UNESCO - Fondation des Territoires de Demain

Innovation et prospective

Séminaire de la Fondation des Territoires de Demain

Programme international 2010

Le 11 mars de 10h à 12h30 et de 15h à 17h30 - Unesco, Paris - rue de Miolis, Bâtiment Fontenoy, salle VII.

„Connecting to Euro-Med Smart Cities”

Living Lab Malta

TERRITORIES of TOMORROW FOUNDATION

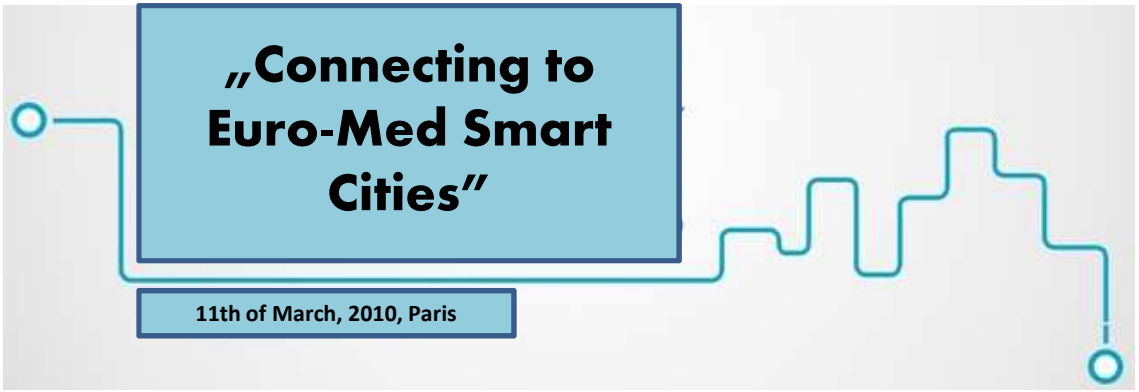
Euro-Mediterranean Knowledge and Innovation Communities

CORE COMPETENCE

„Connecting to Euro-Med Smart Cities”

CIP ICT PSP Pilot ‘B’ project proposal

4.1: Open Innovation for future Internet-enabled Services in "smart" Cities



Member of European Network of Living Labs

What's so smart about the Cities?

The widespread employment and adoption of ubiquitous computing, sensor networks and mobile media into the urban environment have unforeseen implications for how we might come to use networked digital resources to change the way we understand, build, and inhabit cities. **Visible Cities presents a revolving programme on how emerging technologies are changing the cities we live in.**

How to manage to change Valetta as a smart city by ICT and Internet of things in short and longer term in Malta?

Dr. Alexiei Dingli, Mayor of Valetta

„In the 16th century, Valletta was the "smart" city of Europe; carefully designed as a fortress but at the same time as an administrative city serving as the capital city of Malta. Today, in the 21st century, we have a vision for Valletta to be revolutionary once again. This vision entails the application of ICT in the day to day running and experience of the city; ranging from cultural heritage to traffic management. We plan to provide access for ICT resources to the major areas of the city, thus enhancing the experience of every visitor in the city."

Ovreview: Smart Cities & "Liveability" & 'learning communities"
in the Mediterranean EU Regions

1.The infrastructure of future cities needs to support **vibrant, innovative and entrepreneurial communities** that take advantage of **the digital environment** and **realize their potential** to become 'smarter'.

