FAIRWORK TRAINING MATERIAL AND INNOVATION SHOP

D8.2

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EXECUTIVE SUMMARY

Deliverable D8.2 of the FAIRWork project is the set-up of the innovation shop, adding the first innovation items to it and providing the software needed for running the innovation shop as download. Therefore, the main part is the running software, that it is publicly accessible and to add the first innovation items. This document is an accompanying report for the deliverable, providing an overview of what was accomplished, where additional information can be found and an introduction on how we use the innovation shop in the FAIRWork project. This document can be used as the starting point for gathering information about the *FAIRWork Innovation Shop*.

The FAIRWork Innovation Shop can be accessed via:

https://innovationshop.fairwork-project.eu/

The Innovation Shop is a web platform designed to showcase a wide range of project outcomes, regardless of their *Technology Readiness Level (TRL)*. This platform allows project partners to publish various types of information, including finished products, prototypes, research findings, and success stories. During the project, the Innovation Shop serves as a communication tool to highlight progress and results. Once the project concludes, it continues to function as a key element of the exploitation strategy, as it remains online, providing a resource for interested parties to access the FAIRWork results and connect with the relevant project partner. The innovation shop can, also be used to provide the training materials for the contained items to interested parties, directly on the item's page.

To manage the items published in the innovation shop, a model-based approach with a corresponding conceptual modelling tool is used. This supports the definition and deployment of the innovation items, and which are also available online.

This document contains an overview of the FAIRWork Innovation Shop and the corresponding conceptual modelling tool. To provide the details about these artefacts and make them easier accessible, two innovation items were added to the innovation shop, one for the innovation shop itself and one for the conceptual modelling tool. You can find the item via the following links:

- *Innovation Shop* Item: https://innovationshop.fairwork-project.eu/items/17/
- *Innovation Shop Modelling* Item: https://innovationshop.fairwork-project.eu/items/18/

Project Context

Workpackage	WP8: Exploitation and Sustainability
Task	T8.1: Generation of Training Material and operating Innovation Shop
Dependencies	Influences WP7 Influenced by WP3, WP4 and WP5

Contributors and Reviewers

Contributors	Reviewers
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Version History

Version	Date	Authors	Sections Affected
1.0	August 31, 2024	Christian Muck	All sections

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1 INTRODUCTION

FAIRWork's Deliverable 8.2 (D8.2) is called *FAIRWork Training Material and Innovation Shop*. The focus and contribution of this deliverable are FAIRWork's running Innovation Shop, containing innovation items and providing the created sources of the innovation shop as download. This report is accompanying this main contribution and provides introductory information and explanations about the innovation shop and its usage within FAIRWork. This includes the conceptual modelling tool, which is used to fill the innovation shop with content. The details regarding the innovation shop and the modelling tool are provided in the corresponding items published on the running FAIRWork Innovation Shop. This document provides a short introduction in the context of the project deliverable.

The FAIRWork Innovation Shop can be accessed over:

https://innovationshop.fairwork-project.eu/

Links to the items on the innovation shop and the modelling tool:

- *Innovation Shop* Item: https://innovationshop.fairwork-project.eu/items/17/
- *Innovation Shop Modelling* Item: https://innovationshop.fairwork-project.eu/items/18/

In FAIRWork, the innovation shop is used in Work Package 7 (WP7 - Communication, Dissemination and Training), and Work Package 8 (WP8 - Exploitation and Sustainability). During the project runtime, the Innovation Shop is used to make results publicly available for communication and dissemination purposes. After the project, the innovation shop will be kept online so that the published artefacts can be used beyond the project duration by the partners. The items created by the individual partners can be found by interested parties, who can get in contact with the partners. Therefore, the innovation shop and the contained innovation items are part of FAIRWork's exploitation plan, which was covered in D8.3 and will further be discussed in D8.4. Additionally, WP8 creates training materials for fitting innovation items, which can also be published over the innovation shop if applicable. These training materials can be used during and after the project and should support the usage of the innovation items.

All FAIRWork partners have contributed to the deliverable by defining the innovation items featured on the Innovation Shop. These items represent self-contained project outcomes, designed to be easily understood, even by those who are not familiar with the project as a whole. Each item includes contact information for the responsible project partner, allowing users to reach out directly for further communication and exploitation of these contributions.

