



THE INNOVATION CAMP

THE INNOVATION CAMP



WHO. The authors of the Innovation Camp Handbook



Gabriel Rissola
EC JRC Seville

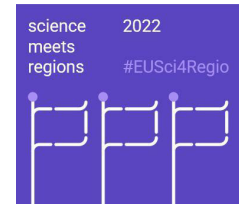


Hank Kune
Educore



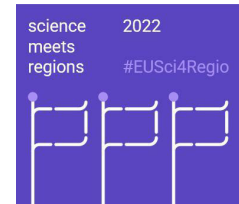
Paolo Martinez
FUTOUR

WHY. Our aim and what we believe in



Our purpose is to achieve the highest possible outcomes and impact of the Science Meets Regions action for Evidence-Informed Policy Making through quality implementation of the Innovation Camps and participatory processes.

HOW. Our processes and activities



Participatory
Processes

The power of
facilitation

Systemic and Open
innovation 2.0

Policy and strategy
making

Methodological
expertise

WHAT. Results, impact and outcomes...

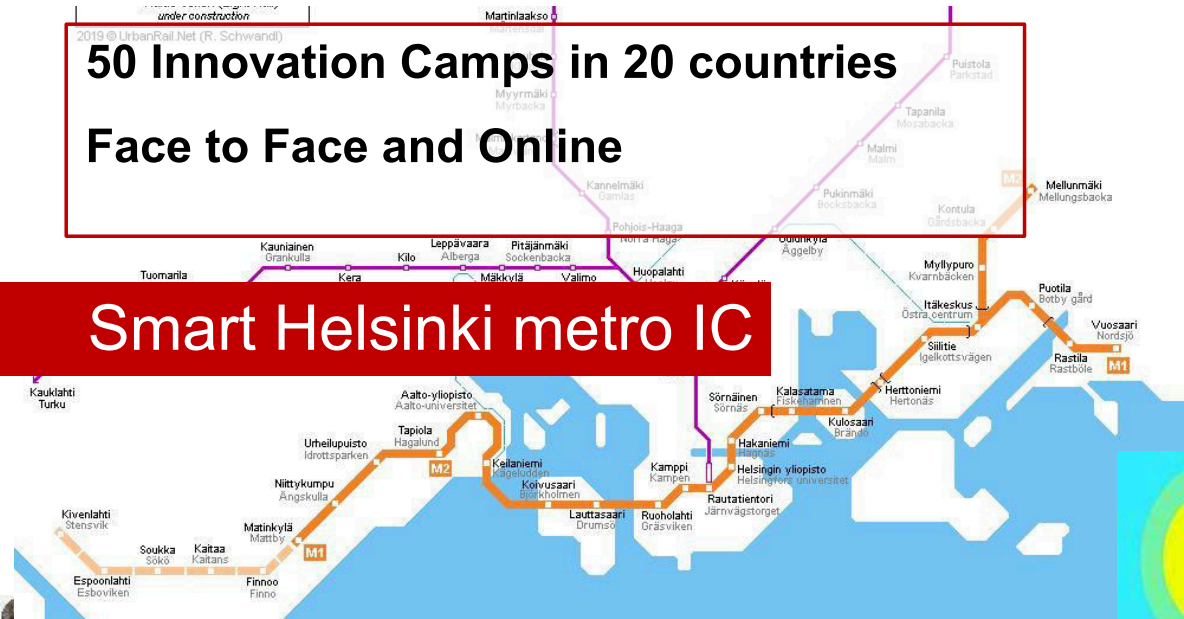
50 Innovation Camps in 20 countries
Face to Face and Online

Smart Helsinki metro IC

Sustainable blue economy IC

Migrant inclusion IC

Renewable Energy IC



Circular Economy (Asturias, Spain)



Innovative Public Services (Sofia, Bulgaria)

Socio Economic Resilience (Thessaloniki, Greece)

Danube Development Plan (Bratislava, Czech Republic)

Smart Specialisation Strategy (Barcelona, Spain)

Open Innovation 2.0 (Amsterdam, The Netherlands)

Decarbonisation - Bioeconomy (Umbria, Italy)



Regional Development (Shikoku, Japan)



Gender Balance in Science (Global)



Flood Risk Resilience (Bologna, Italy)

Active Safety (Autostrade, Italy)

