D8.13 FINAL DISSEMINATION AND COMMUNICATION REPORT

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Executive summary

Deliverable D8.13, Final dissemination and communication report, describes the dissemination activities performed in the last 15 months of the DiDIY Project, and the main ones planned for long term sustainability of its results.

Revision history			
Version	**Date**	**Created / modified by**	**Comments**
0.0	23/06/17	FKI	First, incomplete draft
0.1	26/06/17	FKI	Extensions, fixes, etc. First formal distribution to SB.
0.2	28/06/17	FKI	Extensions, fixes, etc. Second formal distribution to SB.
0.3	29/06/17	FKI/LIUC	Extensions, fixes, etc.
1.0	30/06/17	LIUC	Approved version, submitted to the EC Participant Portal.

Table of Contents

1. Introduction

This document reports the main information on the communication and dissemination activities performed in the last 15 months of the DiDIY Project. In the interest of clarity and brevity, this document follows the same general structure of D8.7, Interim dissemination and communication report. Consequently, this reports only contains updates, or extensions, to what was provided in D8.7. Chapters 2 and 3 summarize the dissemination and communication activities in the second half of the Project. Chapter 4, which is the final Sustainability Plan required by the Project reviewers in the first review meeting, describes the roadmap and long term sustainability plan after the end of the Project.

1.1 Terms and acronyms

DiDIY	Digital Do It Yourself
DIY	Do It Yourself
GA	Grant Agreement
LAB	Legal Advisory Board
SB	Steering Board
TT	Transversal Task
VNI	Virtual Network of Interest
WP	Work Package

2. Dissemination and communication in the second half of Project

2.1 Background and initial strategy

Dissemination and communication are one of the activities of Work Package 8 "Dissemination, future roadmap and sustainability". Throughout the Project, the roadmap and main directives for this WP have been:

- the corresponding parts of the original Project Proposal by the DiDIY Consortium;
- D8.2, Dissemination and communication plan (www.didiy.eu/public/deliverables/didiy-d8.2.pdf), released in March 2015;
- D8.7, Interim dissemination report (www.didiy.eu/public/deliverables/didiy-d8.7.pdf), released in March 2016;
- the first version of DiDIY Sustainability Plan, released in September 2016.

Consequently, and as explained since D8.2, WP8 activities have been heavily focused on:

- studying, and trying to contact directly, in order to work together toward the Project goals, as many organizations and communities of stakeholders as possible, including but not limited to EU institutions and academia to Fab Labs, teachers associations, trade unions, and NGOs;
- collecting materials for "products" (from the courseware to policy guidelines) that would be used outside, if not after, the Project itself.

Coherently with the Project subject, as much dissemination and communication as possible have been done in "Do-It-Yourself style", that is with the resources available among Project members and the communication department of all partners.

2.2 Dissemination channels and targets

The dissemination channels, and their corresponding targets, that were defined in D8.7 are listed in the following table. The main activities and results for each channel are described in more detail in the rest of this section.

Dissemination and communication channels and targets.

Channel	EU Institutions	Academia	Mainstream media	Makers, DiDIY advocates/activists	Other stakeolders
VNI/Newsletter	Y	Y		Y	Y
Online contests				Y	Y
Visual identity[1]			Y	Y	Y
Fact sheets and brochure			Y	Y	Y
Online courses					Y
Partnerships/new contacts with stakeholders	Y	Y			Y
Legal Advisory Board	Y	Y		Y	
Media Coverage (Interviews, Press Releases)			Y	Y	Y
Publications and videos		Y	Y	Y	Y
Public events	Y	Y	Y	Y	Y
Website and blogging	Y	Y	Y	Y	Y
Social Networks			Y	Y	Y

2.2.1 Suspended activities

A few activities planned in D8.7 have not been carried on as described there. The online or in presence contests involving students, or other categories of DiDIYers did not take place, due to lack of resources, and the need to give priority to workshops and other similar activities more critical for the research planned in the several Work Packages. For the same reasons, that is time and budget constraints, it was not possible to prepare a Massive Open Online Course (MOOC) on DiDIY, nor an official "Introduction to DiDIY" video, or infographics showing in detail the main findings of the Project.

The DiDIY Virtual Network of Interest (VNI) was initially defined in the GA as a network of *"academic, civil society and industrial representatives [which] will be installed to effectively guarantee the virality of the communication implemented."* As already reported in D8.7, initially it was not possible to achieve a clear vision of which organizations to address, and how, with a channel like the VNI or, for that matter, with email newsletters. These difficulties persisted in the second part of the project, while we had no problems to engage with stakeholders on other channels, and in other ways. Eventually, due to lack of resources, but above all to lack of interest from potential subscribers, attempts to set up and maintain a VNI, or an email newsletter, were shut down at the end of 2016, and this decision was ratified at the SB meeting of January 2017.

2.2.2 Brochure and Fact Sheets

The official Project brochure already described in D8.7 has been distributed in all the main public events organized by the Project, from "DiDIY Minitours" to the Final Conference, plus several of

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1 As far as visual identity is concerned, there is nothing new on this front, with respect to what already reported in D8.7

the public events listed in a separate section of this report. Total circulation of the *printed* copies amounts to a few hundreds.

The final version of the DiDIY Fact Sheets, at the DiDIY Final Conference.

The final version of the DiDIY fact sheets, D8.12, has been delivered as planned in June 2017, and also presented at the Final Conference. Besides a general introduction to DiDIY, the final fact sheets summarize the results of the whole project, in its four main areas: Education and Research, Organization and Work, Creativity, Rights and Responsibilities. All fact sheets, which are online at www.didiy.eu/project/fact-sheets, share a common final section, which puts special emphasis on how to reuse all the results of the DiDIY Project, and on how to contact the Consortium Partners, in order to do more work in the same field.

The invitation, inserted in all the DiDIY fact sheets, to know more about DiDIY,
and do further work about it with the consortium partners.

2.2.3 Online courses

An online, introductory DiDIY course was prepared in March 2016. Its structure, constraints and target audiences are described in D8.8, Full Courseware for the online courses (www.didiy.eu/public/deliverables/didiy-d8.8.pdf). Two sessions of this course were ran, one in April/May 2016, and another in the fall of 2016. In both session, registrations were low (less than 10 people) and actual attendance even lower. Most participants were teachers. In spite of low participation, it was possible to gather a few useful inputs, both during those sessions and afterwards, in direct discussions with some participants. Those inputs have been incorporated in the education-related sections of D8.11, DiDIY risks, synergies and education (www.didiy.eu/public/deliverables/didiy-d8.11.pdf).

2.2.4 Partnerships and contacts with stakeholders

In D8.7 we described several potential partnerships, and plans to contact again all the stakeholders listed in D8.3, the initial Dissemination Plan. In the second half of the Project, several of those contacts, and possibilities concretised as described in the final Sustainability Plan, which constitutes the final chapter of this deliverable.

2.2.5 Legal Advisory Board

The DiDIY Legal Advisory Board (LAB, www.didiy.eu/legal-advisory-board) is an honorary body of lawyers, legal scholars and experts, already presented in D8.7. During the second half of the project, it did assist as planned the DiDIY team, especially FKI for WP6 research on Legal Issues, Rights and Responsibilities, and also helped to disseminate the results to their own networks of contacts.

2.2.6 Media coverage

In the last half of the Project, the Consortium Partners issued 8 official Press Releases (4 in Italian, 4 in English) on the following occasions: European Maker Week 2016, launch of the LAB mentioned in the previous paragraph, online publication of the DiDIY Vocabulary (www.didiy.eu/vocabulary-of-digital-do-it-yourself) and the DiDIY final conference, also described elsewhere in this report. In 2016 and 2017, the activities of the DiDIY Project were also featured over 40 times in the printed or online editions of Italian magazines and newspapers. A complete list of these Press Releases and mentions in the media is in Annex 1.

2.2.7 Publications and videos

At the end of the DiDIY Project, the list of articles and scientific papers by all the members of the DiDIY team contains 27 titles. At the time of writing of this report, that is late June 2017, about 15% of these works are still being written, or waiting for confirmation of publication. During its activities, the project has also produced 27 short videos about the features of DiDIY, or some specific research activities: all these videos have been published on the DiDIY Vimeo channel (vimeo.com/didiy/). As of June 28th, 2017, the DiDIY video gallery (www.didiy.eu/video) features all those videos, plus 11 others that are still about DiDIY, but were either produced by team members outside or before the Project, or are third party footage of their talks on the same topics. The details about all these publications and videos are in Annex 2. At the time of writing, that list does not contain yet the 8 or 10 short videos with talks from the DiDIY Final Conference, because

those videos have not been extracted and edited yet from the raw footage of the event. As soon as they are available, those videos will be published on the DiDIY Vimeo channel, and then linked from the DiDIY video gallery.

2.2.8 Public events

In the first half of the Project, participation to private meetings and public events, to present Project results, promote DiDIY awareness or collect research data (e.g., workshops), was concentrated in Italy, and within the Free Software/Makers/Open Hardware communities. In the second half of the project, "event activity" decreased in volume, but was more spread across Europe, while at the same time more focused on *specific groups, or organizations*, of different classes of DiDIY stakeholders. The reduction in volume was, in other words, partly due to budget constraints, but much more to the need to concentrate on actual research, analysis of results, and establishing quality long-term contacts for the sustainability of the same results.

In spite of these different constraints and focus, since April 2016 the Project members have organized, or taken part into, over 70 events all across Europe, and still reaching very different audiences. The overall reach of the events since April 2016 is reported in the table below, while details about each event are in Annex 3. Some of these events, which deserve special attention, are described in the rest of this section.

Audience reached through DiDIY events

Audience	Number of events	Estimated people reached
Civil society	13	1725
General public	10	847
Industry	2	70
Other	25	1915
Policy makers	5	133
Scientific	19	1405
TOTAL	74	> 6000

Types of DiDIY events

Event type	Number of events
Conference (2 organized by the DiDIY Project, see below)	30
Maker Faire	1
Workshop (organized by DiDIY team)	11
Workshop (by others)	21
Other	11

Countries that have hosted DiDIY events

Country	Number of events
Belgium	2
Denmark	2
France	1
Germany	1
Greece	1
Hungary	1
Ireland	1
Iceland	1
Italy	29
Poland	1
Portugal	1
Serbia	1
Spain	6
Switzerland	3
UK	22
OTHER (online, or outside EU)	2

2.2.8.1 MEPs/JDC meeting

In November 2016 we met in Bruxelles with one MEP (Kaja Kallas), the assistants of two other MEPs (Julia Reda and Anneleen van Bossuyt), and with Mrs Susana Nascimento, a researcher of DDG 0.2 [Foresight and Behavioural Insights Unit] of the EC Joint Research Centre in Brussels. These are all MEPs/EC employees who are already working in sectors of research, regulation and lawmaking that impact DiDIY activities. We discussed the Project scope and goals, with them, and agreed to stay in touch, in order to explore how to do together (at least) more general advocacy of the DiDIY Guidelines and Manual, and searching for future calls from H2020, or other EU programmes, to which we may present the same activities.

2.2.8.2 Makers explorative workshops

In the context of WP5, DiDIY and Creative Society, a broad range of makers took part in a series of 9 workshops that explored their creative practice and motivations for making. These workshops were run at host venues in different parts of England and overall saw the participation of 95 makers, in locations associated within local making communities, such as hackerspaces, makerspaces and collective work studios. Participants included makers from hobbyists through to small business entrepreneurs. Besides demonstrating the spectrum of motivations and diverse approaches to

making that underlie practice, the workshops also were good occasions to spread awareness of the long term, social benefits of DiDIY throughout the host communities.