The FAIRWork Innovation Shop is a platform which represents individual innovation items in a common structure. Interested parties can then access and search the platform for interesting items. If something interesting is found, the responsible partners can be contacted during and after the project.

The software required to set-up your own Innovation Shop is available for free and this document includes instructions of how one can use the innovation shop as it is done in the FAIRWork project. This information is also featured as an innovation item within the FAIRWork Innovation Shop itself.

2 THE FAIRWORK INNOVATION SHOP

FAIRWork uses the innovation shop to support its communication and exploitation activities. The innovation shop is a publicly available platform containing project results in the form of innovation items, which can be any self-contained artefact published to gain attention for the project work. But not only are finished products published here, but everything that is an interesting result of the project, like prototypes, results of questionnaires, success stories, and so on. This should reduce the time and effort needed to publish results.

During the project, the created outcomes are monitored and if applicable self-contained innovation items are derived and published on the innovation shop. The partner responsible for the outcome is also responsible for creating the innovation item, as this partner can then exploit the created items after the project. The goal is to not create additional effort within the project to define the innovation items, but to reuse already created outcome and publish it to a wider audience.

To enhance the quality of the FAIRWork Innovation Shop, we leveraged knowledge and technologies from other successful EU projects that have utilized innovation shops or marketplaces in similar contexts. The leader of WP8, BOC, has previous experience with several such projects. Examples of these projects include:

- Change2Twin: https://marketplace.change2twin.eu/
- CloudSocket: https://site.cloudsocket.eu/cloudsocket-innovation-shop
- GO0D MAN: https://go0dman.boc-group.eu/innovationshop/

The implementations of the FAIRWork Innovation Shop and corresponding Innovation Shop Modelling tool are based on implementation of the Change2Twin [1] Marketplace and the corresponding modelling tool. The Change2Twin Marketplace is introduced in more detail in their two deliverables [2, 3].

In the context of the innovation shop, we call the published artefacts *Innovation Items*, which can be on different *Technology Readiness Levels (TRL)*. In FAIRWork we use the TRLs as defined in [4]. The TRLs are represented by numbers between 1 and 9 and range from observed basic principles to systems used in operational environments.

The TRLs according to [4, p. 29] are:

- TRL 1: basic principles observed
- TRL 2: technology concept formulated
- TRL 3: experimental proof of concept
- TRL 4: technology validated in lab
- TRL 5: technology validated in relevant environment (industrially relevant environment in the case of key enabling technologies)
- TRL 6: technology demonstrated in relevant environment (industrially relevant environment in the case of key enabling technologies)
- TRL 7: system prototype demonstration in operational environment
- TRL 8: system complete and qualified
- TRL 9: actual system proven in operational environment (competitive manufacturing in the case of key enabling technologies; or in space)

By enabling the project partners to publish artefacts on lower TRLs, we support the communication of project results during the runtime. The focus is set on communicating the results and arouse the curiosity of interested persons and not to sell finished products to possible customers. This differentiates the innovation shop from marketplaces,

where the focus is set on selling products or services. All the innovation items show responsible organisations, persons and contact information, encouraging interested people to get in touch. This can be that someone buys a product or service, wants to contribute to an open-source project or generally wants to use the item or cooperate with the owner. Therefore, providing contact information is sufficient and additionally functionalities, like user management, buy history, payment, …, are not necessary in the innovation shop.

The definition of the innovation items should be easy for the project partners, so that they are encouraged to share their results on the platform. Therefore, the used technology for the innovation shop allows for an easy adaptation of the innovation items and a conceptual modelling tool was developed to further easy the definition of the innovation items.

To define the items a set of attributes was identified, based on the needs of the FAIRWork project and experience with similar platforms in other EU projects. These attributes must be provided by the project partners and then they are translated into the innovation items with the help of the conceptual modelling tool. The technical aspects are shortly introduced in section 2.3

2.1 Innovation Items

Innovation item in the context of the FAIRWork Innovation Shop is the collection term for the artefacts and their accompanying information which are grouped together and published over the platform. E.g., one prototype can be published as one item. The items are self-contained, enabling usage without the need for additional innovation items. Individual items can link to each other to create synergies, but each item should be usable on its own.