2. We wish to associate **the application of information-based intelligence** to a system which is able to operate the 'smart cities" much more efficiently and with higher quality. The „smart city's system" is **combined** and **multiplied** by the processes, services

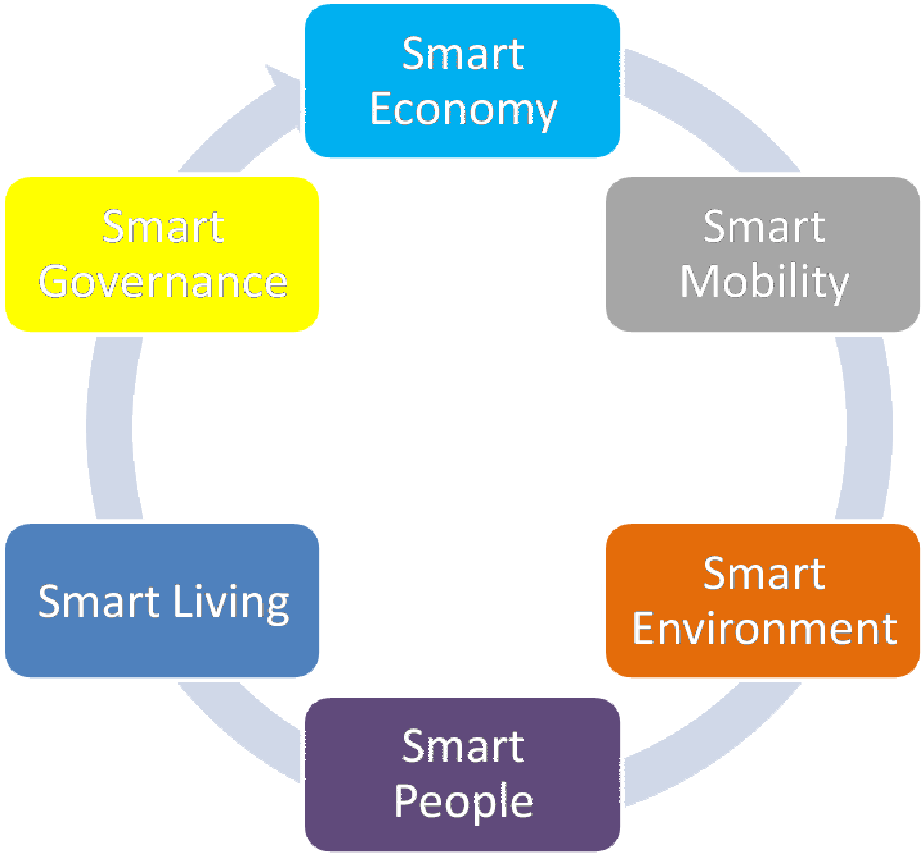
3. For a city and other systems involving people, **efficiency and quality are necessary but not sufficient**. We need to also focus **on the human dimensions,** what we call ***liveability*** **or quality of life.**

4. The smart city sees preparations for a pandemic as **an element of improving the quality of life** in the city today: what and how we plan must build on the values important to the **community and enhance citizens' competence, participation and involvement.**

Citizens will need to be involved as much as possible in the debate about values, goals and approaches.

5. Through such involvement a feeling of 'mastery' can begin to replace the feeling of fear and uncertainty. A **'learning' community with high social cohesion and low social inequality will be best prepared to respond**.

A Smart City is a city well performing in 6 characteristics, built on the 'smart' combination of endowments and activities of self-decisive, independent and aware citizens.



The aim of „Connecting to Euro-Med Smart Cities" project is..