2.2.8.3 Sparks workshops

Still as part of the WP5 activity, workshops in UK Public Libraries were also conducted, with over 40 participants. In these workshops a team design challenge was undertaken by members of the general public, using DiDIY technologies. During the workshops participants were given an introduction to digital technologies, including a demonstration of 3D printing, and a chance to become familiar with an electronics system designed to aid prototyping and invention, littleBits (http://littlebits.cc/). Like the "explorative" ones, these workshops were very highly rated as enjoyable by participants. From a dissemination and commujnication point of view, by demonstrating the potential for making in libraries, these workshops helped to increase the demand for social adoption of DiDIY. More information about these and the "explorative" workshops is available in the several deliverables of WP5 available in the DiDIY Results page (www.didiy.eu/project/results).

2.2.8.4 POLIMI workshops on DiDIY and Co-design

From July 2016 to January 2017 the POLIMI team ran several workshops on these topics. The logistic details of those workshops (location, attendance, et…) are available in the general list of DiDIY events, while their rationale, structure and outcomes have been already described elsewhere by the POLIMI team. These workshops are mentioned again here, however, to highlight their important, albeit indirect contribution, also to the general dissemination and communication efforts of the whole Project. These workshops, in fact, challenged participants as diverse as makers, managers, lawyers, architects, designers, teachers, experts of IP and design thinking, etc to explore how the combination of DiDIY, sharing and co-design tools, practices and communities influences creativity, organization, design, learning, skilling, critical thinking and more. In doing so, these workshops demonstrated, to selected representatives of many classes of DiDIY stakeholders, the relevance of the DiDIY research, and the need to exploit its results.

2.2.8.5 European Maker Week 2016 (EMW2016)

The DiDIY Project participated to the European Maker Week 2016 with two events, and actively participated to the online discussions about it. One of the events was a meeting organized by LIUC, in Castellanza, with the theme "Creativity from technology: a challenge for education".

In Rome, FKI was invited to cooperate with the local coordinators of EMW2016, and ran its own open meeting about "Legal and regulatory barriers to large-scale digital DIY". The main outcomes of that meeting, which were used in writing deliverable D8.14, the Guidance Manual, are described in the blog post "Obstacles to Digital DIY (and risks from it): notes from Rome" (www.didiy.eu/blogs/obstacles-digital-diy-and-risks-it-notes-rome). During EMW2016, the combination of all these activities helped the Consortium to raise awareness of its work among European makers. In addition to that, the same activities helped the team to notice the growing relevance of Digital DIY for EU institutions, and exploit it as explained in the final chapter of this report.

2.2.8.6 DiDIY Minitours

A DiDIY Minitour is one day in which one or more Project members visit more groups and organization in the same area, in order to give the Project the greatest possible exposure in that area, but also to efficiently gather data from the field. After publication of D8.7, the first minitour happened in the Veneto Region of Italy, from 4 to 6 April 2016. In that occasion, we met several organizations or representatives of DiDIY stakeholders, like local teachers and representatives of regional fablabs and of the government of Regione Veneto. Even this tour, which like the EMW2016 meeting in Rome contributed material for the final guidelines and Guidance manual, is described in the DiDIY blog (www.didiy.eu/blogs/obstacles-digital-diy-some-notes-veneto).

In the second half of the Project, other minitours took place, albeit on a reduced scale, in Bruxelles, Budapest, Paris, and London.

2.2.8.7 DiDIY Community Day

A "DiDIY Community Day" took place in Barcelona on July 6th 2016, right after the mid-2016 DiDIY internal Project meeting in the same town: it was a full day of events, almost all open to the general public, with invited speakers, and participants from the local Makers Community, Public Administration and other stakeholders. The DiDIY Community Days was co-organised by the Digital DIY Consortium together with Barcelona Activa (the City organization responsible for boosting economic policies and local development, including the social and solidarity economy, to ensure a better quality of life for the Barcelona citizens) and the City Hall's working group "Barcelona Colabora" (BarCola).

The common theme of the whole day, which saw participation (including related events) of about one hundred local civil servants, makers and social activists, was to discuss DiDIY, share knowledge about it, seek ways to better understand its impacts on all areas of society, and collectively prepare guidelines to inform laws and public policies at EC, Member State and City levels**.**

To achieve these goals, the day was organized in two main "packages": one was a set of the same workshops already described, another a conference in which the DiDIY team presented the several research tracks of the project. To share experiences, and see how the high level research of the Project could help, and be helped by, concrete local experience, most DiDIY speakers were paired with a representative of the local community, active in the same general area. Namely, the local "counterparts" for WP3, WP4 and WP5 were (the topics of the other WPs/TTs were covered in most talks of the day):

- Organization and Work: Xavier Pi, Industry 4.0 expert and Magì Galindo, Tecnological Centre Leitat;
- Education and Research: Isabel Nadal, Educational Programme at the Public FabLabs in Barcelona;
- Creative society: Jordi Reynes of Ateneus de Fabricació, Mara Balestrini of Making Sense and Tomas Diez of FabCity.

2.2.8.8 DiDIY hackathon

In January 2017, FKI has organized a full day meeting in Barcelona, with local makers, hackers, digital activists and representatives of local cooperatives and NGOs operating in the

collaborative/circular/sharing economy sectors. The main purpose of the meeting was to discuss the following problem, and explore what could be done together to provide a solution. Quoting from the minutes of the meeting, edited for brevity:

"The collaborative economy has gained tremendous interest over the last few years. And if we take its commons-oriented approach, it is with us already for over 3 decades, since the start of the Free Software Movement. Benefits include the reuse of knowledge (free/open knowledge), of materials (modular, open source hardware, open source circular economy) and dynamic innovation through networked ecosystems. Despite these benefits [and the ones of Digital DIY, Open Data, open digital platforms…] running an open, Commons-oriented business model, and one that may be copied by anyone remains challenging for most. How can we promote the creation of whole ecosystems of companies that use this business model, and:

- *are self sustainable;*
- *connect producers and consumers of sustainable products and services (both technologically advanced and not)*
- *connect DiDIY-ers and other "digital activists" with "non-digital" communities of activists, Commons-oriented businesses and CSOs;*
- *respect and guarantees privacy and data (ownership) rights of all involved parties?*

The results of that meeting include several of the still ongoing initiatives by FKI in Barcelona and Rome, that are described in the final chapter of this report.

2.2.8.9 Final DiDIY Conference

The DiDIY Final Conference, held in Milan on 22 June 2017, with an attendance of around 80 people, had the same high-level structure of the Community Day in Barcelona, but a more narrow focus. The actual conference had the specific purpose of presenting the main outcomes of the Project. Ten members of the DiDIY team explained the results of their research, especially those more closely related to dissemination and long term sustainability as the final fact sheets (D8.12) the DiDIY Guidance e-manual (D8.14) and the several policy guidelines (D7.2, D7.3, D7.4).

Their talks were preceded by a keynote on the need to reforms institutions in order to support more democratic manufacturing and participation, by Indy Johar, co-founder of Project00.cc Research Lab and Dark Matter Labs, Senior Innovation Associate with the Young Foundation and Visiting Professor at the University of Sheffield. The conference was followed by a round table of local policy makers, and by two workshops, one run by UOW/Abacus, and one by LIUC/FKI.

The first workshop had as topic "Building a more creative society: Digital DIY, creativity and learning": participants were encouraged to build models out of simple craft materials including wire, balloons, buttons and pipe cleaners, describing their ideas for DiDIY learning and teaching improvements. The participants used these models to spark and support a broad discussion about DiDIY learning which covered issues including collaborative networks, learning by doing, sharing learning opportunities, and supporting teachers in delivering DiDIY learning.

The LIUC/FKI workshop focused on "Digital DIY mindset, open business models and collaborative workers". Moderators and participants explored how the Digital DIY phenomenon is applied in business models of different kinds and what are the enablers and the constraints influencing the effect that DiDIY is having on work practices. In practice, the participants discussed business models that combine the DiDIY mindset with an economically viable combination of knowledge

sharing, revenue model, mode of production and governance model. As reference, they analysed one out the 14 Case Studies on Digital DIY and Open Business Models, contained in D6.3 "Legal practices of DiDIY hardware technologies".

The day ended with a plenary discussion, in which all the participants to both workshops shared their findings, and commented it together with Indy Johar. This discussion confirmed the crucial roles that DiDIY can play in the path towards a more resilient, participated and open society.

All the slides presented at the conference, together with video clips of each talk, remain available for further dissemination through the page www.didiy.eu/conference.

2.2.9 Website and blogging

All the improvements to the Project website decided, following the requests of the reviewers, during the July 2016 SB meeting, were implemented in the summer and early fall of 2016. The new pages created in that occasion, especially those now visible under the "Are you interested in...?" and "Are you a...?" top menus, have also been repeatedly used on social media, to engage with more people interested in the corresponding topics.
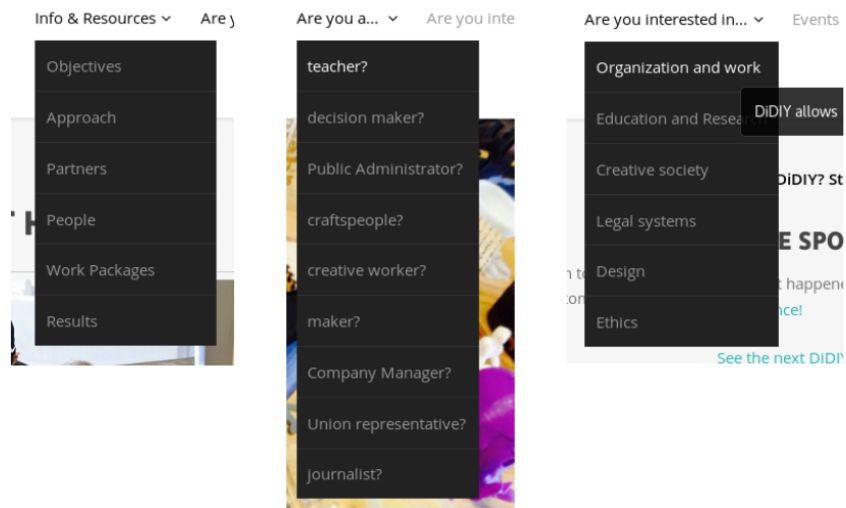
The DiDIY website menus, rearranged to explain the project work,
and make it easier for its stakeholders to discover why it is relevant for them.
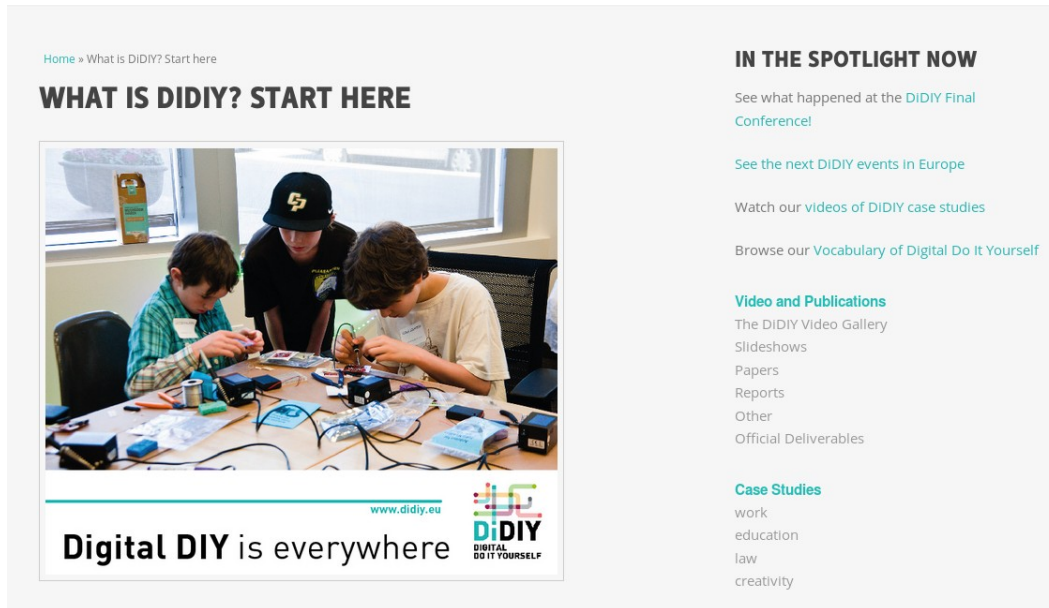
Besides the menus, each page of the website has a sidebar
providing direct links to the most important project news and resources, sorted by type.