A special category of innovation items consists of those with a TRL > 8, which we call *Offering*. These are products or services that can be sold to interesting parties. Therefore, here not necessarily an individual contact person can be provided, but also a contact point with the company. Additionally, information on how to access a test version or the open-source repository can be provided.

The attributes for the innovation items can be found at the *Innovation Shop* innovation item:
https://innovationshop.fairwork-project.eu/items/17/

At the time of this deliverable, the following items are available on the FAIRWork Innovation Shop:

Item ID	Item Name	Link
1	OLIVE Microservice Integration Framework	https://innovationshop.fairwork-project.eu/items/1/
2	Service to extend Process Modelling for AI	https://innovationshop.fairwork-project.eu/items/2/
3	User Centric Services to introduce AI into companies	https://innovationshop.fairwork-project.eu/items/3/
4	EDMtruePLM™	https://innovationshop.fairwork-project.eu/items/4/
5	Success Story	https://innovationshop.fairwork-project.eu/items/5/
6	Production decision support	https://innovationshop.fairwork-project.eu/items/6/
7	AI Transparency for Trust	https://innovationshop.fairwork-project.eu/items/7/
8	Service for AI-based optimization or prediction	https://innovationshop.fairwork-project.eu/items/8/
9	Process Maestro	https://innovationshop.fairwork-project.eu/items/9/
10	Optimisation Toolbox	https://innovationshop.fairwork-project.eu/items/10/

11	Intelligent Sensor Box	https://innovationshop.fairwork-project.eu/items/11/
12	Consulting Services with Human Factors Lab for Production Environments	https://innovationshop.fairwork-project.eu/items/12/
13	IoT Innovation Space Consulting Services	https://innovationshop.fairwork-project.eu/items/13/
14	Scene2Model: Tool support for design thinking workshops	https://innovationshop.fairwork-project.eu/items/14/
15	Workshop facilitation to explore innovative ideas, using design thinking	https://innovationshop.fairwork-project.eu/items/15/
16	Modules for sustaining experimentation environment results to evaluate innovative idea by the community	https://innovationshop.fairwork-project.eu/items/16/
17	Innovation Shop	https://innovationshop.fairwork-project.eu/items/17/
18	Innovation Shop Modelling	https://innovationshop.fairwork-project.eu/items/18/

Table 1: Overview Available Innovation Items

2.2 Innovation Shop Pages

The Innovation Shop possess a landing page, an item overview page and a search page. The landing page (see Figure 1) has introductory information and links to the item overview and the search view.

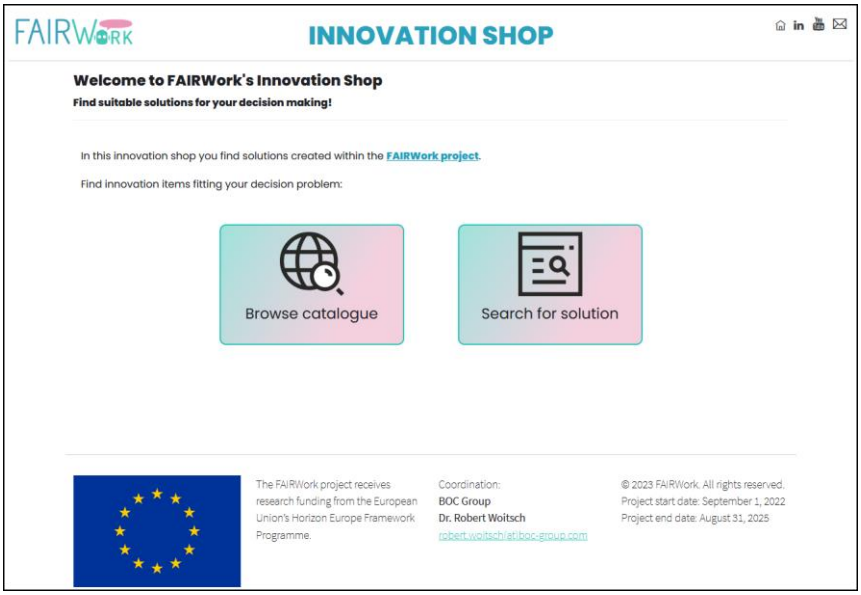

Figure 1: Innovation Shop Landing Page

The item overview can be reached by clicking *Browse catalogue* on the landing page. A picture of the item overview page can be seen in Figure 2. For each item an overview card is created to provide a small overview of the item. After clicking on the title or the logo, the page with the detailed information is shown. A picture of an example item detail page can be seen in Figure 3. On the top of the detail page, the contact information is provided, and afterwards the various descriptions can be found. For example, the owners can provide general information or detailed descriptions for installation and usage can be provided. These provided descriptions can also be used to provide training material for the items.

