

Today most of the western countries have changed their ordinary life because of digital tools, the effects from digitalization when it comes to sharing economy, machines that exchange information in real time, and other features have changed the platforms which we rely on (Hüther, 2016). To keep exploring and inventing the built environment should string along with the rest of the community.

To use the profit motive within business, in theory it's interpreted to be done efficiently. A fully competitive economy, in theory, when there are no market imperfections like externalities, monopolies, information, power imbalance or likewise, it would create such a setting. Within theory of economy, it's commonly discussed that this is provided within a free and competitive market. If a firm is to maximise its profits, it won't let resources be drained and washed away. By this, a firm can't use their resources or time, explicit, their capability of doing business goes to squandered. However, the competitive market itself should minimize profits, since profits is a cost to the value chain. Competition is the key tool by which markets overcome the individual firm's profit maximization incentive, it provides the need of innovations and stimulates the incentive of exploring new ideas. By using the profit as motive, it could in the sense, make small ideas mature and develop to innovations.

Innovation is different from invention, which is an idea or a model for a new improved product or process. In an economic sense, an invention becomes an innovation when the improved product or process is first introduced to the market, (Rennings, 1999). Process innovations occur when a given amount of output (goods, services) can be produced with less input. Product innovations require improvements to existing goods (or services) or the development of new goods. Product innovations in machinery in one firm are often process innovations in another firm.

Changes that are technological and that damage the established firms are commonly not that radically or different from a point of view, most often bits and pieces brought together, (J. L. Bower, 1995). However they do have two important attributes, first and foremost they apply something that customers are not valuing in the moment of time. Second, they change the output level and performance at such a speed that new technology can later invade the established market. The output and demand have been increased and the pioneers of the market will later have been in advantage. A somewhat financial incentive to perform better and increase profit drives the market forward.

As (Arazskiewicz, 2017) writes in the article, the next years in facility management will be crucial for growth and spread of facilities management services. Innovations based on new business models and digitization will be crucial for development. Concerning this there is a gap in the common knowledge how to find the correct business models in the narrow and big picture. Interactions could be one of the core features.

Interaction and communication between people and facilities are changing, in the digital 21st century. Since the introduction of smartphones by Steve Jobs in 2007, every industry has changed their perception of what the future will hold. In construction management, Building Information modelling (BIM) change the way we construct, smartphones change the way we interact. Though, the built environment is still main part of facilities, where digital tools might be most efficient. Concerning this, the issue of this research is to evaluate if there are any economic incitements for digitalization of properties, especially digitalization of passage systems, and further on, what a future how digital keys might be functioning. The subject is in the current debate actualized by the walkout of the garbage's mans in Stockholm, and their intimated knowledge about keys where one of the more arguments spoken about. (Kristian Lönner, 2017). Digital keys might create a better functioning process.