The DiDIY blog (www.didiy.eu/blogs) contains a collection of short, informal updates on the Project activities (for example in the form of "storytelling"), or about 3rd party activities and news relevant for the Project, of at least 200 words each. Their content ranges from personal points of view to comments on some DiDIY-related event or other projects, trip reports from conferences, informal status reports on some specific activity, answers to questions asked on social networks. On occasion, we would also post content by team members previously published elsewhere, when their license allows it, or short syntheses of other articles by third parties.

After the Project Meeting of January 2017, the SB agreed that the blog would also host summaries, in the simplest possible language, of most deliverables of the Project itself. These summaries served two purposes, one internal and one external. Internally, they have made it easier, for all project members, to stay more up to date with what was going on in the other Work Packages, and prepare the final deliverables, especially D8.14, DiDIY Guidance e-manual. Externally, these summaries were very useful for general dissemination and popularization of the Project activities and findings

The blogging activity about *external* projects, and general DiDIY-related issues continued almost until the very end of the Project, to provide practical examples of what the DiDIY Project was studying, and why policy makers, managers, activists, and so on... should be interested in them. Eventually, even those "generic" blog posts constituted a very valuable repository of concrete, real-world examples of many DiDIY issues, to be included in the DiDIY Guidance e-manual.

Overall, 149 blog posts have been published since the beginning of the Project, of which 83 in the last 15 months, about all sides of the DiDIY phenomenon, and of the Project activities. Their complete list is in Annex 4.

Server logs, direct communications with stakeholders and anecdotal evidence show that visits to, and downloads from the Project website in the last year of its activity have been relatively low

volume. Traffic to the website has considerably increased in the last two months of the project, as a consequence of an intense campaign on Twitter and, to a smaller degree, on Facebook, to promote the Final Conference. The tables below, from the server logs, show the most downloaded files and, respectively, the most viewed pages in the same two months. However, it should be explicitly noted that those numbers should only be taken as an indication of which pages or files were more popular than the others in the same period, not as accurate traffic statistics. Website traffic and its contribution to the dissemination and long term sustainability of the Project results are discussed in detail in the conclusions of this report.

Most downloaded files from www.didiy.eu in May/June 2017.

title	num of downloads
D5.4: DiDIY Manifesto (all versions)	198
D8.1: Project website	162
D6.3: Legal practices of DiDIY hardware technologies	101
D8.4: Current DiDIY support and awareness in Europe	89
Fact Sheet: DiDIY, Rights and Responsibilities	75
D8.2: Dissemination and communication plan	63
POLIMI booklet on DiDIY and Co-Design	61
Knowledge Framework (all versions)	50
D1.9 First ethical report	49
D4.6: WP4 Ethical issues in education and research	47
D1.8: Informed Consent Procedures And Recruitment Criteria	45
Fact Sheet: DiDIY and Creative Society	44
D3.6: WP3 Reviewed research model	42
Italian Press Release of Final Conference	41
D6.2: Report on ethical impact for regulation	39
D3.3: Ethical issues and work	38
Slides of Majo Fuster-Morell at DiDIY Community Day	36
DiDIY Vocabulary	34
D5.3: Relationship between DiDIY and social change	32
D6.1: Dominant legal challenges and solutions practised	30
Fact Sheet: DiDIY General Facts	30
D3.1: WP3 Research model	29
didiy-policy-patterns.pdf	28
D4.1: WP4 Research space and agents	26
D5.2: Social impact of DiDIY	26
D4.3: WP4 Methodological plan	25
Fact Sheet: DiDIY, Organization and Work	24
D2.1: Options for the Knowledge Framework	23
Slides of Xavier Pi at DiDIY Community Day	21
Fact Sheet: DiDIY, Education and Research	21

Most visited pages of www.didiy.eu in May/June 2017.

title	num of views
fact-sheets-videos-blog-press-corner	439
conference	776
blogs/lincrevable-digital-diy-washing-machine	274
past-events	248
project/results	195
blogs/introducing-didiy-d63-open-business-models	188
online-videos-didiy-case-studies	168
project/partners	161
introduction	157
blogs/what-makes-3d-printing-industry-particularly-interesting-for-women	144
project/objectives	122
project/people	122
blogs/digital-diy-tools-make-entrepreneur-every-maker	121
blogs/commons-law-perspective-open-hardware-and-digital-diy	114

2.2.10 Social Networks

The DiDIY Steering Board had already decided, in early 2016, to limit the Project social networking activity to Twitter and Facebook, following the observation that engagement with third parties was happening almost exclusively on those two networks. In the second part of the project, it became even more likely to have positive responses (answers, visits to the website, sharing of DiDIY announcement and contents, etc..) on Twitter than on Facebook.

Consequently, especially in the last quarter of the Project, with the Final Conference approaching, the social networking activity concentrated even more on Twitter. The rest of this paragraph contains just a few statistics about our presence on Twitter, Facebook and Vimeo in the second half of the Project, which will be discussed later in the report. On Facebook, for example, it is worthwhile to show the nature of the most successful posts on the DiDIY Facebook page:

Published	Post	Type	Targeting	Reach		Engagement		Promote
04/03/2017 9:23 am	What are the ethical issues introduced by Digital DIY in Educatio	🔗	🌐	996		5 8		Boost Post
04/13/2017 11:02 am	Sharing best practices about Digital DIY robotics in schools http://	🔗	🌐	881		6 4		Boost Post
05/10/2017 12:53 pm	Digital inventory outsourcing = open, collaborative making? http:/	🔗	🌐	675		8 6		Boost Post
06/26/2017 11:31 am	Our Final Conference is over. Thanks to all who participated, and.	💬	🌐	613		15 16		Boost Post
04/28/2017 4:48 pm	Please read, comment and SHARE these "Results derived from	🔗	🌐	521		2 1		Boost Post
05/16/2017 10:01 am	what happens when EVERY community can set up its own, auto	🔗	🌐	426		19 15		Boost Post
06/15/2017 4:11 pm	We discovered that the "building " of #makers & Digital #DIY is m	🗇	🌐	349		8 9		Boost Post
05/16/2017 1:04 pm	The "Obstacles to Digital DIY": we found in #Veneto last year ... h	🔗	🌐	293		1 5		Boost Post

Most clicked posts on the DiDIY Facebook page.

The three most clicked posts were ones about ethical issues in DiDIY, DiDIY in education and, respectively, digital inventories, which would be a part of the so-called "Industry 4.0" phenomenon.

As far as Twitter is concerned, the main performances of the @digital_diy account at the end of the Project consist of:

- 412 followers (from 186 in late March 2016), with a male/female ratio equal to 60/40%, 75% in the 25-44 years age range;
- English as "Preferred Language" for 89% of the followers, before Italian and Spanish (23 and 17%);
- 5 retweets per day (average), and 2,3% overall average engagement rate (that is the percentage of tweets that received likes, retweets and so on) in June 2017;
- the following numbers of impression in the first six months of 2017 (in Twitter, the term "impression" means that a tweet has been actually delivered to the Twitter stream of a particular account):

January	7.7K
February	2.5K
March	6.4K
April	6K
May	18.7K
June	46K

- a 17% increase in impressions between the last quarter of 2017 and the corresponding period of 2016, as shown in the two following screenshots from Twitter Analytics:

Your Tweets earned **60.6K impressions** over this **91 day** period

YOUR TWEETS
During this 91 day period, you earned **666 impressions** per day.
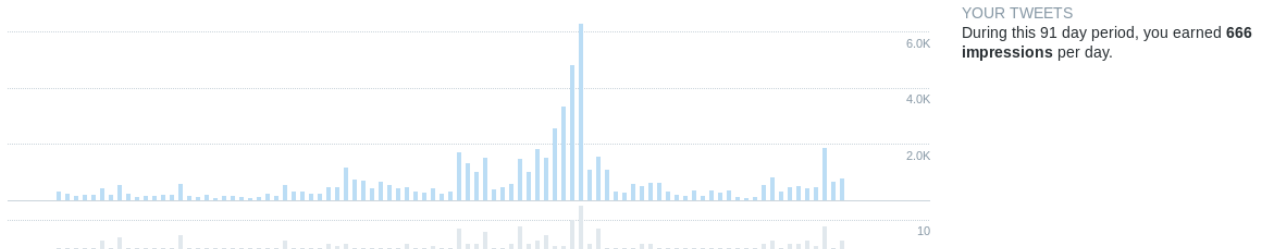
@digital_DIY impressions in the second quarter of 2016.

Your Tweets earned **71.0K impressions** over this **89 day** period

YOUR TWEETS
During this 89 day period, you earned **798 impressions** per day.

@digital_DIY impressions in the second quarter of 2017.

Interestingly, when grouping followers by country, USA is the fourth most numerous group, twice as big as France, and much bigger than any other European country:

Country	
Country name	% of audience
Italy	28%
United Kingdom	18%
Spain	18%
United States	8%
France	4%
Germany	3%
Netherlands	3%
Greece	3%
Canada	2%
Switzerland	2%

@digital_DIY followers distribution by country.

Finally, the three "top tweets" of June 2017 give a good idea of the kind of interest and following of the DiDIY project on Twitter. The theoretical characterization of DiDIY with the Knowledge Framework, our deliverable (D6.3) on open business models and the proposal of DiDIY-based projects as "ways to change infrastructure, taking care of future social costs", were the tweets that received the most attention:
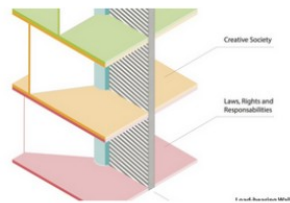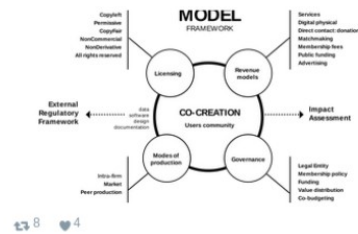
The Top Tweet, Top Media Tweet and Top Mention Tweet in June 2017.

Taken together, the 27 videos uploaded on the DiDIY Vimeo channel have been played almost 600 times since January 2015. A remarkable information from the Vimeo account logs is that the viewers inside Europe are distributed more or less like the DiDIY followers on Twitter: their presence is much bigger in Greece, Italy, UK and other countries where Consortium partners are based, and most active. Less expected, and worth further analysis, is the fact that there have been more viewers from Latin America than from USA and Canada:

Distribution of the European viewers of the DiDIY videos on Vimeo.