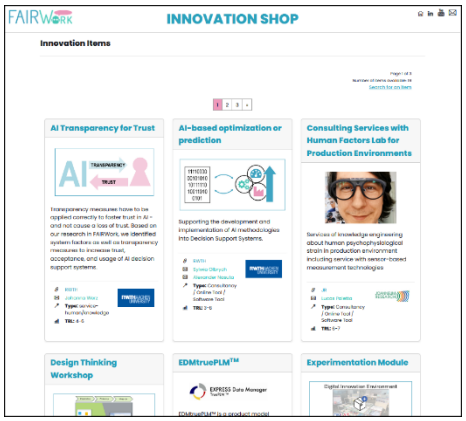

Figure 2: Innovation Shop Item Overview Page

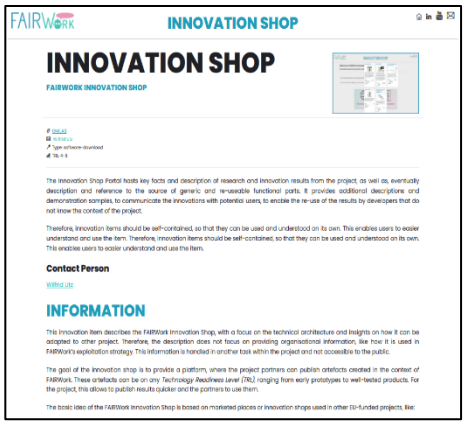

Figure 3: Innovation Shop Item Details Page

Finally, the search view allows to find innovation items based on their TRL or search terms. A picture of the search view can be seen in Figure 4. The search is created with an external service, which is discussed in section 2.3. For searching after TRL levels, buttons are provided. All the fitting items are shown under search results.

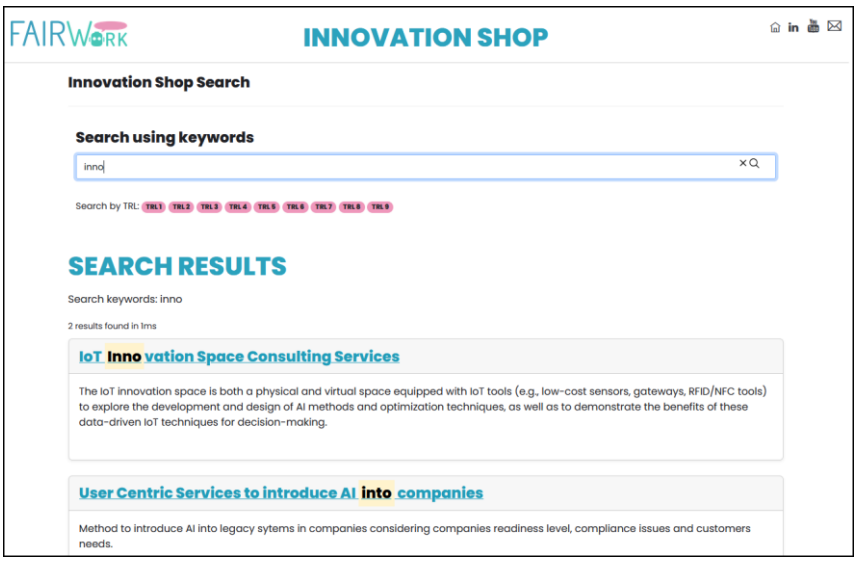

Figure 4: Innovation Shop Search Page

2.3 Technical Insights of the Innovation Shop

The Innovation Shop is created as a website where items representing project results can be easily added and adapted. To ease the handling and development and to improve the loading time, an approach was chosen that creates static HTML pages, which can be uploaded on the webserver, to make them public available and findable over the internet.