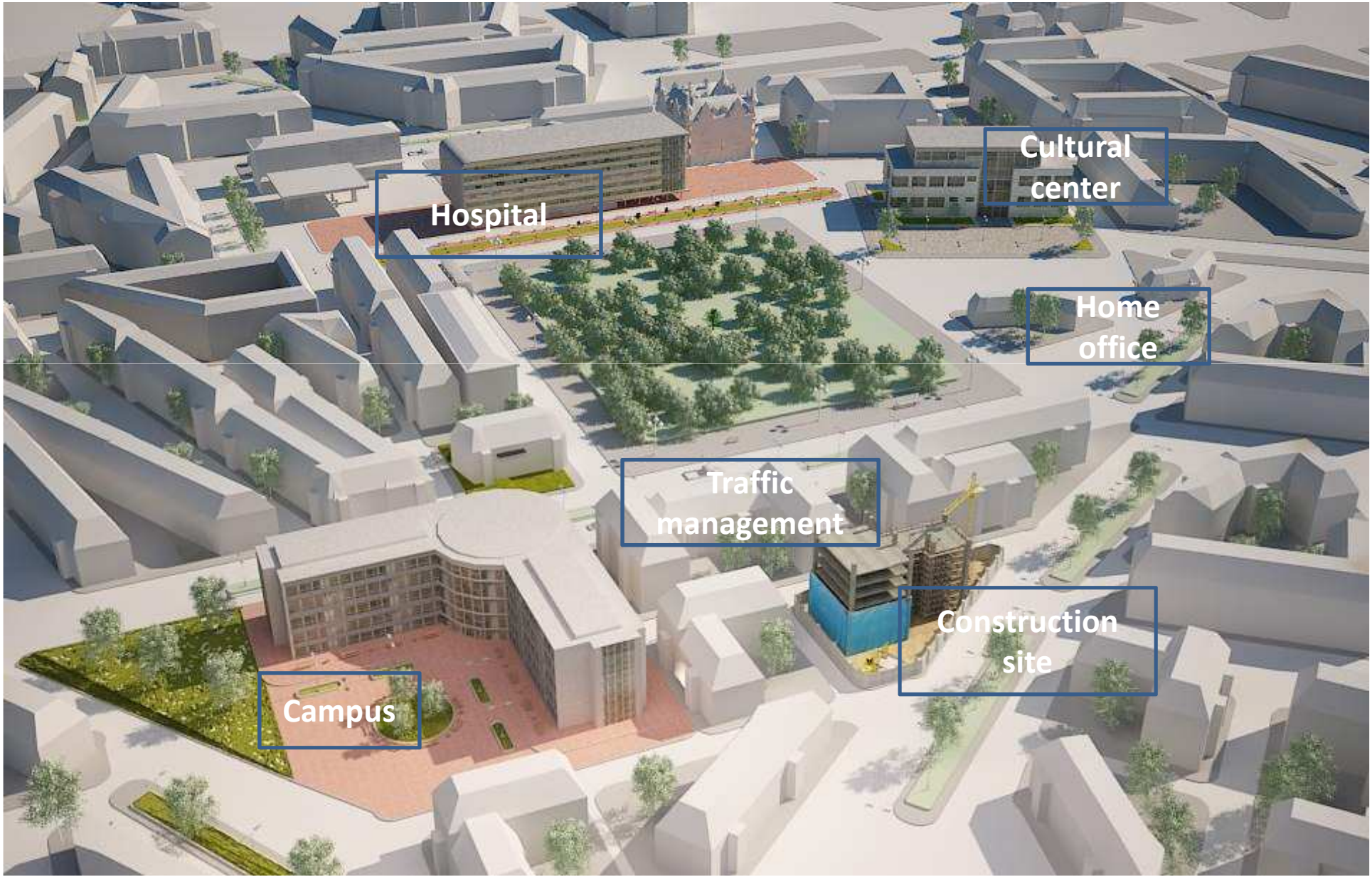
*1. To creating a „**town twinning" based innovation network** between cities , service and content providers (telcos), public and private companies and academic partners **to develop and deliver better e-services** to citizens and businesses **through 4 vertical** (energy, cultural heritage, traffic management, ageing care) **and 1 horizontal** (Adventure based Learning) **smart applications in the Euro-Mediterranean Region**.*

*2.The „Euro-Med Smart Cities" core partners will linking the stakeholders **to the generic „Learning Cities platform"**, where **the newly implemented e-services will be permanently accessible** through the „**Aventure based Learning Center**" as an opportunity to different target groups to learn how to use the smart services - **in a real time and in practice**, to improve their knowledge, by using **some game-based elements and self-assessment toolkits** as well.*