Region		Plays	Finishes	Impressions	Downloads
Italy		272	82	396	0
United Kingdom		103	20	203	0
Spain		67	26	114	1
Greece		26	8	28	0
United States		15	6	248	5
Germany		13	2	46	0
Iceland		13	1	13	0

Distribution of worldwide viewers of the DiDIY videos on Vimeo.

3. Final notes on dissemination and communication activities

The analysis and comparison of the dissemination and communication activities detailed in Chapter 2 of this report lead to the following general observations, and lessons learned.

First, the geographic distribution of website visitors, Twitter and Facebook followers and Vimeo video viewers shows that the Project reached many more people in Italy, UK and Spain, and then much more in USA (or, depending on the network, Latin America) than in the rest of Europe. This is not a surprise, but one consequence of the fact that almost 100% of the content is in English, and that dissemination was much easier in EU countries where the Consortium partners are stronger, than elsewhere. On one hand, it would have been important to achieve a greater reach in other EU countries, especially in Eastern Europe. On the other, the fact that a non-negligible part of the people and organizations reached is *outside* Europe is good, because it is a sign that the DiDIY research may be relevant, reused, and further developed worldwide.

Second, the raw numbers of website views, unique visitors, retweets, Facebook likes and so on, were relatively low, even in the final part of the Project. In and by themselves, that is, those numbers may seem to imply that the effort put into the website, or social network activity, did not yield an adequate return, but this would not be the whole story.

In fact, the third observation is that the number of people reached, especially of people who may or should play an active role in the social and political promotion, management and support of DiDIY as a mass phenomenon, is high enough, to give us good confidence about both the quality, and the future sustainability of the Project results. Chapter 4, the final Sustainability Plan, contains several examples of this fact: especially in the second half of the Project, there has been much fruitful activities and contacts, especially of the kind that should greatly contribute to the long term sustainability of the Project results.

Fourth, those fruitful activities and contacts have, very often, been started just *thanks* to what was already ready for public consumption on the website. In other words, the website has worked out for the Project team as a very useful "conversation starter", and ready-to-use repository of good material, both for reaching out to many different classes of potential partners, and as a basis for some of the final deliverables. Another way to say the same things, may be that low website traffic, or low measurable engagement *inside* social networks has not damaged at all the positive outcomes of the dissemination activities, because all that traffic was of very high quality, and just a *necessary* first step to more important interactions with DiDIY stakeholders.

Fifth, there is another reason why, while it remains crucial to share plenty of good content online, and be regularly active on social networks, the raw volume of traffic, retweets, likes etc... has in itself little relevance. We refer to the fact that almost all the most important and productive conversations that first disseminated the Project results while it was going on, and now will contribute to their sustainability as explained in the next chapter, were *about* what *already was on the website, but took place in non-measurable contexts:* Skype calls, email, face-to face meetings, but also 3rd party forums, or Facebook pages and groups about making, 3D printing, sharing economy, industry 4.0 and so on.. of which the DiDIY team could not access any statistic, even if we had wanted to. In one sentence, what worked to maximize dissemination was the combination of having as much good website content as possible first, and then regularly, and systematically exploiting it *everywhere else.*

The sixth and final observation is that, even with all the limits that were just presented, the kind of feedback received on social networks appears a proof that both the research and then the dissemination and communication of the DiDIY team were right on target (to a certain extent, the same may be said about the feedback from the CEB/ESS seminar presented in Chapter 5).

As shown by the pictures in Chapter 2, in fact, the most engaging Facebook posts and tweets have been those closer to the official objectives of the Project:

*develop a **human-centric** and **multi-perspective** approach to the scientific study of Digital DIY, in order to:*

- *better understand its impacts on all areas of society*
- *support both **education and policy making on Digital DIY**, through models and guidelines driven by **social and cultural strategies, not technology***

4. Post-project roadmap and sustainability

This chapter is the final sustainability plan for the DiDIY Project, prepared by the Project Steering Board (SB) in response to a specific request of the Project reviewers, whom we thank for this. All partners are confident that, taken together, the activities and commitments described in this plan will guarantee the sustainability and use of Project findings beyond its end in June 2017.

The objectives of the Plan are:

- to ensure that the results of the Project are further exploited after the end of the Project time frame, both in a commercial and non-commercial fashion;
- to propose solutions to maintain, extend and further develop the Project research aims.

In general, after the end of the Project, adoption and sustainability of its results and proposals will be achieved both with external resources (sources of revenue, grants), and with internal ones, i.e., in-kind contributions by single partners. The rest of this chapter first describes the post project activities common to all partners, from networking and search for further funding to mutual support.

The final part of the chapter describes DiDIY-related activities that each single partner of the DiDIY Consortium will individually (try to) carry on after the Project anyway, as part of its core mission.

4.1 General commitments and mutual support

During its final meeting, held in Milan on June 21st, 2017, the DiDIY Project Steering Board has unanimously decided (see Decision 37 in the minutes of the meeting) to share the principles and to pursue the activities within the given time frame of actuation, that are presented in this Sustainability Plan.

To begin with, all DiDIY partners commit, for at least one year after the end of the Project, to:

1. keep the other interested partners informed of their DiDIY-related activities; the mailing list of the DiDIY extended Technical Board mailing list will remain active at least until June 2018, for this very purpose;
2. "advertise" all such activities by other partners, when appropriate, on their own communication channels (institutional or personal website, social networks accounts, newsletters, etc);
3. explicitly mention, in all the related communications, reports and similar documents, that they are a result also of the work performed in the DiDIY Project, and to point to the Project website, www.didiy.eu. Such a reference will help to keep all the results of the whole project as visible as possible, and thus contribute to their sustainability and adoption. At the same time, it will also be an easy but effective way to add visibility to all the new DiDIY-related activities of each partner;
4. implement the suggestion and actions that resulted from the CEB/ESS seminar described below.

4.2 Post-project online presence of the DiDIY Project

The official website of the Project, www.didiy.eu, will be converted to static pages, which will remain online at least until June 2018. This conversion will take place in the summer of 2017, right

after the conclusion of the Project. Before making that conversion, of course, a few Web pages will be updated, to keep them useful as long as possible. The Contact form, for example, will be replaced with a list of email addresses, Twitter accounts, and other direct contact information for each Consortium Partner. Besides, as part of Commitment #3 in the previous paragraph, each partner will have, for one year after the end of the Project, the possibility to maintain, and update when needed, its own page linked from www.didiy.eu/project/partners, to share what they are still doing in relation to DiDIY.

Finally, in addition to this, since all the content of the DiDIY website has an open license, all partners will reuse as much of it as they see fit, on their own institutional or personal websites, to continue disseminate the project results, and seek further opportunities to work in the same field in the future.

The official Twitter account and Facebook page will be closed/frozen in September 2017, after posting a few reminders (~2/month) that the Project has ended, and its followers should follow the accounts of the single partners instead.

The official DiDIY channel at Vimeo will be updated in the first half of July 2017 with video clips of the talks at the Final conference, and any other video provided by the partners within the same date. After that date, the account will go in "static mode". This means that it will remain available, without posting any new videos anymore, and showing a notice that the Project has ended, as long as Vimeo itself will remain open, and with the same terms of usage as in June 2017.

4.2.1 Patterns workshop and sharing

On 28 and 29 September 2016 the DiDIY team held an internal workshop, hosted by MMU, to learn and experiment how to prepare the final guidelines by means of well structured "patterns", as defined by Christopher Alexander in his book "A Pattern Language", namely: "general reusable solutions to a commonly occurring problem within a given context". Later on, these patterns have been opened for review to some selected DiDIY practitioners and advocates that we had met in the course of our research.

Eventually, we integrated the patterns in our final guidelines (Deliverables D7.2, D7.3, and D7.4) and made them available to everybody online, at the addresses www.didiy.eu/patterns and didiy.referata.com, which is a wiki where everybody can register and comment. We hope that this publication will help us to keep alive general interest and support for the work of the DiDIY Project, and help us to find other partners who may cooperate with, or support us, on future works on the same topics.

4.3 Other common activities of all consortium partners

As of June 2017, several partners are still writing, and planning to submit for publication, the several papers and articles already mentioned in a previous section. Some partners will also present results of their DiDIY, or DiDIY-related research after the summer of 2017, as shown in this screenshot of the DiDIY Future Events" page (www.didiy.eu/future-events):

Date ▲	Country	
2017/08/17	Serbia	The Human Body in the Age of Mechanical Reproduction: 3D Bioprinting "Beyond Therapy"
2017/09/21	United Kingdom	Making Meaning in Metaphors
2017/09/25	Ireland	Social Simulation Conference 2017

Online list of future DiDIY events, as of June 30, 2017.

As of June 2017, all partners also continue to actively search for more research grants, to support the furthering of the work started by the DiDIY Project. More details about these activities are in the partner-specific sections of the "Post Project, partner specific activities" chapter.

In parallel with that search, all partners will also continue another sustainability activity, that started in the fall of 2016. During the European Maker Week in May 2016, in fact, on Twitter or in official speeches, the representatives of several central institutions of the European Union spoke of digital (DIY) manufacturing in terms that, in our opinion, confirm the relevance and timeliness of the DiDIY research. As a few examples of the interest shown by those institutions, here are some of the tweets that we collected in a blog post (www.didiy.eu/blogs/encouraging-words-didiy-project-european-maker-week-2016) in 2016:

- Roberto Viola, Director General, DG CONNECT, European Commission is saying that Makers are the real change makers, digital manufacturing is imperative for EU to keep going (@ursulapala);
- DG CONNECT Fully supports Makers movement, states Roberto Viola (@ursulapala);
- DIY boosted by digital technologies – Makers, this week is yours! Roberto Viola;
- "Makers movement and the Future of Europe": now on stage at #EMWeek16 Markku Markkula, president of the EU Committee of the Regions (@Eumakerweek);
- "This is a waking-up call for us, in Brussels, because we had not perceived that makers are such a big community", says Isidro Laso (Head Startup Europe, European Commission) (@RiccardoLuna);
- Good to hear Isidro Laso wants to create a network of makers! (@IsabelAllaert).

After the end of the Project, therefore, all partners will actively try to exploit this interest for DiDIY, by continuing to seek contacts with the same and other institutions, in order to promote implementation and development of the DiDIY policy guidelines (that is, deliverables D7.2, D7.3, and D7.4) and of the other proposals contained in the DiDIY Guidance e-manual.

4.3.1 Feedback and actions from the CEB/ESS Seminar

In order to get feedback and advice about its sustainability plans, the DiDIY Steering Board applied in the fall of 2016 for a CEB (Common Exploitation Booster) Exploitation Strategy Seminar (ESS).

The full report from this Seminar, which took place in January 2017, is attached as ANNEX Z. The main outcomes of that report are summarized here.

To begin with, during the discussions between the Expert and the Project Coordinator prior to the ESS Workshop, it became increasingly obvious that there were no direct commercially exploitable results that were going to result from the project. This made it quite difficult to analyse the potential for exploitation using the standard tools, including the risk analysis. Also, and because everything resulting from the project is made available in the public domain, there are no obvious IP issues. That said, progress was made in identifying potential KERs, which are strongly related to deliverables, and they are summarized in full report. In particular, the CEB expert acknowledged what follows.

