







Design 4 Innovation Policy Booklet 1: Mapping Design Ecosystems



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1. Executive Summary

Design4Innovation is a collaboration between eight European partners exchanging expertise to integrate design into innovation programmes and to support regional and national governments to develop Design Action Plans. Between 2017 and 2021, Design4Innovation is cofunded by Interreg Europe through the European Regional Development Fund (ERDF).

Design is a user-centred approach to problem-solving

that can be applied across the private and public sectors to drive innovation in products, services, society and even policy-making by putting people first. Leading companies are building their design capacity by acquiring design agencies, hiring designers, appointing Chief Design Officers or training staff in design methods. Similarly, governments are also internalising design expertise by establishing Policy Labs using design methods to engage citizens and stakeholders in public service and public policy development.

Design has become part of government strategy. Between 2012 and 2017, design policies, action plans or strategies have been adopted by national governments in Denmark, Estonia, Finland, France, Ireland and Latvia Indeed Latvia launched its first National Design Strategy in 2014 as a collaboration between the two Ministries of Culture and Economy and relaunched an updated Action Plan 'Design of Latvia 2020' in summer 2017. Furthermore. in 2013. the European Commission developed its Action Plan for

Design-driven Innovation. Between them, these seven action plans have 165 actions – the majority focused on increasing the uptake of design in businesses and the public sector.

The Danish, Estonian, Finnish, French, Irish and Latvian Design Action Plans are all, in some way, based on an analysis of their Design Ecosystems. Design Ecosystems are a theoretical construct used by academics and policy-makers to identify and examine the actors and initiatives in the



design landscape within a country or region. Subsequently, government can intervene in order to stimulate the supply of or demand for design within the ecosystem in the form of a Design Action Plan.

This Policy Booklet is intended to support governments and stakeholders to develop Design Action Plans and to integrate design into innovation policy based on the lessons from countries and regions that have mapped their Design Ecosystems.

The Design4Innovation partners have mapped their Design Ecosystems, identified our systemic strengths and weaknesses and begun to develop actions to enhance the performance of our Design Ecosystems. We also reflect on the critical success factors for Design Action Plans in the form of eight lessons learnt. Design is about testing and iterating. We are taking a design approach to developing our regional or national Design Action Plans and the actions in this policy booklet are only the first iteration. We will support each other to develop, implement, monitor and, where possible, evaluate these Design Action Plans.

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PDR – International Design and Research Centre, Cardiff Metropolitan University.





Design4Innovation aims to increase the use of design as a tool for usercentred innovation in European SMEs by supporting governments to integrate design into innovation programmes and to develop Design Action Plans.



Design is a user-centred approach to problem-solving that can be applied across the private and public sectors to drive innovation in products, services, society and even policy-making by putting people first.



Innovation is the creation, implementation and exploitation of new knowledge in products, processes, services and strategy.



Design Ecosystems are a theoretical construct used by academics and policymakers to identify and examine actors and initiatives in the design landscape and how this can inform targeted policy action for design.



Design Action Plan is government intervention aimed at stimulating the supply of and demand for design to tackle failures in the way that actors and components interact in the ecosystem.



Value of Design can be measured at micro and macro levels in the private and public sectors.

2. Introduction to Design4Innovation

Design is gaining momentum as a corporate strategy among multinationals as well as high-growth startups. Leading companies are building their design capacity by acquiring design agencies, hiring designers, appointing Chief Design Officers or training staff in design methods. John Maeda's report #DesignInTech shows that since 2013. 59 design agencies have been acquired by companies like Google, Airbnb, Adobe or PwC¹. As noted by Tim Brown and Roger Martin in an article for the Harvard Business Review design issue, design was once a process applied to physical objects, now it is applied to helping multiple stakeholders and organisations work better².

Design is a cost-effective method of de-risking the

innovation process by gaining understanding of user needs in the first place and then iteratively developing idea and testing it with users to achieve a result that is viable. usable and desirable. However, design is still underutilised in European businesses. As shown by the Innobarometer survey³, over half of enterprises in the EU28 do not use design. Only 12% declare they use design strategically, 18% see design integral to development and 14% use it only for its decorative capacity. To help SMEs use design effectively a targeted and more strategic business support offer is needed.