This section provides a short overview of important technical aspects of the Innovation Shop. More details and information on how to use and extend it can be found in the corresponding innovation item:

- https://innovationshop.fairwork-project.eu/items/17/

The FAIRWork Innovation Shop uses Jekyll[1] to create the static HTML pages out of Markdown files which are created manually or through the modelling tool. To ease the deployment of changes, a Continuous Integration (CI) Pipeline was created using the OMiLAB's GitLab instance. Every time changes are pushed to the innovation shop's GitLab repository, the website is built based on the provided sources and markdown files and if successful, published on the internet.

Using this approach eases the deployment of changes, ensures the data are saved online independently from the concrete deployment, and enables tracking of the last changes in the innovation shop. Additionally, the innovation shop can easily be maintained by multiple users at once, using the basic code-sharing functionality of GitLab.

For the search, we use the online service Algolia[2]. This is an easy way to index a website and improve finding the items. It not just searches for the complete same search strings but also for similar terms.

2.4 Using the Innovation Shop in the FAIRWork Project

This section will introduce how the FAIRWork Innovation Shop was used during the FAIRWork project, as it influenced the set-up and provided functionalities. Further, these insights can be used as guidelines on how to use an innovation shop in other projects or organisations, especially since the sources for setting up a new one are provided as free downloads. The high-level procedure is visualised in Figure 5 using the BPMN language.

To ease the creation of innovation items for the project partners and because it was assumed that the number of items will stay manageable, the innovation shop was set-up so that the items are created and adapted by a responsible partner (OMiLAB). The other partners provide the needed information, which is then processed and added to the innovation shop by the responsible partner. In this way, the other partners must not learn a new interface or additional technology to create the items themselves. Further, if this is done through a central partner, the platform can stay lightweight, as no user management and handling of sensitive data are needed.

Defining and creating the materials for the individual items is done by the owner of the item. These items are identified during the work on other work packages like developing the DAI-DSS (WP4) or researching methods and tools for the DAI-DSS (WP3). Achievements made during the work done for FAIRWork, will be used and published in the innovation shop. Therefore, the partners identify and prepare possible items on their own. Additionally, WP8 discussions (e.g., during the regular partner and consortium meetings) during the project are used to further discuss possible items and to remind partners about the possibilities of publishing their work over the innovation shop. These regular discussions and reminders support the project partners in keeping the innovation shop in mind.

The procedure starts after a new project result or artefact is created. First, the partner checks whether it is applicable as an innovation item. If it is, then the partner must provide the information to the partner responsible for operating the innovation shop. To ease the collection of the needed information for the items, an Excel file was created and saved in the shared folder where each project partner has access. The columns of this Excel file contain the attributes needed for creating an item. The project partners can then fill out the data and save additional files (e.g., pictures) on the shared folder. After the information is saved in the Excel file, the responsible partner is informed. This partner then takes the information and creates the item out of it, for which a conceptual modelling tool is used, which is explained in more detail in the next subsection (see section **Fehler! Verweisquelle konnte nicht gefunden werden.**).

The provided information is entered into the model using the conceptual modelling tool. After all the information is entered correctly, the modelling tool is used to deploy the item to a local test environment, where the webpage is

[1] https://jekyllrb.com/ (visited: 22.08.2024)
[2] https://www.algolia.com/ (visited: 22.08.2024)

built locally. Afterwards, the responsible partner checks if everything is created correctly, and if not, the model will be adapted and newly deployed. If everything fits, the local item is deployed to the public instance of the innovation shop, and the partner who defined the item is informed. If the partner sees a problem, the innovation shop operator is informed. Otherwise, the item is published completely.