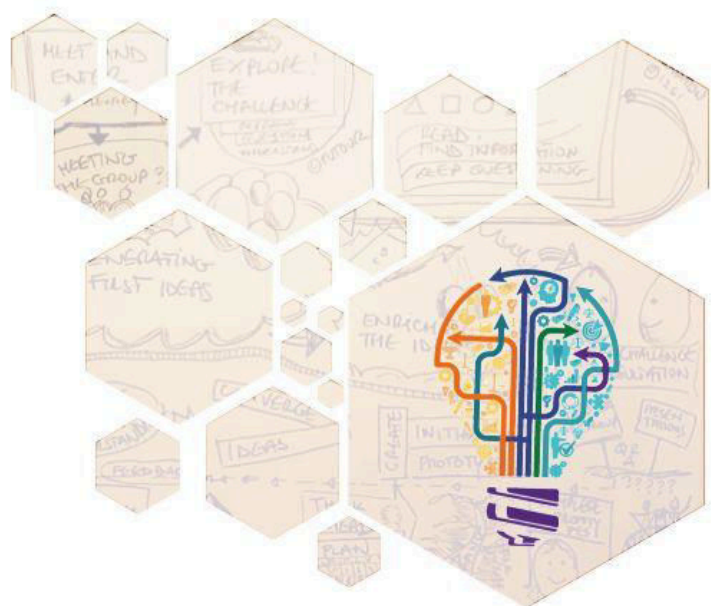
The Innovation Camp Mind-set

- Real-world challenges
- Entrepreneurial discovery process
 - Discovering opportunities
 - Defining added value
- Multi-perspective thinking – heterogeneous groups
- Opportunity enrichment
- Open dialogue and freedom to experiment
- Thinking in outcomes & impacts
 - Outcomes □ 2 years
 - Impact □ 5 years
- Self-organizing groups. Groups are responsible for their own way of working.
- Light facilitation and support

Source: Hank Kune

INNOVATION CAMP REALISING THE POTENTIAL OF THE ENTREPRENEURIAL DISCOVERY PROCESS METHODOLOGY FOR TERRITORIAL INNOVATION AND DEVELOPMENT HANDBOOK

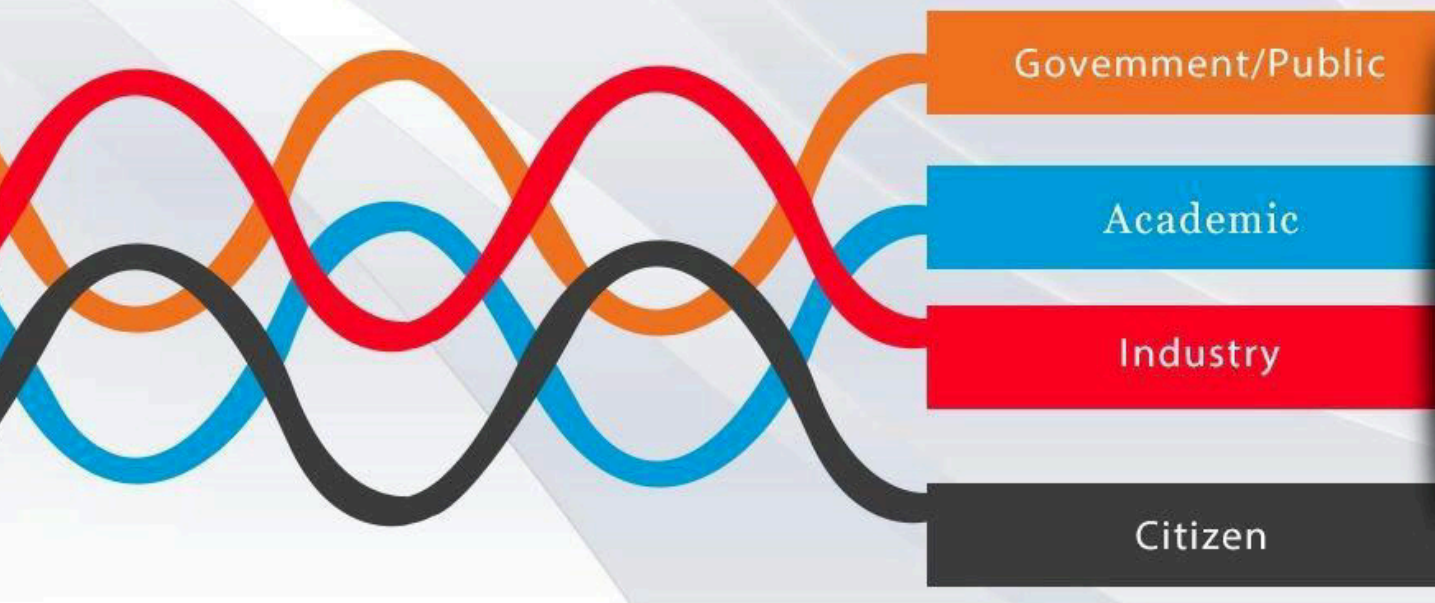
Gabriel Rissola, Hank Kune, Paolo Martinez



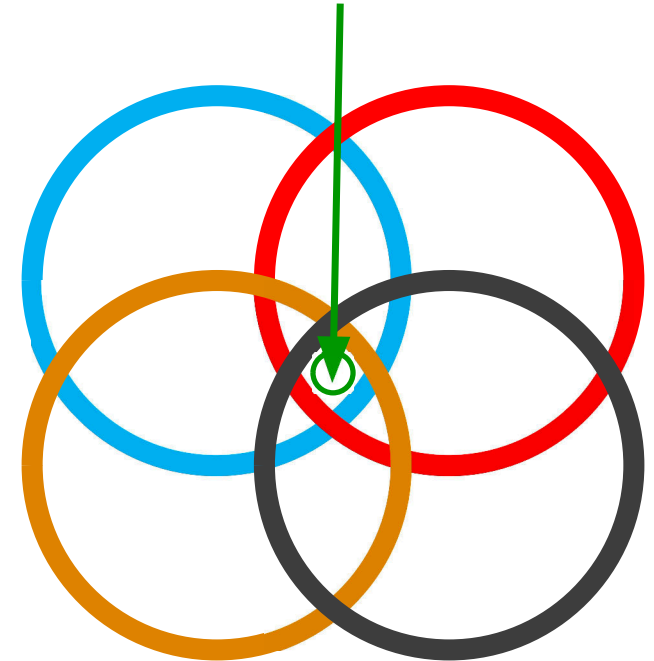
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QUADRUPLE HELIX INNOVATION

