

Urban M  
Interreg Europe



European Union  
European Regional  
Development Fund



BIRMINGHAM CITY  
University

# URBAN MANUFACTURING



COLLABORATIVE MAKER SPACE CASE  
STUDY SUMMARIES

# INTRODUCTION

The objective of the Urban Manufacturing Project is to ensure that collaborative makerspaces thrive. We achieve this through identifying best practice, testing policy approaches and supporting our cities/regions in creating receptive conditions. Our hope is that we will demonstrate the impact that cooperative facilities can have on innovation and establish a European network of advocates.

Collaborative makerspaces take many forms, but common to all is the idea of producing physical objects through cooperation. This sharing can occur during ideas generation or fabrication and is most profound when different sectors come together.

The benefits of working in this way are numerous and include: new and improved products; an enhanced sense of community; increased mutual knowledge; quicker and more comprehensive solutions; and the tapping of latent potential. This leads to more effective and far-reaching innovation. Examples of collaborative makerspaces include Fab Labs, Open Innovation Centres, Living Labs and Cross-Sector Incubators.

Collaborative makerspaces are typically located within urban environments, so understanding the ecosystem – for example the interdependencies between education, policy makers and manufacturers – is of fundamental importance.

This collection of 22 case studies were developed during the first year of the Urban M project, when policy makers involved in the project were first exploring the concept of collaborative makerspaces in their own city. Some cities have well established structures and networks of makerspaces which include grassroots makerspaces, fablabs together with university makerspaces, and other cities have more technical centres for collaboration, alongside traditional craft-based organisations. This brochure is designed to show the diversity within the project, which were showcased during the initial phase. The next step is to develop examples of good practice in the field of collaborative makerspaces which will support learning to a wider audience.

# EUROPEAN BIO-ENERGY RESEARCH INSTITUTE (EBRI)

EBRI is a recognised and respected internationally as a market leader in bioenergy research and its applications. Its research is mainly concerned with generating energy, fuel and chemicals from waste, residues or biomass. It develops links between SMEs and Higher Education to support innovation and research and to increase the adoption of bioenergy technologies in urban and rural settings. It also provides support to businesses, organisations and local authorities to enable them to make informed bioenergy decisions.

EBRI aims to commercialize new bioenergy products and services through technology transfer, ecoinnovation, networking, cluster development, technological and applied research pilot lines, early product validation and advanced manufacturing. Its methods are awareness-raising, business support, and the provision of access to special facilities.

EBRI is at the centre of bioenergy networks world-wide. It is part of a longer-running programme at Aston University to engage SMEs in research and innovation. In theory, the project is replicable at any other facility that has similar conditions and interests.

[www.aston.ac.uk/eas/research/groups/ebri](http://www.aston.ac.uk/eas/research/groups/ebri)





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# STEAMHOUSE

The Greater Birmingham Solihull Local Economic Partnership's (GBSLEP) Strategy for Growth has identified the need to drive the STEAM skills base of the city region, as well as the importance of strengthening the innovation capabilities of business and public services. The strategy proposes cross-cutting approaches to drive the development of an innovation ecosystem. The background to this was identified in GBSLEP's ESIF strategy which notes the West Midlands as the joint lowest performing in terms of the Regional Innovation Scoreboard. STEAMhouse will address these gaps by harnessing the power of the creative and cultural sectors to drive new forms of innovation - fusing learning, knowledge, practice and production across growth sectors and establishing a community of multidisciplinary practitioners and thinkers.

STEAMhouse is a unique new space for innovation through interdisciplinary collaboration, which is powered by Birmingham City University (BCU), providing free workshops and events allowing people to share and develop their ideas with experts from many different backgrounds. We also offer co-working and co-making spaces, tech and grants.

There are specially designed spaces to prototype new products and develop new ideas. Plus a fabrication facility where members can experiment with digital, wood, metal and print production. The project is funded by the European Regional Development Fund and Arts Council England with match funding from BCU and Eastside projects. STEAMhouse opened in May 2018.

[www.steamhouse.org.uk](http://www.steamhouse.org.uk)



# MEDICAL DEVICES TESTING AND EVALUATION CENTRE

Building on the success of the Institute of Translational Medicine (ITM), the Medical Devices Testing and Evaluation Centre (MD-TEC) was conceived as a vital component of the growing Life Sciences Eco system based around the University Hospital site. Part funded by the European Regional Development Fund 2014-2020 and with an investment of EUR 2.4m by the University of Birmingham and further match funding from both University Hospitals Birmingham and Aston University, MD-TEC is a EUR 7.8m project providing innovation and R&D support small to medium Life Science businesses in the region. Based within the Institute of Translational Medicine, the Medical Devices Testing and Evaluation Centre (MD-TEC) builds on the ITM's vision of increasing clinical, academic and industry partnership and accelerating the translation of novel innovations in the laboratory through to the medical device market place.