- *The concept of DiDIY is socially provocative as it offers a sharp alternative to the model which became dominant in the 20th century, where cultures became more often about passive consumption of professionally made things. As DiDIY culture rejects this sit-back position, replacing it with an active and engaged approach to the world, it requires that we rethink learning, social aspirations, our relationship to the environment, and social organisation.*
- *What needs to be investigated is what has been called "the social meaning of creativity" in open innovation processes, with exchanges between physical and (digital) informational, through human-centric design methods and processes: the definition of a new mindset, proactively generating creativity, allowing to take advantage of the changes in the digital landscape evolutions while identifying business opportunities.*

It is important to note that, after the CEB seminar, the investigation mentioned above produced, among other things, the deliverable D5.2, Social impact of DiDIY, the DiDIY Manifesto, six videos exploring the impacts of DiDIY (www.didiy.eu/online-videos-didiy-case-studies), and other deliverables of WP5.

Finally, during the seminar the DiDIY team performed a PESTLE (Political, Economic, Social and Technological) analysis of the project, with the assistance of the expert. Several outcomes of that analysis, as well as other recommendations provided by the expert, have been inserted in the final Guidance e-manual, D8.14, and in the policy guidelines produced in WP7. The full report, which includes the PESTLE analysis, is attached as Annex 5.

4.3.2 Updates on sustainability models

The first version of the Sustainability Plan, delivered in September 2016, mentioned, as one concrete sustainability model, supporting incubation networks of open business models. In synthesis, the reason for this is that the DiDIY phenomenon provides opportunities for non-conventional business models, based on shared knowledge and open collaboration. This fact, in turn, gives DiDIY sustainability models based on "open business" more probabilities to succeed, even inside communities, or set of communities, that would not be interested in "digital" in and by itself. This path to sustainability of DiDIY results has been actively explored, as described in the partner-specific section of the plan.

4.4 Post-Project, partner-specific activities

This section presents the DiDIY-related activities that each single partner of the DiDIY Consortium will individually (try to) carry on after the Project anyway, because they are part of its own core mission and activities.

4.4.1 ABACUS

R&D in bio*-related DiDIY

ABACUS aims to exploit the scientific results obtained within the context of the DiDIY Project in terms of acquired skills and knowledges in its own ongoing research activities. We believe that the DiDIY concept (i.e., proactive engagement of the individual in project-based educational/research activities, self-driven by own motivations as well as the change of roles in the design and development process) could be widely deployed in the biomedical field leading to an empowerment of the patient's central role, given the need of high personalization of prostheses, ortheses and other devices designed to support the individual in his/her daily life.

DiDIY results will be exploited to:

- create a new cooperative design environment where the approach identified in the education environment will be translated to research. Following the evolution of the roles of teachers and students, the proactive role of the patients in the creation of new knowledge will be strongly encouraged: by providing them with the necessary tools, ABACUS will make it possible for them to play an active role in the process while, at the same time, the researcher/designer will shift towards a role of support/facilitator of the creative action, also in research contexts where the direct involvement of patients in the design and development of assistive technologies could be useful;
- export DiDIY's ethical guidelines to specific R&D environments characterised by important ethical issues;
- design future research projects keeping into account the DiDIY principles from the early phases of design and development.

Activities within this frame will be sustained by ongoing and future research projects in the area. As an example, ABACUS is partner in REELER project (*Responsible Ethical Learning with Robots*) started on January 2017, aimed at better designing human-robot interactions with a multidisciplinary consortium. Within this project, ABACUS is exploiting the expertise acquired in DiDIY to contribute in reshaping the role of robot designers to better include the end user in the overall process and facilitating his/her proactive role.

It is expected that the knowledge acquired in DiDIY will make ABACUS an interesting partner for similar project at the edge between different disciplines.

Work with teachers to present key messages

ABACUS is interested to continue the deployment of new technologies in the education environment to foster a new attitude toward technologies mainly in high schools, in order to educate a new generation of technicians that may better answer continuously evolving technological challenges. The final aim is to contribute to the setup of new professional profiles that may better answer the needs of the applied research area in which ABACUS is strongly active. A fruitful

communication with teachers, school principals, and other formal education actors is expected to contribute to this mission. ABACUS is interested in setting up collaboration agreements with high schools and universities to set-up and run stages aimed at the training of new professional skills exploiting the DiDIY concept.

Exploration of the possibility to develop activities for inclusive education

ABACUS has been always active in the assistive technologies (AT) field. The translation of DiDIY principles to the design and manufacturing of highly personalised assistive devices is a key issue to be dealt with in order to move towards innovative AT devices fully tailored to the person. In Italy, the integration of students with disabilities is strongly pursued by the legislation, however suitable devices to facilitate such an integration are still missing. ABACUS intends to exploit the links to the education sector created by means of DiDIY to better reach schools principals and facilitate a smoother integration of students with disabilities by means of personalised low cost devices that may be designed and manufactured within the school environment itself. This activity well matches the previous one and ABACUS aims to exploit the stage mechanisms also to contribute to create experts in AT that may exploit the concept in this direction.

4.4.2 AC

ACT intends to continue, building on the findings of the DiDIY project, research on digital-physical risk, especially the ethical problems of applied ABC technologies -- in manufacturing, biosciences, robotics, AI, etc. We think the particular link of physical risk to digital technology is a characteristic of DiDIY that can be detected in many areas, and thus offers a rich field of research. Each of the major directions (biological and robotic DIY) has already been started during the Project time frame.

4.4.3 FKI

In the last year, FKI has worked, or is still working, in several projects in Barcelona, whose common feature is exactly how to implement and support open business models, and community infrastructure, among others in the context of Digital DIY. The most important ones are La Comunificadora (freeknowledge.eu/lacomunificadora), FemProcomuns (www.femprocomuns.cat) and the Things Network (https://thethingsnetwork.cat; www.thethingsnetwork.org/community/barcelona).

In general, FKI highly considers the economic opportunities for social transformation that are generated by the phenomenon of DiDIY. Given the knowledge sharing aspects inherent in DiDIY projects and communities, conventional business models based on exclusive control are only of limited applicability. Open business models are emerging, where free knowledge and open source hardware are at the core. This is about the combination of generating revenues, lowering of costs by shared R&D and peer production, more participatory governance models and free and open licensing. To help foster these models and encourage more people to generate their livelihoods with the DiDIY mindset, FKI is exploring the construction of a European wide network for the incubation of such projects. While there are many actors active in this domain, and weak links between them are present, no structured effort for such incubation network exists.

As part of this efforts, in April 2017 FKI and other partners have presented to the European Commission a proposal to construct a EU-wide incubation network for projects and startups, that is

based on DiDIY and open business models, along the lines of La Comunificadora. The proposal answers the CAPS ICT-11 call (ec.europa.eu/research/participants/portal/desktop/en/opportunities/h2020/topics/ict-11-2017.html), whose main themes are open source hardware, open data and circular and collaborative economy. The result of the proposal should be known in September/October 2017.

In the same line of work, at the time of this writing, the FKI is actively discussing international cooperations with the following individuals and organisations:

- Prof. Adrian Smith from University of Sussex, to explore collaborations around Digital DIY and grassroots innovation;
- Ouishare, in (at least) Italy and Spain;
- DarkMatter Labs and Project00, the international research and design labs co-founded by the keynote speaker of the DiDIY Final Conference, Indy Johar. Both organisations are active in the areas of distributed digital manufacturing, and providing institutional support for it.

As of June 2017, more activities of the same kind are already taking place locally, in the Barcelona and Rome seats of FKI.

In Rome, FKI is actively working with Ouishare Italy and other partners to port to that city La Comunificadora, FemProComuns and the other initiatives and experiences described in the following paragraphs, in the wider context of the partnership about (social) digital innovation signed by the administrations of the cities of Barcelona and Rome in February 2017 (www.esmartcity.es/2017/02/06/barcelona-roma-cooperacion-ciudad-inteligente-transformacion-digital).

In Barcelona, FKI cooperates with the local network of Fab Labs and makerspaces. Various collaborations are being explored in that context, including sharing findings from practitioners and co-organising a public conference. FKI is also working with the Barcelona municipal government to implement strategies to foster networks based on open business models at the local level. In the beginning of 2016 FKI was contracted by the first alderman to conduct a mapping of actors and activities, inside and outside of the public services, to recommend alternative strategies for a commons-oriented Smart City, focused on open source circular economy, commons collaborative economy and collaborative making.

Together with the local development agency of the city (Barcelona Activa) and the DiDIY Project, FKI organised the already mentioned Digital DIY Community Day Barcelona on 6 July 2016. With that agency, the FKI is now exploring how to help startups with this orientation become successful and sustainable communities.

On another front, FKI will regularly present and promote, in its future courses, both DiDIY practices in general, and the guidelines and other main findings of the DiDIY Project. The learning materials developed during the project will be kept up to date and remain available as Open Educational Resources (OER).

FKI will maintain and promote an updated collection of links, in its own website or an ad hoc one, to:

- experts in each country that can help makers;
- best practices and case studies of social adoption, use in education, in public administration and policy and regulations.

In the first case FKI will also evaluate the feasibility of a dynamic web portal specifically devoted to channel/consolidate/record requests from makers to EU/national institutions, and their outcomes, that is to help makers to do such requests. In the second case, FKI will also search sponsors for an annual award for the "good or best practice(s)".

Finally, FKI will also offer technical and legal consultancy about DiDIY, for example to public administrations who wish to promote it in their communities, and schools interested in its potential as an educational practice. In parallel, FKI will regularly work, both alone and seeking partnerships, on DiDIY advocacy toward policy makers, makers, and other stakeholders.

4.4.4 LIUC

Activities related to education

In parallel to and in synergy with the DiDIY Project, LIUC is already developing other activities and projects in the context of Digital Do It Yourself, in particular in the field of education, considered the core component of the university. The basic idea is that the Digital Do It Yourself may be an effective enabler of critical thinking, collaboration, and creativity (i.e., personal attitudes more and before than technical skills), and as such it can be exploited for improving students' learning ability and willingness. These activities are proposed not only to LIUC students (for example in courses "Creativity, Innovation, and Design Lab", designed on the basis of the lessons learned in the DiDIY Project and now part of the Engineering curriculum) but also and with a specific emphasis to the students of the many high schools with which LIUC maintains systematic relationships.

Together with workshops and one-day experiences in the University labs for a first practical exposure to the doing by her/himself by means of digital tools, the main activity that LIUC has been doing with high schools are "learning weeks". As currently designed and developed, a learning week is an opportunity for about 20 high school students to live one whole week in the University labs "to create something new" in the Digital Do It Yourself spirit and to effectively communicate their creation. In this context students are not expected to already have technical competences, and are chosen by their teacher as motivated but not necessarily "the best in class".

The strategic target of these activities and projects is to enable high schools to exploit Digital Do It Yourself education by themselves: hence teachers, school principals, and other education actors are actively involved in the design, setup, realization, and evaluation stages of learning weeks. In this perspective, the DiDIY Project is operating and will operate as the seed of a cross-fertilising coordinated set of activities and projects.

Activities related to research and academic dissemination

LIUC is raising the attention of academia around the DiDIY phenomenon to motivate scholars from multiple disciplines to contribute with theoretical and empirical investigations to the development of research. To this aim, LIUC will continue working within the context of dissemination targeted so far, ie the Information Systems field, through conference presentations and papers in scientific journals. Through the launch of the KITA workshop in 2015 within the main international conference on Knowledge Management Systems, we were able to set up a scientific community that is developing research on DiDIY through the perspective of knowledge sharing and communities. Following the same logic we have published a call for papers for a special issue on DiDIY related

matters on Program (an Emerald journal), that will we be published before the end of 2017. The relevance of the topic of digital technology impact on jobs will be exploited to continue work and promote research on DiDIY impact on work and organisation beyond the end of the Project.

