

CONCEPT FOR TECHNOLOGY WORKSHOP

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Introduction

Aim of this activity is to provide CCI with specialised knowhow on technology trends and enable them to challenge and work with AVM.

During the initial interviews we had detected a lack of specialised knowledge among CCIs, they are not aware of the many technology trends and the opportunities they may provide. An interactive workshop format should help CCI get acquainted with different technology trends and experience them first hand.

For the technology workshop, we propose three different workshop concept that could be adopted by partners according to their local needs and taking into account the local industry and the available resources.

The aims is to ensure an interdisciplinary interaction between representative AVM and CCI. The technology workshop are therefore positioned among the NORMING and PERFORMING stage: on one side we want to introduce different technology to the CCI; on the other side we want to involve representative of AVM to create challenges for the utilisation of this technology that might give CCI the opportunity to experience first-hand how a given technology can be applied into a specific sector.

Forming Learn about each other Mindset&trends	Storming Challenging each other Technology&mindset
Norming Working with each other Technology&trends	Performing Working as one Business

1.1. Concept ONE: Challenge driven interaction



This first workshop concept aims to create the understanding for a given technology by working on a challenge provided by AVM. This format exploits blended learning: participants have the possibilities to use different resources and online material to get acquainted with a particular technology. During the presence workshop they are then asked to concretely work on a challenge based on this technology.

The Concept is based on 3 Modules:

A: Explore & Learn

B: Exchange & Understand

C: Create & Interact

A: Explore & Learn

In order to offer CCI a first overview of different technology, we propose to use E-Learning modules that participants can watch before they attend the workshops. Here we could potentially build on the material provided by our partner Confindustria Veneto that was already developed in the framework of previous projects (see <http://provet40.eu/en/>; <http://www.fvem.es/moodle/>). Since this material has been produced in the framework of a EU project, it is open for further use and capitalisation.

Participants can proactively choose which technologies they want to explore. They should not be confronted with all technologies at once as this might result overwhelming.

In the second part of the workshop, participants will be faced with a challenge proposed by a participating AVM company so the workshop participants are able to work on that immediately, in the best case in mixed group with participants from AVM and CCI. The goal is to make them work together.

Benefit of the alone standing E-Learning modules is that participants can just get acquainted with the knowledge necessary for the challenge they want to tackle.

The challenge from the AVM touches just one or few technologies. Participants that are interested in all technologies are still warmly welcomed to use these E-Learning videos.



Selected material could be proposed for this technology trends:

Artificial Intelligence

Blockchain

IoT

Advance Manufacturing

Digital twins

Digitalisation

etc.

In this way, each project partner should be in the position to organize a Workshop using a AVM challenge coming from one of the sector that it is most relevant for its region. As the Challenge is defined, partners can choose and recommend to participants the E-learning modules which better fit their needs.

B: Exchange & Understand

Module B is the first step into the workshops.

This is an half day workshop that can be offered in combination with the Module C and that can potentially be run in subsequent days.

The goal is to take time for:

- get to know each other
- get to know the aims of the COCO4CCI project
- exchange views of the different sectors
- Reflect on the knowledge acquired through the E-learning videos
- Prepare und discuss the chosen challenge and set the basis to work together on this challenge



C: Create & Interact

This module is dedicated to the work on the challenge following a methodology as Design Thinking. This methodology is in fact particularly useful for interdisciplinary work and it takes into account the mindset of the CCI.

The duration of this module might depend on the kind of challenge and the availability of the different actors involved. The minimum recommended is a one day workshop but it could be stretched up to 3 days. The methodology follows these aims:

- Shared understanding about the problem and challenge
- Interaction and observation with use case or user that are involved to get their experience
- create ideas or possible solutions together with focus on a given technology
- create conceptional prototypes
- testing these concepts in presentations

The main benefit of this approach is to go beyond the pure exchange of knowledge but to create a first opportunity of collaboration for actors of different fields.

1.2. Concept TWO: Future trends workshop

A second possible format for the technology workshop is the “future trends workshop”.

Goal of this one day workshop is to explore and define future use cases after establishing common values and getting in touch with different core values. (Could be positioned in phase 4 “PERFORMING”.)

The key question is: What could we do together in the future? Are there business cases in which AVM and CCI could work on together? Can we define needs or pains that we could solve with help of a chosen technology?



Each workshop organizer can select some future technology trends that will affect economy and society and analyze together with the participants, how a given technology is going to act in this field and which new opportunities and treats are going to arise both for AVM and CCI.

At the beginning of the work, the participant are asked to map the most relevant trends changing their industry over the next 5-10 years. They can work together with post it. For each round they need to analyse different category: Business, User Behaviour, Talent Demands, and Technology. The task is to brainstorm as many relevant trends in each category as possible.

Once the trends have been collected, the group can prioritize the trends in terms of which will have the biggest impact and then focus only on the most relevant one. Participants are then divided in sub-group to explore a specific trends: they need to identify opportunities, consequences and potential risks. By doing so they should ask questions like: what does the CCI will look like in 10 years from now if we take advantage of this technology? What steps would we need to take today to begin moving that way?

Example:

What effects has the increasingly aging society? Could this be a new market called “Silver Economy”?

Which ideas are going to pop out if we combine a future market (like Silver Economy) with a future technology (like artificial intelligence)?

Workshop Details:

Participants:

Between 6 and 14 Persons

In best case mixed of representative from AVM and CCI

Duration:

9.00 pm to 5.00 Pm

Material and Location:



Bigger room with space with 3- 4 working station for groups

Whiteboards or similar

Sticky Notes

Catering

Beamer or TV for presentations and key notes

Draft Timetable

9.00 am	Welcome and Project Recap COCO
9.15 am	Check in and aim of the day
9.30 am	Get to know each other (With short method session: Step into my shoes)
10.00 am	Teambuilding and Keynote about Future Trend Working and Mega Trends
10.45 am	Refection
11.00 am	Coffee break
11.15 am	Working time: research on given materials about foresight trends
12.15 pm	Ideation: Which trend do we pick as basis for our work? Which technology do we want to use?
1.00 pm	Lunch
2.00 pm	Working time for autonomous work (deliberately without methods)
3.00 pm	Method: “What do we know what we don´t know?” Thinking about hands-on research
4.00 pm	Short presentation of the results
4.30 pm	Group discussion about work experience
5.00 pm	End



1.3. Concept THREE: Workshop on a specific technology with practical application possibilities

This third workshop concept is focus on experiencing first hand a specific technology by bringing in expert that can share his/her knowledge. The idea is to going beyond the simple lecture by introducing an interactive part, where participants from CCI together with AVM can experience the technology and see which impact this might have on specific sectors and industry.

Here we propose an **example for the content of a workshop on AR/VR:**

Augmented and virtual reality applications open up completely new possibilities for the industry. But how can these technologies be successfully integrated into development, production and operating processes? How do you create acceptance among employees? What is the difference between HoloLens 2, Magic Leap and Google Glass?

In the workshop participants will learn and experience what they need for the successful implementation of Augmented and Virtual Reality in a company. They will learn about the potential and current limits of the technologies and exchange ideas with other companies. Using concrete practical examples, participants will experience, for example, how Hella uses a mixed mock-up to optimize the planning of assembly workstations and improve cooperation between development teams. Participants will also have the opportunity to test the various solutions offered by suppliers in detail and develop application scenarios for your company.