

CLUSTER SPORTS & TECHNOLOGY

Innovation for Performance & Vitality



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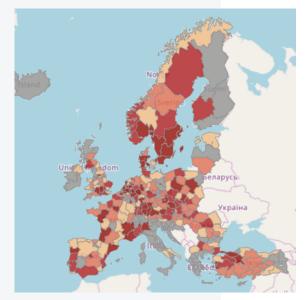




Cluster definition

"A cluster is a geographical proximate group of interconnected companies and associated institutions in a particular field, linked by commonalities and externalities".

(Michael E. Porter)









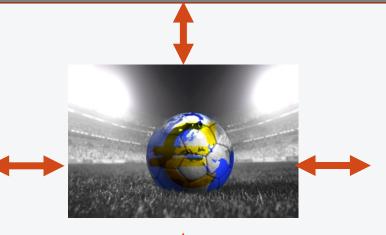
Why cluster collaboration for Innovation in sports and vitality?



We have to deal with different aspects









Source: ProSumer.Net

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Drivers for societal challenges

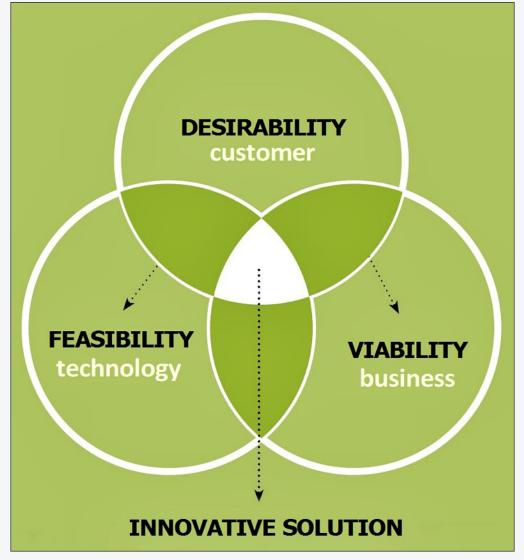




Why cluster collaboration for innovation in sports & vitality?

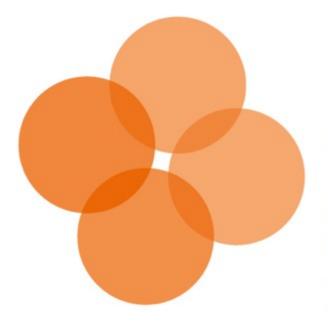
EASY ACCESS and EASY CONNECTION....

- To combine different areas of expertise needed for Innovation (business, customer, technology, ..)
- To **learn** and **be inspired**... new technology, new customer.
- Tackle **common challenges** and **needs**; to strengthen the innovation ecosystem



Source: IDEO







CLUSTER SPORTS & TECHNOLOGY

Innovation for Performance & Vitality

Provincie Noord-Brabant











Cluster Sports & Technology: located in the heart of Brainport region, South Netherlands

Brainport region: Leading technology region in Europe

Create innovative solutions for societal challenges

Open innovation

International network

Cross overs sport, society, health, nutrition, design





Cluster Sports & Technology Mission

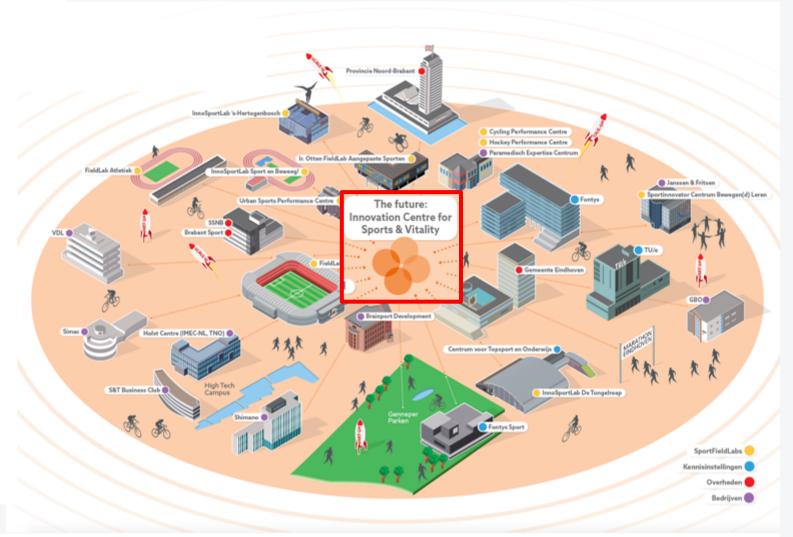
We are moving together for a *vital and sportive society,* generating *economical and societal impact* with *technology and open innovation* as driver, building on the strengths of the Brainport region.