Design4Innovation is a collaborative project of eight European partners working together to enhance competitiveness of European SMEs. It builds on the European Commission's vision that: "A more systematic use of design as a tool for usercentred and market-driven innovation in all sectors of the economy, complementary to R&D, would improve European competitiveness. Analyses of the contribution of design show that companies that strategically invest in design tend to be more profitable and grow faster".

Action Plan for Design-driven Innovation, 2013, p. 4

Through a series of seven hands-on knowledge exchange workshops, identifying the best practice and using design tools, eight European partners are going to develop Design Action Plans to support SMEs in their regions to use design more strategically and help them differentiate and innovate, and in result be more profitable and grow faster. The consortium includes the following partners: * Wales - PDR, International Centre for Design and Research
* Flanders - Flanders Innovation & Entrepreneurship
* Central Macedonia, Greece -KEPA, Business and Cultural Development Centre
* Latvia - LIAA, Investment and Development Agency of Latvia
* Malta - Culture Directorate with Valletta 2018 Foundation
* Silesia - Marshal's Office of Silesia Region
* Galicia - Galician Agency of Innovation

* **Catalonia** – Barcelona Design Centre

Design4Innovation is a five-year project funded from European Regional Development Fund through Interreg Europe programme. During the last two years, the project will monitor its results to provide a thorough assessment of the impact of Design Action Plans.

¹ Maeda, J. (2017). 'Design In Tech Report 2017'. https://designintechreport.wordpress.com ² Brown, T., Martin, R. (2015, September). 'Design for Action. How to use design thinking to make great things actually happen'. Harvard Business Review, p. 58. ³ European Commission (2016). 'Innobarometer 2016 – EU business innovation trends', p.97.

			STAGE 4 DESIGN AS STRATEGY
		STAGE 3 DESIGN AS PROCESS	EU28: 12%
	STAGE 2 DESIGN AS STYLING EU28: 14%		BE: 13%
		EU28: 18%	ES: 13%
		BE: 19%	LV: 5%
STAGE 1 NO DESIGN		ES: 29%	MT: 18%
		LV: 21%	PL: 7%
	BE: 16%		UK: 17%
EU28: 56%	ES: 11%	MT: 25%	
	LV: 12%	PL: 17%	
BE: 52%	MT: 11%	UK: 15%	
ES: 47%	PL: 8%		
LV: 62%	UK: 12%		
MT: 46%	UK. 1270		
PL: 68%			
UK: 56%			

Figure 1: Design Maturity in European companies in Design4Innovation partner countries. Source: Innobarometer 2016 (no data for Greece)

3. What is Design?

Design can mean different things to different people depending on the context and can be a difficult concept for businesses and policy-makers to grasp without examples. The following definitions of design have been adopted in Design Action Plans, Policies or Strategies across Europe. Building on the terminology used by government, Design4Innovation partnership proposes a broad definition of design.

1. Action Plan for Designdriven Innovation, 2013, p. 6 2. Vision of the Danish Design 2020 Committee, 2011, p. 6 3. National Action Plan for Design 2012-2013, 2012, p. 7 4. Design Finland Programme, 2013, p. 13

5. Pour une Politique Nationale de Design, 2013, p. 12 6. Policy Framework for Design in Enterprise in Ireland, 2016, p. 6 7. Design of Latvia 2020, 2017, p. 6

Latvia

'Design is a process of strategic development, an approach and a way of identifying and solving problems. Effective use of design refers to both the result, as well as the process, while emphasising the Ireland importance of design thinking in all levels of 'Design encompasses decision-making a broad range of

and management.'7 • Development of utility of

function and form.

meanings, including:

• Output associated with styling and aesthetics.

• A process for goods/service development. • A methodology to solve complex problems and find solutions.'6

France

'Design - along with another catalyst, digital - profoundly modifies the industrial offer, the process of concept generation, development, production, dissemination of "objects" (products, services, systems, spaces).'⁵

Finland

Definitions of

design in

European design

policies/action

plans

'Design is understood as planning and implementation that arises from the needs and values of the user; is comprehensive, accounts for the context of use and adheres to the principle of sustainability.'4

Design4Innovation

'Design is a user-centred approach to problem-solving that can be applied across the private and public sectors to drive innovation in products, services, society and even policy-making by putting people **European Commission** first.'