In 2015 it was estimated that there were approximately 150,000 different registered medical device types class, examples include joint replacements, implantable stimulators cardiac, sacral nerve etc. Device life, battery life, design and safety are all areas that need urgent improvement and the need is not met by the current devices on the market. Evidence states that more than 50% of all Medical Device adverse incidents probably come from user error and so providing a better understanding of how devices are used in a realistic environment is key. The range of products produced by life science companies in the GBSLEP is extensive. They all require greater access to collaborative research and development and usability testing to be found in MD -TEC.

[www.md-tec.com](http://www.md-tec.com)



# BRATISLAVA

## FABLAB

The rationale behind the Fab Lab located in Comenius University Science Park is to create an open platform for designers, developers, artists, students and the general public. It offers the space for users to familiarise themselves with the techniques and technologies of digital fabrication in the 21st century. The aim of the Fab Lab is to support local development and innovation and provide access for entrepreneurs to learn about digital fabrication technologies, the advantages of fast economical prototyping and to connect with creative people at Fab Lab and get business feedback for future projects. The Fab Lab was developed in cooperation with members of an association which included the Institut Français in Slovakia, the Slovak Centre of Scientific and Technical Information (SCST), the Faculty of Informatics and Information Technologies STU and the City Council of Bratislava.

The focus of the facility is in R&D, education, training and awareness raising in the field of modern CAD modelling and digital manufacturing in the implementation of ideas and projects to prototype. There are links to traditional economies and methodologies through systems thinking, product and service life-cycle approach. The Fab Lab was developed as an open platform for the public to encourage and support creativity, experimentation and innovation activities. The Fab Lab aims to create a space for meeting and education of different communities from the area robotics, programming languages, design and systems thinking.

[www.fablab.sk/en](http://www.fablab.sk/en)



# SLOVAK PARKING ORGANISATION TECHNOLOGY (SPOT)

The focus of the facility is R&D and its commercialisation (routes to market). There are various ways in which the maker space links to traditional economies and engage the local community. These include are linking to urban development to support a smart city strategy (smart urban parking policy) as well as engaging with the general public (inhabitants of the city) through urban parking agenda.

The impetus for developing this maker space is testing and promoting the new innovative technologies in the automotive industry. The GOSPACE company creates wireless parking sensors, which can be connected to smart phones via the internet. This technology is very helpful in city centres and in districts where there's a lack of parking spaces. One of the most important functions is a system that enables the monitoring of parking user permissions. The advantage of this kind of sensor technology is that it has many tools, functions and options as to how it can be used. The GOSPACE company is currently cooperating on sensor systems development with other companies internationally. Companies like GOSPACE with its innovative and collaborative approach have huge potential to influence many aspects of the management of smart city services. It should also improve the quality of life of local citizens and visitors.

[www.spotech.sk](http://www.spotech.sk)



# COMENIUS UNIVERSITY SCIENCE PARK (CUSP)

The impetus for developing the maker space in the science park was that the city was missing an institution that would help to connect the academic sector with the private sector. The strategic intention was the building of a technical, research and organisational infrastructure which in the form of CUSP ensures the fundamental development of an innovative culture in the Bratislava region and for the Slovak Republic as a whole.

The focus of the facility is R&D, and the raising of awareness in the field of biomedicine and biotechnology application in practice. The CUSP as maker space is offering the office space and support (technical equipment) for R&D and inovative companies.

[www.cusp.uniba.sk/en](http://www.cusp.uniba.sk/en)





# KRANJ

## FUNDACIJA VINCENCA DRAKSLERJA

This is a social enterprise maker space with a primary goal to help people through their recovery from addiction, providing a much-needed routine and structure to their lives, giving opportunities to learn new skills, and enjoy the satisfaction of wood working.

The aim is to maintain the social enterprise economy with income from retail (second hand shops, gift and home décor shops), with products that were created in social care programmes intended for the employment of persons under special conditions including disabled persons, former drug and alcohol addicts.

The specific focus is the reuse of wood and textile into new attractive products, such as furniture and clothes. The circular economy is important and there are links to traditional economies and methodologies as they use traditional knowledge and expertise to make the new products. The maker spaces cooperates really well with the local community and encourages a strong volunteering ethos.



# CRAFT CENTRE (DUO) ŠKOFJA LOKA

Previously there was no place for craft's people to meet and develop their ideas and there was no support mechanism for traditional crafts in the area.

The centre is owned by the local community, with expert support of DUO (providing leadership for the centre). An ERDF project was used to prepare the premises, which are owned by local communities. The local community supports the initiative by ensuring that the rent for the premises is favorable.

