



Laia Sánchez Casals

Collaboratory & EU projects & Future Divercities & SML

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Co-funded by the
Creative Europe Programme
of the European Union



CITILAB



Citilab

4.5 ★★★★☆ · 70 reviews

Association or Organization

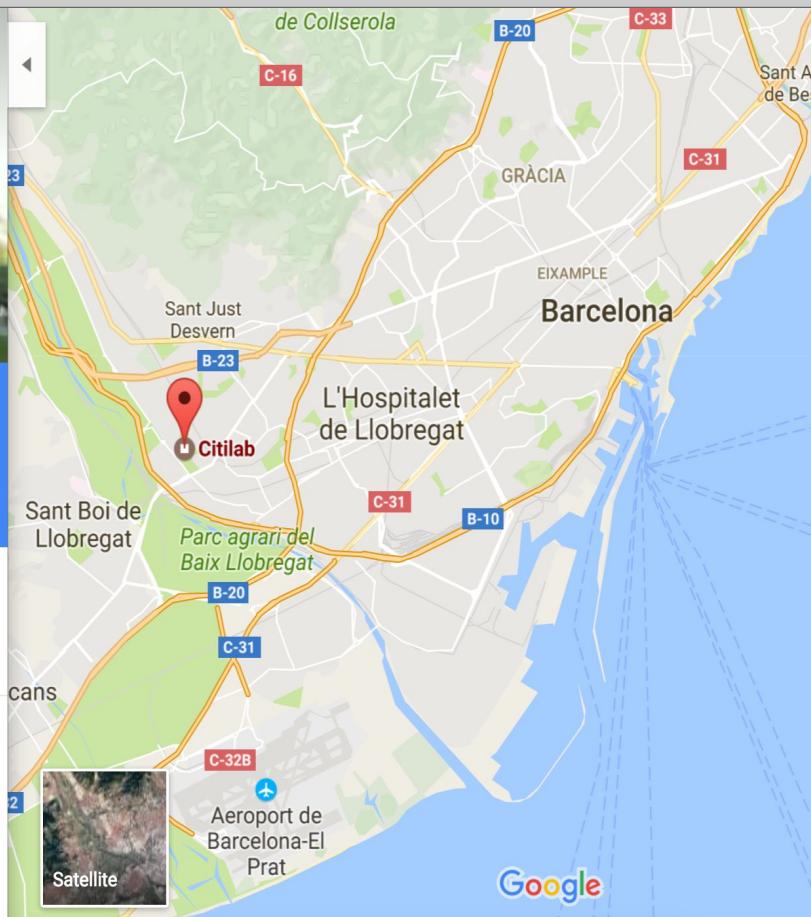
Directions

SAVE NEARBY SEND TO YOUR PHONE SHARE

Plaça Can Suris, s/n, 08940 Cornellà de Llobregat, Barcelona, Barcelona, Spain

citilab.eu

+34 935 51 06 60



Citizen1: Hello!

Citilab: Wellcome to Citilab!

Citizen2: I've been told that here you do courses to learn to use the computer.

Citilab: Not really... but What would you want to do?

Citizen3: I would like to learn to use the computer

Citizen4 I'm unenployed: I want to find a job

Citizen5: I'm launching a company...

Citizen6: I want to know other people like me. I'm retired and I want to have fun and do interesting things!

Citizen7: I need help with the production of an artwork that I'm doing...

Citizen8: To do a Lan Party!

Citizen9: I like to do things...

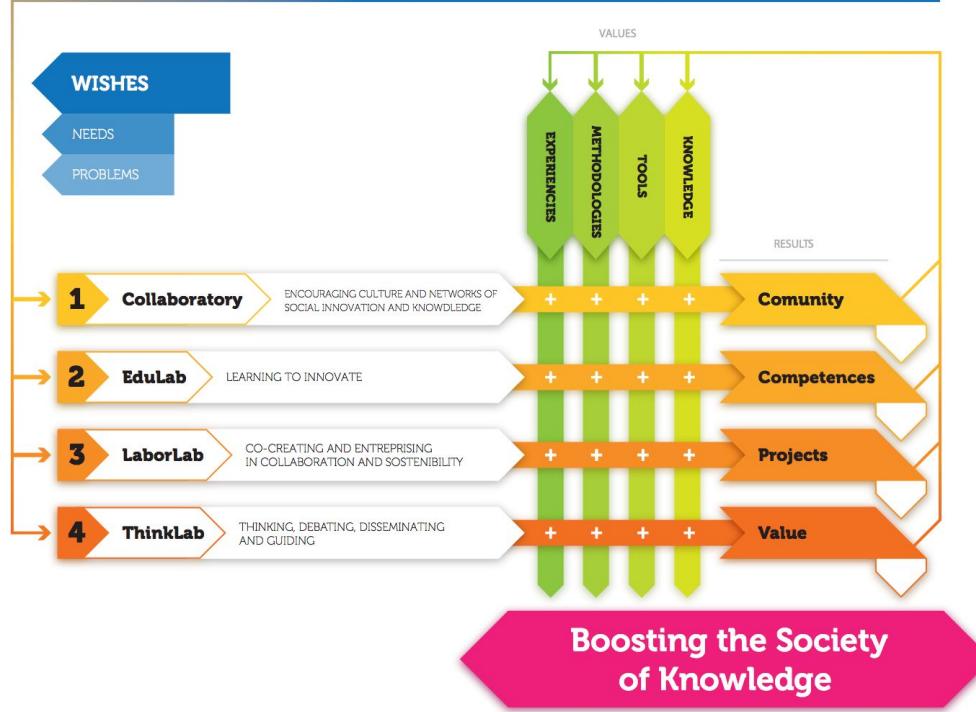
Citilab: That's interesting ! Maybe we have a project that can be of your interest...

All Citizens: And we could learn, launch our startup, artwork, lanparty, know people and make fun things?

Citilab: ¿Why don't you try? To start you need to get your Citilaber Id 3€ /year and you can access to our open surf area



AND YOU, WHAT DO YOU WANT TO DO?



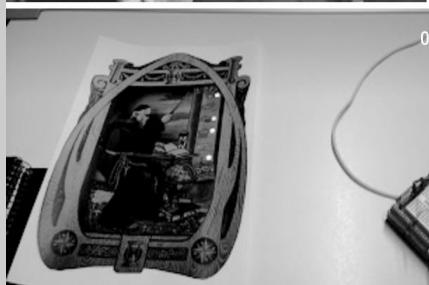


THINKLAB · CONEIXEMENT · IDEES · ORIENTACIÓ





Technology for critical & creative thinking





INNOVATION MODEL, SKILLS,
CO-WORKING, SHARING MODEL

LABORLAB • EMPRENEDORIA SOCIAL • NOVES
PROFESSIONS



LABORLAB · IOT





STE(A)M

STEM
STUDENTS

50% YOUNGSTERS
UNEMPLOYMENT

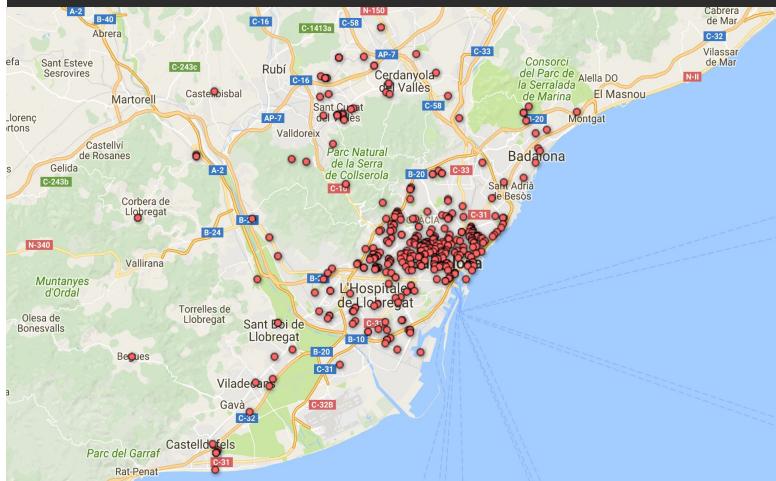
STEM JOBS

900.000 professionals
needed in STEM at EU

40% less STEM students
in the last decade



Mapping Barcelona Metropolitan Area ecosystem



#XISC16

Altres

ASDIVI

Esplai de l'Associació per la Integració de Persones amb Discapacitat de Vilafranca (ASDIVI)

0 Comments

SOLIDANCA

Mapeig d'agents de la innovació amb la XISC

The screenshot shows a social media post from the XISC16 page. It features a logo of a sun with a face, the text "ASDIVI Esplai de l'Associació per la Integració de Persones amb Discapacitat de Vilafranca (ASDIVI)", and a green logo for "SOLIDANCA". Below this is a map of the Barcelona area with various locations labeled and numbered, corresponding to the "Mapeig d'agents de la innovació amb la XISC".



Trobada durant la setmana de la co-innovació

COLLABORATORY



COL·LABORATORI · INNOVACIÓN PARTICIPATIVA



COL·LABORATORI · OPEN SURF - MOBILE TEAM





THE NET, THE LAB & CITY

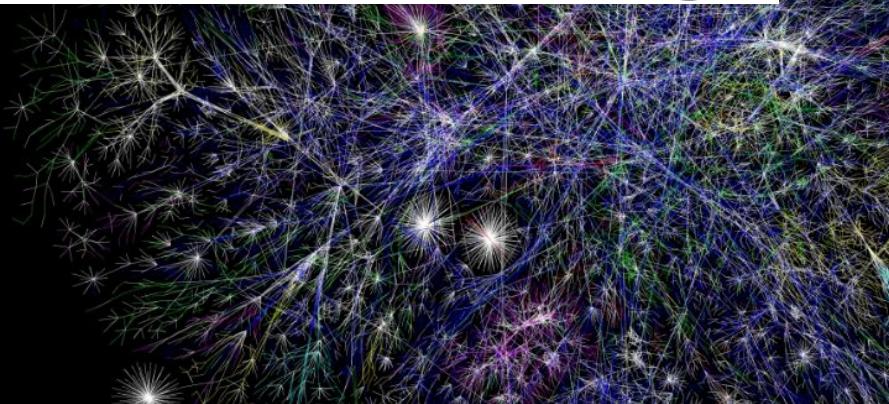
Growing Open cultural innovation Ecosystems
to approach our social challenges by creative
city making