Innovation for Sports & Vitality







A breeding place for innovation and business creation in sports and vitality

Q-helix:

>130 companies (SME)

10 independent

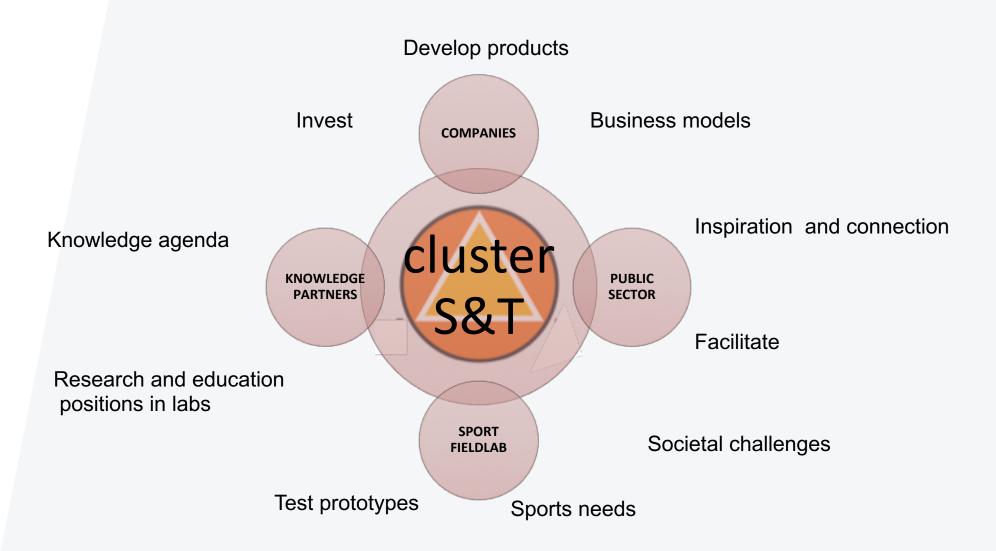
SportFieldLabs (living labs) within region

Excellent Knowledge network

Link to public sector



SPORTS & TECHNOLOGY Q-helix Cluster partners drive the agenda...

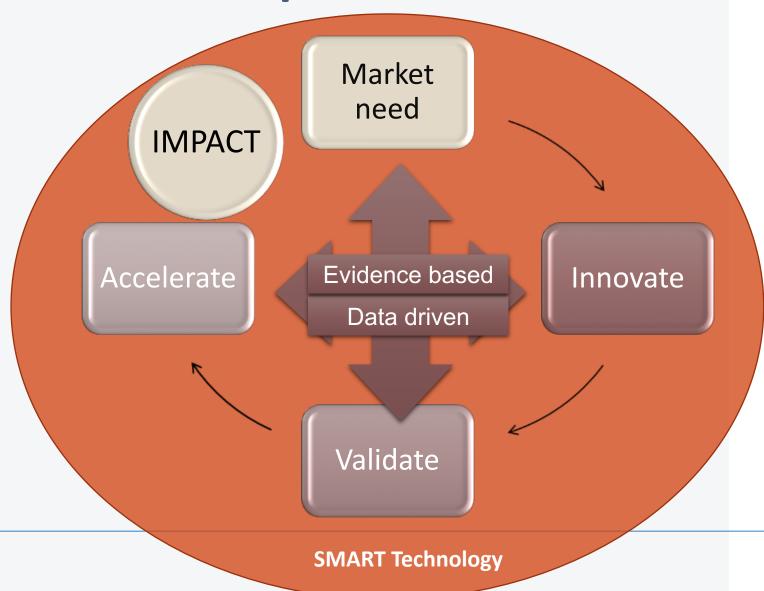




The INNOVATION process...











