Introduction

31 March 2025
EXPEDITE Workshop #2

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Three visuals to remember

- The waterfall development model
- …Made cyclical
- The concept of co-creation

What is peculiar of the LL approach

Which benefits can we expect, and where

For your information - what we would like to do in the meantime

Outcomes of the first and second workshops

Four groups formed

1. Data and knowledge sharing
2. Long term analytics and simulation
3. Short term analytics and optimisation
4. Visualisation

Good within-group interaction

Progress towards a common vision

Uncertainty on how to further progress

Group 1 outcomes - yellow

Aim (of the LL approach)

- To share knowledge and data on PED efficiently
- To maximise reuse and reproducibility

Stakeholders: urban planners, policy makers (same as Group 2)

Open questions for today

- What do we mean by knowledge and data?
- How do we “package” the above items to approach our stakeholders?

Group 2 outcomes - green

Aim (of the LL approach)

- To simulate alternative pathways to future PED scenarios
- To procure judgements on applicability of simulated results

Stakeholders: urban planners, policy makers (same as Group 1)

Open questions for today

- Are the system dynamics model and the learning environment ready to go?
- If not, do we need our stakeholders as beta testers or do we just want them to validate the long term analytics and simulations?

Group 3 outcomes - pink

Aim (of the LL approach)

- To receive feedback on alternative sets of PED analytics (short term)
- To test the functioning of an app (to be developed yet)

Stakeholders: building/asset managers, lay people/citizens

Open questions for today

- Are the PED analytics available or do we need new IT/AI to generate them?
- What is the release plan of the app prototype?

Group 4 outcomes - blue

Aim (of the LL approach)

- To receive feedback on alternative visualisation proposals
- To assess the added value of visualisation on top of previous technical tools

Stakeholders: long list provided, basically coinciding with the Quadruple Helix

Open questions for today

- Are we dependent on someone else's work or can we develop visual mockups to start exercising with the stakeholders?
- Does it make sense to diversify the mockups/exercises by stakeholder subcategory?

Purpose of today’s workshop

As initially declared

- Rehearse the implementation of the LL approach with fictitious end users

In practice

- Due to the missing information (the open questions in the previous slides) we have decided to reopen the Miro Board, however this time without splitting ourselves up in groups

New purpose

- Starting from the **identified stakeholders (users)** and **aims** of the LL approach, we kindly ask you to specify what we are **specifically going to test with them**

Icebreaker and additional workshops

Icebreaker

- We ask you to define in few words what the EXPEDITE solution is about
- This will help us define the product/service vision as per T6.1 of the DoA

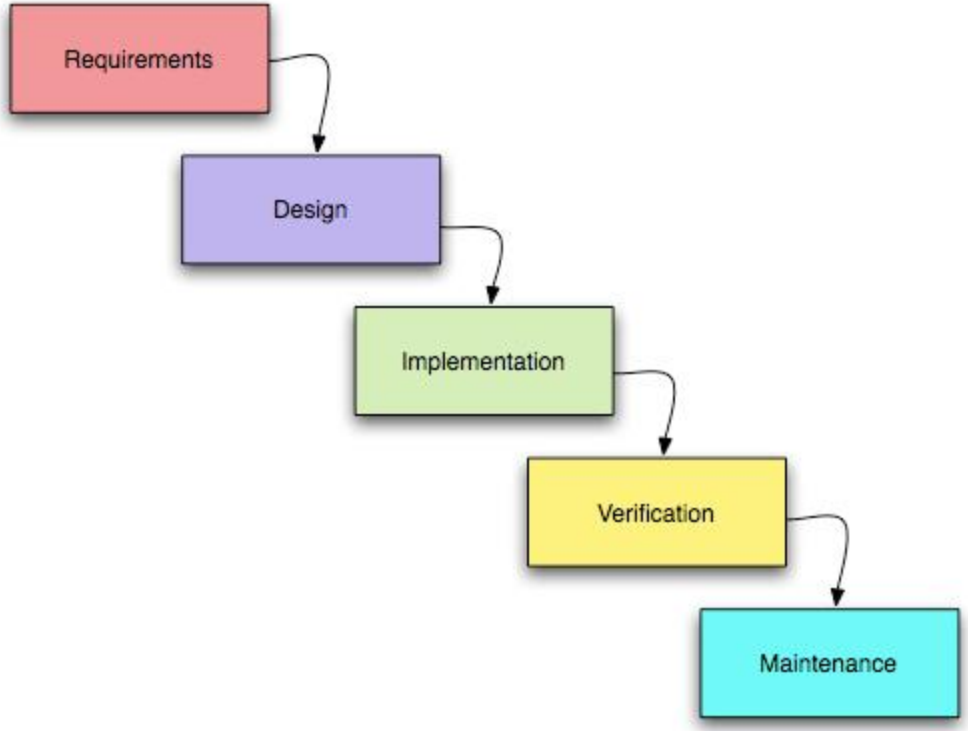
The following Monday 7 (proposed date - still at 11:30 CEST)