5

≡

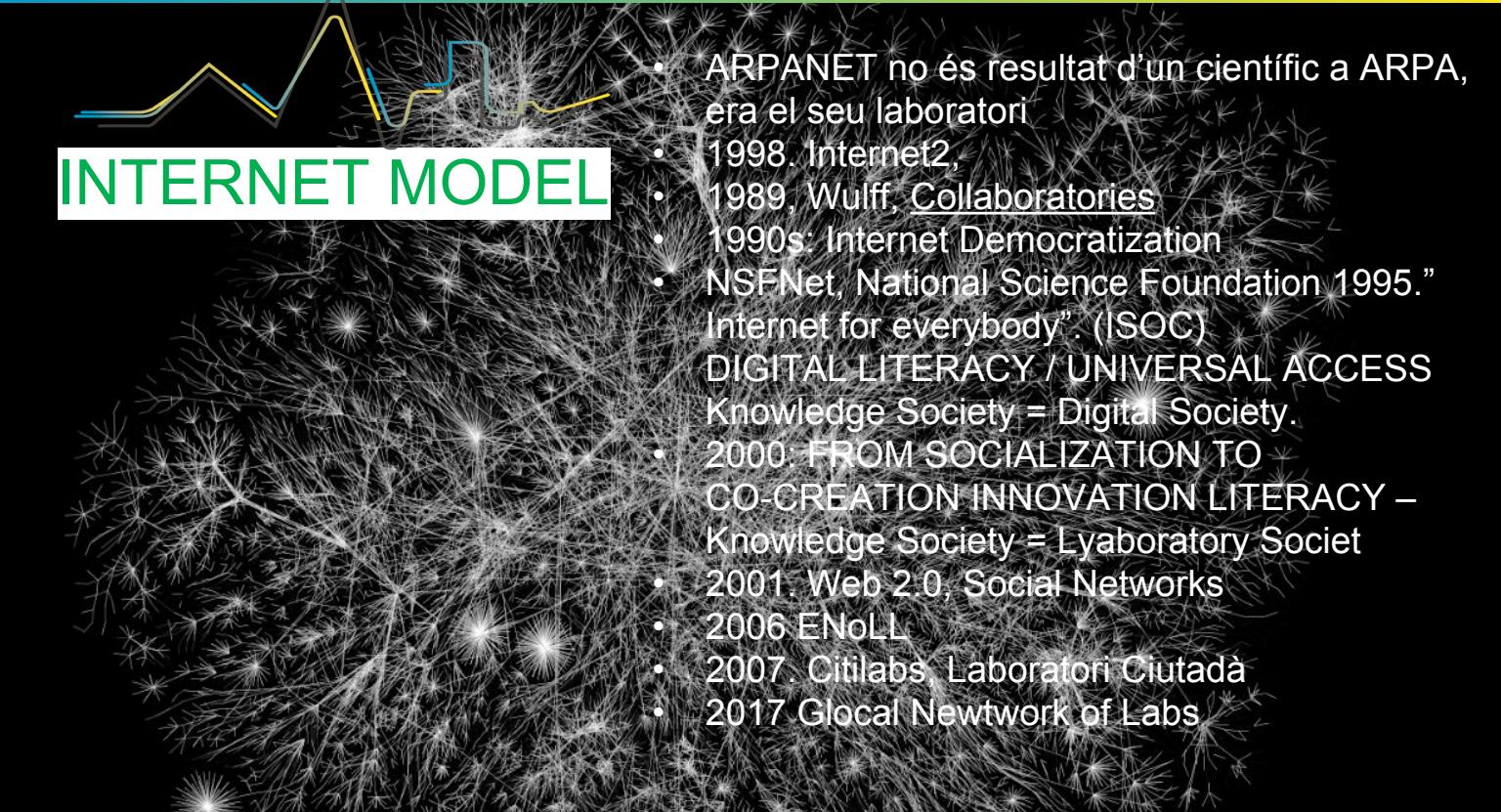


THE NET: science & design





INTERNET MODEL



- ARPANET no és resultat d'un científic a ARPA, era el seu laboratori
- 1998. Internet2,
- 1989, Wulff, Collaboratories
- 1990s: Internet Democratization
- NSFNet, National Science Foundation 1995."Internet for everybody". (ISOC)
DIGITAL LITERACY / UNIVERSAL ACCESS
Knowledge Society = Digital Society.
- 2000: FROM SOCIALIZATION TO CO-CREATION INNOVATION LITERACY – Knowledge Society = Lyaboratory Societ
- 2001. Web 2.0, Social Networks
- 2006 ENoLL
- 2007. Citilabs, Laboratori Ciutadà
- 2017 Glocal Newtwork of Labs





NET AS AN OPEN INFRASTRUCTURE

Open design network

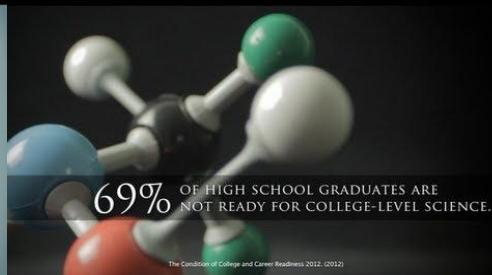
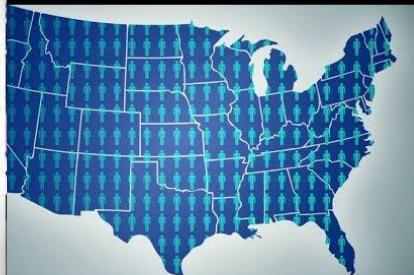
- Open and Public technology
- *Open network*
- A technology placed in the hands of users /
- *"The end to end principle"*
- A network for Design Scientists: ARPANET
- Openning of ICT: "Internet is for everyone".
Digital culture





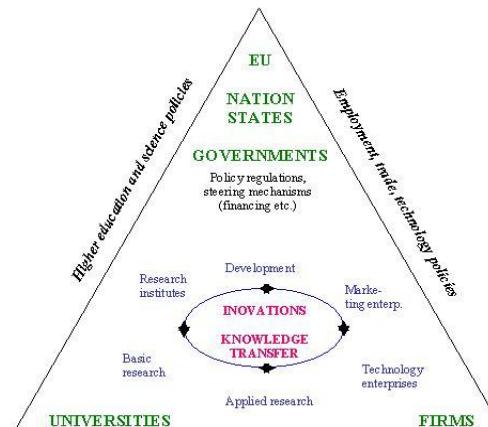
THE RIGHT TO INNOVATE

1 MILLION
new jobs
will open up in
ENGINEERING



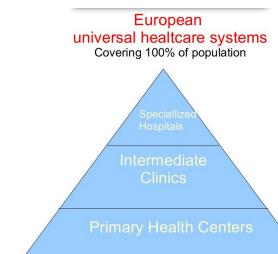
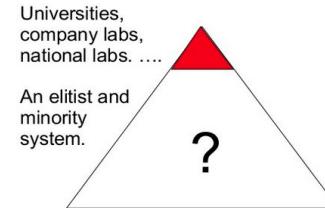
Sistemes Nacionals d'innovació

1. SCIENCE-TECH-INDUSTRY
(Frascati – producto, proceso, marketing, organizativa)
2. LINEAL INNOVATION R&D
3. 3 HELIX
(Ezkovitz y Leydesdorf):
4. Clusters



Nelson, Rosenberg, Porter (1993)

The current Innovation Systems



Artur Serra, 2014





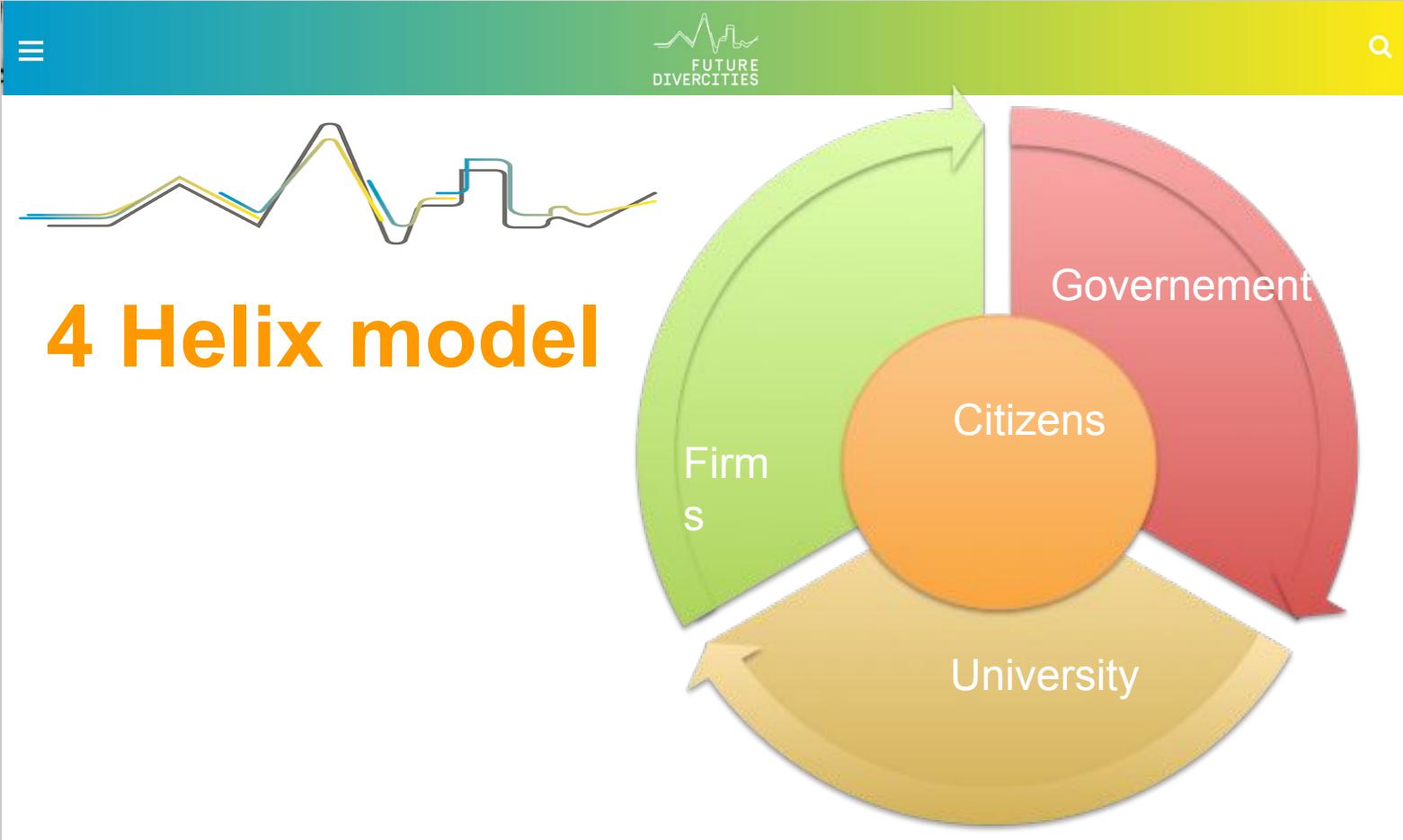
Sistemes Nacionals d'innovació



We have universal educational system, we have universal health system. Why not a universal innovation system?

“End-to-end” innovation principle: An open system. Put the control of innovation the hands of the citizens. Breaking the monopoly of innovation by big universities, corporations or gov. centers.







PPPP: People, public, private, partnership

A second difference is the creation of consortia where besides the traditional institutions of R & D systems, it has SME, schools, NGOs, civil society entities, individuals as stakeholders





Open innovation ecosystems

Smart citizens / Smart Cities

SMART: efficient and sustainable management of the networks systems, infrastructures and data of the city and the citizens...

To IMPROVE services and to enhance a better live quality in the cities



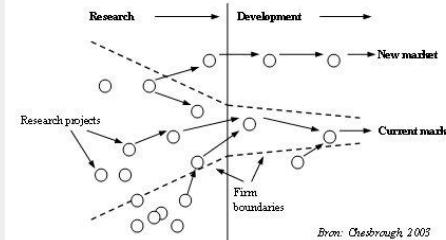


INNOVACIÓN

SOCIAL



ABIERTA
Henry
Chesbrough



CIUDADANA





SOCIAL INNOVATION

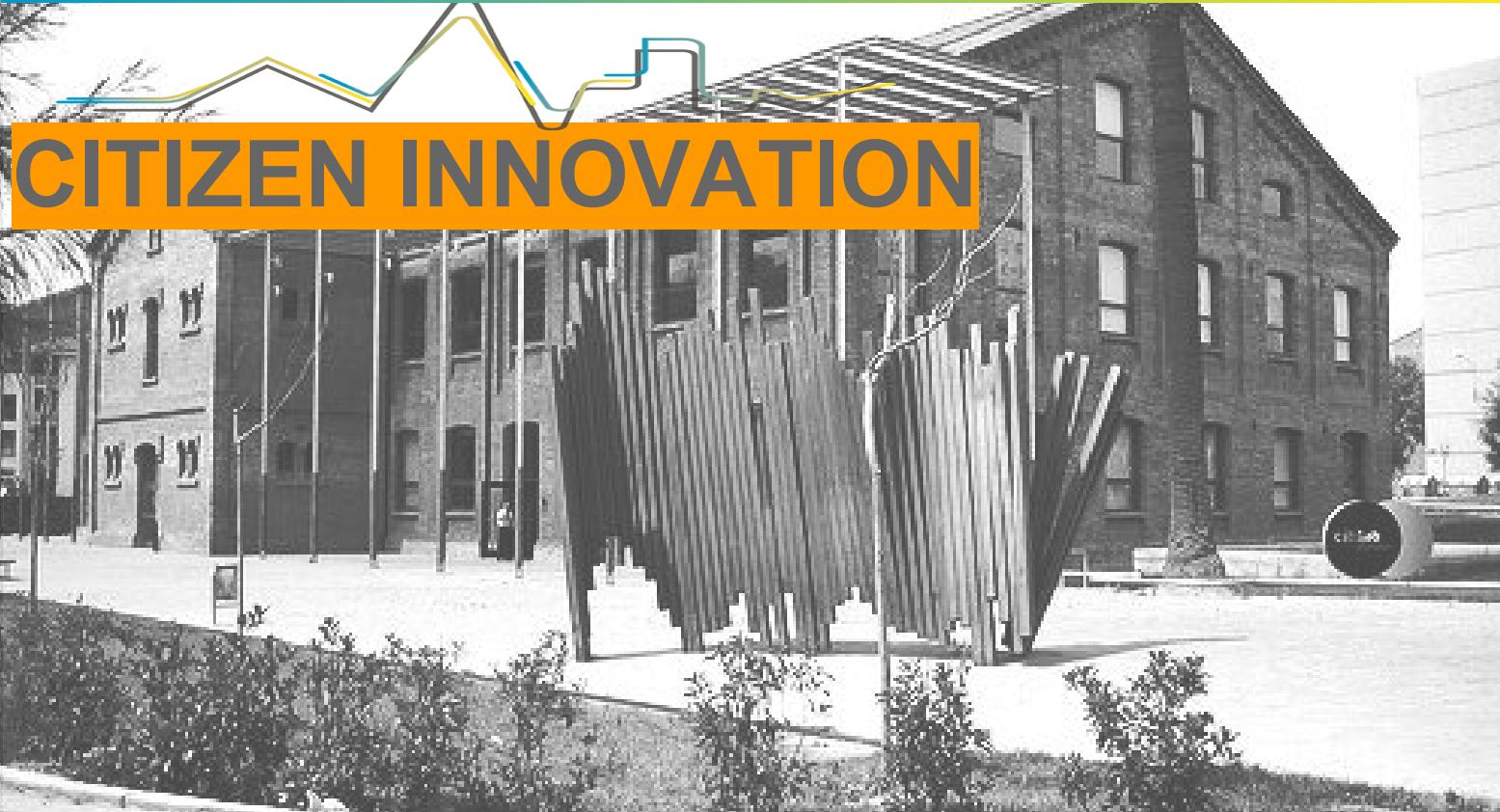
What: Characteristics - Novelty, social need, social improvement, sector neutrality, emergence

Who: public/ private individuals, organizations or networks

How: By citizens engaged in creative city making projects on...