[Design is] 'an activity of people-centred innovation by which desirable and usable products and services are defined and delivered.^{'1}

Denmark

'Design has come to mean more than giving form; it has increasingly become a strategic element in innovation processes in private enterprises and public organisations.²

Estonia

'Design is a practical, human-orientated. creative process connecting different sectors, in the course of which people are looking for better solutions to existing problems.'3

4. What is the value of design?

An increasing body of knowledge asserts the positive contribution of design to economic growth. For a number of years, researchers and practitioners have strived to evaluate the impact of design at micro and macro levels with encouraging findings. The impact of design can be conceived according four levels of design impact (see figure 2).

1) Design impact at micro level in the private sector;

2) Design impact at macro level in the private sector;

3) Design impact at micro level in the public sector;

4) Design impact at macro level in the public sector.

The micro level in the private sector refers to the use of design and the return on design investment in individual companies. The macro level in the private sector refers to the aggregate impact of design use on industry as a whole: for example, companies spending on design and a correlation with performance or the gross value added of the design sector. The micro level in the public sector refers to public authorities' use of design as well as the return on investment of governmentfunded design programmes and policies. The macro level in the public sector refers to the impact on the economy and society as a whole; for example gross value added as well as the aggregate impact of design use in the public sector.

Data on design is a vital part of the evidence base for informing policy-making. There are a number of actions with the government design policies around collecting new data on design performance. Nevertheless, government design policies recognise the value of design.



Figure 2: Levels of Design Impact.

Source: Raulik-Murphy, Whicher and Cawood, 2011.4

⁴ Whicher, A., Raulik-Murphy, G., and Cawood, G. (2011) 'Evaluating Design: Understanding the Return on Investment', Design Management Journal 22(2), pp.44-52.

Latvia

[Vision that] Design is included in the science system of Latvia. Defined design evaluation criteria and approved methodology allows us to gather annual statistical data, which confirms the value added from design to gross Ireland domestic product (GDP)..'7

The importance of design is demonstrated by the contribution of designers to total employment in the economy (2.48% in 2014) and the contribution of the Design Sectors to total exports from Ireland (estimated at 19.5% in 2012, and more than 21% in 2013).⁶

France

Value of design in design action plans

Estonia

Since the

competent use of

design and

entrepreneurship as a

result of design is one of

the most effective and fast

methods for increasing the

value added of goods and

services, the main emphasis of this

companies to involve designers in

the implementation of their

development processes

considerably more

than before..'³

action plan is to direct Estonian

Finland

With the support from economic and management studies, we need a robust set of indicators to measure the value created through use of design at the "macro" level as well as on a Design is "micro" level. The current tools employed by do not allow us to quantify companies to the economic impact of create value for design based on customers and by the national public sector for the statistics.⁵

purpose of creating value for citizens. It rarely constitutes a single crucial competitive factor, but with other factors and when employed in a new way it can be used to create significant value..'4

Design4Innovation

The value of design can be understood to have an impact at a micro and macro level in both the private and public sectors.'

European Commission

Analyses of the contribution of design show that companies that strategically invest in design tend to be more profitable and grow faster.'1

Denmark

[Design] can contribute to improving the use of sustainable materials in industrial design as well as more resource-efficient production that, early in the design process, takes a cradle-to-cradle approach, focusing on how to minimise a product's overall environmental footprint.²

1. Action Plan for Designdriven Innovation, 2013, p. 4 2. Denmark at Work – Plan for Growth in the Creative Industries – Design, 2013, p. 7 3. National Action Plan for Design 2012-2013, 2012, p.21 4, Design Finland Programme, 2013, p. 12

5. Pour une Politique Nationale de Design, 2013, p. 17 6. Policy Framework for Design in Enterprise in Ireland, 2016, p. 9 7. Design of Latvia 2020, 2017, p. 21

5. What are design Ecosystems?

Design Ecosystems are a theoretical construct used by academics and policy-makers to examine the interplay between actors and initiatives in a network and how this can inform targeted policy action for design. In one way or another, the design policies for Denmark, Estonia, Finland, France, Ireland and Latvia are based on analyses of their Design Ecosystems. The design policies for Finland, Ireland and Latvia contain visuals of their Design Ecosystem. The framework adopted by the Latvian Government for their Design Ecosystem is based on the model used in Design4Innovation. Through previous research, PDR has identified nine components of a Design Ecosystem:

Users – refers to how design is used in a country or region. For example, data from the EU Innobarometer reveals how companies in different countries use design; whether not at all (stage 1), design as styling (stage 2), design as process (stage 3) or design as strategy (stage 4).