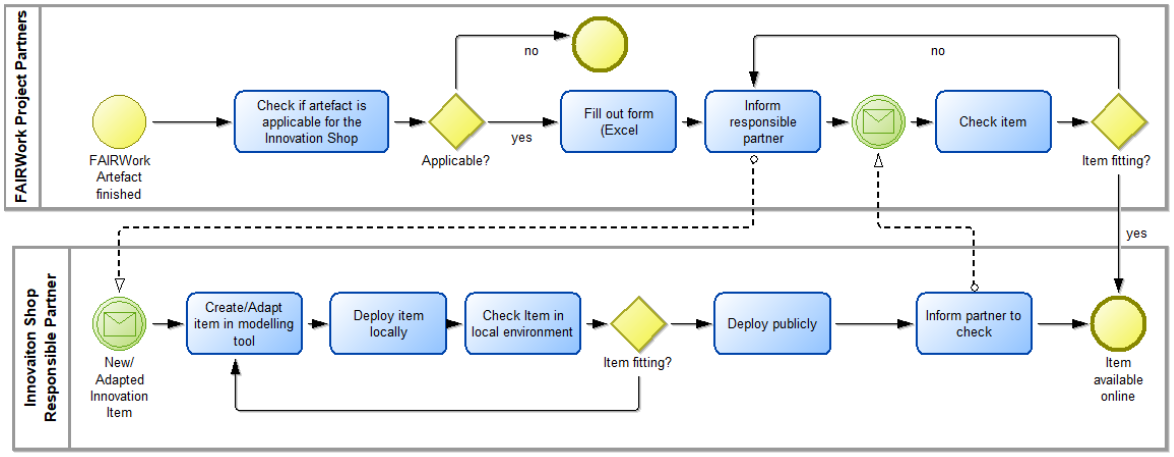

Figure 5: Procedure of Using the Innovation Shop in FAIRWork

To create the items, the FAIRWork Innovation Shop Modelling tool was used. This conceptual modelling tool is based on the modelling tool created for the Change2Twin [1] Marketplace and was adapted for the FAIRWork Innovation Shop. It provides a GUI for defining all the information needed for establishing the innovation items and deploying them to the innovation shop. With the modelling tool, the information provided in the Excel sheet can be imported and transformed into the items in the modelling tool. These can then be adapted and deployed to the innovation shop.

How the conceptual modelling tool can be used for the FAIRWork Innovation Shop is described in its innovation item:

- https://innovationshop.fairwork-project.eu/items/18/

The tool uses diagrammatic, conceptual modelling meaning, that it visualises the modelled innovation items, providing an overview. An example of a model and the modelling tool interface can be seen in Figure 6. The individual items are positioned on the drawing area on two dimensions, that can be defined by the user. The circles next to the items define the deployment status, e.g., green for already deployed and yellow for ready to deploy.

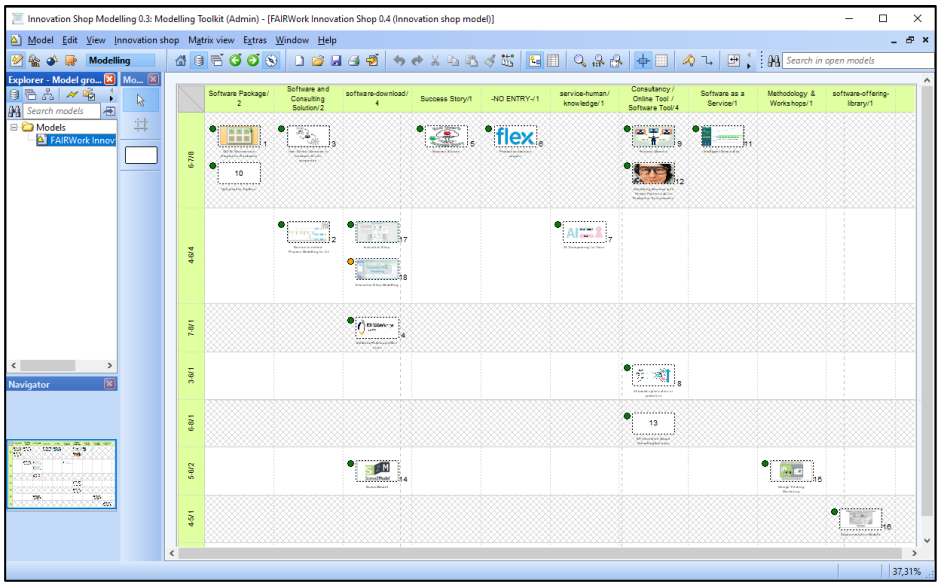

Figure 6: Innovation Shop Modelling Tool Interface

The modelling tool was developed on the ADOxx[3] metamodeling platform, which is a stand-alone tool that can be installed on Windows, MacOS, and Linux. The implementation on ADOxx also allows to import the tool in a separately installed ADOxx instance. In this state, the modelling tool can be adapted to fit new needs. But making this adaptation requires knowledge in ADOxx.