1. Health
2. Education
3. Employment
4. Habitat
5. Social capital /Social inclusion
6. Participation
7. Environment
8. And Culture!!!





Citilab methods and tools

Explorar PLEs
per a estudiants



Experiències de
PLEs per a
mestres

Pensament
computacional,
prototipat, APIs..
tallers i jams,



Competencies per
innovar



Metodologies
d'engagement i
co-creació

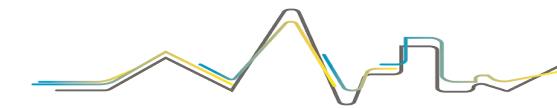




COMPUTATIONAL THINKING

2017-10-10 - twitter.com





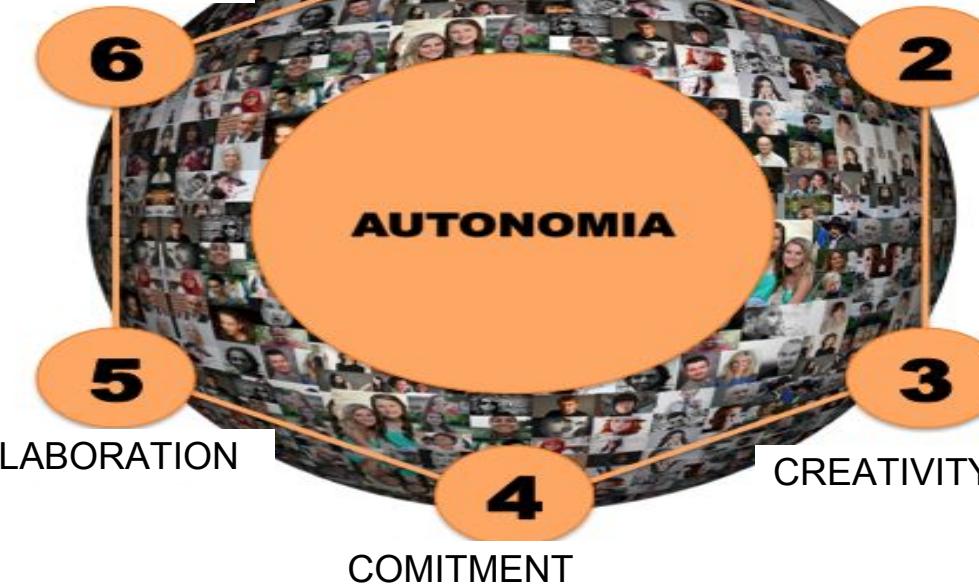
INNOVATION COMPETENCES

EXECUTION

AWARNESS

1

MOTIVATION

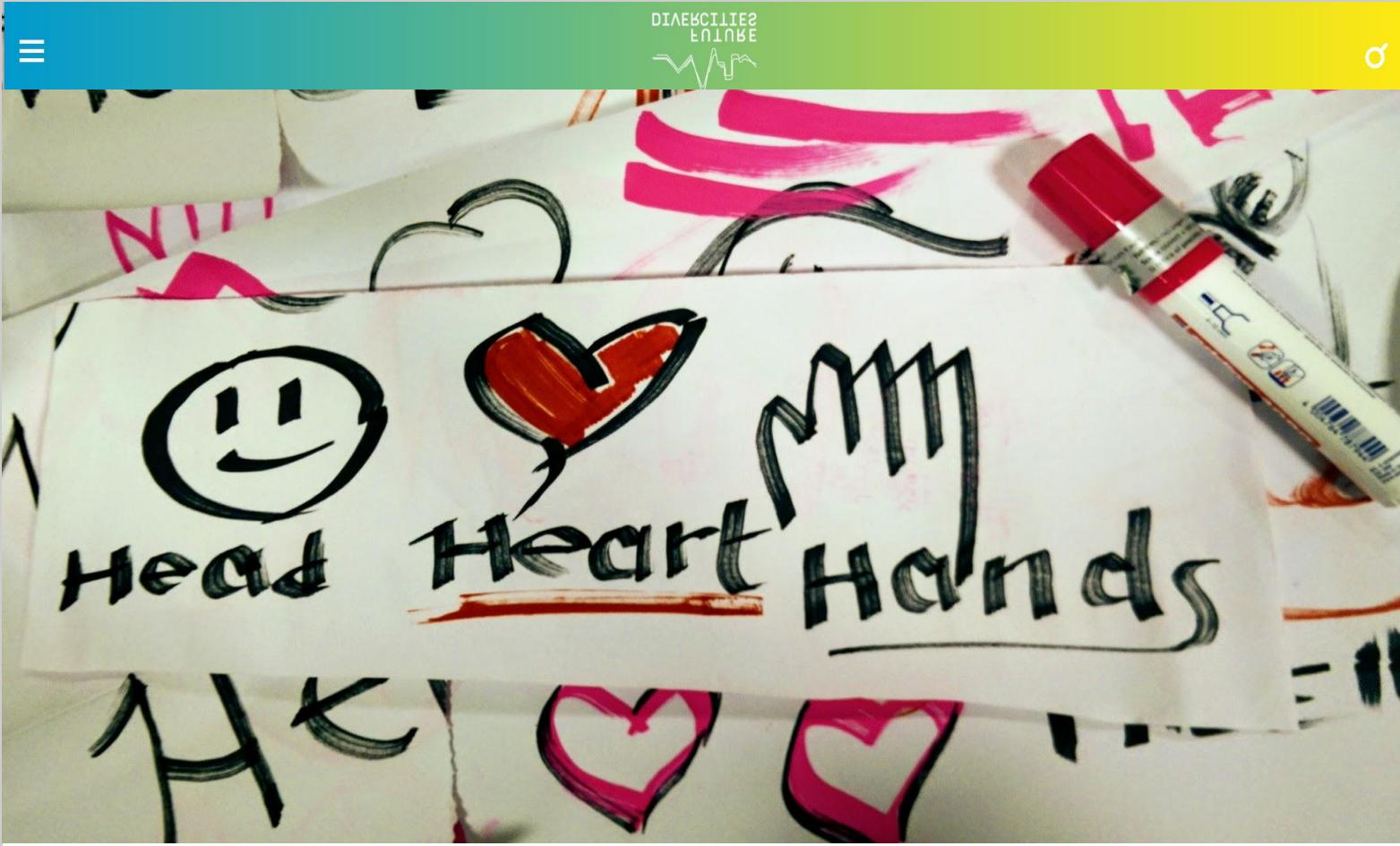




SPARKING CO-CREATION IN OPEN INNOVATION ECOSYSTEMS

H H H







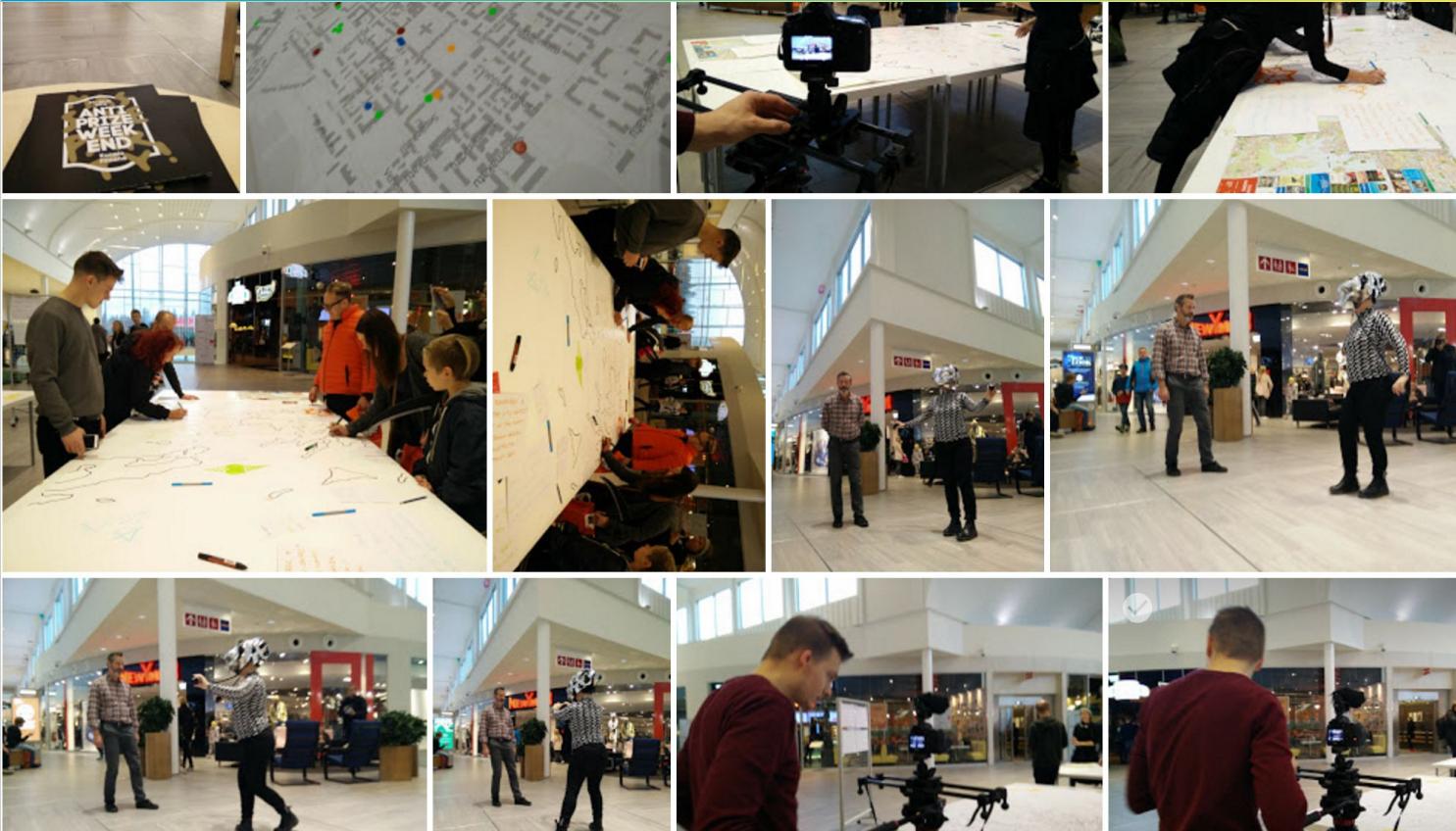
Head

mapping an open innovation
ecosystem





COL·LABORATORI · INNOVACIÓN PARTICIPATIVA

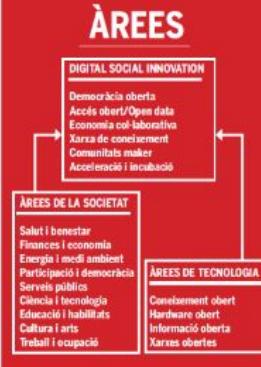




QUÈ ÉS INNOVACIÓ SOCIAL DIGITAL?

S'entén la Innovació social Digital com: Un tipus d'innovació i de col·laboració mitjançant la qual els innovadors, usuaris i comunitàs col·laboren utilitzant tecnologies digitals per crear conjuntament solucions per un ampli rang de necessitats socials a una escala i velocitat inimaginable abans de l'arribada de les TIC.

Growing a Digital Social Innovation Ecosystem for Europe, pag. 9.