Support – refers to the government or nongovernmental support, such as mentoring and training, to enable companies to use design.

Promotion – refers to the awareness raising and capacity building for design such as national campaigns, design museums, exhibitions, awards, pop-up shops and trade missions.

Actors – refers to the most active players within the ecosystem with a remit for design, such as, a national design centre, design associations, networks, clusters, cultural centres, maker labs, skills development agencies and intellectual property offices.

Policy – refers to the government policies, strategies and initiatives where design is included. For example, design might be included in the Innovation Policy, Smart Specialisation Strategy, Industrial Policy, Creative and Cultural Industries Policy, Regional Development Plan, City Cultural Strategy or even a Design Action Plan. It might also be a government Innovation Lab focused on public service or policy innovation using design.

Funding – refers to financing or co-funding available for companies and potentially other organisation to invest in design, such as, vouchers, subsidies, grants and tax credits. **Research** – refers to the institutes and initiatives driving the design discipline forward such as through postgraduate and doctoral research, academia-industry collaboration initiatives and data collection on design.

Education – refers to the number of education institutions teaching design from primary and secondary through to tertiary and lifelong learning.

Designers – refers to the number and distribution of designers as well as the networks and associations representing designers such as design directories, networks and grassroots initiatives.



Figure 3: Design Ecosystem

6. Design Action Plans in Europe

Design's role in policy is twofold. Design is both a horizontal enabler of policy development as well as a vertical competence within specific policy domains (see figure 4). This means that design can be used as a method for policymaking. It can also be used as a competence to achieve policy priorities.



DESIGN AS A VERTICAL COMPETENCE

DESIGN AS A HORIZONTAL ENABLER

Figure 4: Design Competences

Design is increasingly being recognised as policy priority. Between 2012 and 2017, design policies, action plans or strategies have been adopted by governments in Denmark, Estonia, Finland, France, Ireland and Latvia as well as by the European Commission:

• Estonia (2012): National Action Plan for Design 2012-2013;

• Finland (2013): Design Finland Programme. Proposals for Strategy and Actions;

• France (2013) Pour une Politique Nationale de Design;

- Denmark (2013): Denmark at Work. Plan for Growth in the Creative Industries • Design;
- European Commission (2013): Implementing an Action Plan for Design-Driven Innovation.
- Latvia (2014): Design of Latvia 2020;
- Ireland (2016): Policy Framework for Design in Enterprise in Ireland;

Between them, these seven action plans have 165 design actions (see Table 1). Broadly, these actions have been categorised according to the nine components of the Design Ecosystem model using key word analysis. Sometimes an action may include more than one element of the Ecosystem and as such the dominant element has been used for categorisation purposes. Around 20% of the actions relate to design support (32 actions) specifically focused on increasing the up-take of design business (27 actions) and the public sector (five actions). The second most popular thematic domain relates to policy – how design can be used by government. The policy element also includes actions

related to intellectual property, procurement, Policy Labs and building capacity for design at multi-levels of governance. A significant proportion of actions also relate to design education (23 actions) design promotion (20 actions) and design research (16 actions). Surprisingly, only a small number of actions directly relate to the general public as design users. Some examples of the actions are included overleaf.



	USER	SUPPORT	PROMOTION	ACTORS	POLICY	FUNDING	RESEARCH	EDUCATION	DESIGN	TOTAL
EU		5 [*]	1		3	1	1	1		14
DK	1	5	2	3	4	5	1	5	1	27
EE	1	9	2	1		2	2	1	2	20
FI		3*	2	2	5	6	3	4	1	29
FR	1	2	6		1		2	4	2	19
IE		1						1	4	6
LV	4	1	7	8	12	1	7	7	3	50
TOTAL	7	32	20	14	25	15	16	23	13	165

* INCLUDING 2 PUBLIC SECTOR SUPPORTS AND 3 PUBLIC SECTOR SUPPORTS RESPECTIVELY.

