

GOAL:

MAKE THE TOWN (1500 popl.)
MORE ECONOMICALLY, SOCIALY AND
ENVIRONMENTALY SUSTAINABLE

SERVICE:

THIRD PLACE

STAKEHOLDER GROUPS:

USERS

PERSONA

CIVIC ORGANISATIONS (ex. LAG)

SCHOOLS

LOCAL AUTHORITIES

COMPANIES

NEED:

LACK OF NEW IDEAS & PROJECTS
TO BE FUNDED

fablab is
creative space

collaboration

social open innovation

cosy

co-working

multigeneration

multisector

by learning, training, how it works

socializing

prototype

NUTSHELL:

THIRD PLACE

COSY + services
+ facilities



meet people
(multigeneration, multi sector)

solve problem

collaborate, co-work
socialize

learning, training
prototyping *fablab*



creative & innovative
space

high
medium
low

ext

motivation

int

U S E R S
self-oriented
civic organ.
schools

companies

local auth.

orientation

other-oriented



STAKEHOLDER(S) GROUPS

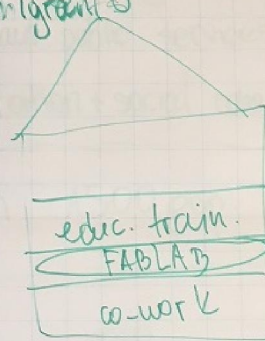
- 1) LOCAL ADMIN. / ^{fundup facilities} / bring people together / ^{raise the dynamics} social inov.
- 2) CIVIC ORG. / social cohesion / ^{know. + comp.}
- 3) RESIDENTS AS USERS / use equipments / socialize / ^{mentors} get knowledge
- 4) SCHOOLS / ^{compet.} training / ^{children teachers} open mind / think "out-of-the-box" / recycle / circular economy / ^{mentors}
- 5) YOUNG PEOPLE / skills / mindsets
- 6) MIGRANTS / REFUGEES / ^{new perspective culture dynamics}
- 7) COMPANIES / ^{competitiveness} new / innovative products / ^{access to skills} employes / ^{access to new}
- 8) FARMERS / ^{skills social} / ^{strategy funding} job opportunities / ^{equipment mentoring}
- 9) ARTISTS / ENTREPRENEURS / ^{access to equipment} / ^{tools, knowledge}
- 10) PARENTS / ^{get skills} / ^{child care} / ^{get their children back home}
- 11) AGEING PEOPLE / ^{get skills} / ^{socialize} / ^{traditional wisdom} / ^{socialization ex. of skills}

other state agencies: technology parks
RDA

1) need { new opportunities
social

- young people leave
- integration (ref.)
- ex. knowledge & experience
- digital skills
- innovation
- prototyping
- migrant

third place



WHO

- municipalities
- companies
- young people & families
- farmers
- ageing people
- local entrepreneurs
- artists/craftsman

IMPACT:

NEW IDEAS & INNOVATIVE
PROJECTS TO BE FUNDED

INDICATORS:

- 1) INCREASED NUMBER OF PROJECT APPLICATIONS (BENCHMARK: PAST, ANOTHER TOWN)
- 2) NUMBER OF PROJECT APPLICATIONS FROM NEW APPLICANTS
- 3) NEW SKILLS

VALUE:

- 1) AVAILABLE FUNDS UTILIZED
- 2) VALUE OF THE PROJECTS FROM NEW APPLICANTS
- 3) ASK CLIVE!

JEAN-DIMAS, HANNA, GABRIEL
MARIE-NOËL, ENDA AND EMILIJA



WTF?!!

THIRD PLACE

COSY + services + facilities

- meet people (multi-generational / multi-sector)
- collaborate w/ work + leisure
- solve problem
- learning, training, job
- promoting

creative & innovative space

GOAL
MAKE THE "THIRD PLACE"
MORE EQUINE, NEARBY AND
ENVIRONMENTALLY SUSTAINABLE

SERVICE:
THIRD PLACE

- STAKEHOLDER GROUPS:
- WIPPS
 - ONE ORGANISATION (w/ LAG)
 - SEARLS
 - LOCAL AUTHORITIES
 - COMMUNITY

NEED
LACK OF NEW IDEAS & PROJECTS
TO BE FUNDED