CAT LABS



CATALUNYA COM A COL-LABORATORI

INNOVACIÓ SOCIAL DIGITAL

i2cat⁺ Generalitat de Catalunya

SOC Servei d'Ocupació de Catalunya

Generalitat de Catalunya

Iniciativa d'Ocupació Jove
Unió Europea
Fons social europeu
Catalunya es la llar



[news](#)[about us](#)[events](#)[all living labs](#)[members](#)[Login or Sign up!](#)

Living Labs



Be patient, the map is under construction. If you can't find your living lab on it, kindly provide the ENoLL Office (info@enoll.org) your location details

Three types of ENoLL Members

Membership Types

The ENoLL organisation has three kinds of memberships: Effective Members, Associated Members and Adherent Members. You can read more on ENoLL Membership on [this page](#). Besides the three kinds of memberships, ENoLL community also give recognition to living labs. All the Living labs certified by ENoLL are listed as Accredited Living Labs.

Effective Members, Associated Members and Adherent Members are Members who have paid an annual membership fee and therefore have access to ENoLL Services.

Effective Members:

Effective Members are indicated with this logo:

If your organisation already is an adherent member, but wants to step up in the Living Lab community by becoming an effective member as well, you will find the relevant information on [this page](#).

Associated Members:

These organisations are not Living Labs themselves, but are dedicated to support and develop the Living Lab community:



MAPEIG DEL TALENT

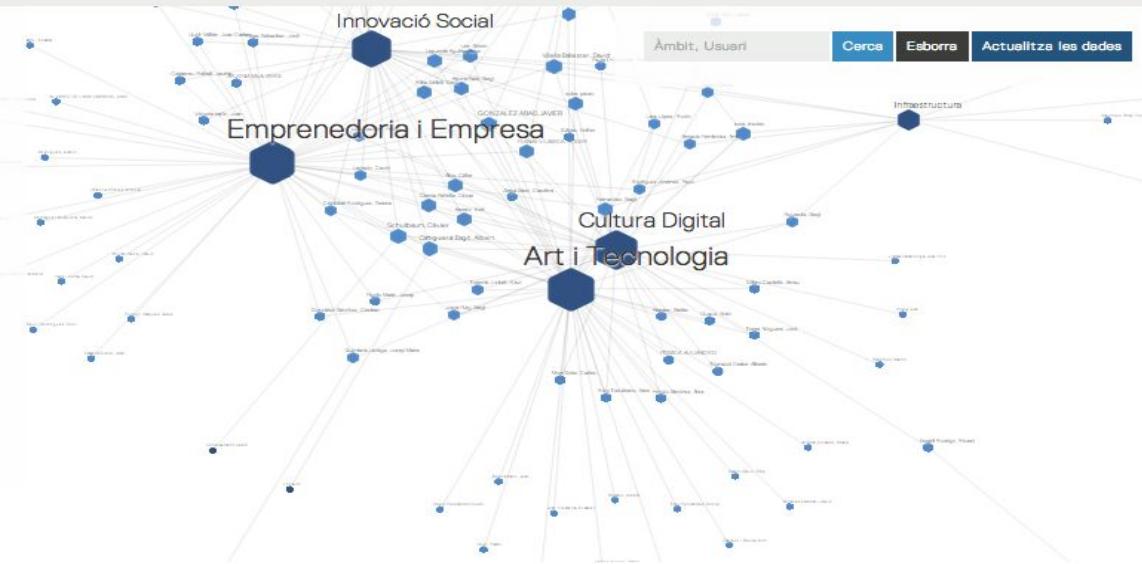
Cerca la persona o l'àmbit que t'interessi.

Seleccionant un dels nodes, pots veure més informació.

Si no hi ets, regístra't a la web.

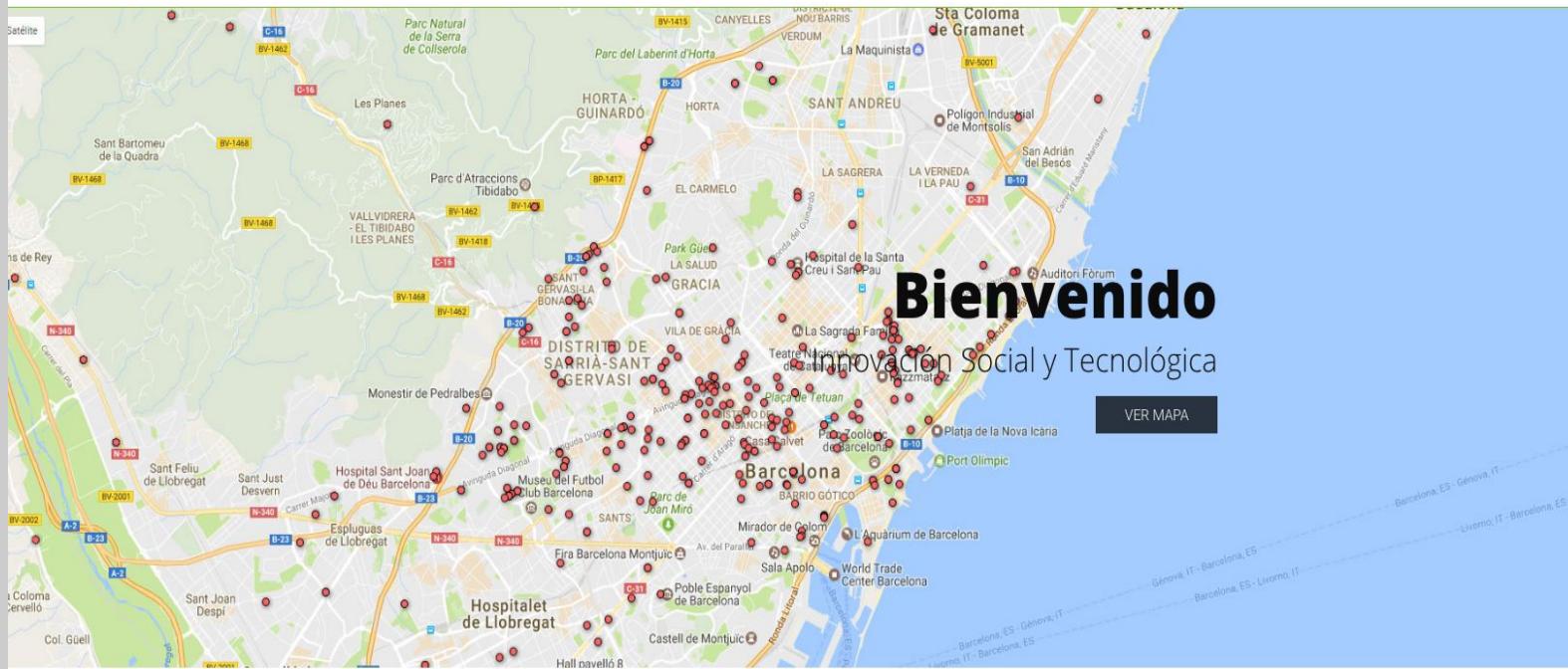
● Persones

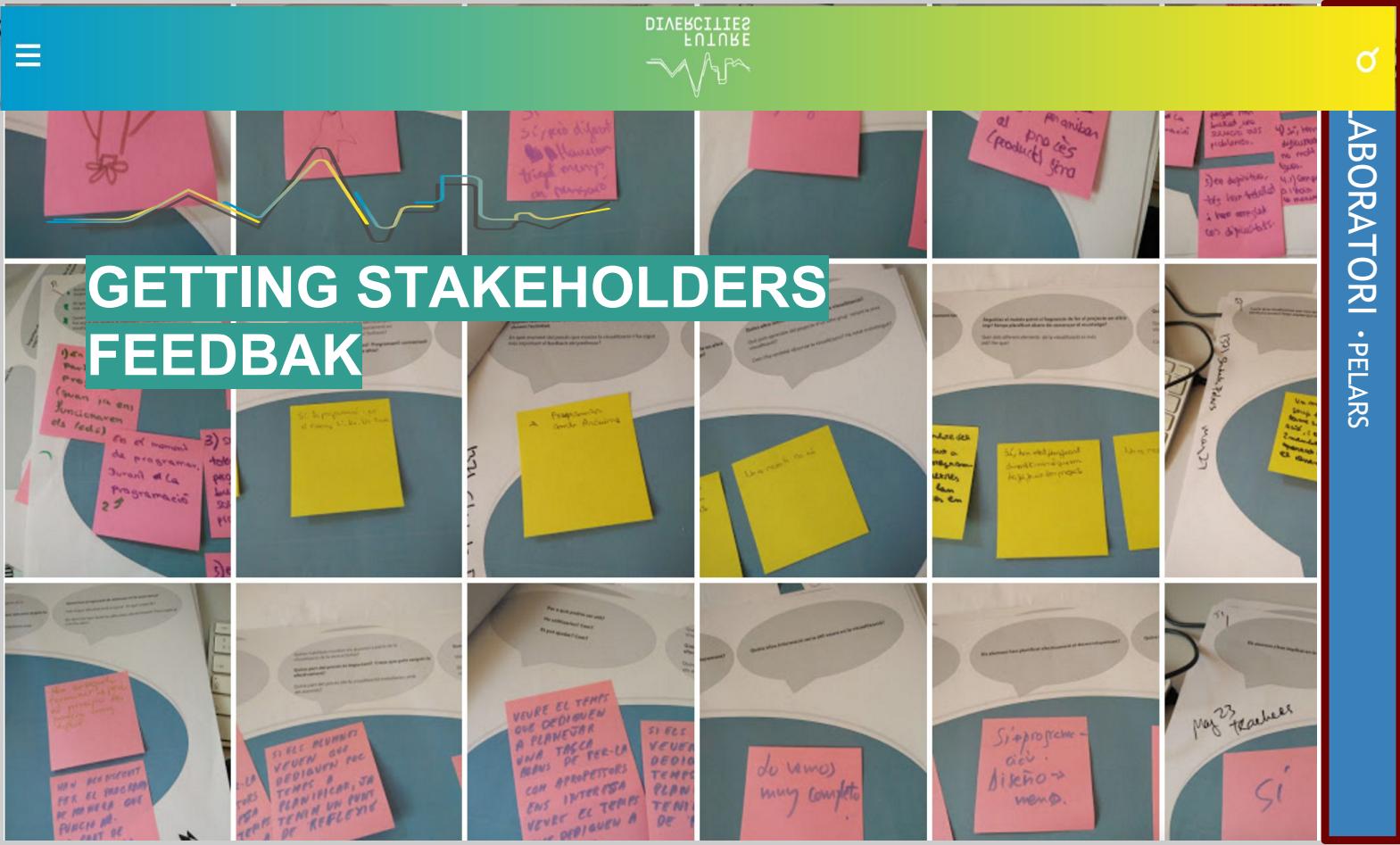
● Àmbits



ÁREA LAB

INICIO PROYECTOS AGENTES ORGANIZACIONES AGENDA BLOG FORO





LABORATORI • PELARS







Pressupostos participatius 2018



Diges la teua sobre com invertir 1.346.875 euros a la ciutat!



Sessions informatives
durant el mes de març



Presentació de propostes
de l'1 al 30 d'abril



Avaluació propostes
del 2 de maig al 15 de juny



Votació propostes
del 16 de juny al 15 de juliol



Què són els pressupostos
participatius?



Registra't i fes-nos arribar les teves
propostes!