4.4.5 MMU

MMU will continue to develop the simulation models developed in the Project. It will also look to develop smaller projects on DIY-related themes within Iceland. It will, of course, continue working on any joint papers after the end of the Project. Two papers are planned: one on the impact of introducing DiDIY elements into a workplace environment, and one looking at the impact of the kind of communication upon the effectiveness and creativity of DiDIY. This will include a contrast between online and offline interaction, but also what the impact of limiting communication through a central hub (e.g., a teacher as occurs in more traditional classroom setups). A preliminary paper on DiDIY in the workplace environment will be presented in Dublin in September 2017 at the Social Simulation Conference.

We will continue to host and develop the repository of 'policy patterns' -- recommendations that might result from the expertise and results of the project that might be opened up to a wider community of DiDIYers for further extension, discussion and refining. We will seek the involvement of other makers in this resource to stimulate interest in this. We hope that this will evolve into a community resource. This might involve changing the hosting mechanism and maybe the scope of the resource. If this is successful a paper describing the experience and lessons learned will be written and presented. Possibly at a further stage, if this experiment is successful and others help to develop the resource, we will publicise the outputs from this towards suitable policy makers.

4.4.6 POLIMI

During the first fifteen months of the Project, POLIMI explored how individual skills (i.e., critical thinking, collaboration, communication, creativity, etc) acquired through DiDIY activities can empower people and society. Starting from this research, the team has already started to apply this knowledge in other areas of interest in favour of social inclusion.

This research will also continue at the end of the DiDIY Project with the aim of supporting the social inclusion of weak population groups (i.e., elderly, ex-prisoners, immigrants, NEETs, etc) through digital making. Design and creative thinking methods and tools will support the research activity facilitating the learning dynamics and the sharing of knowledge and skills.

In this specific regard POLIMI will be applying for regional as well as for European calls.

The co-design tools, specifically designed by POLIMI within the DiDIY Project, actively involve the beneficiary of the design action, facilitating the development of ideas and the sharing of skills among people (such as elderly) and the digital makers' community during a project realization.

The challenge is the identification of new areas of interest, in which to apply the designed methods and tools, that could encourage the involvement of weak people groups in collaborative digital making activities, that will enable the expression of tacit competences and knowledge through a "learning by doing" approach. POLIMI will work to implement the idea of a DiDIY collaborative open platform, that is a design online platform in which people can work collaboratively to solve their own challenges in the DiDIY field. Through the platform people can follow a structured design process to solve their challenges, facilitated by specific tools and techniques (to be used in real contexts) collaborating with a community of experts and peers. The network built within the DiDIY

Project, constituted by Project partners and workshop participants, will possibly be the community of reference.

Further activities will be other co-design workshops to run in Fab Lab, makerspaces, schools, organizations, etc. with the aim of including different stakeholders, keep gaining new insights and generate practical case studies. In order to spread the developed toolkit and keep on increasing the DiDIY open platform network, POLIMI will continue the dissemination of research findings throughout publications.

4.4.7 UOW

UOW will build on the expertise gained through this Project and continue to disseminate knowledge from the research findings through publication, attendance at workshops, conferences and events. The research has deepened our engagement with questions around the relationship between the physical and the digital, and the ways in which the two can be effectively and usefully integrated beyond the obvious but technology-led discourses celebrating hardware such as 3D printers. The collaboration with POLIMI in particular has been fruitful and will lead to future work together on design-led workshops to foster DiDIY.

UOW will seek collaborative and funded opportunities to enable research that follows-on from the work undertaken within the DiDIY Project. We believe that the potential social impact from DiDIY making projects, at a local level, are dependent on a variety of factors including access to facilities, local funding support, local leadership and community integration, and envisage that further research would be beneficial in identifying best practices. Research would seek to identify how the social impact of DiDIY digital making can be effectively promoted and supported at the local level. For example, what kinds of facilities, set-up and conditions are required for makerspaces to be broadly inclusive and responsive to the local community.

UOW will also pursue the development of opportunities within DiDIY for girls and young women – opening out a sometimes male-dominated set of spaces to a broader range of people and considering the place of inspirational role models within the ecosystem.

The research on the role of libraries and other community spaces as places for making things and constructing knowledge together will also be further developed through collaborations initiated within the DiDIY Project.

Annex 1 – Press releases and Project media coverage

These are the lists of Press releases and Project media coverage related to the Project activities in the second half of the Project.

2017

subject	date	lang	web address
Allevents: DiDIY Final Conference	2017-06-06	IT	https://allevents.in/milano/didiy-final-conference/1440740055985217
La Provincia di Varese «Il fai da te digitale migliorerà la società»	2017-06-06	IT	http://liuc.waypress.eu/RassegnaStampa/LeggiArticolo.aspx?codice=AK12189.TIF&subcod=20170606&numPag=1&tipo=GIF
laprovinciadivarese.it: Il fai da te digitale migliorerà la società	2017-06-06	IT	http://www.laprovinciadivarese.it/stories/Economia/il-fai-da-te-digitale-migliorera-la-societa_1239092_11
Milano Online: Final Conference del progetto H2020 Digital Do It Yourself (DiDIY) "Digital Makers – Making a Difference?"	2017-06-05	IT	http://www.milanoonline.com/news/ultim-ora/final-conference-del-progetto-h2020-digital-do-it-yourself-didiy-digital-makers-making-a-difference.html
Openinnovation.regione.lombardia.it: Digital Do It Yourself now has its vocabulary. From the European DiDIY project.	2017-02-16	EN	http://www.openinnovation.regione.lombardia.it/backend/custom?pname=direct&cname=crud&aname=listview_dettaglio&pplugin=news&pmodel=News&pid_record=1538&widget=newsEvidenceIcon
Lombardia News: Da oggi il Digital Do It Yourself ha il suo "vocabolario"	2017-02-16	IT	http://www.lombardianews.it/varese/articolo/liuc-oggi-digital-do-it-yourself-ha-suo-vocabolario-busto-arsizio-altomilanese-varese-news-544322.html
libero.it: Da oggi il Digital Do It Yourself ha il suo "vocabolario"	2017-02-16	IT	http://247.libero.it/rfocus/30872664/1/da-oggi-il-digital-do-it-yourself-ha-il-suo-vocabolario
Varese News: Da oggi il Digital Do It Yourself ha il suo "vocabolario"	2017-02-16	IT	http://www.varesenews.it/2017/02/da-oggi-il-digital-do-it-yourself-ha-il-suo-vocabolario/595756
WN.com: Da oggi il Digital Do It Yourself ha il suo "vocabolario"	2017-02-13	IT	https://article.wn.com/view/2017/02/13/Da_oggi_il_Digital_Do_It_Yourself_ha_il_suo_vocabolario_Univ
Milanoonline.com: Da oggi il Digital Do It Yourself ha il suo "vocabolario"	2017-02-13	IT	http://www.milanoonline.com/news/ultim-ora/da-oggi-il-digital-do-it-yourself-ha-il-suo-vocabolario.html
La Provincia di Varese: La Liuc si mostra agli studenti del futuro. E parla digitale	2017-02-13	IT	http://www.laprovinciadivarese.it/stories/Economia/la-liuc-si-mostra-agli-studenti-del-futuro-e-parla-digitale_1224204_11
Sempione News: Digital Do It Yourself ha il suo "vocabolario"	2017-02-10	IT	http://www.sempionenews.it/territorio/digital-do-it-yourself-ha-il-suo-vocabolario

2016

subject	date	lang	web address
PRESS RELEASE FKI: Barcelona debate la fabricación ciudadana de objetos en 3D y su	2016-07-05	ES	http://www.europapress.es/catalunya/barcelona-

subject	date	lang	web address
viabilidad social y legal			economias-00982/noticia-barcelona-debate-fabricacion-ciudadana-objetos-3d-viabilidad-social-legal-20160705130350.html
PRESS RELEASE LIUC: Digital Do It Yourself (DiDIY) A Legal Advisory Board (LAB) collaborates with the project team working on legal issues, rights and responsibilities	2016-06-19	EN	http://liuccomunicatistampa.blogspot.it/2016/06/un-legal-advisory-board-lab-collabora.html
PRESS RELEASE LIUC: Digital Do It Yourself (DiDIY) Un Legal Advisory Board (LAB) collabora con il team di progetto che sta studiando gli aspetti legali, i diritti e le responsabilità del "fai da te digitale"	2016-06-19	IT	http://liuccomunicatistampa.blogspot.it/2016/06/un-legal-advisory-board-lab-collabora.html
PRESS RELEASE LIUC: European Maker Week: Digital Do It Yourself (DiDIY) project partners organize three Italy-based events at Castellanza (VA), Milan and Rome	2016-05-17	EN	http://liuccomunicatistampa.blogspot.it/2016/05/digital-do-it-yourself-didiy-project.html
PRESS RELEASE LIUC: Il progetto europeo Digital Do It Yourself (DiDIY) partecipa all'European Maker Week con tre eventi in Italia a Castellanza (VA), Milano e Roma	2016-05-17	IT	http://liuccomunicatistampa.blogspot.it/2016/05/il-progetto-europeo-digital-do-it.html
PRESS RELEASE LIUC: A marzo tante occasioni per conoscere il "fai da te digitale". Il progetto europeo DiDIY, "Digital Do It Yourself", presentato in manifestazioni dedicate alla scienza, alle donne, al modellismo: a Roma, Gallarate, Busto Arsizio	2016-03-08	IT	http://www.liuc.it/ricerca/lab_id/cm/upload/CSDiDIY_ITA7mar16defok.pdf
Youtube video published by Barcelona Activa about the Barcelona Digital DIY Community Day in Catalan and English	2016-07-06	ES	https://www.youtube.com/watch?v=eHlhq7XY-jc
Punt TIC: Digital DIY Community Day Barcelona	2016-07-06	ES	http://punttic.gencat.cat/esdeveniment/digital-diy-community-day-barcelona
Vimeo: Digital DIY Legal Challenges- DiDIY Community Day, Barcelona	2016-07-06	ES	https://vimeo.com/188111083
Europa Press: Barcelona debate la fabricación ciudadana de objetos en 3D y su viabilidad social y legal	2016-07-05	ES	http://www.europapress.es/catalunya/barcelona-economias-00982/noticia-barcelona-debate-fabricacion-ciudadana-objetos-3d-viabilidad-social-legal-20160705130350.html
Universiter.eu: Un Legal Advisor Board per Digital Do It Yourself	2016-06-17	IT	http://my.liuc.it/rs/bancadati/20160620/LOC105807.PDF
Un Legal Advisory Board (LAB) collabora con il team di progetto che sta studiando gli aspetti legali, i diritti e le responsabilità del "fai da te digitale" (Università Carlo Cattaneo LIUC)	2016-06-16	IT	http://article.wn.com/view/2016/06/16/Un_Legal_Advisory_Board_LAB_collabora_con_il_team_di_progett
Un Legal Advisory Board (LAB) collabora con il team di progetto che sta studiando gli aspetti legali, i diritti e le responsabilità del "fai da te digitale"	2016-06-16	IT	http://www.publicnow.com/view/7842D77E3D5627E9EBCC68F3BF8E626A1CC890D1?2016-06-16-18:03:23+01:00-xxx9414