The main challenge faced by the centre is how to establish support mechanisms that would be a good and sustainable ways to develop networks of craftspeople and at the same time contribute to the development of new working places (e.g. startups and supplementary activities in the rural economy).

[www.visitskofjaloka.si/en/experiences/864](http://www.visitskofjaloka.si/en/experiences/864)



# LAZIO

## FAMOCOSE

The impetus for developing this maker space was the intention to share the machines and tools of architects and engineers to create new collaborative concepts.

The building is in Pigneto, a suburban area of Rome, with a very strong artisanal and industrial heritage where between the 1980s and early 2000s many workshops opened up in the neighbourhood. Nowadays, the area is mostly known for its night life. The building that hosts FAMOCOSE was previously leased to a typography firm and then to an artist working for Cinecittà studios.

FAMOCOSE was set up by through the initiative of Luca Magarò. The initial investment was around EUR 35k for the renovation of buildings and EUR 15k for the technical equipment.

When FAMOCOSE was established in 2014, there were no funding instruments available for the maker spaces and the concept itself was not very well known in Rome and in Lazio. The founder used private resources to create the maker space seeing the potential of the venture as a design space.

All sectors related to design and creativity are able to use the space. Development of both traditional and digital projects are encouraged. Prototypes are created from electro-medical equipment to architectural scale models, from jewellery to fashion, from photography to traditional bindery - the centre caters for all disciplines.

FAMOCOSE is continually on the lookout for collaborations with entrepreneurs and is a good working example of a private sector led project and the power of cross innovation and collaboration.

[www.famocose.it](http://www.famocose.it)



# FONDAZIONE MONDO DIGITALE (FMD)

In 2013 the Fondazione Mondo Digitale (FMD) developed the concept of Innovation Gym with the objective of introducing innovation to the challenges and opportunities of educational life in Italy. The Innovation Gym was inaugurated in March 2014 at the premises of Rome's Educating Cities managed by the FMD. The Rome Municipality owns the building and hosts Fondazione Mondo Digitale.

The Fondazione Mondo Digitale is funded through a number of different financial sources. For example FMD participates in international, European, national and local calls for funding but is also funded by private funds (mainly from corporate, especially TIC companies) for social corporate responsibility programmes.

For the Innovation Gym – Fondazione Mondo Digitale invested EUR 100k. The most relevant investment came from a Google.org grant of EUR 441k. Thanks to this funding, FMD opened new labs (Immersive Lab, Game Lab and Video Lab) in the Innovation Gym (in addition to those already in existence: the Fab Lab, Robotic Center and the self-entrepreneurship lab). In addition to these six labs, FMD recently established other innovation spaces including an IoT Lab, a Coding Lab and a Media Art Lab. The annual running cost is between EUR 300k and EUR 500k.

The centre's focus is on education, learning and entrepreneurship. There is an emphasis on digital integration linked to traditional manufacturing. The focus is mainly on prototyping (such as digital manufacturing, gaming, video making, coding, immersive reality, robotics and media art). Educational programs for schools and young people (cooperative learning, social learning, learning by doing etc.) are also provided. Educational/learning programmes for corporates and start ups are also a feature. The concept of the Innovation Gym is based on the values of open innovation, the sharing economy, social innovation, social inclusion and the sharing of human knowledge, with particular focus on those at greatest risk of being excluded (educational programmes for NEETs, immigrants, the unemployed, young people and the elderly.). In order to provide all actions with further support, FMD has developed Phyrtual.org, the first social innovation and crowd funding platform based on knowledge, learning, and community building. At the heart of the Innovation Gym's educational activity is the solidarity model that facilitates the multiplication of skills and competences and the generation of a growing variety of templates of codified learning activities that can be replicated in other Innovation Gyms.

[www.mondodigitale.org](http://www.mondodigitale.org)



# SPAZIO ATTIVIO

The Business Innovation Centre of Lazio's mission is to promote and encourage the creation of innovative enterprises resulting from new business ideas (start-ups) or research projects (spin-offs), with the aim of generating and improving the entrepreneurial mind-set and providing work opportunities. It is owned by BIC Lazio SpA and founded in 1990 by Regione Lazio. The FabLab was funded through a European project submitted by BIC Lazio and Regional Ministry for culture. The project aim was to establish three Fablabs in Lazio (Rome, Viterbo, Bracciano).

The three FabLabs are managed jointly through a single contract for technical assistance: the running costs for each one are EUR 40k year.

In the initial plan the Fab Labs would be linked at global level with other Fab Labs; these links are currently under construction.

The specific focus of the space is creative and cultural heritage; digital handcraft is the main form of making which takes place, but the lab is mainly used for prototyping.

The space has links with the local community and holds a course every week which is open to everyone and on different technologies for "making".