MEGA CITY



3D

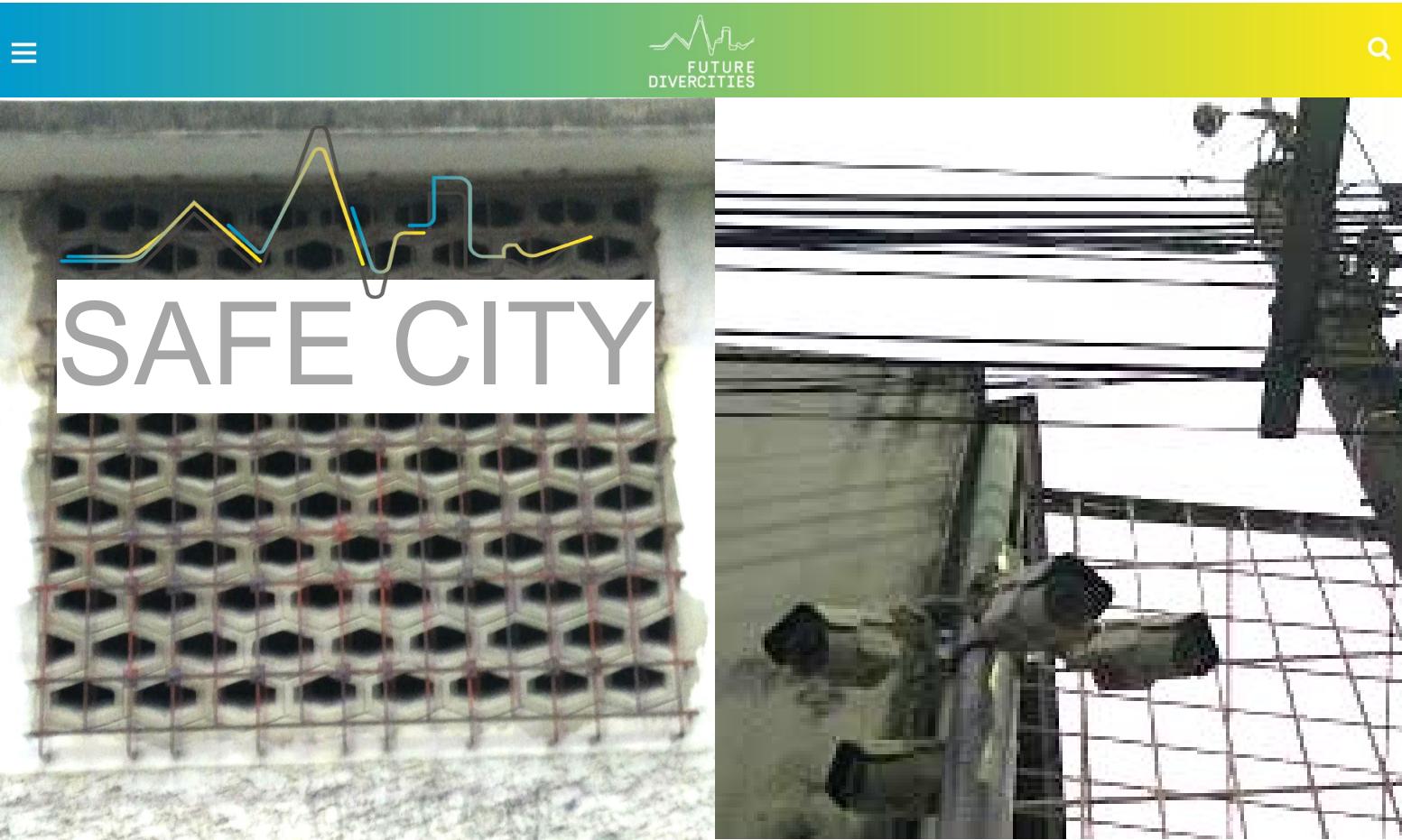
COL·LABORATORI · ARTI I CREATIVITAT





GREAN CITY





FUTURE
DIVERCITIES



FUTURE DIVERCITIES

Gordon Falconer
Cisco Big Data, Customer Practice
Cisco BSC

IDEAS + NEGOCIOS
RED INNOVA
BBVA
...un ejemplo de territorio que esté gestionando bien?

...had, for example, in all of the photovoltaic solar panels.

SMART CITY

Therefore, your uncle Blades, who requires a large amount of electricity,

Jean-Louis Massaud
General Manager of Architecture, Jean-Louis Massaud

IBM

Smart Cities
Un primer paso hacia la Internet de las cosas
Fundación Telefónica
Telefónica

Smart Cities
La medida y control de una contaminación, empleando para ello tecnología GPRS. Si el elevado coste y lentitud en la recepción de datos han sido...

Proporciona información mediante una plataforma de visualización de datos.

En Oklahoma redujeron el consumo entre un 10% y un 15% planificándose según el costo en cada momento.

CISCO





FUTURE DIVERCITIES

SENTIENT CITY

Redada# intel·ligència colectiva
Sentient Cities, Sociedad creativa procomú, Tactical urbanism...



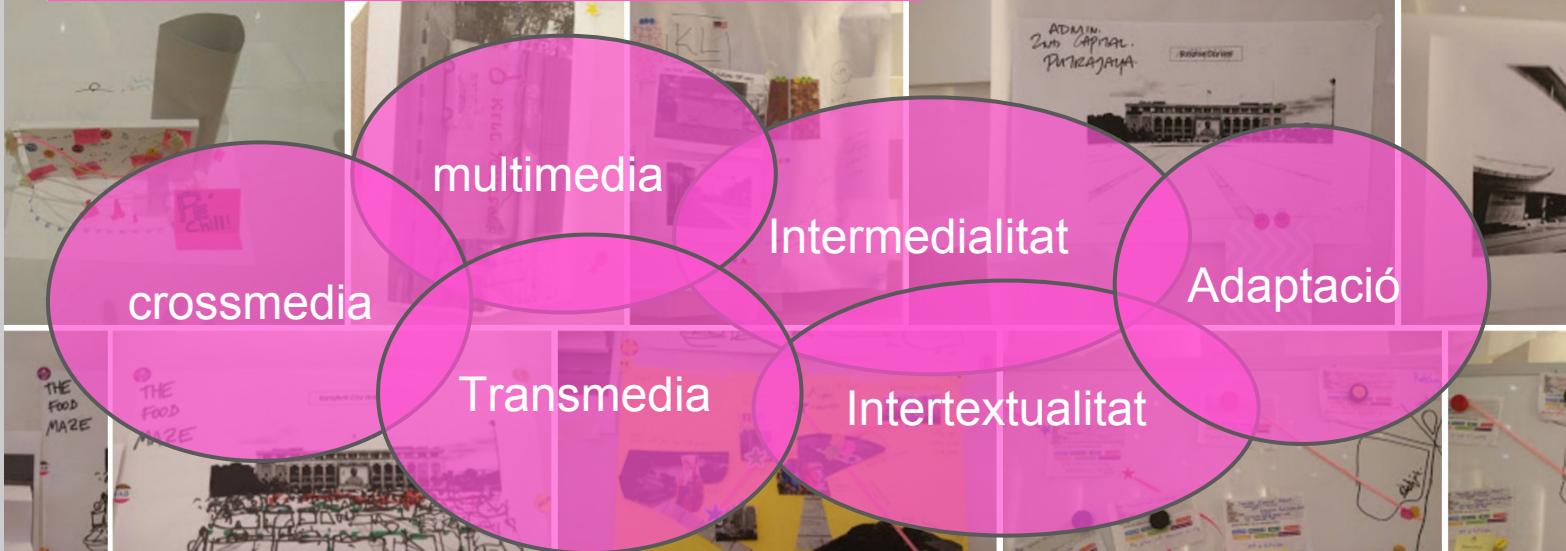
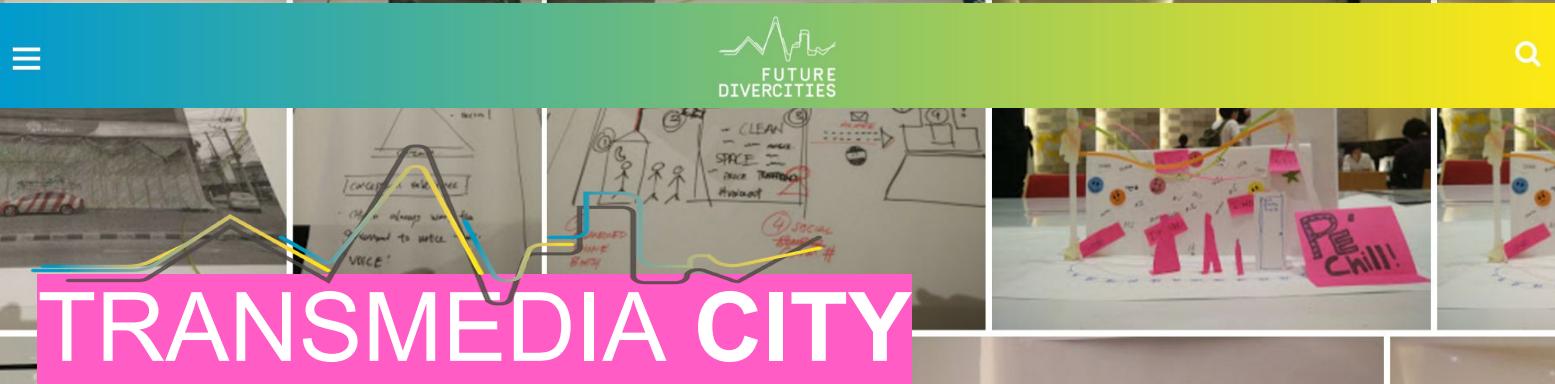
CITILAB (Groningen)



HUMAN CITY









SPREAD- PERFORÉ



CONTINUITY AND
MULTIPLICITY



BUILIDING NEW
WORLDS



INMERSION AND
EXTRACTABILITY



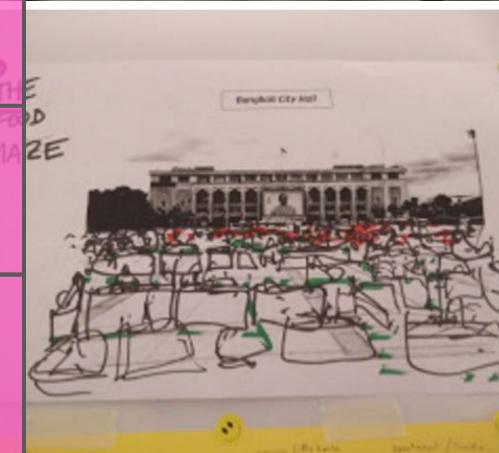
SERIALITY



SUBJECTIVITY



PERFORMANCE





HEART

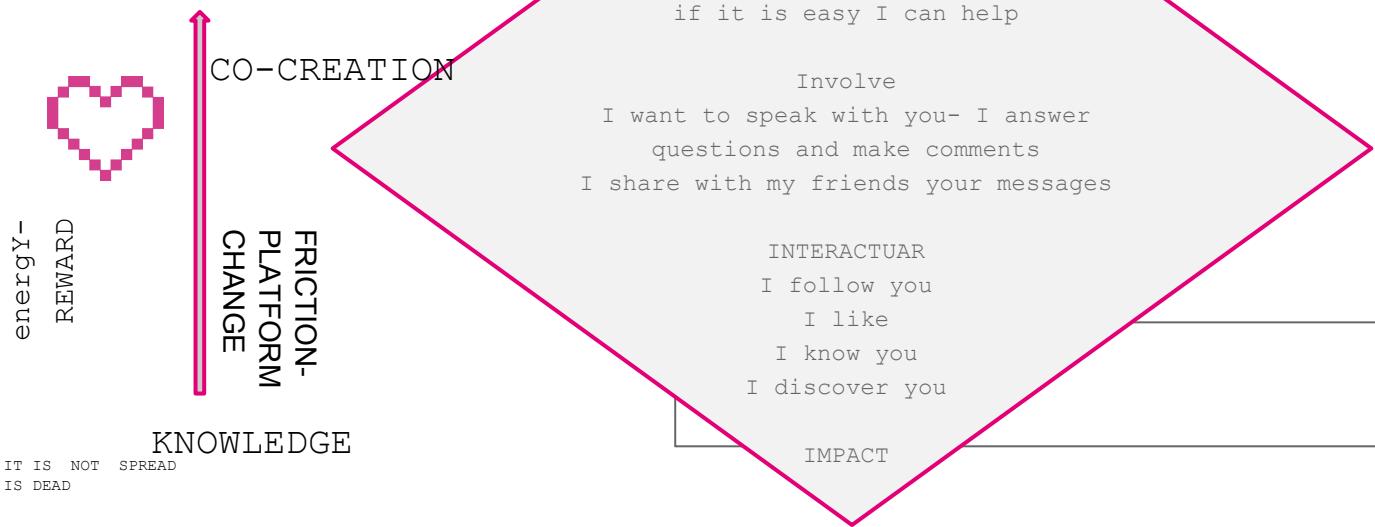




Engagement

Participate-Implicate-Co-create

PARTICIPATION





¿Engage the citizens? Invite them to participate!

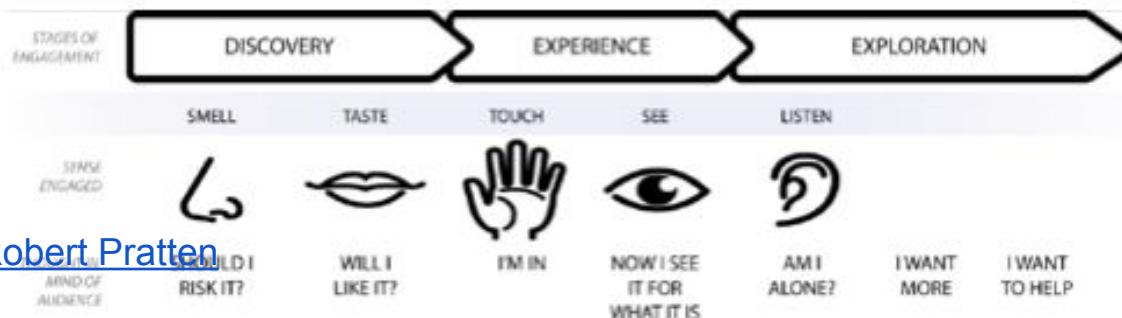


This project is partially funded under the ICT Policy Support Programme (ICT PSP) as part of the Competitiveness and Innovation Framework Programme by the European Community.



