



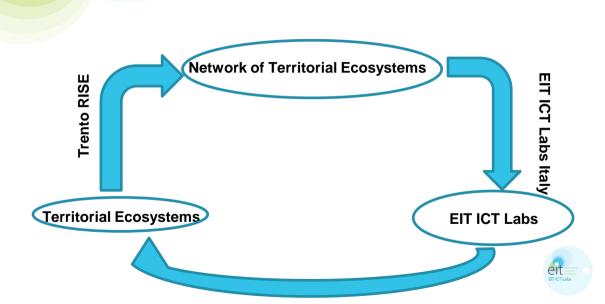
## **Experience and Living Labs** An Asset for Innovation

Fabio Pianesi Trento Rise and EIT ICT Labs Italy





# Experience and Living Labs Background concepts



### **Territorial Ecosystems**



Territorial Ecosystems stem from the systematic interactions among

- Citizens (= end users)
  - stimulate, and participate in, service innovation
- Companies,
  - · deliver service innovation enabled by technical innovation
- Research centers and universities
  - deliver technological innovation



#### **The Trentino Region**

#### We are a "small" territory:

- •20.000 hectares
- 500.000 inhabitants
- •60% over 1000 mt / 20% under 600 mt

#### With some "big" numbers in interesting topics:

- Expenditure in R&D = 2.09 GPD (1,26 Italy 2,01 EU27)
- •6,4 every 1000 inhabitants employed in R&D (3,8 Italy 4,9 UE27)
- •1 University, 12 Public Research Centres Fiat Research Microsoft Research Centre
- •900 km optical fiber, 1600 access points, industrial district connect 100 Mb
- •61% Family connected to Internet at home (55% Italy)
- •71% index ICT in Public Sector (59% Italy)







#### **Trento Rise**



- Association partnered by FBK (ICT Research centre) and University of Trento
- Funded (mainly) by Province of Trento
- Core partner, and host of the Co-location Center, of the Italian node of EIT ICT Labs

#### Mission:

- Organizing and leading the territorial ecosystem
- Fostering innovation through Public Private partnerships involving Public Administration and Citizens (e.g. as "stakeholders" and "users") Universities, Research Centers, and Companies



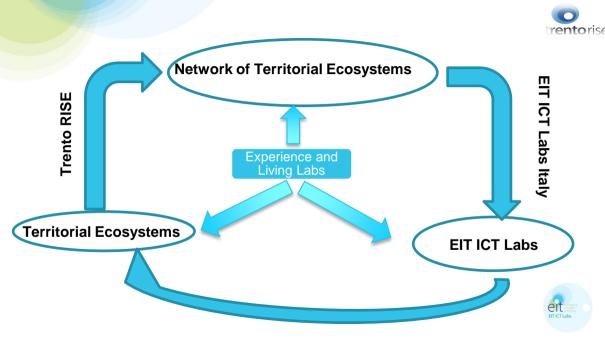
#### **EIT ICT Labs - Thinking Global, Acting Local**



- Focus on Territory and on Leveraging ICT for Quality of Life
- Strong Academia and Industry participation
- Strong support and stimulus from national and local governments











## Experience and Living Labs Concept and working model

#### **Experience and Living Labs**



Experimentation environments for testing and modifying products and services

- Focus on the end-user-experience
- End-users involvement in real-life or real-as-life settings.
- Users may act as co-designers
- One of EIT ICT Labs' tools supporting innovation and speeding up transition to market



#### E&LL



#### What:

- Territory-wide socio-technical facilities
- One of EIT ICT Labs' tools supporting one of EIT ICT Labs' tools no market innovation and transition to market permanent pools of users, infrastructures sets and stakeholders.

#### Why

- Support the validation
- address user-ce
- make avail
- attraci •



- How
- Fo
- End-
- Users

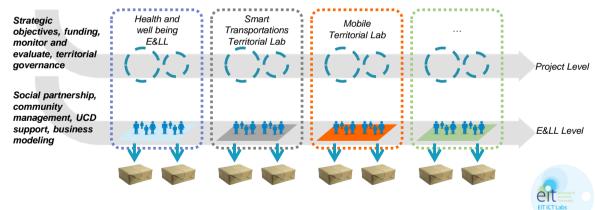
- Jer-experience ement in real-life or real-as-life settings.
- act as co-designers



### E&LL: working model











# Trento E&LL Two examples

#### Health and Well Being E&LL

Based on a strong local social partnership (social cooperatives, volunteering associations, public bodies)

Pool of older people (>200)

Available services

- Testing and validation of H&WB services at peoples' homes
- Support for speeding up transition to market

First customer

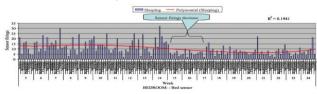
- Winner of PCP tender (up to 1,5M€ per 3 years)
- Goal: deliver advanced services for primary and secondary prevention with older people at home
- Validation: 200 older adults, professional and non-prof. caregivers

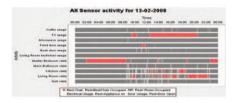


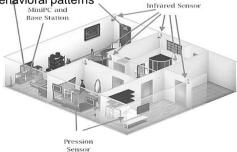


#### **Details on involved technologies**

- Ambient intelligence and monitoring
- Multimodal analysis of human behavior
- Decision support systems
- Advanced middleware for data management
- Human computer interaction for visualization of complex behavioral patterns
- Social networking
- Mobile computing







## **Mobile Territorial Lab**



#### **MTL Goals**

#### Users

- Currently >60 users
- 150 in June 2013
- Going to open to anybody willing to be part of the community
- Community management



#### **Service RDI**

- Data analysis platform for large communities
- User's behaviors **self awareness** platforms
- Personal Data Store for mobile data management
- Co-design and beta testing of networking mobile apps
- Targeting specific CoP (Communities of Practices)





## Trento E&LL Business model

#### **E&LL: value network**



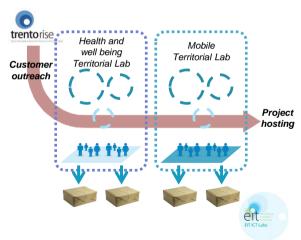
Marketing and Client Outreach to attract companies and projects to become "customers" of E&LLs

Customers exploit E&LL services:

- Program #1: Support in designing E&LLs-related Tasks and Activity
- Program #2: Methodological consultancy for UCD aspects
- Program #3: Planning, coordination and execution of real-life experimentations and validations

Revenues:

- Customers pay a usage fee
- EIT ICT Labs covers part of the costs for its members



#### The vision: Open E&LLs cross-border network



- •E&LLs as One-stop-Shops offering User-Centered Design services
- •Employing sound business models
- •Covering all the RDI cycle phases
- •Covering several innovation domains (HWB, Energy, Media, Transportations, etc.)
- •Providing specific assets (users panels and basic ICT)
- •Online repository and marketplace

Towards an EU-wide market of User-centered design services