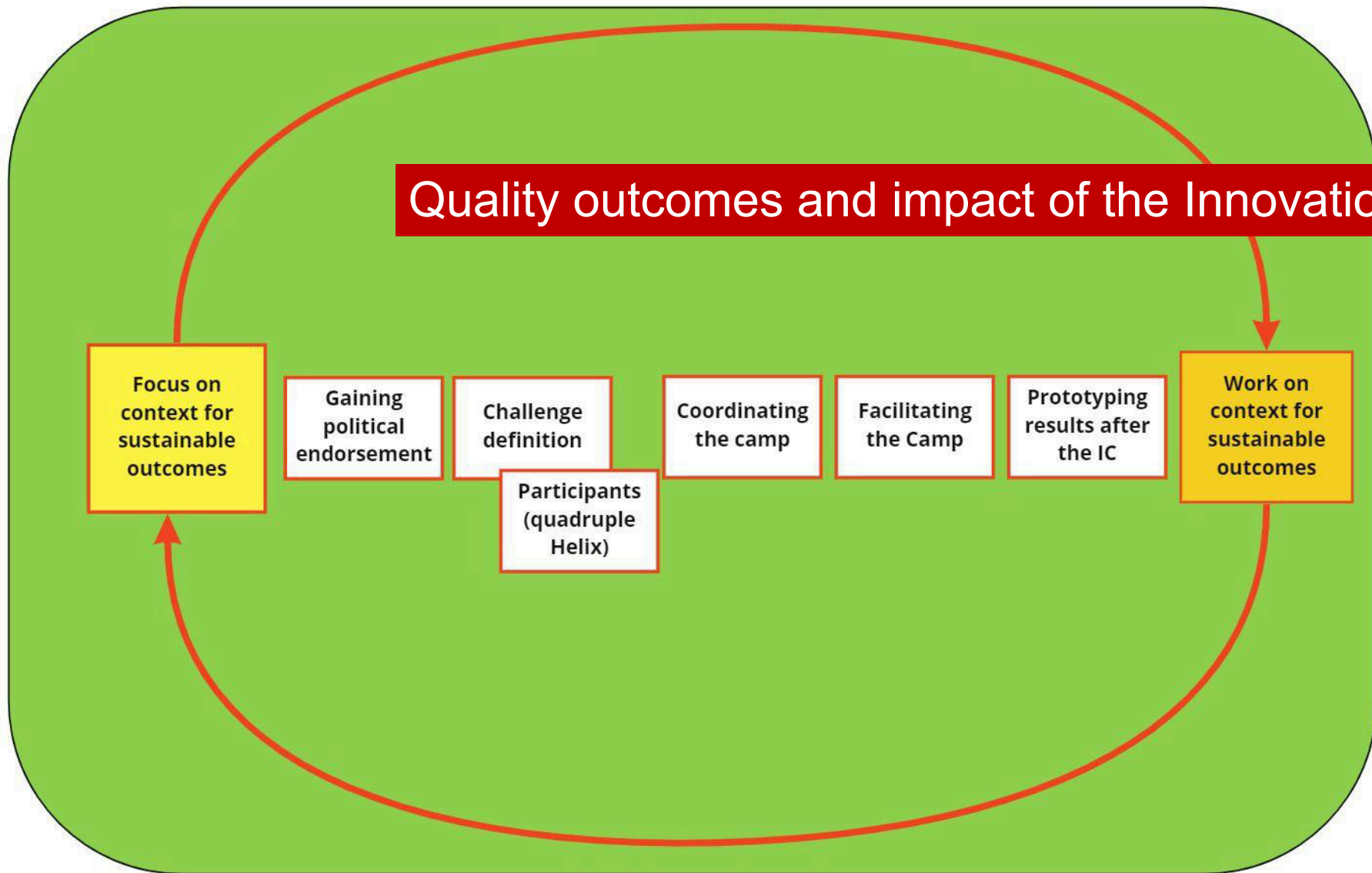
Government, Academia, Industry and Citizens Collaborating Together
to Drive Structural Changes Far Beyond the Scope of Any one
Organization Could Achieve On It's Own