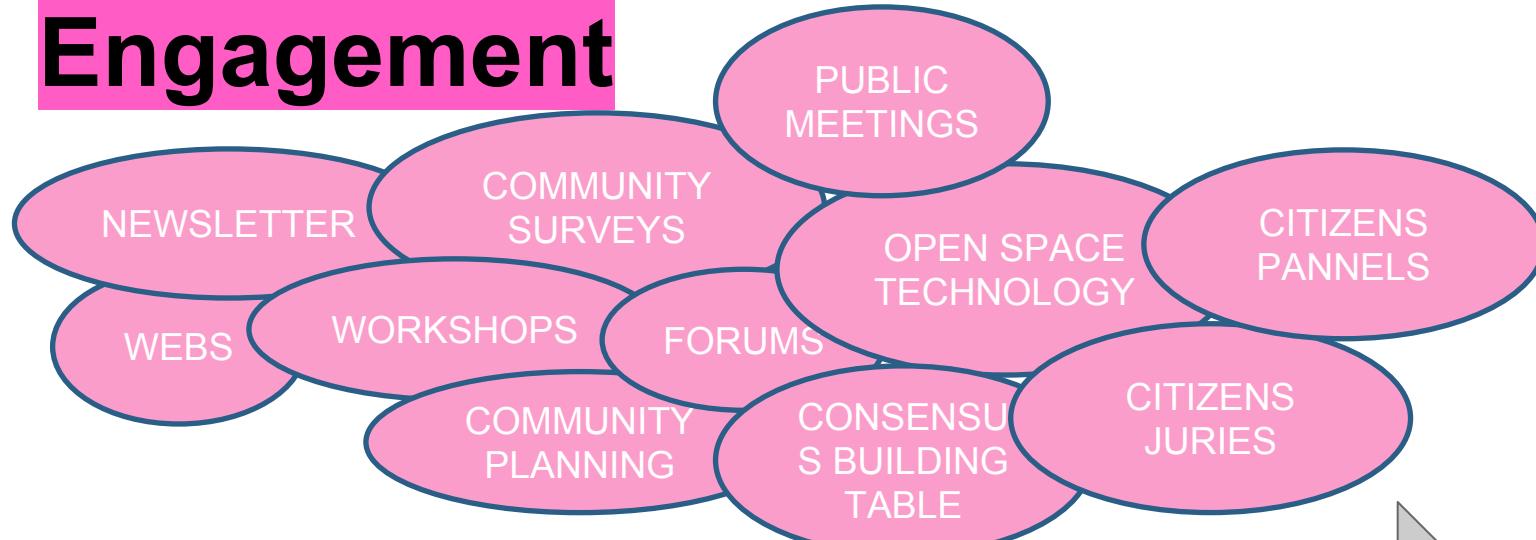


Figure 10 Engaging the Five Senses





Engagement



Inform - Consultar - Involucrar -

Col·laboration - Empowerment





What moves you?

Motivar

How to participate - clear guide
provide examples
give tools
rewards: love/ Glory/ money

Call for actions

Friends and family
involve connectors
bring communities in

Go social (IF NOT SPREAD IT'S DEAD) J. HENKINS

LOW BARRIERS

Skills - target - interest
Clear objectives
Give feed-back
Different participation levels.
wellcome everybody anytime
Don't be toff if results doesn't work
Time is golden





LEARNING TO INNOVATE IN COMMUNITY

Before I was all day at home. I've learned a lot of things, I've made a lot of friends and I am very happy and proud of what I am doing.



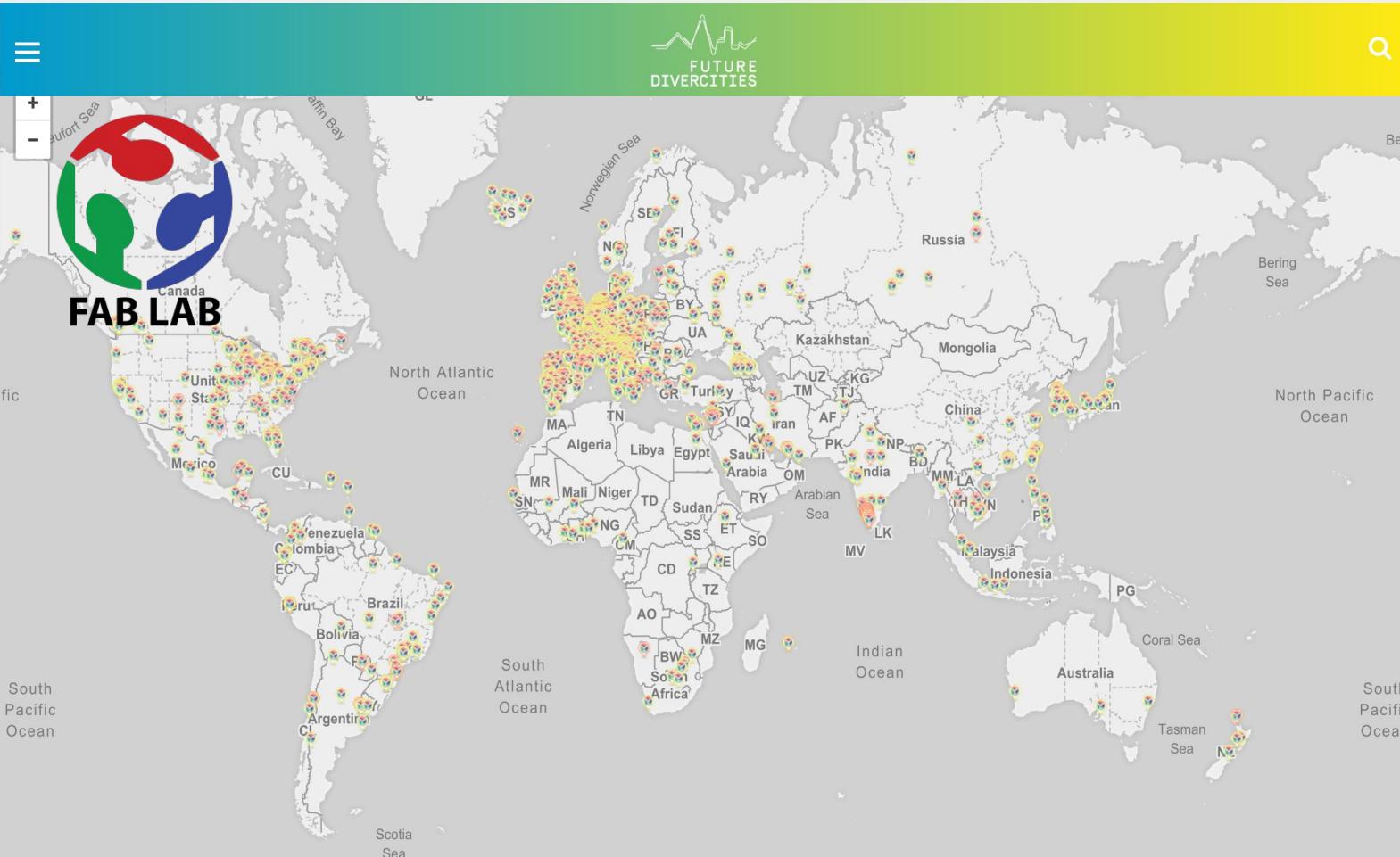


HANDS ON



Escola Mestral SCCL





FUTURE DIVERCITIES

Google makerspace

Todo Imágenes Maps Noticias Vídeos Más Configuración Herramientas

Ver guardadas Búsqueda Segura ▾

MAKER SPACE

We design... We dream big. We have "hand" fun! We are connected. We Create. We ask questions. We Invent. We make mistakes. We think deep. We are Makers. We are inspired.

MAKER SPACE

Classroom Makerspace

MAKER SPACE

3300 x 2550 - benbrooklibrary.org



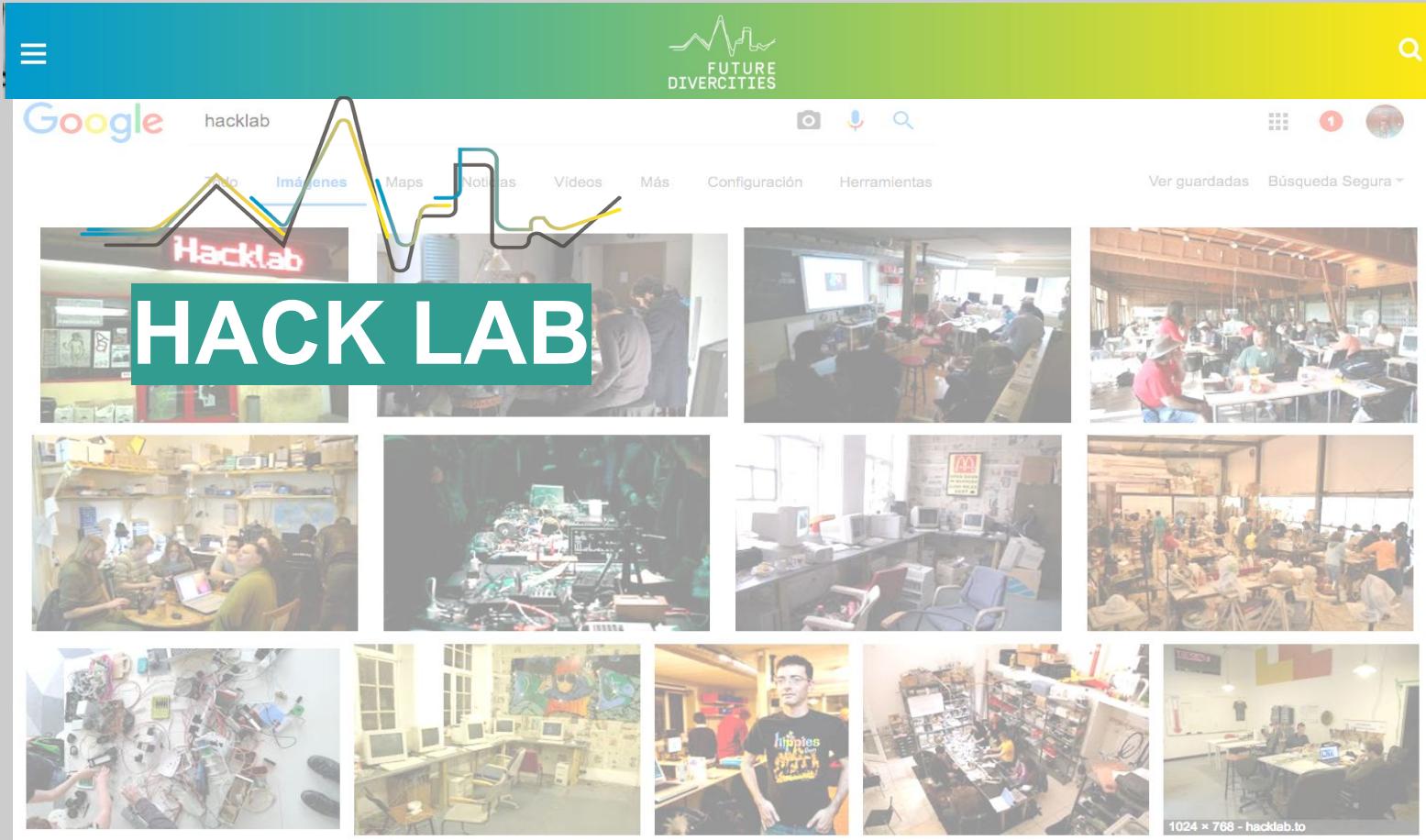
FUTURE DIVERCITIES

Google media laboratory

Todo Imágenes Maps Noticias Shopping Más Configuración Herramientas Ver guardadas Búsqueda Segura ▾

MEDIA LAB

citilab (Groningen)



FUTURE DIVERCITIES

Todo Imágenes Maps Noticias Vídeos Más Configuración Herramientas Ver guardadas Búsqueda Segura ▾

LIVING LAB

1024 × 768 - hacklab.to



[news](#)[about us](#)[events](#)[all living labs](#)[members](#)

European
Network of
Living Labs



The European Network of Living Labs
– the first step towards a new Innovation System!

[Login or Sign up!](#)

Living lab

SUBMITTED BY ENOLL ON TUE, 2013-02-05 11:37

All organisations public and private from all countries in the world, actively committed to engage and empower users and citizens to take part in sustainable innovation processes, are once again invited to apply for membership in the European Network of Living Labs (ENoLL) as of February 3rd, 2013. The welcoming of the new ENoLL members will take place at the 4th ENoLL Living Lab Summer School in Manchester in August 27–30, 2013.