[www.laziofablab.it/viterbo](http://www.laziofablab.it/viterbo)



# LISBON

## FABLAB LISBOA

The specific focus of the facility is for it to be accessible to the ordinary citizen, as a space of knowledge and sharing experience, enabling democratic access to innovation, entrepreneurship, discovery and creativity. The impetus of developing this maker space was to provide a new rapid prototyping lab serving businesses and giving to the city an important tool for entrepreneurship and innovation. While the Fab Lab concept flourishes worldwide, Portugal is a pioneering country in connecting Fab Labs with municipalities—which is, more generally quite specific to the European context. This particularly lies at the very heart of Fab Lab Lisboa; it is really an initiative imagined and implemented by the municipality, as part of its broader strategy in favour of innovation and entrepreneurship.

Technology is only a way to gather people together, the true purpose of Fab Labs is to make people work together and collaborate. They are places that connect three main features—resources, ideas and people—in an innovating atmosphere. This is a crucial challenge, it means that Fab Labs have to constantly innovate and listen to their community of makers in order to design new tools and ways to make people work together.

[www.fablablisboa.pt](http://www.fablablisboa.pt)



# FABRICA MODERNA

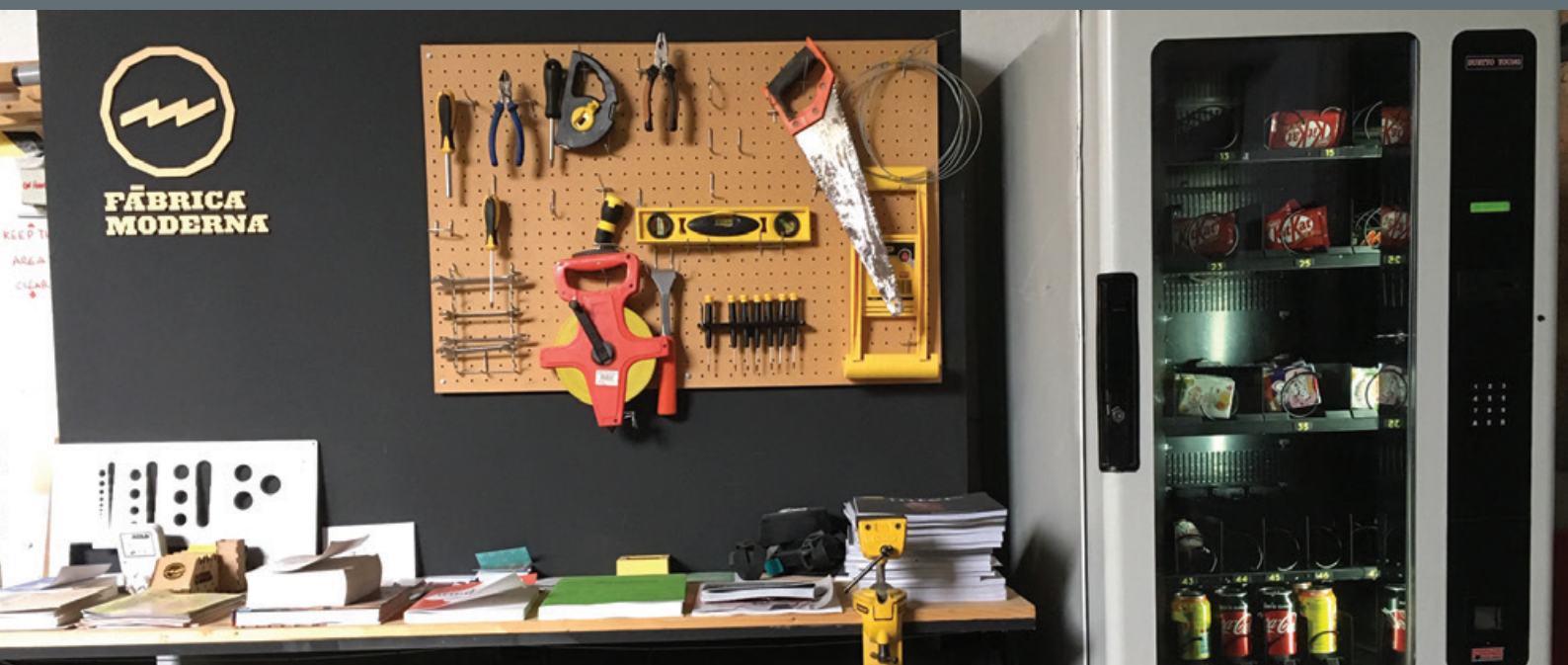
Fábrica Moderna was developed to gain global knowledge, support local production and to provide a shared workplace for people that MAKE. It was one of the very first collaborative spaces in Lisbon for Makers when it opened in February 2017. It is a platform where makers of all kinds meet, share and build projects together. There are four members of staff and they have a range of equipment including 3D printer, laser cutters, CNC saw, electronic and robotics equipment support for hardware design and fabrication.