- We will continue working on the vision and identify suitable scenarios for its implementation

The following Monday 14 (proposed date - still at 11:30 CEST)

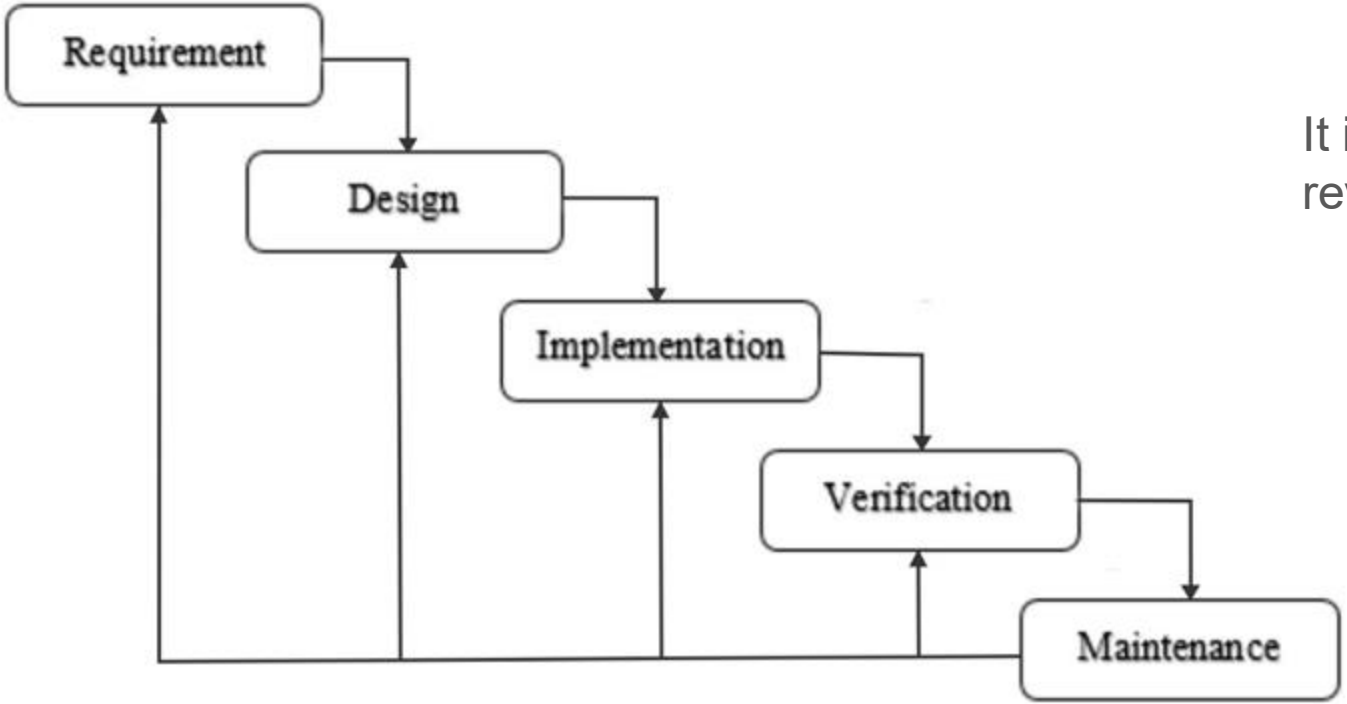
- We will move forward from identified scenarios to appropriate use cases