Key actors in the
co-creation of evidence
informed policy making



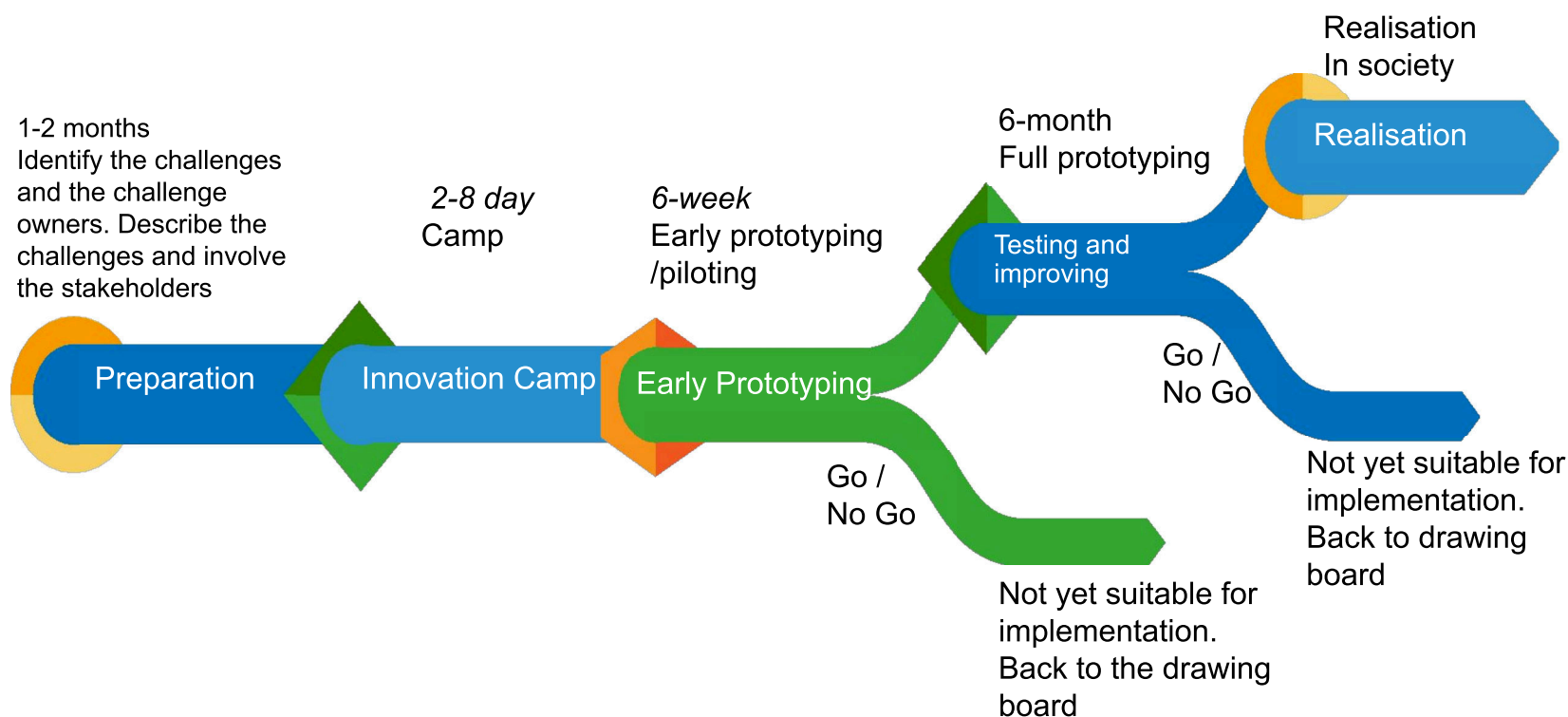
Quality outcomes and impact of the Innovation Camp



INNOVATION CAMP PHASES:

RAPID REALIZATION PROTOTYPING PROCESS

9-month prototyping process: from insight to realization



Working Process Based on ACSI principles

Working process in 5 Stages

1. Exploring the Challenges
2. Exploring the Opportunities (deepen the understanding)
3. Generating & enriching ideas
4. Prototyping promising ideas
5. Thinking forward (Reflect, Renew, Present)

Prototyping AFTER the Camp

- 6 weeks
- 6 months

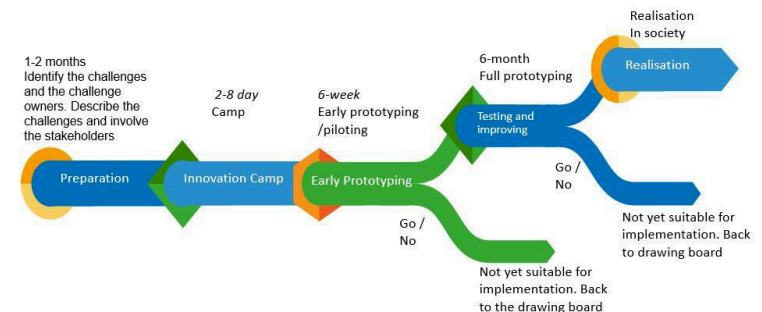
Seeking 3-S Solutions:

- Societal
- Sustainable
- Scalable

INNOVATION CAMP PHASES:

RAPID REALIZATION PROTOTYPING PROCESS

9-month prototyping process: from insight to realization



Source: Hank Kune



WHAT ARE YOUR CHALLENGES?

A black and white photograph of a musical score, showing several staves with notes, rests, and clefs. The score is slightly out of focus, creating a sense of depth. A red banner is superimposed over the middle of the image, containing the text 'THE PROGRAMME' in white, bold, sans-serif capital letters.