Performance



Vitality

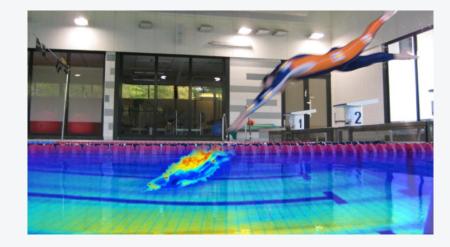


Business

Impact



















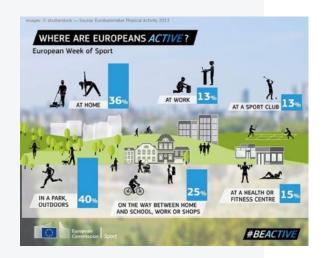






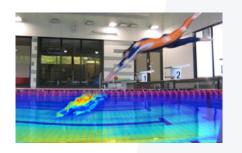
Innovation for Vitality

- @work
- @home
- @public space
- @sport
- @school





From innovative ideas to projects, start-ups and business





















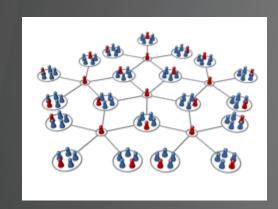




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Cluster management: What do we do?



We connect

We develop innovation projects

Technology

user need

Business



We bring ideas to value



IMPACT...

We connect...

We develop innovation projects...

We bring ideas to value...





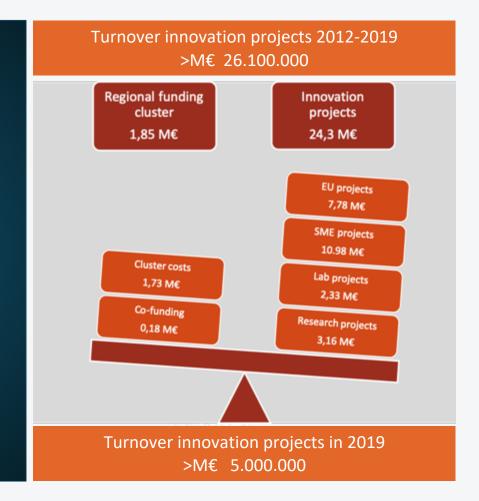


2016-2019:

>3600 participants in 67 events

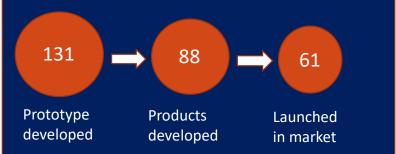
2019:

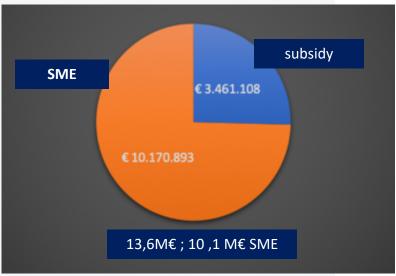
- >1000 participants in 19 events
- 16th Annual Dutch Sports **Innovation Conference**
- 11th Dutch Sports Innovation Award
- multiple Matchmaking and inspiration events













International collaboration network of excellence

EU: founding member of EPSI ensieu



Co-leader of ClusSport

- Combining excellences of 14 regions and clusters
- Building upon regional ambitions and excellences
- 5 submitted projects; 9 in pipeline

Active in EU Projects

- Profit Project, Strenghtening the field lab concept (4 regions, 6,0 M€)
- Inno4Sports, Sport for Growth and Vital Communities, (4 regions EPSI; 1,5 M€)
- Nano4Sports, Smart sensor applications for Sports & Vitality, (2 regions, 4,4 M€)
- SmartSports4GoodLife, Cluster excellencce on Sports & Vitality (4 Clusters. 0,4 M€)
- Vitality Living Lab, innovation ecosystem on sports&vitlaity (region South NL, 5M€)

ClusSport Partnership Leading regions Participatina regions

ECCP Bronze cluster label





Critical success factors for cluster collaboration



Scope and focus: Expectation management



A-Synchronity between partners



Public private collaboration and Funding



Research versus innovation versus business/impact





Performance



Vitality



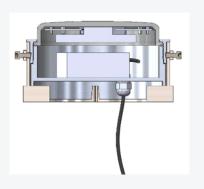
Business

Examples



Active@public spaces: smart environment

SMART Walking Routes











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Active @public spaces: innovative solutions











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Active@public spaces:

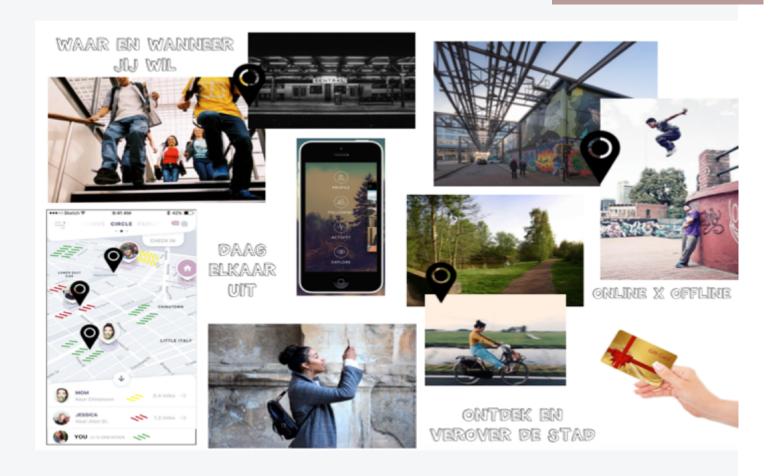
Urban sports app

Technology to meet

and to share...









Active@work:





Stimulate biking/walking to work

Active work place







Improved personalized coaching with most useful **feedback** when you need it



Active@school: create smart playful environments



Gamification of products/Exergaming









New concepts



Enhance experience



Active@sport club/event:

- >Innovative marathon for all
 - Profiling of participants
 - Training before and after for target groups
 - >Injury prevention
 - >An app for everyone, based on profile



empowering legs and body through cycling for disabled

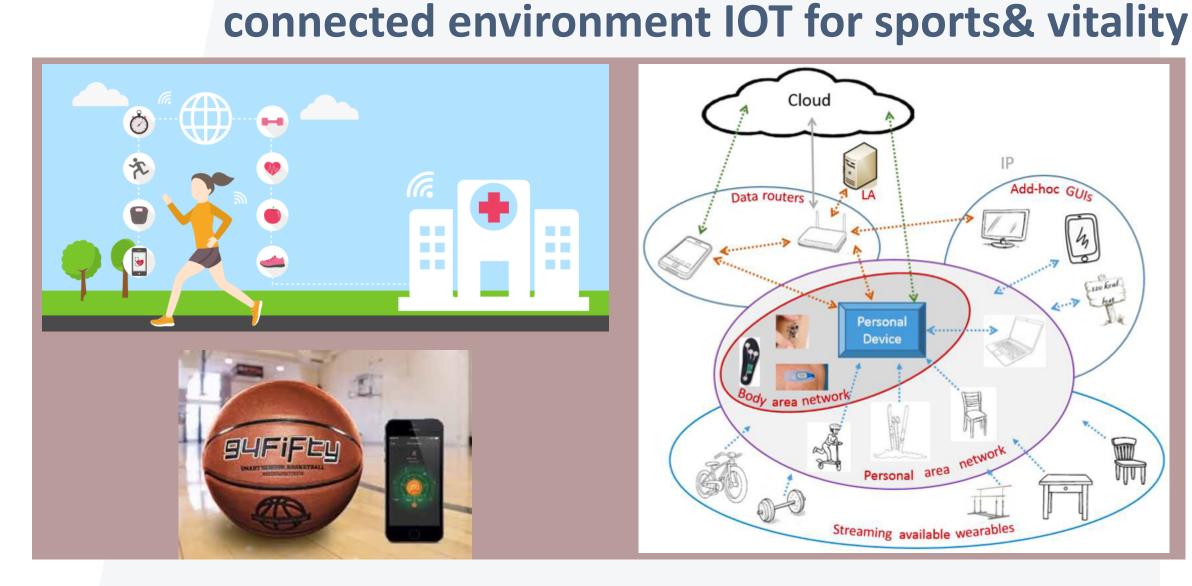








Active@everywhere:



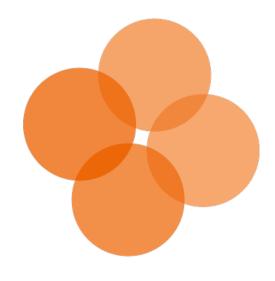
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Thanks for your attention





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