The biggest challenge was being a commercial makerspace with a focus on the Make Businesses. So this space found a strategy to deliver project development services dedicated to companies, entrepreneurs, makers in the field of prototyping: mentorship, business development, networking, lead management. Fábrica Moderna helps projects to make their ideas real through the help of a technical and multidisciplinary team. Most importantly, the new spaces need to have the various business support areas defined by Fábrica Moderna, which has successfully assisted the residents based at the facility.

This space has just been expanded because of the growing demands from new makers and projects that want to stay and work at Fábrica Moderna. The space is used by artists, designers, craftspeople and manufacturers of all kinds.

Currently there are eight running projects which include people from a number of different nationalities. In addition there are 20 regular equipment users who use the shared workshop/machines space and there are four training sessions every week where on average 40 people attend.

[www.fabricamoderna.com](http://www.fabricamoderna.com)



# MERCADO DE OFÍCIOS DO BAIRRO ALTO

The aim of this new market (opened in April 2018) is the promotion, dissemination and the protection of Portuguese Arts and Crafts. Through this comprehensive project and in partnership with various institutions in the city, it is intended to provide total coverage of a range of techniques and equipment associated with traditional know-how, since many of these crafts and techniques are in danger of extinction and they are of great value to the city and irreplaceable.

The Bairro Alto Arts and Crafts Market provides equipment for: timber - woodworking, inlays, carving, preservation and restoration; metalworking - welding and ironwork, dying and jewellery; paper and decorative arts - binding, cartoning, engraving; ceramics and tiles; textiles - weaving, trimmings; recording and decorating of skin.

The space is owned by Lisbon City Council and has had public funding from Lisbon City Council, the start-up cost were EUR 15k.

The aim is to introduce a new dynamic to the city markets that were stagnant or deactivated by channelling new investments into them, creating anchors that make these spaces attractive and that stimulate local employability. A primary objective in the implementation of this project in the centre of an old neighbourhood, promoting study visits, events, partnerships, education and training, adding value to traditional trades allowing part of the city's identity to stay alive and economically sustainable. This space is included in the creative ecosystem of the city of Lisbon and functions as a beacon of experimentation and prototyping in arts and crafts.

[www.conceicao.amaral@fress.pt](http://www.conceicao.amaral@fress.pt)





# SAN SEBASTIAN

## DONOSTIA INNOVATION LEAGUE

The Donostia Innovation League is a true “maker” training programme which asks school and university students to work creatively in teams to explore solutions to a real city challenge. The programme intends to:

- Involve local young people in city challenges, and bring their view into the decision-making processes to address these challenges
- Build human capital through offering a training framework for local young people to help develop innovation skills that will be highly demanded in the future labour market, as well as linking them to employment opportunities
- Raise social awareness on innovation and city challenges by involving schools and universities in an open innovation undertaking, with the possibility to reach out to families and other social organisations.

The programme is a key component of the San Sebastián Connecting Talent strategy in the fields of education and innovation, and is coordinated by Foment San Sebastián, the city local economic development agency.

The DIL programme has two focus areas:

1. To provide innovation and entrepreneurial skills to secondary school and university students.
2. To involve local stakeholders in city challenges enabling them to act as urban “makers”

The 2017 challenge was to reclaim the Urumea River and turn it into a hub of economic and social activity attracting citizens and tourists. More than 600 students from secondary schools and 50 university students participated in the first challenge.

[www.fomentosanSebastián.eus/en](http://www.fomentosanSebastián.eus/en)



# FAB LAB ENTREPRENEURSHIP PROGRAMME

Entrepreneurship has been one of the city's main priorities over the years. Fomento San Sebastian as local economic development agency is implementing several programmes to promote entrepreneurship and innovation. This priority has been reinforced with the growing interest in human capital and talent. FAB LAB Entrepreneurship is a new step in this process. It adds a hands-on component to traditional entrepreneurship programmes.

The FAB LAB entrepreneurship programme promotes entrepreneurship by helping entrepreneurs turn their ideas into business projects, and then to accelerate the development of innovative and technology-based projects.

The incubation of business ideas brings entrepreneurs through 3 phases — concept or idea, development and growth. To move up the ladder, the entrepreneurs must participate in business and innovation skills training as well as exploring challenges to test and consolidate their skills.

In the acceleration of business projects through EKIN+, entrepreneurs can also benefit from expert advice and mentoring to consolidate their project. The most relevant feature is how to attract interest and support from investors to grow the project. Participants in the acceleration process receive a EUR 10k grant to cover some of the costs of participation in the programme, and encourage commitment.