Users

"Actions contributing to the codesign of objects involving the general public – living labs" Pour une Politique Nationale de Design, 2013, p.52

"Recognising 'the best design users in the country' as part of the country enterprise days" National Action Plan for Design 2012-2013, 2012, p. 35

Support

"Creation of 'Designer in residence' schemes in clusters" Pour une Politique Nationale de Design, 2013, p.38

"Development of 'Design Handbook – ABC of Design'" National Action Plan for Design 2012-2013, 2012, p. 24-25

"Improving advice on export and internationalisation targeting the creative industries." Denmark at Work – Plan for Growth in the Creative Industries – Design, 2013, p. 3.

Promotion

"Promotion and diffusion of 'Designed in France' label" Pour une Politique Nationale de Design, 2013, p.40

"Marketing of Denmark as a leading design nation, including Denmark as a possible host of World Design Capital." Denmark at Work – Plan for Growth in the Creative Industries – Design, 2013, p.5

Policy

"[A vision for:] An orderly legal framework of the design of Latvia strengthens the understanding and use of design: design integrated in legal bills, right protection for intellectual property improved etc."

Design of Latvia 2020, p. 21

"Arctic design is integrated in Finland's arctic strategy and the preconditions for forming cluster for expertise in arctic design in connection with the City of Rovaniemi and the University of Lapland are strengthened." Design Finland Programme, 2013, p.52

"Public sector design competence and its utilisation are strengthened through the establishment of a unit similar to MindLab or by continuing the design exchange programme." Design Finland Programme, 2013, p. 57-58

Funding

"The functionality of the

ecosystem is improved and design competence and the utilisation of design are promoted in a development programme by the EU structural funds." Design Finland Programme, 2013, p. 45

"Support measure for purchasing design-related advisory service from designers and design studios" National Action Plan for Design 2012-2013, 2012, p. 35

Research

"Continuation of the creative industry research and conducting a research into design use in companies." National Action Plan for Design 2012-2013, 2012, p.38

"Measuring the economic impact of design and its role alongside other intangible assets in value creation." Action Plan for Design-driven Innovation, 2013, p. 7

Education

"Citizens' understanding of design is promoted by increasing design literacy through early childhood education, organisational activities and communication." Design Finland Programme, 2013, p.27

"Developing competencies and applying methods for designdriven innovation in education and training." Action Plan for Design-driven Innovation, 2013, p. 8

Designers

"Developing a coherent and consolidated mechanism for representation of various design sectors and supporting networking and collaboration activities across design businesses." Policy Framework for Design in Enterprise in Ireland, 2016, p. 19

"More females in design roles." Policy Framework for Design in Enterprise in Ireland, 2016, p.20

"[A vision for:] A lifelong learning and professional development system for designers and design teachers has been created." Design of Latvia 2020, p. 41





7. Shared strengths and weaknesses of the Design Ecosystems

The analyse of strengths and weaknesses of the Design4Innovation partners' Design Ecosystems revealed significant commonalities across all the regions. This means that a collaborative interregional learning approach can be especially beneficial as partners can exchange good practices on 'what works' or develop new solutions together building on their shared experience. The graph overleaf illustrates the main shared strengths and weaknesses of the design ecosystems.



8. Developing Design Policy Actions – Lessons

Based on exploring the current Design Action Plans as well as the activities within the Ecosystem Mapping workshop, we have identified a number of lessons for governments and stakeholders looking to develop Design Action Plans.

1. Co-create policy actions with a range of stakeholders

It is important to align the often divergent perspectives of policy-makers, businesses, designers, academia and the third sector by ensuring balanced representation. Involving a wide stakeholder group in co-creating the design policy actions will ensure that the actions are tangible and realistic. It will also create a group of design champions who can be assigned responsibilities to ensure that the actions are implemented.