THE PROGRAMME

Two and a half day Innovation Camp Programme

Day 0

PREPARATIONS, LOGISTICS
AND BRIEFING

Logistics and planning meeting
among facilitators

Briefing meeting among
facilitators, challenge owners
and core organisers

Welcome Dinner
Social activity

Day 1

MEET AND ENTER.
EXPLORE THE CHALLENGES.
EXPLORE THE OPPORTUNITIES.
GENERATE FIRST IDEAS.

Lunch

Plenary introduction

Meeting the groups

EXPLORING THE CHALLENGE

EXPLORING OPPORTUNITIES
Generating first ideas

IC camp dinner

Day 2

DEEPEN UNDERSTANDING.
BUILD INITIAL PROTOTYPES.
REVISITING OPPORTUNITIES.

Plenary. Refreshing start!

DEEPEN UNDERSTANDING
Enriching the ideas

BUILD INITIAL PROTOTYPES
Converging ideas to create initial
prototypes

Lunch

Inter-challenge consultation

Focused reflection and feedback
on the opportunities

REVISITING OPPORTUNITIES and
adding new insights (groups)

PLENARY

Day 3

THINKING FORWARD.
REFLECT & RENEW.
PRESENT PROPOSALS.

Plenary. Inspirations

THINKING FORWARD
Thinking ahead to plan real world
prototypes.

Lunch

FEED-FORWARD
Road-mapping the next 6
weeks/6 months/6 years

Complete prototypes

PRESENTING THE PROPOSALS

CONCLUDING PLENARY
The ways forward: prototyping
on location

AFTER CAMP RETROSPECTIVE AAR+

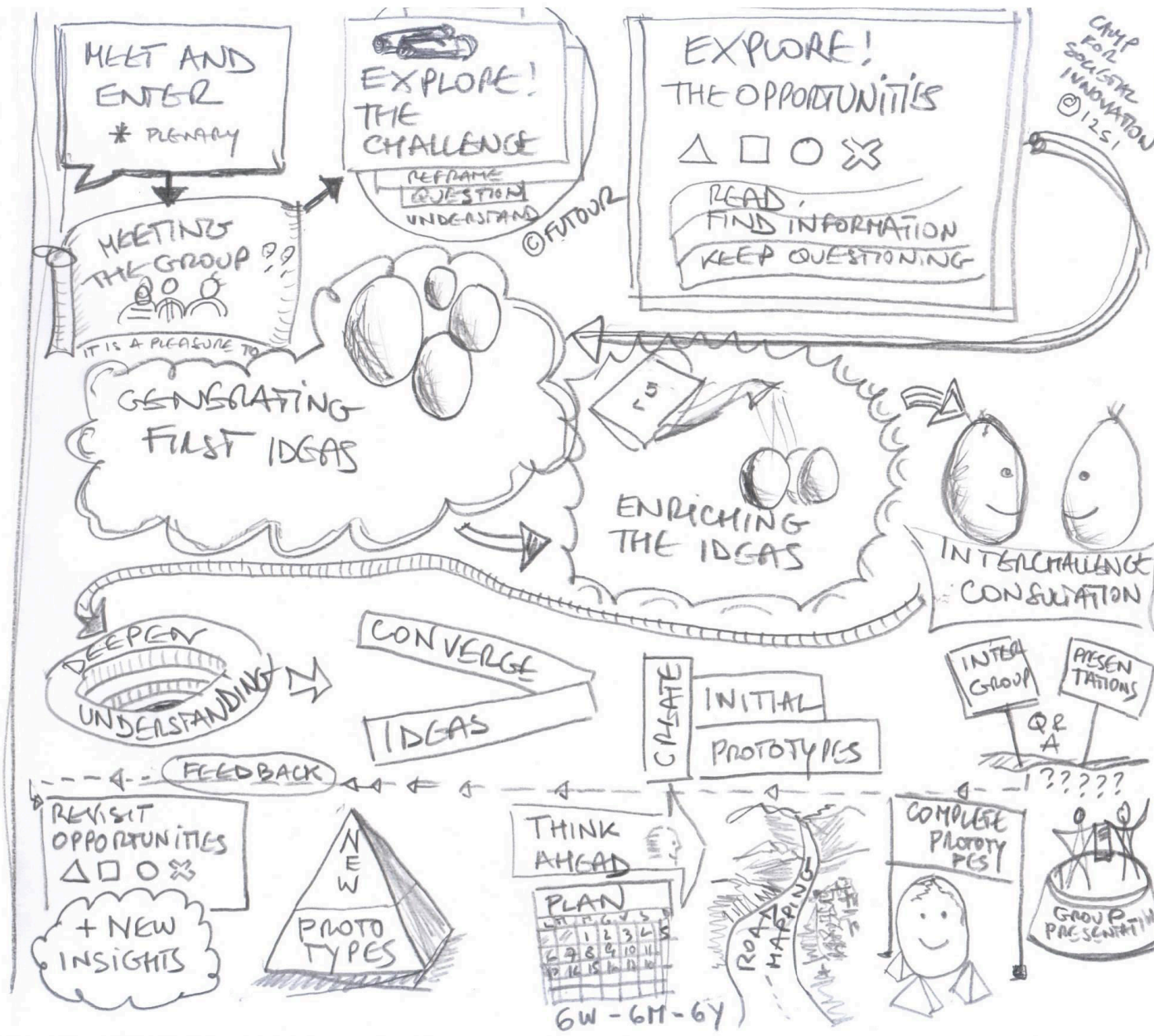
DEBRIEFING AND AFTER
ACTION REVIEW IN
VIDEOCONFERENCE AND
LIVE MEETINGS











Debriefing and After action
review meeting among
organisers and challenge
owners to support the
follow-up prototyping,
outcome and impact