[3] https://www.adoxx.org/ (visited: 22.08.2024)

3 TRAINING MATERIAL

Training materials are another aspect of this deliverable, especially in relation to FAIRWork's innovation shop, which was prepared to provide training materials for the innovation items. Even though there is the possibility of creating and managing training materials independently from the innovation shop, the innovation shop was designed to be able to store and offer training materials for the items. Using the innovation shop improves accessibility and allows the use of multimedia content within the training material.

Training materials will be created by the responsible partner of the item for which the materials are made. Therefore, no central document/page for all the different items is established, but self-contained training materials tailored to the concrete items are created. The goal is to create focused training materials which efficiently communicate how the items can be used. More comprehensive materials can be created where needed, for example, for an innovation item having synergies with other items. The innovation shop offers a way to provide training materials, but it is no hard requirement.

Training materials can be added directly to the innovation item's page or offered separately, for example, over another channel or after contact is made with an interested third party. Making training material accessible via the innovation shop supports items that can be accessed and tested directly without further interaction with a partner.

Creating training materials independently from each other enables the project partners to use the best media type. For example, this could be written text directly on the page of the innovation item, a PDF document or slides can be offered, pictures of an interface can be added to a description, or videos can show how an innovation item can be used. Additionally, an innovation item can link to external training materials provided by partners for items that they also use outside the FAIRWork project. These different types can also be combined. Based on the technology used by the innovation shop, HTML pages can be generated, which enables flexibility in providing training materials.

Offering different possibilities to create training materials enables responsible partners to create them in a format they can use after the project, together with exploiting the innovation items.

Not each innovation item needs training materials, as some contain artefacts that should not be directly used. For example, a success story will not need training materials. Items that have not yet been published do not need training materials yet.

Examples of available training materials are described below. Training materials which are described externally to the items' pages were used in *Scene2Model* (OMiLAB - Item1), *Experimentation Module* (OMiLAB - Item 16) and *AI-based optimization or prediction* (RWTH - Item 8). For Item 14, a link to the download and documentation was provided. On this separate page, the tool's functionality, set-up and usage are provided using text and short videos of the tool usage. The focus here is to show how the physical and digital environment can be set up to hold workshops. Additionally, it contains a step-by-step guide on how to use the tool, containing a textual description and showing it with short videos. For Item 16, a link to the documentation of the ADOxx metamodeling platform is provided, which is used as the heart of the experimentation modules. This documentation shows how to download and use the tool, with explanatory text and step-by-step guides. For Item 8, the GitHub page is linked, with information on how the AI-based services can be installed and tested. It briefly introduces the services and explains how to install and test them.

JOANNEUM RESEARCH (JR) offers separate training materials with several approaches to the IoT area. The first learning material in this context provides an introduction to RFID/NFC technology for use in the manufacturing industry. It introduces RFID/NFC technology in smaller learning units. JR will show you why it is crucial to track industrial assets using various labelling technologies. Digital asset tracking provides unparalleled transparency to the production process, allowing you to view progress and status data along your production line.

The second learning material from JR is about the Digital Product Passport. The Digital Product Passport (DPP) is a digital document that contains comprehensive information about a product's entire lifecycle. It covers every aspect, from origin and composition to manufacturing processes, environmental impact, and even repair and recycling options. The DPP will promote transparency and sustainability in the supply chain. It will enable consumers, businesses and public authorities to make informed decisions and support a circular economy. The EU will introduce the DPP for a wide range of products to drive the ecological transition. JR also use RFID/NFC as a marking technology in this context.

JR also provides learning materials on how to introduce AI in SMEs. The overarching goal is to optimise and simplify knowledge development for introducing AI-based decision-making in SMEs. AI requires a change in workflows and ways of thinking. Targeted knowledge building supports the introduction of AI and increases acceptance. It also increases the benefits for stakeholders and employees. AI applications help SMEs overcome typical challenges. These include reducing downtime through predictive maintenance, ensuring a continuous production process, delivering products on time, reducing maintenance and repair costs, and shortening the training period for new employees at production stations.