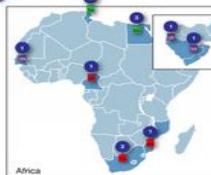
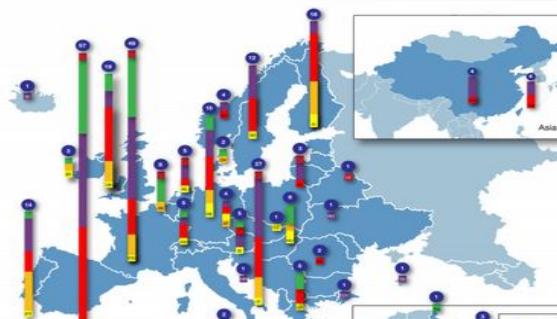
Deadline for applications is May 2st, 2013 17:00 CET.

Attachment:

 [ENoLL 7thWave Invitation.pdf](#)

 [Read more](#)

living labs





CITIZEN LABORATORIES



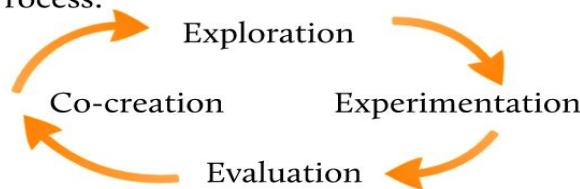


HANDS ON:
Creative technologies + innovation
skills + Living LABS &
cocreationenviorments

Living lab way

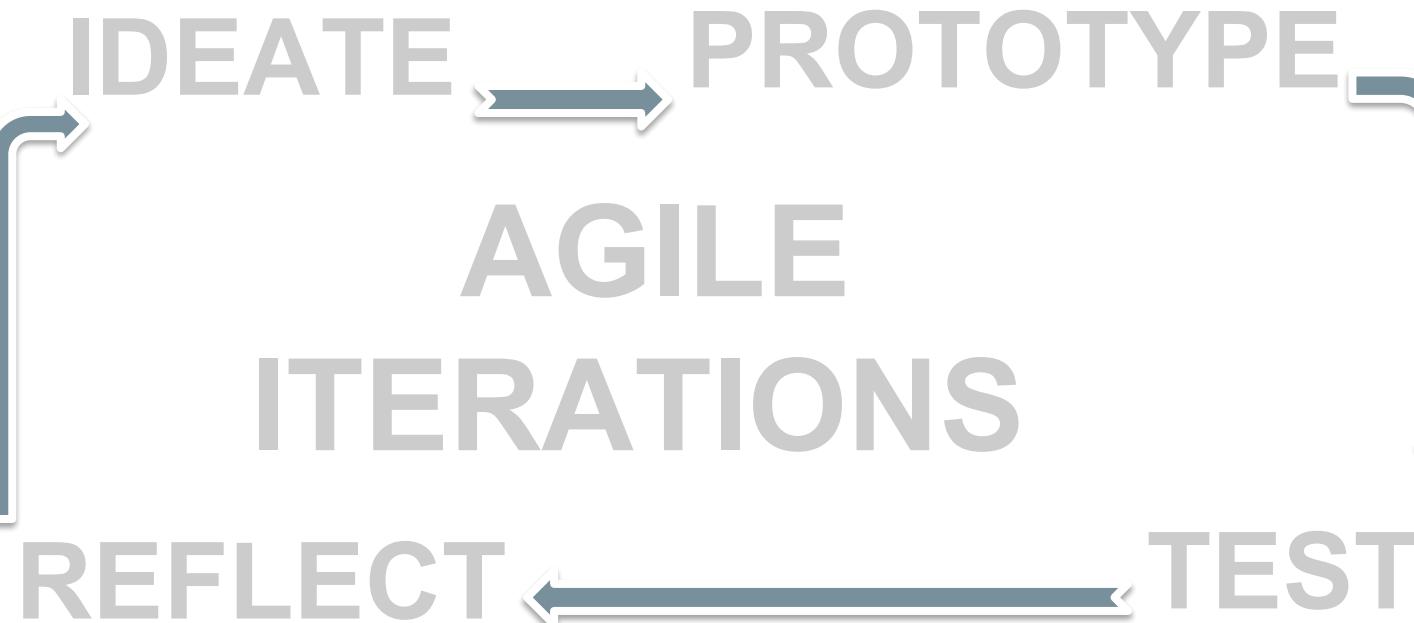
Living lab [user co-creation approach in research and innovation processes]

Spiral Process:



Methods: user centric [action research, community informatics, contextual design, user-centered design, participatory design, empathic design, emotional design, usability methods, mass collaboration projects, etc].







OPEN
INNOVATION

SOCIAL
INNOVATION

CITIZEN
INNOVATION

UCD

LEAD
USERS

UX

PARTICIPATORY
DESIGN

CO-DESIGN

CUSTOMIZATION

CROWD
SOURCING

COMMUNITY
OF PRACTICE

CO-
CREATION



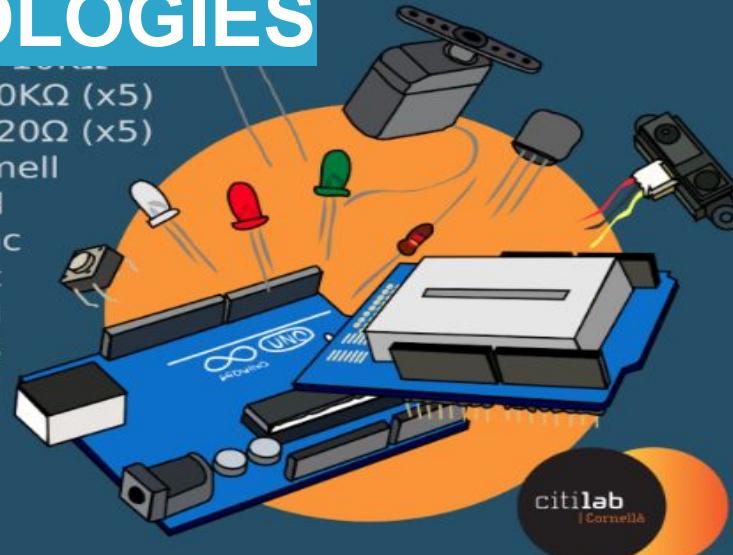


Arduino Kit BASIC

CREATIVE TECHNOLOGIES

Arduino
Cables USB
Llibret d'instruccions
Adaptador de prototipatge
Cables de prototipatge
Sensors de llum LDR (x2)
Sensor de temperatura
Servomotor RC
Servomotor 180°
Sensor de distància IR

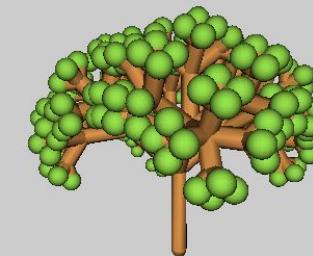
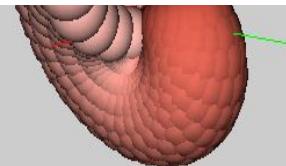
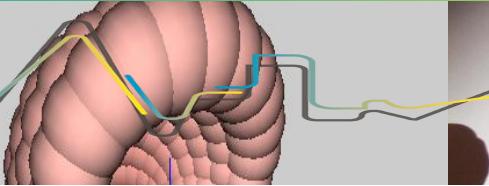
Potenciómetres 10KΩ
Resistències 10KΩ (x5)
Resistències 220Ω (x5)
LED 5mm vermell
LED 5mm verd
LED 5mm blanc
LED 5mm groc
LED 5mm blau
LED 5mm RGB





```
when green flag clicked
  reset
  script variables [a : size]
  set a to 0.2
  set hue to 7
repeat (14)
  warp [set a to (a * 1.02) + 0.01]
  repeat (12)
    move [a]
    rotate z by 15
    sphere Dia. [size]
    change size by .1
  end
  repeat (12)
    change size by -0.1
    move [a]
    rotate z by 15
    sphere Dia. [size]
    rotate z by 5
    rotate x by 12
    change a by 0.03
    change lightness by 1
  end
end
```

COMPUTATIONAL THINKING



Hide beetle Hide axes Wireframe mode Parallel projection Show grid

Position: 0, -0, -0

Color: #E64A4A

Rotation: -45.98, -8.81, -15.84

HSL: 7, 50, 74

Scale: 1 (100%)

Opacity: 100%

```
leaves [set hue to 90]
sphere Dia. [1.2]
set hue to 30
```

Show beetle Show axes Wireframe mode Parallel projection Show grid

Position: -4.53, 3.11, 11.44

Color: #C8A234

Rotation: 36.59, 109.99, -10.13

HSL: 30, 50, 50

Scale: 1 (100%)