THE PROCESS




I2SI Societal Innovation Canvas Model			Project Name:		Participants:		
 Explore			 Ideate & Design		 Build Prototype		
Challenge <i>The Challenge, its owner and supporters</i>	Context	Opportunities	Deepen Understanding <i>What if? What could work? Who benefits? Why?</i>		Basic concepts? Big Picture? Look and feel?		
Learning (capture insights)							
 Desired Outcomes / User Benefits <i>Desired outcomes & user benefits after it is successfully realized</i>			 Key message <i>Your elevator pitch with the value proposition</i>		 Constraints <i>Identify limits and conditions that influence realization/delivery</i>		
 Stakeholders & Resources			 Risks, Assumptions & the Unknown		 Roadmap of Activities <i>Concrete task & actions needed for creating results after the Camp</i>		
Stakeholders / 3rd Parties <i>Who is needed to realize the proposal?</i> <i>Who must buy-in?</i> <i>What do they need?</i> <i>How do they interact?</i>			Risks <i>What might go wrong? Why?</i>		6 weeks		
Resources			Assumptions <i>What assumptions is this proposal based on?</i>		6 months		
			Parking Lot <i>Our open and unanswered questions and concerns</i>		6 years		
					Who? Where? Milestones? Effect?		

I2SI Societal Innovation Canvas Model

Project Name:

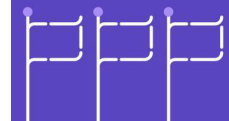
Participants:

Explore			Ideate & Design		Build Prototype		
 <p>Challenge</p> <p>The Challenge, its owner and supporters</p>	<p>Context</p> <p>1</p>	<p>Opportunities</p> <p>Learning (capture insights)</p>	<p>Deepen Understanding</p> <p>2</p> <p>What if? What could work? Who benefits? Why?</p>		<p>Basic concepts? Big Picture? Look and feel?</p> <p>5</p>		
<p>Desired Outcomes / User Benefits</p> <p>3</p> <p>Desired outcomes & user benefits after it is successfully realized</p>			<p>Key message</p> <p>4</p> <p>Your elevator pitch with the value proposition</p>		<p>Constraints</p> <p>6</p> <p>Identify limits and conditions that influence realization/delivery</p>		
<p>Stakeholders & Resources</p> <p>7</p> <p>Stakeholders / 3rd Parties Who is needed to realize the proposal?</p> <p>Who must buy-in? What do they need? How do they interact?</p> <p>Resources</p>			<p>Risks</p> <p>8</p> <p>What might go wrong? Why?</p> <p>Assumptions</p> <p>What assumptions is this proposal based on?</p>		<p>Roadmap of Activities</p> <p>Concrete task & actions needed for creating results after the Camp</p> <p>6 weeks</p> <p>6 months</p> <p>6 years</p> <p>9</p> <p>Who? Where? Milestones? Effect?</p>		

science
meets
regions

2022

#EUSci4Regio



Science
Meets
Parliaments
#EUsci4Parl



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Meets
Regions
#EUsci4Regio



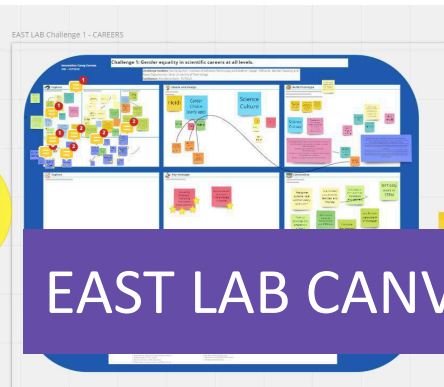
Igualtat
d'oportunitats

Science
Meets
Regions
Camp d'Innovació
La Generalitat de Catalunya
en promoueix amb nous
fins de promoció i integració
Societat
21-23 d'octubre de 2018

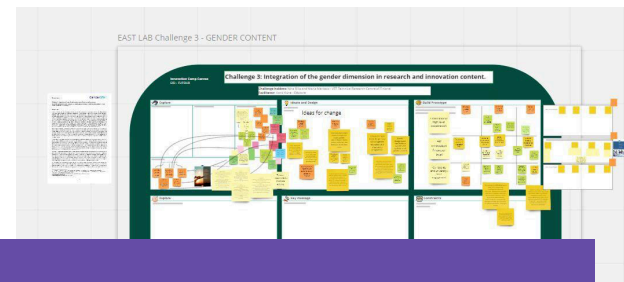
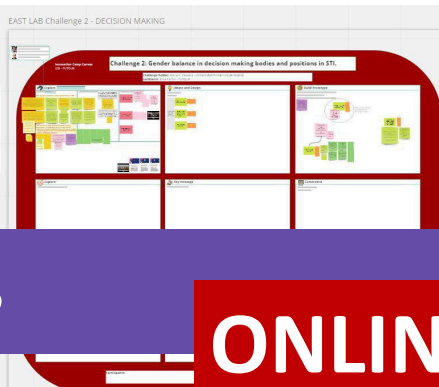
Generalitat
de Catalunya