[www.fomentosanSebastián.eus/en](http://www.fomentosanSebastián.eus/en)



# POP UP COMMERCE

Retail has been always a key sector for the city, absorbing new trends and promoting the creation of new entrepreneurs. Today retailers face new challenges and need to innovate and to update their skills to adapt to consumer trends that are changing dramatically and offer clients an enhanced shopping experience. The programme is coordinated by Fomento San Sebastián, the city local economic development agency.

The POP UP COMMERCE (PUC) programme aims to test and accelerate innovation in design and retail. Retail entrepreneurs go through an eight-week hands-on programme. Participants go through a tailored training programme including coaching to develop their project from idea to prototype.

The programme is based on the concept of the Pop-Up Shops, a temporary low cost retail space to test the market potential of products and services.

Through the training and coaching process, the retail entrepreneurs work (individually and in groups) on the definition and development of their business idea in a collaborative way. The process leads each participant to produce a prototype of the shop. Participants are awarded a EUR 400 grant to develop the prototype.

The programme explores co-creation methodologies, networking processes, market and customer research, design, marketing, communication and finance tools.

Some of the activities and methodologies used are group-based and includes individual mentoring, Open Commerce Days to allow participants the possibility to check their ideas and prototypes with the market and ICT workshops, to improve internet based marketing skills.

[www.fomentosanSebastián.eus/en](http://www.fomentosanSebastián.eus/en)



# VILNIUS

## VILNIUS TECH PARK

The main driver for developing this maker space was the aspiration to gather technology companies and start-ups into one large community, where companies can work together and provide support to each other. The goal is not only to help start-ups to grow, but also to become a starting point for foreign European companies that are seeking ways into the European Union. Vilnius Tech Park has become the region's most complex and integrated ICT hub to attract and unite innovative talents from game development, big data, cyber security, smart solutions, fin-tech and digital design sectors.

Vilnius Tech Park is a public institution founded by two individuals, Darius Žakaitis and Igor Matsanyuk. Vilnius Tech Park is established in a building that used to serve as a hospital. In 2015 the hospital was transferred to new premises and private investors partnered with Vilnius City Municipality to refurbish the existing park and its buildings into a bold new vision: Vilnius Tech Park.

[www.vilniustechpark.com](http://www.vilniustechpark.com)



# LOFTAS

LOFTAS was opened in the former well known electro-technics factory Elfa (the producer of tape records). The impetus for developing this maker space was the strong need for creative spaces and experimentation.

The so called “Loft Culture Movement” is not wide spread in Vilnius yet and not many multifunctional spaces exist. LOFTAS was therefore seen as a social innovation for event organization and cultural expression as opposed to traditional and often cheap “pop” places: bars, theatres, and night clubs. LOFTAS was the first initiative to revitalize and use abandoned post-industrial buildings. This initiative was the first successful attempt to open premises, where innovative projects can be implemented with no barriers or functional limits. LOFTAS is a public institution founded by Živilė Diawara and Viktoras Diawara.

LOFTAS was developed by using a specific model “For people by the people”. Each year the organisation attracts more than 100 volunteers and interns and cooperates with local communities and small businesses. All funds received from private investment and event tickets are used for further development of the LOFTAS infrastructure. Many types of making takes place in LOFTA.

Annually LOFTAS organises around 200 cultural and educational events, ranging from music events and festivals, to cinema, dance, theatre, design markets, pop up galleries, audiovisual art, modern performances, conferences, seminars, discussions, hackathons, creative workshops and sport events.

[www.menufabrikas.lt](http://www.menufabrikas.lt)



# UŽUPIS ART INCUBATOR

Užupis Art Incubator was established more than 10 years ago with a goal of creating the first art incubator and gathering like-minded creative organisations and artists. By using creative resources to introduce new artistic initiatives, Užupis Art Incubator has developed a unique identity and brand, which attracts many artists not only from Lithuania, but also from abroad.

The main goal of the incubator is to improve the skills of young artists and creative organisations, to foster entrepreneurship and creative potential as well as to add value through socio-cultural activity.

This maker space was established by Vilnius City Municipality and alternative art centre “Užupis“-2.

The creative community of Užupis Art Incubator started to form in 1996, when a group of young people established a public organization the “Alternative Art Centre” and gallery “GALERA”. Later on these organisations were re-structured into one public institution the “Užupis Art Incubator”.