The project objectives:

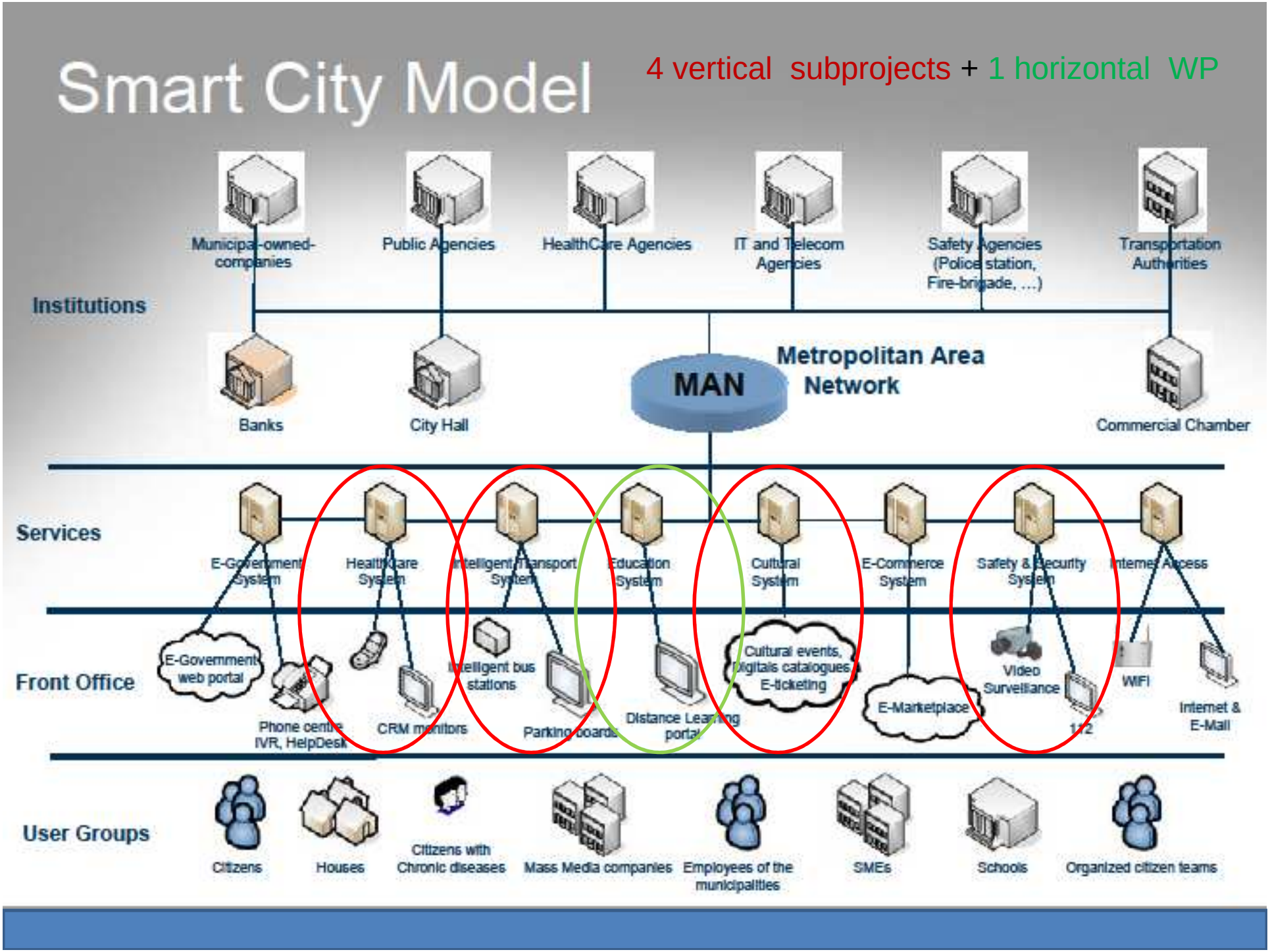
- Establish transnational cooperation between city councils, public and private companies, research institutes /and public support **agencies in the field of development and provisioning of „smart cities' related services and products on healthcare, traffic management, cultural heritages, smart home/smart buildings domains and a knowledge sharing by a blended learning platform.**
- **Establish regional services/network and learning centres (nodes) based on the „Connecting to Smart Cities" - model of innovation.**
- Develop a common process for **joint transnational innovation and product development based** on LivingLabs, after the Beta testing period.
- **Generate human capital and develop human potential for** driving innovation and business development via blended learning web-based platform.
- Establish structural and sustainable networks for continuous cross-sectoral and interdisciplinary collaboration in research, development and deployment **of innovative broadband services /products with actives involvement of telcos.**
- Create **new market oriented products and services** within and outside of Europe.
- Strengthen the **regional R&D strategies** to secure resources and encourage SMEs to improve their innovation capacity.
- Develop solutions to bridge the digital divide and enable "broadband for all" at a reasonable cost in Learning Cities, mainly **in urban areas**.
- **Analyse future needs in the Euro-Mediterranean 'smart cities" market within the scope of urban capacity building.**
- Overcome brain-drain in urban areas.

