



## Rationale and Background

The workshop will involve and engage participants in a practical and interactive 'territorial design process where open social and economic innovation is used to identify, design and value, digital services, solutions and environments prioritised by local stakeholders and policy instruments and where their impact can be assessed through social, economic and environmental return on investment analysis'.

The workshop will reproduce (in a single-day format) the multi-stakeholder SEROI+<sup>2</sup> process developed by the INTERREG Europe Project ERUDITE to co-create and value new digital solutions, services and environments in non-metropolitan and peripheral areas.

Participants will follow a simple value-led roadmap for selected service areas, with four steps, that constitute the building blocks for rural smart environments and communities:

1. Define policy or practice goals for the locality and the services
2. Identify and engage relevant stakeholders
3. Co-design the service
4. Set indicators and values, estimate and then monitor social, economic and environmental return on investment

We will give participants an opportunity to experience an efficient and clear process designed to create the building blocks for smart environments and communities, and potentially adapt or introduce the concept at home to design and rethink their smart territory of the future.

The participants will work in working groups based on five service areas using real-life examples from European Rural Territories:

- a. *Rural hubs (multi-functional service centres, including co-working and office space, community services, food hubs...)*
- b. *Fab and Maker Labs (including Education and training)*
- c. *Public and community service platforms*
- d. *Health and well-being for seniors and people at risk*
- e. *Smart Circular Villages*

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<sup>2</sup> Social and Economic Return on Investment with Open Innovation

**Programme:**

**Start:** 09.30

1. Introduction to the day and to the SEROI+ Process, using a relevant worked example from the ERUDITE Project (background details to be sent before) taking the participants through the 4 stage process

**10.30 – 10.45      Q&A**

**10.45 – 11.00      Break**

11.00

Interactive Workshop: Participants will be divided into ‘thematic groups’ focusing on a particular constituent service of a Smart Village. Participants will have pre-selected their groups.

Introductions and presentation of modular structure and activities:

Module One: 11.15 – 12.00

- I. Define policy or practice goals for the selected service and the Smart Village

Module Two: 12.00 – 13.00

- II. Identification and engagement of ‘material’ stakeholders (that is all stakeholders that will experience significant change in their professional or personal life as a result of the introduction of the service)

**13.00 – 14.00      Lunch:**

Module Three: 14.00 – 15.00

- III. Co-designing the service and preliminary discussion on potential indicators to measure the impact of the introduction of the service

Module Four: 15.00 – 16.00

- IV. Setting indicators and market or proxy<sup>3</sup> values and with initial return on investment/impact measurement

**16.00 – 16.15      Break**

Presentation of results and analysis of commonalities, with each team’s service contributing to the workshop’s ‘Smart Village Map’.

Discussion and follow up activities

**17.15/30 Close**

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<sup>3</sup> Non-market values where an exact market value is impossible to obtain or not appropriate