subject	date	lang	web address
it.geonews: Un Legal Advisory Board (LAB) collabora con il team di progetto che sta studiando gli aspetti legali, i diritti e le responsabilità del "fai da te digitale"	2016-06-16	IT	http://it.geosnews.com/p/it/lombardia/mi/un-legal-advisory-board-lab-collabora-con-il-team-di-progetto-che-sta-studiando-gli-aspetti-legali-i-diritti-e-le-responsabilit-del-fai-da-te-digitale_11547236
Milanoonline: Un Legal Advisory Board (LAB) collabora con il team di progetto che sta studiando gli aspetti legali, i diritti e le responsabilità del "fai da te digitale"	2016-06-16	IT	http://www.milanoonline.com/news/ultim-ora/un-legal-advisory-board-lab-collabora-con-il-team-di-progetto-che-sta-studiando-gli-aspetti-legali-i-diritti-e-le-responsabilita.html
Avvenire: Tre eventi per l'European Maker Week	2016-05-25	IT	http://my.liuc.it/rs/bancadati/20160525/LOC094219.PDF
Research italy: European Maker Week: "Creativity from technology, a challenge for schools"	2016-05-24	EN	https://www.researchitaly.it/en/understanding/press-media/events/european-maker-week-creativity-from-technology-a-challenge-for-schools
Research Italy: European Maker Week: "Creatività dalla tecnologia, una sfida per la scuola"	2016-05-24	IT	https://www.researchitaly.it/conoscere/stampa-e-media/eventi/european-maker-week-creativita-dalla-tecnologia-una-sfida-per-la-scuola
Link Campus University: Barriere legali e normative alla diffusione del Digital DIY su larga scala	2016-05-23	IT	http://www.unilink.it/barriere-legali-e-normative-alla-diffusione-del-digital-diy-su-larga-scala
La Provincia di Varese: Cerchi un lavoro? Comincia da un'idea	2016-05-23	IT	http://my.liuc.it/rs/bancadati/20160523/MI11203.PDF
La Provincia di Varese: INS. ECONOMIA&LAVORO: Gli esploratori digitali si Creattivano insieme	2016-05-23	IT	http://my.liuc.it/rs/bancadati/20160523/MI11203.PDF
UNIVERSITARI.EU: Il progetto europeo Digital Do It Yourself partecipa alla European Maker Week	2016-05-20	IT	http://my.liuc.it/rs/bancadati/20160520/LOC124621.PDF
JOB24: European Maker Week – Tre incontri sulla cultura del making a Roma, al Politecnico di Milano e alla LIUC di Castellanza	2016-05-19	IT	http://my.liuc.it/rs/bancadati/20160519/LOC100012.PDF
SampioneNews: Al via l'European Maker Week	2016-05-18	IT	http://my.liuc.it/rs/bancadati/20160518/LOC105317.PDF
Varese7Press: Premio Federmanager Varese a Gianluca Landoni	2016-05-18	IT	http://my.liuc.it/rs/bancadati/20160518/LOC104914.PDF
vn.com: Il progetto europeo Digital Do It Yourself (DiDIY) partecipa all'European Maker Week con tre eventi in Italia (Università Carlo Cattaneo LIUC)	2016-05-17	IT	http://article.wn.com/view/2016/05/17/Il_progetto_europeo_Digital_Do_It_Yourself_DiDIY_partecipa_a
Public: Il progetto europeo Digital Do It Yourself (DiDIY) partecipa all'European Maker Week con tre eventi in Italia	2016-05-17	IT	http://www.publicnow.com/view/6880A2BAF9632D1C42D3FFFFBD7B7A7FA9320A08?2016-05-17-16:00:57+01:00-xxx8958
La Prealpina: Fai da te digitale e innovazioni ottiche Due talenti premiati da Federmanager	2016-05-15	IT	http://my.liuc.it/rs/bancadati/20160516/PG01254.PDF

Annex 2 – Publications and videos

These are the lists of formal publications (i.e., those including the EU disclaimer and explicitly acknowledging the H2020 grant), other publications, and videos produced by members of the DiDIY research team.

Formal publications

type	authors	partner	title	year	context of publication	URL / DOI	(will be) available in Open-Access	peer-reviewed
Other	M. Fioretti	FKI	DiDIY, an opportunity for Europe	2017	"Scienze e Ricerche" magazine		Yes	No
paper in proceedings	A. Locoro, A. Ravarini, F. Cabitza, L. Mari	LIUC	Is Making the new Knowing? Tangible and intangible Knowledge Artifacts in DiDIY	2017	Conference Proceedings ECIS 2017, Guimaraes 8-10 June 2017	http://aisel.aisnet.org/ecis2017_rp/19/	Yes	Yes
Other	E. Falletti	LIUC	I sette aspetti legali dell'artigianato digitale	2017	New Business Media, May 2017, n. 17, 60-62			
paper in proceedings	Ruth Meyer	MMU	Exploring the Impact of Digital DIY on the Workplace	2017	Social Simulation Conference, Dublin, 2017		Yes	Yes
paper in proceedings	C. Bruno, M. Canina	POLIMI	Developing (co)design process and tools to innovate education through design	2017	E&PDE2017, Oslo, 7-8th September 2017		Yes	Yes
Other	P. Baker	FKI	Taking DIY to the next level	2016	Tech News Network, 2016/04	http://www.technewsworld.com/story/83418.html	Yes	No
paper in proceedings	L. Cremona, A. Ravarini	LIUC	Digital Do-It Yourself in work and organizations: Personal and environmental characteristics	2016	itAIS 2016 (XIII Conference of the Italian Chapter of AIS), Verona (Italy), 7-8 October, 2016		Yes	Yes
paper in proceedings	L. Cremona, A. Ravarini	LIUC	Makers in the Plant? Exploring the impact of Knowledge IT Artifacts on DIY practices in	2016	Conference Proceedings KITA 2016 workshop, IC3K conference Porto, 9-11 November 2016	http://bit.ly/2spjVdO	Yes	Yes

type	authors	partner	title	year	context of publication	URL / DOI	(will be) available in Open-Access	peer-reviewed
			manufacturing firms					
paper in proceedings	C. Guerini, E. Minelli	LIUC	Knowledge-oriented technologies & network marketing direct selling organizations (NMDSO): some preliminary insights into the nature and the goals of shared knowledge	2016	IC3K 2016: Proceedings of the 8th international joint conference on knowledge discovery, knowledge engineering and knowledge management. Vol. 3		Yes	Yes
paper in proceedings	F. Cabitza, A. Locoro, A. Ravarini, V. Satta	LIUC	More time for the doing, having made the thinking 3D printing for knowledge circulation in healthcare	2016	IC3K 2016: proceedings of the 8th International joint conference on knowledge Discovery, knowledge engineering and knowledge management: Porto, Portugal, November 9-11, 2016. Vol. 3		Yes	Yes
paper in proceedings	E. Falletti, W. Tebbens	LIUC, FKI	Digital Do-It-Yourself Fabrication Practices And Legal Challenges	2016	Building a European digital space: proceedings of the 12th international conference on Internet, law & politics: Universitat Oberta de Catalunya, Barcelona, 7-8 July, 2016			
Other	B. Edmonds	MMU	A Model of Making (Version 3)	2016	CoMSES Computational Model Library	https://www.openabm.org/model/4871	Yes	No
Other	R. Meyer	MMU	Factbase – a Netlogo Extension	2016	Github/Centre for Policy Modelling	http://cfpm.org/discussionpapers/154/factbase-a-netlogo-extension	Yes	No
Other	Ruth Meyer	MMU	Queue – a NetLogo Extension	2016	Github/Centre for Policy Modelling	https://github.com/ruthmore/netlogo-queue	Yes	No
paper in proceedings	C. Bruno, G. Salvia, M. Canina	POLIMI	Digital Making as a Means to Improve Education	2016	INTED 2016 Conference, Valencia, Spain, 7-9 March, 2016, 2304-2310, 978-84-608-5617-7	https://re.public.polimi.it/handle/11311/979625 Proceedings: 10.21125/inted.2016.1489	Yes	Yes
paper in proceedi	G. Salvia, C. Bruno,	POLIMI	Digitally making as an opportunity for skilling	2016	Cumulus 2016 Conference, School of Art & Design,	Post-conference version will be uploaded online	Yes	Yes

type	authors	partner	title	year	context of publication	URL / DOI	(will be) available in Open-Access	peer-reviewed
ngs	M. Canina		and empowerment		Nottingham Trent University, Nottingham, UK, 27 April-1 May, 2016	by the conference organisers under Creative Commons license		
paper in proceedings	G. Salvia, C. Bruno, M. Canina	POLIMI	Skilling and learning through digital Do-It-Yourself: the role of (Co-)Design	2016	DRS 2016 Conference, Brighton, UK, 27-30 June 2016, 2077-2089, 2398-3132	https://re.public.polimi.it/handle/11311/994077#.WSaw2WjyhhE	Yes	Yes
paper in journal	G. Salvia	POLIMI	The satisfactory and (possibly) sustainable practice of transforming artefacts: the proposal of the catalyst role for design	2016	Journal of Design Research, 14(1), 22-41	http://dx.doi.org/10.1504/JDR.2016.074782	Yes	Yes
paper in proceedings	M. Fioretti, W. Tebbens	FKI	Digital DIY for Sustainability of Rural Areas	2015	Conference Proceedings SURAP 2015 Conference, Nitra (SK) 4-5 December 2015, 978-88-941811-1-1	http://www.biblio.liuc.it/liucpapersita.asp?codice=341 http://www.didiy.eu/public/papers/mfioretti-wtebbens-digital-diy-for-rural-areas.preprint.pdf	Yes	No
paper in proceedings	A. Ravarini, L. Cremona	LIUC	Digital Platforms as Knowledge Artifacts for clusters of SMEs	2015	Proceedings of the 7th International Joint Conference on Knowledge Discovery, Knowledge Engineering and Knowledge Management - (Volume 3), Vol. 3 – 978-989-758-158-8, 474 – 480, 978-989-758-158-8	https://goo.gl/nFPXE2	Yes	Yes

Other publications

type	authors	partner	title	year	context of publication	URL / DOI	(will be) available in Open-Access?	peer-reviewed?
chapter in book	B. Edmonds	MMU	The Room Around the Elephant: Tackling Context-Dependency in the Social Sciences	2017	In Johnson, J. & al. (Eds.) Non-Equilibrium Social Science and Policy, Springer, 195-208		yes (whole book is open access)	yes
chapter	V.C. Müller	AC	Editorial: Risks of	2016	Vincent C. Müller (ed.),	http://philpapers.	no	yes

in book			artificial intelligence		Risks of artificial intelligence (London: CRC Press – Chapman & Hall), 1-8	org/rec/MLLERO-2		
paper in journal	G. Salvia	POLIMI	The satisfactory and (possibly) sustainable practice of transforming artefacts: the proposal of the catalyst role for design	2016	Journal of Design Research, 14(1), 22-41	http://dx.doi.org/10.1504/JDR.2016.074782		
master thesis	I. Malaspina (supervisor: A. Ravarini)	LIUC	Digital transformation and DIY practices: implications on the evolution of the CIO role	2016	Università degli Studi di Pavia, Italy		no	no
master thesis	G. Guidi (supervisor: L. Cremona)	LIUC	Strumenti tecnologici a supporto della formazione: analisi da un caso e linee guida	2016	Università C. Cattaneo LIUC (in Italian)		no	no
master thesis	L. Di Fulvio (supervisor: L. Mari)	LIUC	Education in the DiDIY era: implications and opportunities	2016	Università C. Cattaneo LIUC		no	
master thesis	E. Savoini (supervisor: L. Mari)	LIUC	Sistemi IoT per la formazione nel contesto del Digital Do It Yourself	2016	Università C. Cattaneo LIUC (in Italian)		no	
master thesis	M. Badalucco (supervisors: L. Cremona, A. Ravarini)	LIUC	Digital Do-It-Yourself in work and organizations: workers in manufacturing line	2016	Università C. Cattaneo LIUC, 2016 (in Italian)		no	no
master thesis	T. Tatoli (supervisors: L. Cremona, A. Ravarini)	LIUC	Digital Do-It-Yourself in work and organizations: workers in manufacturing line	2016	Università C. Cattaneo LIUC, 2016 (in Italian)		no	no
master thesis	E. Savoini (supervisors: L. Mari, M. Mezzenzana)	LIUC	Sistemi IoT per la formazione nel contesto del Digital Do It Yourself	2016	Università C. Cattaneo LIUC, 2016 (in Italian)		no	no
master thesis	P. Verna (supervisors: L. Mari, G. Catalfamo)	LIUC	DiDIY: Decisions and Comparisons Analisi dei processi di Design e Decision Making attraverso la teoria dei sistemi	2016	Università C. Cattaneo LIUC, 2016 (in Italian)		no	no
master	L. Di Fulvio	LIUC	Education in the	2016	Università C. Cattaneo		no	no