Finally, BOC used videos in their Items (1, 2 and 3) showing how the item can be used. They linked webpages and PDFs with additional information, introducing the items and providing details of their usage. The videos show the interface and how one must click to achieve the desired outcome. The videos on one side can be used to show the item's workflow and recreate the steps if one has access to the item.

4 SUMMARY AND CONCLUSIONS

This document contains an accompanying report to D8.2 of the FAIRWork project. The deliverable focused on setting up the innovation shop and adding the first items to it. Therefore, this document contains an introduction to the innovation shop and how we used it in the FAIRWork project. More detailed information is available in the items created for the innovation shop and the corresponding modelling tool.

The main artefact of D8.2 is the running FAIRWork Innovation Shop, which is now publicly available, and it is filled with the first 18 items identified in FAIRWork. Accompanying training material can be added to the individual innovation items, which was considered when establishing the innovation shop. There are different ways to define the training materials available and training materials are not necessary to define an innovation item.

To manage the innovation shop within the FAIRWork project, a procedure for how new items can be created or existing ones can be adapted was established. As every project partner must participate, a lightweight and flexible procedure was chosen so as not to put too much effort and strain on all the partners. Partners have the possibility to define their own items when they have a created/identified fitting artefact. Therefore, they can actively trigger the creation of an item. Additionally, regular reminders and discussions in partner meetings keep the innovation shop in everyone's mind and facilitate the identification of new items.

In addition to the running innovation shop and providing insights in how it is used in the project, this deliverable created two artefacts:

- the sources of the innovation shop and
- the conceptual modelling tool.

Both are offered over a repository so that they can be downloaded and used by third parties. Descriptions how to install and use it are integrated into the corresponding innovation items.

The FAIRWork Innovation Shop is a beneficial tool for our project, as it can be used to communicate project results in a straightforward manner, and it is set up to support exploitation after the project. As it stays online after the project ends, interested people can still find the items and contact the corresponding partners, allowing them to exploit the project results.

The lightweight usage of the innovation shop in the project increases its attractiveness, as the project partners can create and adapt their items, without the need of learning new technologies. They must only fill out the form and provide the media artefacts they want, like pictures. Offering artefacts with lower TRLs increases the artefacts that can be published and eases the effort for the partners, as it is not necessary to create highly sophisticated products for each item, but they can also be published in their prototypical state. Finally, the innovation shop is set up so that the responsible partner can quickly make updates received from partners and deploy them into the public internet page.

For the rest of the project runtime, the FAIRWork Innovation Shop will be further used, and additional items will be added. If new requirements occur for specific items, the innovation shop can and will be adapted to best fit the project's needs.

5 REFERENCES

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[2] W. Utz, R. Dolhai und M. Kulczewski, „Initial Operating Marketplace - Deliverable 2.1," 09 04 2021. [Online]. Available: https://www.change2twin.eu/wp-content/uploads/2021/11/D2.1-Initial-operating-marketplace.pdf. [Zugriff am 22 08 2024].

[3] R. Woitsch, W. Utz, R. Dolhai, M. Kulczewski und P. Gruchalski, „Marketplace Design and Methodologies - Deliverable D2.2," 31 05 2021. [Online]. Available: https://www.change2twin.eu/wp-content/uploads/2021/11/D2.2-Marketplace-Design-and-Methodologies.pdf. [Zugriff am 22 08 2024].

[4] European Comission, „HORIZON 2020 Work Programme 2016-2017 - 20. General Annexes," 04 2017. [Online]. Available: https://ec.europa.eu/research/participants/data/ref/h2020/other/wp/2016-2017/annexes/h2020-wp1617-annex-ga_en.pdf. [Zugriff am 21 08 2024].

ANNEX A: LIST OF ABBREVIATIONS AND ACRONYMS

Abbreviation	Meaning
BPMN	Business Process Model and Notation
CI	Continuous Integration
DAI-DSS	Democratic AI-based Decision Support System
GUI	Graphical User Interface
HTML	Hypertext Markup Language
TRL	Technology Readiness Level
WP	Work Package

Table 2: Abbreviations and Acronyms