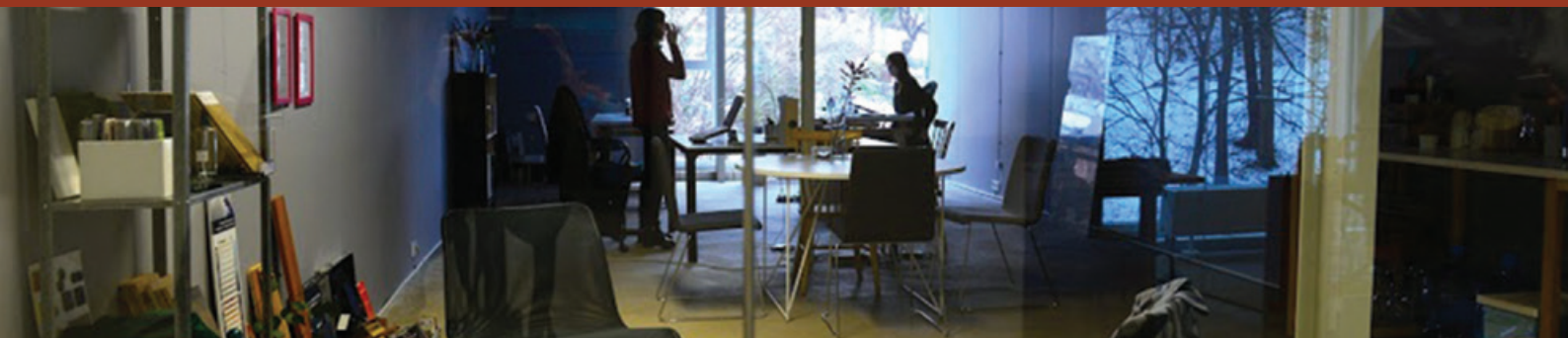
The Užupis Art Incubator used the support of EU Structural Funds to develop the required infrastructure.

The specific focus is creative design (UAI Kalnas) and the creative arts (UAI Studios).

Various types of making take place: performances, installations, exhibitions, creative workshops and many other events are organized in UAI Studios. On the other hand, UAI Kalnas focuses more of growth of design start-ups and education of young talents.

Various products, ranging from performances, installations and painting to clothing and footwear are made in the Užupis Art Incubator. The Incubator accumulates knowledge by providing conditions for artists and creative businesses to work together. Užupis Art Incubator performs commercial activities to cover running costs: rents out premises, working spaces and sells tickets to various events. The Užupis Art Incubator engages with local community directly. All initiatives reflect this “bottom-up” approach and come in a form of social events and projects, where the local community takes an important role.

[www.umi.lt/en](http://www.umi.lt/en)



# RADIONA/ ZAGREB MAKERSPACE

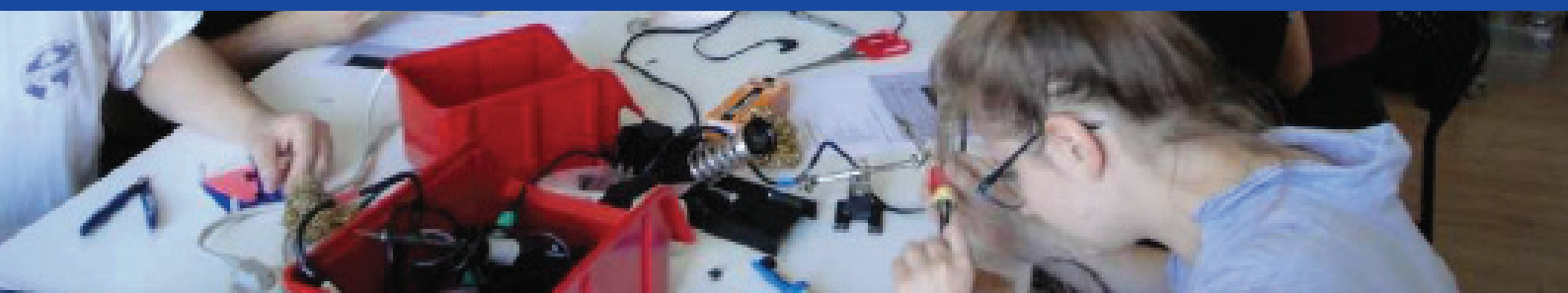
Radiona/ Zagreb Makerspace—The association for the Development of a 'do-it-yourself' culture has been founded in order to enhance the visibility of makers, promoting an open source culture and self sustainable production, as connecting the many fields of art, science and technology through STEAM concept. The objective is to create new realities of networked and collaborative intermedia and new media practices in line with DIY (do-it-yourself) and DIWO (do-it-with-others) cultures. Radiona.org focuses its activities on education, research processes, artistic projects, curatorial practices, residencies, creative industries, social innovation, international and domestic inter-sector collaborations, renewable systems and social awareness related issues.

The lab uses non-formal education via workshops, presentations, conferences and lectures, with the educational component as the main activity of Radiona's yearly programme. The second activity includes exhibitions, usually four to five per year with international and domestic participants with an aim to open its own micro museum for innovation. The third frame of Radiona's programme is research projects for a particular themes which could be supported by the Kultura Nova Foundation or by the lab itself. The programme is being set up two years in advance through a timeline of activities and dates in order to cover all programme modules, but with a percentage of flexibility. The lab is also partaking in EU programmes, more precisely the Erasmus+ Programmes Creative Museum and Making Museum, as well as Creative Europe supported FeralLab. This means the need to produce a certain amount of intellectual outputs, research and content for the museum practices, as well as taking part in international meetings, dissemination events, study visits and conferences. Radiona is also very active on international open source hardware scene producing its own kits of entry level and advanced tech hardware.