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FACE TO FACE INNOVATION CAMP



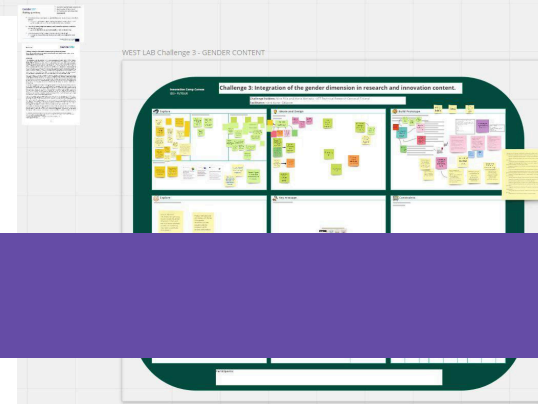
EAST LAB CANVASES



ONLINE INNOVATION CAMP



WEST LAB CANVASES



CH1 - 2 prototypes

CH2 - 2 prototypes

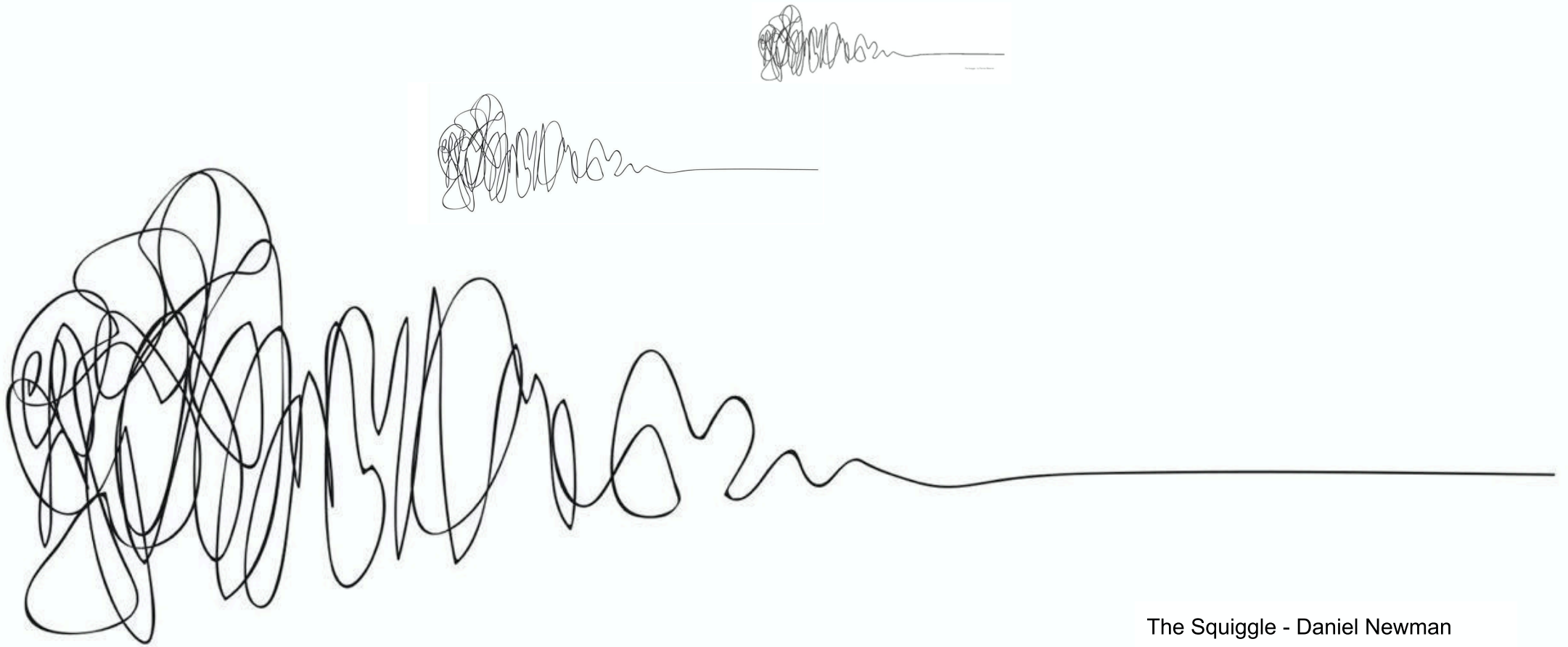
CH3 - 3 prototypes



REFRAMING THE CHALLENGES



PROTOTYPING SOLUTIONS



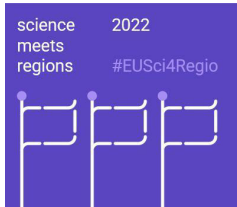
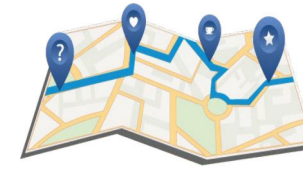
The Squiggle - Daniel Newman

A large iceberg floats in a deep blue ocean under a bright blue sky with scattered white clouds. The visible tip of the iceberg is jagged and white, while the much larger submerged portion is dark blue and textured, illustrating the concept of hidden information.

