Consciousness
Return to Environment over Return on Investment	Consciousness, Empowerment
Inclusive Collaboration over Isolated Decision	Empowerment, Enablement
Adaptive Planning over Fixed Roadmaps	Enablement, Empowerment
Transparent Reporting over Selective Disclosure	Awareness, Consciousness
Continuous Environmental Learning over Static	Awareness, Consciousness, Enablement
Community and Ecosystem Wellbeing	Awareness, Empowerment
Eco-friendly Materials over Cheap Alternatives	Consciousness, Enablement
Device Longevity over Planned Obsolescence	Enablement, Empowerment



The Sustainable IT Manifesto consists of 12 principles focused on promoting sustainability in the development and usage of software and hardware. These principles emphasize energy and resource efficiency, long-term sustainability over short-term gains, holistic impact awareness, environmental contributions, inclusive collaboration, adaptive planning, transparency, continuous learning, community well-being, the use of eco-friendly materials, and device longevity.

This table attempts to align the manifesto's principles with the pillars based on the essence of each principle and how it relates to raising awareness, fostering a sustainability-conscious mindset, enabling sustainable practices, and empowering stakeholders to make sustainable choices.



<http://makingsoftwaregreener.com>



kelly@makingsoftwaregreener.com

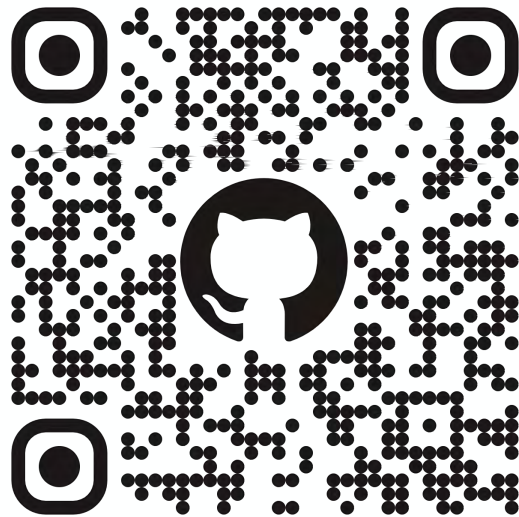
Other Resources

- [Green Computing Foundation](#)
- [Green Software Foundation](#)
- [SustainableIT.org](#)
- [The Sustainable IT Manifesto](#)
- [Making Software Greener](#)



Slides Available

<https://github.com/making-software-greener/4pillars/>



<http://makingsoftwaregreener.com>



kelly@makingsoftwaregreener.com