2. Ensure policy actions are aligned to national goals

Design should not operate outside of mainstream policy agendas. It can contribute both as a horizontal enabler of policy development across multiple policy domains such as health, transport and international development as well as a vertical competence within economic development, smart specialisation and innovation strategies. Stakeholder should identify specific national goals to which design policy actions can contribute.

3. Use design methods to develop design policy

Design methods are effective for consensus building among diverse stakeholders because they are visual, collaborative and inclusive. It is important for design stakeholders to practice what we preach and use design methods to develop design policy. Design can be a difficult concept for policy-makers to grasp but by using design methods policy-makers gain a tangible understanding of the potential of design for informing policy-making.

4. Understand how design fits within the innovation ecosystem

When policy-makers develop innovation policy, it is based on an analysis of the innovation ecosystem – the actors and initiatives contributing to innovation in a country or region. To develop a design policy or to integrate design within innovation also involves an analysis of the design ecosystem and its relationship with the innovation ecosystem. We have developed a 'map' that can be used to identify the actors and initiatives in a country or region's design ecosystem. The same map can also be used to analyse the strengths and weaknesses of the design ecosystem in order to develop policy actions to capitalise on the strengths and bridge the weaknesses.

5. Ensure a balance between supply and demand within the Design Ecosystem

A Design Ecosystem will perform best when the supply and demand are in equilibrium. The supply side components include designers, education and research. The demand side components include users, support and promotion. The components actors, government and funding can be considered as stimulating both supply and demand. However, each component of the ecosystem is interdependent and a design ecosystem is only as strong as its weakest component. For example, if design education is weak in a country this will have an adverse effect on demand. Therefore, stakeholders must take account of and seek to stimulate both supply and demand.

6. Set a small number of concrete actions linked to specific timeframes and budgets

Using a design process your stakeholder group may identify a large number of potential policy actions but to ensure that the visions reach implementation it is important to set a smaller number of tangible actions. The most effective Design Action Plans are linked to specific timeframes, targets, deliverables, budgets and delivery bodies. For example, it might be an action to train 50 civil servants per year in design for service and policy over five years and the task is contracted out to tender to be delivered by an appropriate actor.

7. Establish a steering committee to oversee implementation

Influencing policy can take years. Even once it has been developed, policy is not static. Action plans and policies tend to only have three to five year cycle. As such, advocacy, monitoring and evaluation activities should be on-going. The steering committee should represent different components of the Design Ecosystem and report into a formalised policy monitoring committee.

8. Evaluate the impact to feed into future policy development

Economists tend to be the gatekeepers of policy. As such, to influence policy for design it is important to generate both quantitative and qualitative data as evidence of the impact of design. If only quantitative data is generated it reinforces that only quantitative impact is important for policy-making. Policy-making is changing and qualitative evidence is becoming as important for informing evidence-based policy. Evaluating the impact of the individual design actions is important for feeding into future policy development to ensure that design remains high on the agenda.

Initial examples of Design Action Plan proposals

Having performed a mapping of the actors and initiatives in their Design Ecosystems and having identified the systemic strengths and weaknesses, each Design4Innovation partner has developed three to five Design Actions relevant to their specific national or regional context. The purpose of the Design4Innovation project is as an on-going support mechanism between the partners. Design is about testing and iterating, we are taking a design approach to developing our regional or national Design Action Plans and the actions in this policy booklet are only the first iteration. We will support each other to develop, implement, monitor and, where possible, evaluate these Design Action Plans.

Wales

- Encourage 120 companies to use Innovation Vouchers for design.
- Evaluate the impact of companies using Innovation Vouchers to demonstrate the impact and feed the results back to the Welsh Government.
- Train 40 civil servants a year in the training course using design for service and policy development.

Flanders

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- Get a comprehensive overview of the needs of all design actors in Flanders.
- Formulate a mid to long term "design master plan" for Flanders touching on several policy domains.
 - Train 30 civil servants a year to better understand design within a framework of business and innovation support.

Greece

- Develop a pilot dedicated design support scheme to selected SMEs.
- Increase capacity of national designers by organising workshops with international experts.
- Train innovation and business support organisations in design, so that they can effectively promote design value to businesses.