PROTOTYPE PRESENTATION

REPORT

ROADMAP OF ACTIVITIES (9)



Concrete actions and tasks to be needed to achieve the results after the Innovation Camp

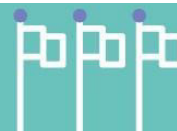
WHAT	HOW	WHO	WHEN
PRESENTATION WALL			
Change? Purpose? Impact?	Activities?	People? Resources?	6 weeks 6 months 6 years Milestones?



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RISCHIO E GOVERNANCE



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Regions
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Interacció

QUÈ

COM

QUI

QUAN

ESCOLA + ACTIVA

- Incentivar la participació de l'alumnat en la vida social i cultural de la comunitat.
 - La Comunitat educativa ha de ser competitiva (Escola, Netxja, AMPA) en els seus canvis culturals.
 - L'activitat curricular ha d'acompanyar gestions i processos d'innovació i humilitat cultural, fent-ho amb actituds i no fent-ho en si mateixos.
 - Treballar i promoure de competències.
 - Acceptar la diversitat.
- Polis oberts (es, espais, llibres, actituds) DI-DS
- Unes convívencies (gimnàs, laboratoris, jardins, etc.)
- Processos d'innovació i desenvolupament de projectes d'acció
- Model de formació i desenvolupament personal, social i cultural
- Tràilers per projectes interdisciplinaris, desenvolupant fets d'altres cultures durant el dia
5. Treballar aspectes interdisciplinaris en els projectes (plàstic, música, educació física, teatre)

EL JOVENT TEIXIM ESPAIS INTERCULTURALS

ADMINISTRACIÓ amb i al servei de...

VISIBILITAT DIGITAL

CONTINGUT DIGITAL DELS I PELS JOVES

Generalitat de Catalunya

EDITORIAL = ASSEMBLEA JUVENIL

proposen VALORS DEMOCRÀTICS i PARTICIPACIÓ

PLATAFORMES DIGITALS CONTINGUTS

European Commission

ADMIN. PÚBLICAS

JOVENT

6 Setmanes

6 Mesos

6 Anys: Adaptació i INNOVACIÓ

1. Anàlisi de la realitat i el context digital

2. Bases teòriques i metodològiques

3. Creació de l'estructura

4. Fesit Definit

5. Segmentació del Públic

1. Assemblea Activa

2. Creació continua de contingut i experiència per a tots

3. Exposició "Creixement"

ROTOTIP 1

lores aspiracions professionals

ROTOTIP 2

na

la credibilitat de competències

Science Meets Regions

#EUsci4Regio

Generalitat de Catalunya



Annex 5. Report Format for the Results of Groups at the Camp

Name of the Challenge:

Challenge Owner:

Facilitator:

Date:

Rapporteur:

Note to the Rapporteur:

Please use as many visuals as possible in this report. These may include drawings, illustrations and PowerPoint presentations made by the group, and photographs of the wall-space where the group worked (including post-its and papers hung on the walls, or flip-over pages prepared by the group).

Name of the Proposal

Description of Proposed Actions [Action orientation is extremely important]

What will this achieve? What is the societal impact?

Who is Responsible?

Who will be involved? (In Society? In the Challenge team?)

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Annex 5. Report Format for the Results of Groups at the Camp

Description of the best ideas

1st Steps: What must happen in the next 6 weeks?

Who should do what?

Prototyping: What must happen in the next 6 months?

Who should do what?

Impact in 6 Years

Other relevant information

Suggestions for improving the effectiveness of the Camp

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REPORT: Results and prototypes





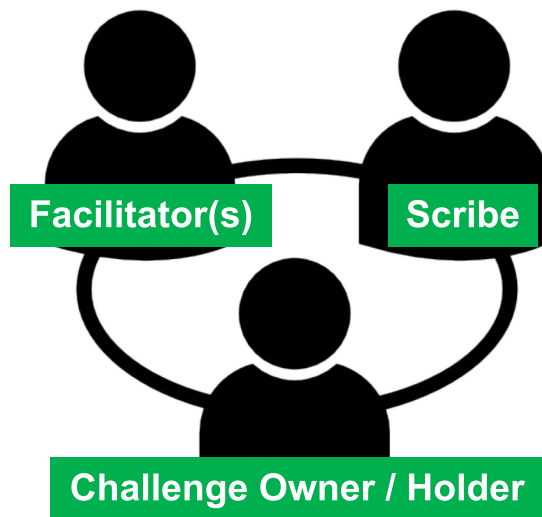
THE TEAM

Roles and responsibilities in the Innovation Camp and in each challenge team

Camp convener

Challenge Owners / Holders

Lead facilitator



Challenge Owner /
Challenge Holder



Participants



Facilitator(s)



Prototype holder
and rapporteur



Lead
Facilitator

A black and white photograph of a man in a dark suit walking a tightrope. He is balancing a long, thin pole horizontally across his shoulders. The background features a large, modern building with a distinctive, curved, ribbed facade. The man is looking down at the rope with a focused expression.

The facilitator



PLOUGHING THE FUTURE

THANK YOU AND SEE YOU IN THE FUTURE!



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