Reminder: The waterfall development model



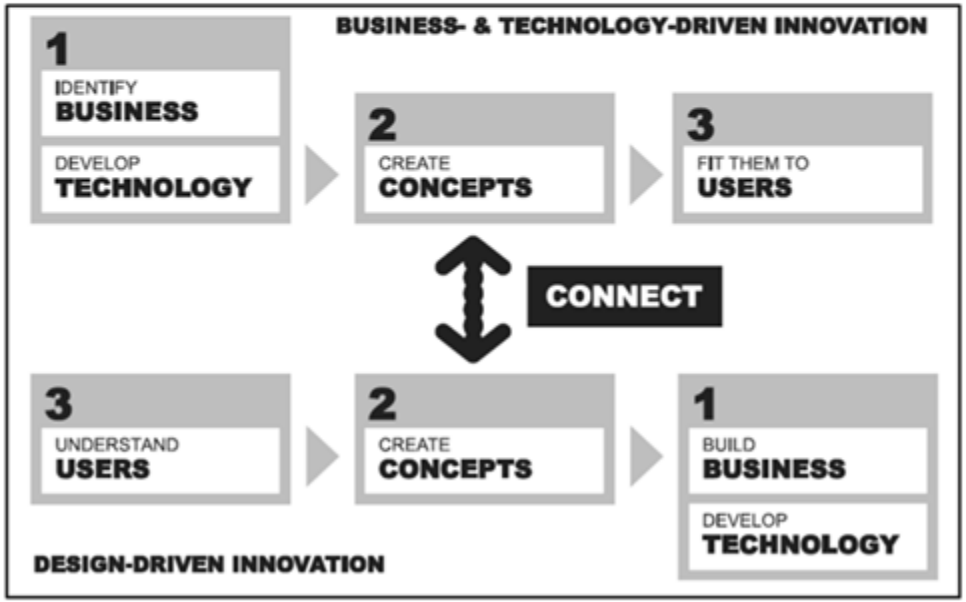
In Expedite, requirements were defined irrespective of perceived user needs

…Made cyclical



It is never too late to revise requirements!

"Co-creation in open services innovation is seen as an activity performed together with customers to gain tacit knowledge and to enhance innovations. Co-creation is defined as involving customers "early and deeply in the innovation process" (Chesbrough 2011, 23), in comparison with traditional product innovation process where customers are seen at the end of the value chain as passive receivers of products. In co-creation, customers are seen as active participants of the value network, generating value for them as well as enhancing the competitiveness of the supplier." (Keränen 2015.)



Keränen, K. 2015. An exploration of the characteristics of co-creation in the B2B service business.

What is peculiar of the LL approach

1) Variety of stakeholder interests represented (the Quadruple Helix concept)

1) Early stage user involvement
- Before requirements are crystallised into design elements
- Before changing requirements becomes too expensive

1) At various stages of the waterfall model/cycle
- Requirements gathering
- Requirements validation
- But also prototype validation and verification

1) In real or realistic conditions (ie. simulating or replicating actual use)

Which benefits can we expect, and where

Requirements gathering and validation

- We have an initial list with us, which could be checked / expanded etc.

Usability, Usefulness, User acceptance

- Of specific design elements / service functions

Legacy integration

- How to achieve it swiftly with existing Datasets, ERP systems etc.

Implementation conditions

- Priorities, constraints etc. (also from a business perspective)

Sustainability and exploitability aspects

- Alternative usage scenarios for the developed solution(s)

What we will do after this workshop

- Collect the sticky notes on the vision and make one single text out of them
- Retrieve information (from the DoA) on the delivery timelines
- Aggregate the results of the 4 group experiments
- Come back to you with proposals on how to proceed

What we would like to do in the meantime

WP6 kick-started and would like to gather information on the (rough) delivery plans of each of the four groups

We would like to make direct contact with the Riga partner(s), aiming at:

- Making a long list of potential contacts from the Quadruple Helix
- Booking a first plenary meeting (also an official ceremony) possibly in person
- Creating an agenda of activities onsite and online

Suggested: a twin guidance of each activity, 1 group leader + 1 local host

Time frame: end April - start May

Thanks for your attention

Q&A