„Connecting to Euro-Med Smart Cities”



Smart City Model

4 vertical subprojects + 1 horizontal WP



Model: „Connecting to Euro-Med Smart Cities”

– through „town twinning” network & services

Subproject 1:
Intelligent heritage…. On a **virtual mobile city guide**

Main features of the system can be summarized as follows:

1) Location-based service based on PDA and GPS.

2) Simple and easy user interface.

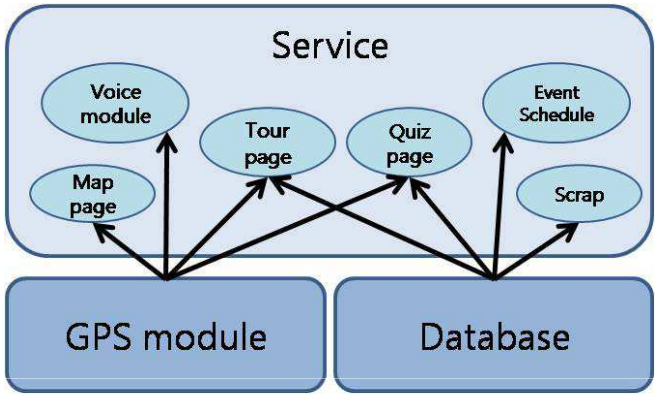
3) Show attraction information near by the user's current position.

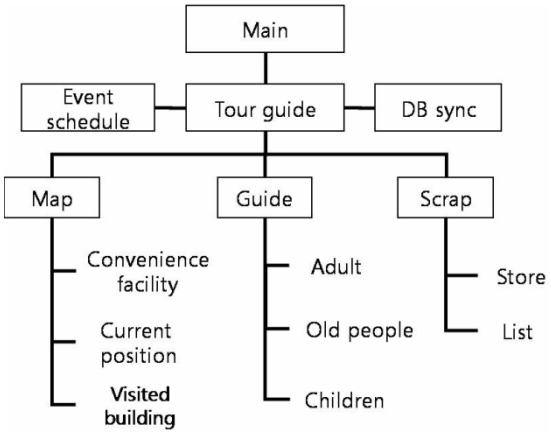
4) Rich multimedia support will be incorporated into the system to provide extra features to enhance the tour expo**.**

5) A new media format, P**anoramic broadcasting** will be used, which employs telepresence and virtual reality (VR) technology to place users right in the center of action. It captures and transmits high fidelity surround video/audio and enables personal viewing over mobile phones. Viers may join groups for shared experience or explore events on their own.

