



Title

Technological pillars to enable Smarter (Collaborative + Inclusive) Environments: Internet of Things, Web of Data and Citizen Participation

Content

Introduction: Technological and methodical pillars for Smarter Environment Enablement

Part I: Smarter Environments Theoretical Grounding

1. What is a Smart Environment?
2. Technological enablers: IoT, Web of Data and Persuasive Technologies
3. Technology mediated Human Collaboration: need for co-creation
4. Killer application domains: Open Government & Age-friendly cities

Part II: Review of core enablers for Smarter Environments

1. Co-creation methodologies: Service Design and Design for Thinking
2. Internet of Things and Web of Things
3. Web of Data: Linked Data, Crowdsourcing & Big Data
4. Persuasive technologies and Behaviour Change

Part III: Implications for CyberParks

1. European projects on enabling Smarter Environments: WeLive, City4Age, GreenSoul
2. Reflections on the need for collaboration among stakeholders mediated with technology to realize CyberParks

Conclusions and practical implications

Learning goals

After this module stakeholders will:

1. Know about the key methodologies and technological enablers of Smarter Environments
2. Realize why the right technology is not enough to enable acceptable Smarter Environments
3. Understand how to democratize technology usage so that it serves to empower users in an inclusive manner to foster better more acceptable Smart Environments
4. Gain an understanding on how stakeholder engagement and participation approaches are being successfully combined with technology
5. Learn what technologies and user involvement methods are available and how to bring them together to pursue CyberParks goals

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