Latvia

- Develop Latvian national image as a 'Design Country'.
- Create a common platform linking all design actors and initiatives.
- Integrate design in the RIS3 strategy.
- Conclude a memorandum between public administration institutions in order to define main competences and improve design promotion at national level.

Malta

- Implement Valletta Design Cluster project as a Valletta 2018 flagship legacy initiative including the restoration, conversion and launch of Cluster premises at Old Abattoir building inside Valletta by 2018.
- Establish dedicated sectorial grouping under Chamber of Commerce and Malta Business Bureau with strong links with both industry and academia.
- Undertake next stage of design research through in-depth surveys and analysis in collaboration with Economic Policy Division in the Ministry of Finance and National Statistics Office to inform a Design Action Plan.

Silesia

- Include service design training in the regional operational programme.
- Create a platform for coordination of promotional events.
- Conduct a study of design in Silesian SMEs.

Galicia

- Develop a platform for collaboration for design actors.
- Conduct user journey mapping of support and funding programmes to eliminate excessive paperwork.
- Conduct a trial policymaking process with the industry.

Catalonia

- Evaluate the results of SMEs using design strategies to demonstrate the economic impact in the region.
- To promote financial support for design driven innovation to be applied by SMEs.
- Foster networking and collaboration between designers and SMEs to identify new opportunities.



9. Conclusion

Design4Innovation is an ambitious project. All the partners are aiming to engage with the Managing Authorities of European funding allocated directly to enterprises in order to make both financial and non-financial support for design available to small companies. Furthermore, we are aiming to jointly create Design Action Plans with our regional or national governments.

The Design Action Plans will focus on financial and nonfinancial support for design in small companies but also to build capacity for design in the public sector. We apply design approaches to developing these Action Plans iteratively with government by mapping our Design Ecosystems, analysing the strengths and weaknesses, understanding the gaps in data and jointly developing policy options with stakeholders.

Furthermore, we are taking a design approach to influencing the innovation programmes by understanding the user (company) experience of business support programmes. The partners have developed personas of typical applicants for a range of innovation programmes, performed user journey mappings of the application processes and explored how to make the companies experience of the application process more streamlined

Through the exchange of experiences, the Design4Innovation partners will support each other to develop, implement, monitor and evaluate their ambitions for design on a regional or national level. There are already some common themes emerging from the design actions. For example, developing pilot design support programmes (Greece and Galicia), upskilling business support advisors in design (Flanders and Greece), creating platforms for design actors to collaborate (Latvia, Malta and Galicia) and evaluating existing design programmes to understand the impact like (Wales and Catalonia).

However, there are also relatively unique actions proposed including performing a needs analysis of design actors (Flanders), increasing the capacity of designers by organising workshops with international experts (Greece), developing an image as a 'Design Country' (Latvia), implementing a Design Cluster (Malta), collecting new data on design use (Malta) and conducting user journey mapping of business support programmes to eliminate excessive paperwork (Galicia).

Design4Innovation will continue to foster collaboration between its partners and enable them to develop, implement, monitor and evaluate their goals for design in the coming years.

10. Acknowledgements

Dates of Mapping workshops

PDR, International Design and Research Centre (Wales) 29 March 2017

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Investment and Development Agency of Latvia 9 May 2015

Culture Directorate, Ministry for Justice, Culture and Local Government of Malta 19 May 2017

Galician Agency of Innovation 21 September 2017

Barcelona Design Centre 11 May 2017



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11. Appendices

Hereafter we present the Design Ecosystem for the eight Design4Innovation partner regions:

- Wales PDR, International Design and Research Centre
- Flanders Flanders Innovation & Entrepreneurship
- Greece and Central Macedonia – KEPA, Business and Cultural Development Centre
- Latvia LIAA, Investment and Development Agency of Latvia

- Malta Culture Directorate with Valletta Foundation
- Silesia Marshal's Office of Silesia Region
- Galicia Galician Agency of Innovation
- Catalonia Barcelona Design Centre

















Intellection of sigskie volvodeship in 2010-21
 (PRT) (new emerging area of technology-recommendations for creative industries)

(design)

- Galery Rondo SztukiBWA Contemporary Art Gallery
 - Silesian Museum









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