6) Human guide – via map view, camera view

A Context-Aware Smart Tourist Mobile Guide (Valetta-Case)





Horizontal scenario …as

Adventure-based Learning™

Increasing Productivity, Motivation and Competences

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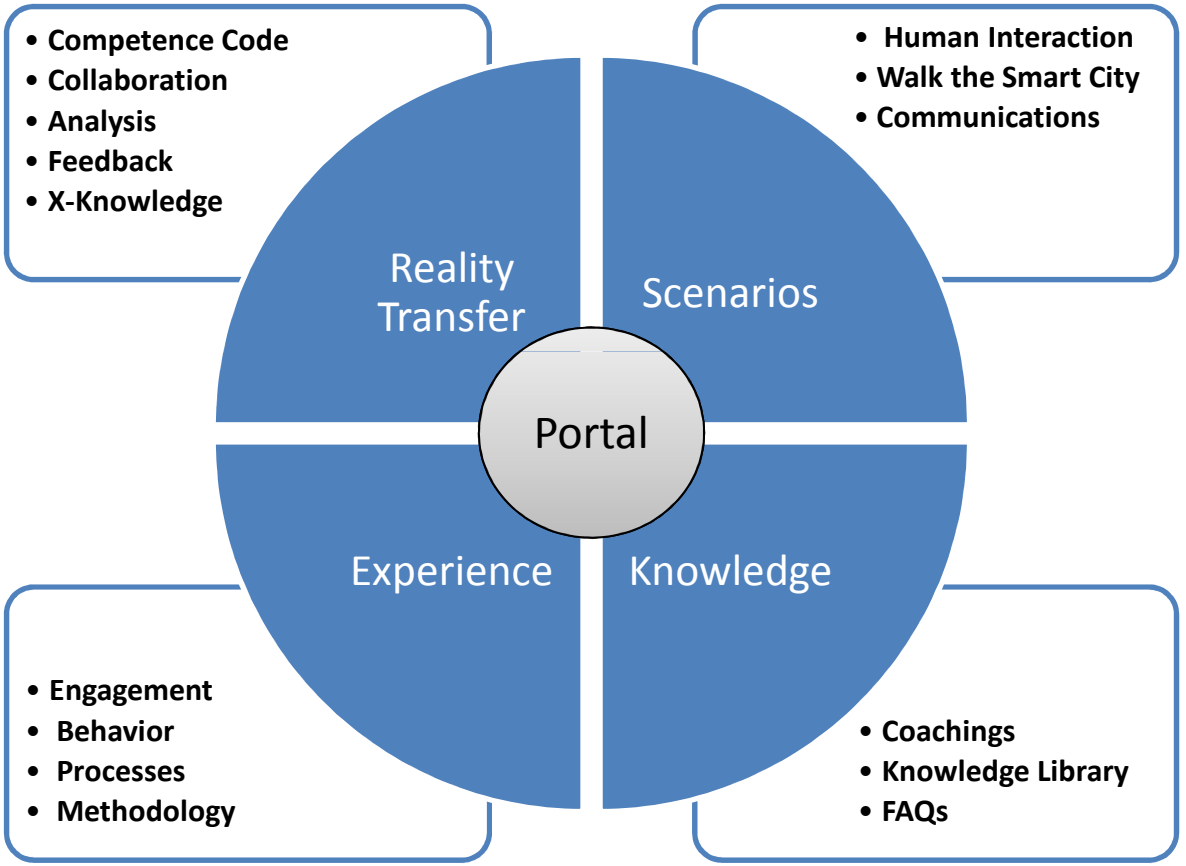
Adventure-based Learning™ opens up a new world of training

Skills and knowledge are developed more efficiently than traditional training systems.

Adventure-based Learning™ is the training tool of choice

Analysts assume that game-based learning methods will become increasingly important in the years ahead.

Overall Platform and Portal of Adventure based Learning



Mediterranean EU Cities and Living Labs as smart cities's models/test-beds

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