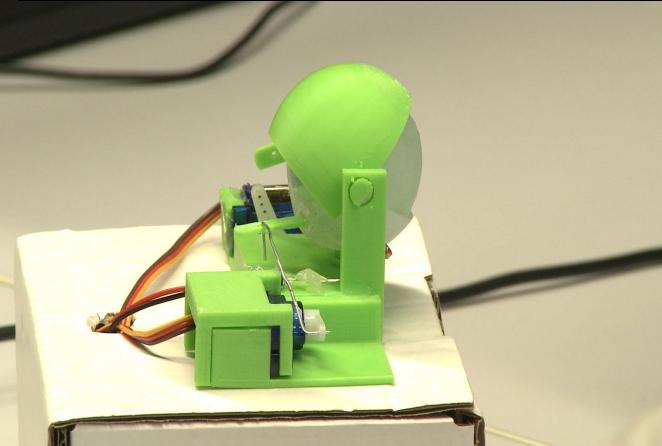
Opacity: 100%





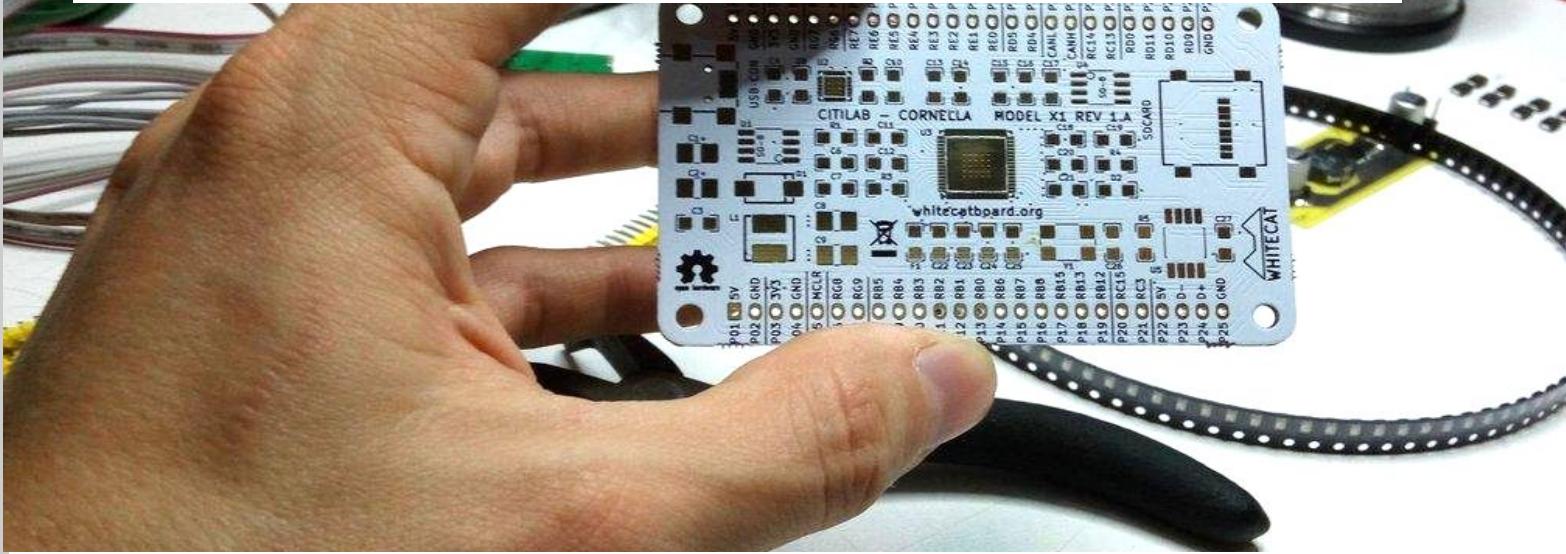
3D PRINTING



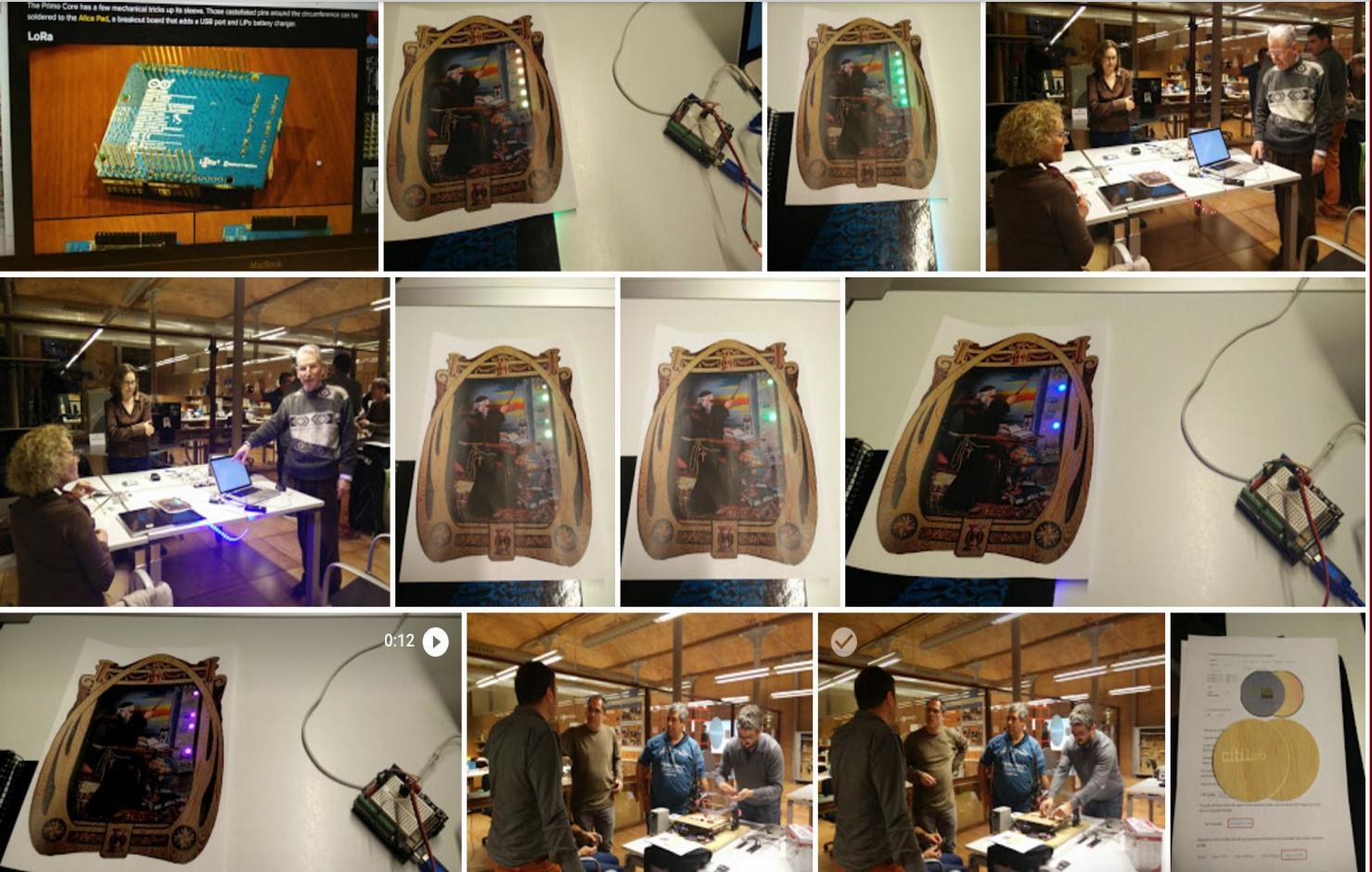




INTERNET OF THINGS:WHITE CAT,



EDULAB • NOUS ARTESANS





Snapi! - AMB Open Data



The image displays a composite screenshot of several software interfaces:

- Top Left:** A Scratch-like script editor window titled "fab10". It shows a script for a "Sprite" with the following code:

```
when I am clicked
ask EnterDeviceId and wait
set spration_deviceId to [answer v]
```
- Top Center:** A photograph of a BeagleBoard (Revision C) connected to various sensors and actuators. A blue oval graphic with the text "iCity" is overlaid on the board.
- Top Right:** The "iCity Developer Network" website. The header includes "Login | Signup" and a search bar. Below the header are navigation links: HOME, INFRASTRUCTURES, RESOURCES, DOCUMENTATION, and FORUMS. The "DOCUMENTATION" section is currently active, showing the "iCity API Explorer" page.
- Middle Left:** Another Scratch-like script editor window titled "Aixec". It shows a script for a "parquing" sprite with the following code:

```
when green flag is detected
if [loc id = occupied?]
then
  go to x: -162 y: 89
  point in direction 90
end
repeat
  if [loc id = free?]
  then
    go to x: -162 y: 89
    point in direction 90
  end
end
end
end
```
- Middle Right:** The "iCity API Explorer" documentation page. It features an "API URL" field containing "http://i-city-gw.icityproject.com:8080/developer" and an "Authentication (None)" button. A yellow callout box highlights the "Toggle All" link in the top right corner.
- Bottom Left:** A "Block Editor" window showing a script for a "loc" object. The script uses the "lectures de dispositiu" block to check if a location is occupied or free.
- Bottom Right:** A map of BCN (Barcelona) showing a street with several red location markers. Each marker has a small Wi-Fi icon above it, indicating wireless connectivity. A sidebar on the left lists various "iCity" sensor and actuator types.



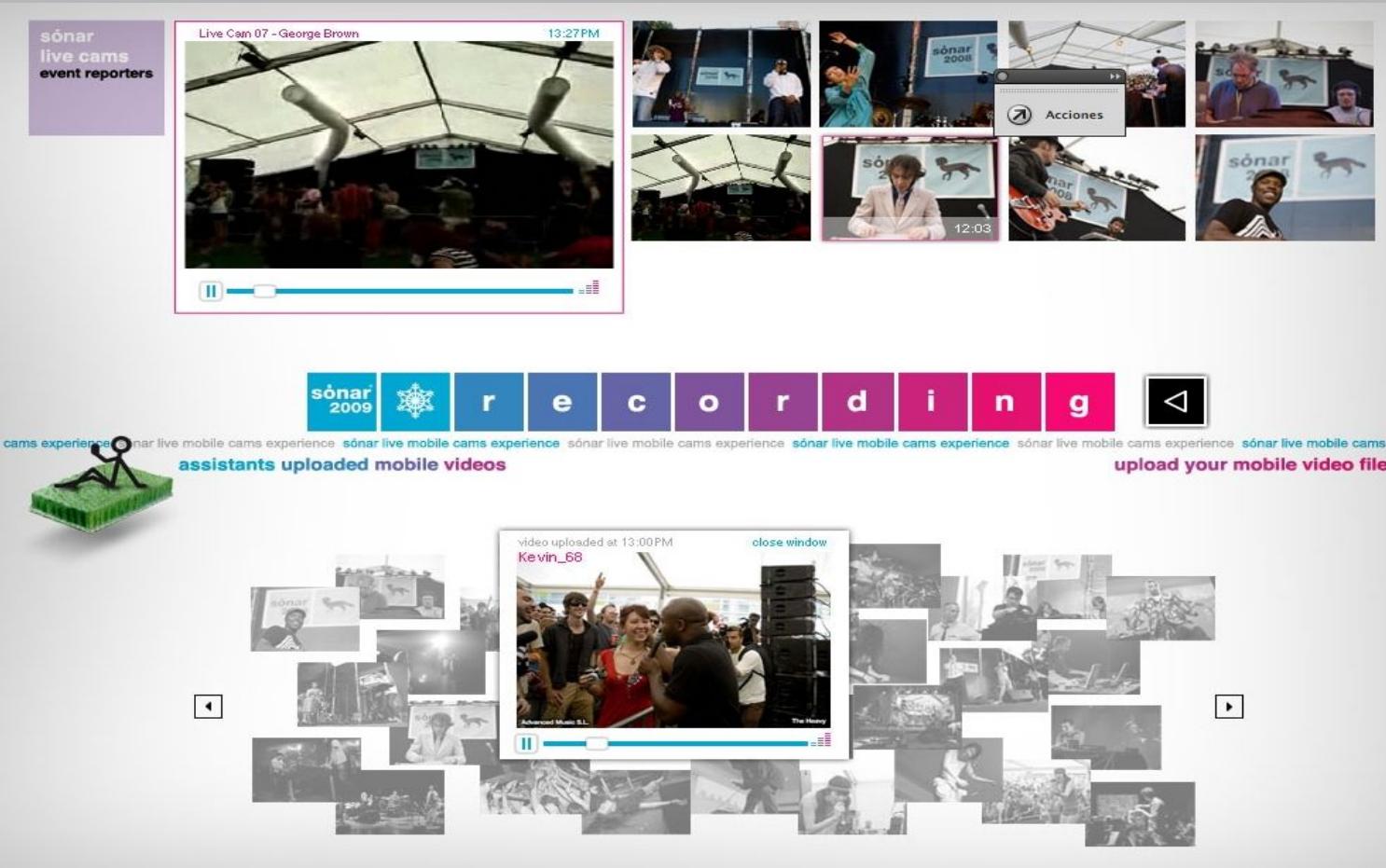


The collage consists of four video frames arranged in a 2x2 grid, each showing a different scene related to locative media:

- Top Left:** A black background featuring a stylized yellow line graph with a grey outline, representing a signal or path.
- Top Right:** A person in a white unicorn costume holding a bunch of yellow balloons, standing on a sidewalk next to a white van.
- Bottom Left:** A dark, abstract scene with red and orange glowing lights, possibly representing a night-time urban environment.
- Bottom Right:** Four people walking away from the camera on a paved area under a clear blue sky, with a cluster of balloons floating above them.

Each frame includes a video control bar at the bottom: a play button, a progress bar, and a timestamp (e.g., 00:01:18). The top of the collage features a header with a menu icon, a logo for "FUTURE DIVERCITIES" with a city skyline icon, and a search icon.







URBAN MEDIA

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PELARS PROJECT



PROTOTYPING & TESTING





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ICITYCAMP2014

"ICITY PROJECT WORKS FOR THE QUALITY OF CITIZEN'S LIVE"

CONTEST

WHEN

November, 14th-15th
2014

WHERE

Barcelona, Cornellà
Pl. de l'Acadèmia, Barcelona.





JAMS, HACKATHONS



Arreglatron
From LEARNING TO PROGRAM: RAYMAN, KIRBY AND SUPERMARIO. IT AND VIDEOGAMES PLAY TOGETHER

DOWNLOAD [5.01 MB]

VISIT THE WEBSITE

THEME: ICT

TEAM: ELS SCRATCHERS

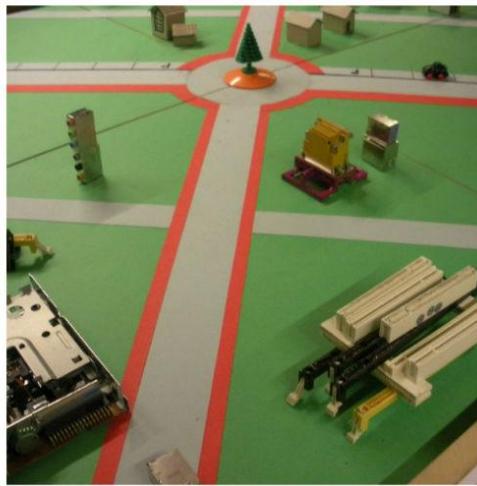
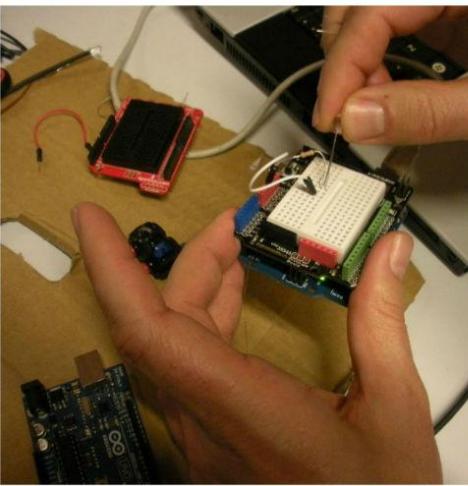
Hugo Melgarejo, Yeray Martínez, Alex Expósito, Víctor Martín, Gemma Guerrero

About This Game

In this game you are a robot and you should repair the houses broken by an ovni. In order to do so, your robot need to fix different objects in each house. While the player plays, he learns how to program the robot with a set of instructions that should be given in a specific order to become the correct program. Arreglatron has been programmed using the scratch platform. The developers of the game are kids (8-10 years old)

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WHAT DO WE WANT TO DO? CITIZENS LABORATORIES THANKS!!!

Laia Sánchez Casals

Collaboratory and EU projects and Future Divercities
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