As for the communication within the community, the lab uses its spaces and mailing list for daily communication and exchange of knowledge and brainstorming on activities. Radiona is actively present on social networks like Facebook, Flickr, Twitter and Instagram, sharing its documentation on Github, Youtube, Soundcloud and Wiki pages.

**[www.radiona.org](http://www.radiona.org)**

**E: [radiona.org@gmail.com](mailto:radiona.org@gmail.com)**



# ZICER – ZAGREB INNOVATION CENTRE

ZICER - Zagreb Innovation Centre is owned by the city which has the lease for using the space for the next ten years. The city of Zagreb has invested EUR 2m in the redevelopment of the building. The main user groups of the maker space are development teams, individuals (start-ups) and innovative SMEs.

ZICER - Zagreb Innovation Centre offers six main services these include:

1. Pre—incubation: Free support to development teams; six month period
2. Incubation: Support for innovative start-ups; three/five years
3. Post-incubation: Network of experienced professionals/incubation members as mentors
4. Virtual incubation: Associated members—services provided to members who are not physically located at the ZICER
5. Co-working: Possibility of renting desk space in a shared office on a daily, weekly or monthly basis
6. Pre-acceleration “no equity” programme—Start-up Factory Zagreb - mentorship, education, infrastructure and financial support more than EUR 20k of non-refundable grant per start-up.

The focus is on technology based innovative start-ups but ZICER also supports innovative SME's in different stages of their development. Services provided to SMEs by ZICER include, workplace facilities, technical support, education and business consultations, internationalisation and networking, source for financing and other services needed for making business easier.

Services provided by ZICER are divided through several programmes depending on the need of the SMEs and the stage of their development. Incubation Programmes orientated towards early stage companies are focused on the development and Innovation of hardware and software solutions for any industry. The Startup Factory Zagreb Pre-acceleration “no equity” programme is focused on using ICT and/or KET technology in areas which are in line with the Croatian Smart Specialization Strategy (S3).

[www.zicer.hr](http://www.zicer.hr)





# CONTACTS

## European bio-energy research Institute (EBRI)

bioenergy@aston.ac.uk  
www.aston.ac.uk/eas/research/groups/ebri

## STEAMhouse

www.steamhouse.org.uk

## Medical devices testing and evaluation centre

Sian Dunning MD-TEC Project Manager  
Sian.Dunning@uhb.nhs.uk  
www.md-tec.com

## Bratislava fab lab

www.fablab.sk/en

## Slovak Parking Organisation (SPOT)

www.spotech.sk

## Comenius University Science Park (CUSP)

www.cusp.uniba.sk/en

## Craft Centre (Duo) Škofja Loka

www.visitskofjaloka.si/en/experiences/864

## Lazio Famocose

Luca Magarò  
luca@famocose.it  
www.famocose.it

## Fondazione Mondo Digitale (FMD), lazio

Cecilia Stajano and Francesca Meini  
info@mondodigitale.org  
www.mondodigitale.org

## Spazio Attivio, lazio

Giulio Curti  
g.curti@biclazio.it  
www.laziofablab.it/viterbo

## Lisbon, fablab Lisboa

bernardo.gaeiras@cm-lisboa.pt  
www.fablablisboa.pt

## Fabrica Moderna, Lisbon

rita.sampaio@fabricamoderna.com  
www.fabricamoderna.com

## Mercado De Ofícios Do Bairro Alto, Lisbon

Conceição Amaral  
conceicao.amaral@fress.pt

## San Sebastian, Donostia Innovation League

Xabier\_Hualde@donostia.eus  
www.fomentosanSebastián.eus/en

## Fab Lab Entrepreneurship Programme, San Sebastian

Yesenia\_Otamendi@donostia.eus  
www.fomentosanSebastián.eus/en

## Pop Up Commerce, San Sebastian

Xabier\_Hualde@donostia.eus  
www.fomentosanSebastián.eus/en

## Vilnius tech Park

Darius Žakaitis  
coworking@vilniustechpark.com  
www.vilniustechpark.com

## Loftas, Vilnius

Živilė Diawara  
Info@menufabrikas.lt  
www.menufabrikas.lt

## Užupis Art Incubator

Director Giedrius Bagdonas  
Info@umi.lt  
www.umi.lt/en

## Radiona/ Zagreb Makerspace

radiona.org@gmail.com  
www.radiona.org

## ZICER - Zagreb Innovation Centre

info@zicer.hr  
www.zicer.hr