thesis	(supervisor: L. Mari)		DiDIY Era: Implications and Opportunities		LIUC, 2016			
paper in conference proceedings	R. Meyer, H. Vasey	MMU	Can Social Networks Explain Ethnic Labour Market Segmentation?	2016	Proc. of Social Simulation 2016, Rome, 19-23 Sept. 2016		yes	yes
paper in journal	L.F. Lafuerza, L. Dyson, B. Edmonds, A.J. McKane	MMU	Simplification and analysis of a model of social interaction in voting	2016	European Physical Journal B, 89:159.		yes	yes
paper in journal	L.F. Lafuerza, L. Dyson, B. Edmonds, A.J. McKane	MMU	Staged Models for Interdisciplinary Research	2016	PLoS ONE, 11(6): e0157261.		yes	yes
paper in journal	E. Fieldhouse, L. Lessard-Phillips, B. Edmonds	MMU	Cascade or echo chamber? A complex agent-based simulation of voter turnout	2016	Party Politics. 22(2):241-256		yes	yes
book	D. Gauntlett	UOW	Making Media Studies: The Creativity Turn in Media and Communications Studies	2015	Peter Lang: New York	ISBN 978-1433123344	no, as it's a book, although several parts are available via http://davidgauntlett.com/creativity/open-access-articles/	yes
chapter in book	D. Gauntlett	UOW	Making things is even more vital than you think	2015	in: J. Baichtal (ed.), Maker Pro, Maker Media: San Francisco	ISBN 978-1457186189	no (it's a book)	yes
chapter in book	D. Gauntlett	UOW	The Internet Is Ancient, Small Steps Are Important, and Four Other Theses About Making Things in a Digital World	2015	in: N. Zagalo, P. Branco (eds.) "Creativity in the Digital Age", Springer Series on Cultural Computing, pp 17-33, Springer-Verlag: London	http://dx.doi.org/10.1007/978-1-4471-6681-8 and available at http://davidgauntlett.com/digital-media/six-theses-about-making-	yes	yes

							things-in-a-digital-world/		
chapter in book	B. Edmonds, G. Polhill	MMU	Open Modelling for Simulators	2015	in: O. Terán, J. Aguilar (eds.) "Societal Benefits of Freely Accessible Technologies and Knowledge Resources", IGI Publishing.	DOI: 10.4018/978-1-4666-8336-5.ch010	no	yes	
paper in journal	V.C. Müller	AC	Gun control: A European perspecttive	2015	Essays in Philosophy, 16 (2), 247-61.	http://doi.org/10.7710/1526-0569.1535	yes (Gold)	yes	
article in science journalism magazine	L. Gabaglio	ABACUS	Quando l'assistenza è digitale	2015	Le Scienze Giugno 2015, Editoriale L'Espresso		no	no	
master thesis	E. Martinelli (supervisor: A. Ravarini)	LIUC	Impact of Digital Technologies on organizational roles: the birth of DiDIY-enabled managerial roles	2015	Università C. Cattaneo LIUC		no	no	
master thesis	G. Landoni (supervisor: L. Mari)	LIUC	Do it yourself turns digital: a paradigmatic shift defining a new conceptual framework	2015	Università C. Cattaneo LIUC		no	no	
master thesis	L. Colombo, M. Bellea (supervisor: L. Mari)	LIUC	Un approccio quantitativo alla definizione di un framework concettuale di descrizione del DIY nell'era digitale	2015	Università C. Cattaneo LIUC (in Italian)		no	no	
paper in conference proceedings	R. Meyer, L. Lessard-Phillips, H. Vasey	MMU	Adding Migration to a Model of Inter-ethnic Marriage	2015	Proc. of Social Simulation 2015, Groningen, 14-18 Sept. 2015		yes	yes	

Videos

title	partner	context	year	URL
DiDIY + Creative Society: Community	UOW	DiDIY VIMEO channel	2016	https://vimeo.com/didiy/
DiDIY + Creative Society: Creativity	UOW	DiDIY VIMEO channel	2016	https://vimeo.com/didiy/
DiDIY + Creative Society: Entrepreneurship	UOW	DiDIY VIMEO channel	2016	https://vimeo.com/didiy/
DiDIY + Creative Society: Glimpses	UOW	DiDIY VIMEO channel	2016	https://vimeo.com/didiy/

title	partner	context	year	URL
of the Future				
DiDIY + Creative Society: Sharing	UOW	DiDIY VIMEO channel	2016	https://vimeo.com/didiy/
DiDIY + Creative Society: Well-Being	UOW	DiDIY VIMEO channel	2016	https://vimeo.com/didiy/
Building Real-Workd Platforms for Creativity	UOW	TedX	2016	https://www.youtube.com/watch?v=in2G1Rqat5A
DiDIY Community Day: DiDIY Legal Challenges	FKI	DiDIY VIMEO channel	2016	https://vimeo.com/didiy/digital-diy-legal-challenges
DiDIY Community Day: DiDY and Co-Creation	POLIMI	DiDIY VIMEO channel	2016	https://vimeo.com/didiy/didiy-and-co-creation
DiDIY Community Day: DiDY in Education	ABACUS	DiDIY VIMEO channel	2016	https://vimeo.com/didiy/digital-diy-education
DiDIY Community Day: DiDY, Creativity and Innovation	UOW	DiDIY VIMEO channel	2016	https://vimeo.com/didiy/didiy-creativity-and-innovation
DiDIY Community Day: DiDY, Work and Organization	LIUC	DiDIY VIMEO channel	2016	https://vimeo.com/didiy/didiy-organization-and-work
DiDIY Community Day: Ethics Issues in DiDIY	FKI	DiDIY VIMEO channel	2016	https://vimeo.com/didiy/digital-diy-ethics
DiDIY Community Day: Introduction to DiDIY concepts	LIUC	DiDIY VIMEO channel	2016	https://vimeo.com/didiy/introduction-to-digital-diy
DiDIY Course: DiDIY and ABC concepts	LIUC	DiDIY VIMEO channel	2016	https://vimeo.com/161005115
DiDIY Course: DiDIY and Creativity	UOW	DiDIY VIMEO channel	2016	https://vimeo.com/161005105
DiDIY Course: DiDIY and Ethics	ACT	DiDIY VIMEO channel	2016	https://vimeo.com/161005108
DiDIY Course: DiDIY Rights and Responsibilities	FKI	DiDIY VIMEO channel	2016	https://vimeo.com/161005112
DiDIY Course: DiDIY, Organization and Work	LIUC	DiDIY VIMEO channel	2016	https://vimeo.com/161005101
European Maker Week 2016: diffusing the "spirit of making"	LIUC	DiDIY VIMEO channel	2016	https://vimeo.com/168163795
remaking how we think about media	UOW		2016	https://www.youtube.com/watch?v=APpW1Ni5ihg
The Digital DIY project and the role of Polimi team	POLIMI	"Know who's doing research" POLIMI series	2016	https://www.youtube.com/watch?v=oFdGTmXILkM
Thoughts on Digital DIY	MMU	DiDIY VIMEO channel	2016	https://vimeo.com/161005104
DiDIY Kickoff	ABACUS	DiDIY VIMEO channel	2015	https://vimeo.com/153588203
DiDIY Kickoff	ACT	DiDIY VIMEO channel	2015	https://vimeo.com/15298718

title	partner	context	year	URL
				[6](https://vimeo.com/)
DiDIY Kickoff	FKI	DiDIY VIMEO channel	2015	https://vimeo.com/152130705
DiDIY Kickoff	MMU	DiDIY VIMEO channel	2015	https://vimeo.com/153590256
DiDIY Kickoff	POLIMI	DiDIY VIMEO channel	2015	https://vimeo.com/131845571
DiDIY Kickoff	UOW	DiDIY VIMEO channel	2015	https://vimeo.com/131845569
Introduction to DiDIY as socio-cultural phenomenon	FKI	FOSSA 2015 Conference	2015	http://videos.rennes.inria.fr/seminaire-FOSSA2015/index-exposeFiorettiMerkleyFossa2015.html#fioretti
Live Stream Studio	UOW	2015 LEGO Idea Conference	2015	https://vimeo.com/125016064
Making Media Studies	UOW	Media Education Summit 2015	2015	https://www.youtube.com/watch?v=v0Q-6Tyfwjo
Making Media Studies: introduction	UOW		2015	https://www.youtube.com/watch?v=JVmmBuvA3wQ
On the power of new media	UOW	Symposium FORMA MGLC	2015	http://livestream.com/zivo/The-power-of-New-Media/videos/88596048
Open Design? Open Commons? Creative Commons!	FKI	FOSSA 2015 Conference	2015	http://videos.rennes.inria.fr/seminaire-FOSSA2015/expose-WouterTebbensFossa2015.mp4

Annex 3 – List of public events in which the Project has been presented

These are the lists of public events in which the Project has been presented by members of the DiDIY research team in the second half of the Project.

2017

date	partner responsible	title	country	type of event	target	audience size
2017/09/25	MMU	Social Simulation Conference 2017	Ireland	Conference	Scientific	50
2017/09/21	UOW	Making Meaning in Metaphors	United Kingdom	Conference	Civil Society	100
2017/08/17	ACT	The Human Body in the Age of Mechanical Reproduction: 3D Bioprinting "Beyond Therapy"	Serbia	Conference	Scientific	25
2017/06/22	LIUC	Final Conference of the DiDIY Project	Italy	Conference	Policy Makers	80
2017/06/15	ACT	The digital goes 3D – and what are the risks?	Germany	Conference	Scientific	20
2017/06/08	LIUC	European Conference on Information Systems	Italy	Conference	Scientific	600
2017/05/25	FKI	Bottom-up globalization of collaborative networks	Italy	Conference	Civil Society	60
2017/05/25	LIUC	"All'uomo impicciato, quasi ogni cosa è un nuovo impiccio!": quali competenze per il 4.0	Italy	Workshop	Industry	50
2017/05/04	UOW	Six timeless truths about holistic innovation	United Kingdom	Conference	General Public	240
2017/03/24	LIUC	Lesson on legal issues in DiDIY	United Kingdom	OTHER	Scientific	20
2017/02/07	UOW	DiDIY and Makers Motivations	OTHER	Workshop	Other	30
2017/02/02	POLIMI	Co-design Workshop on DiDIY&Legal System – Generative series	Spain	Workshop	Policy Makers	12
2017/02/01	MMU	DiDIY presentation	Iceland	Conference	Scientific	10
2017/02/01	POLIMI	Co-design Workshop on DiDIY&Creative Society-Generative series	Spain	Workshop	General Public	12
2017/02/01	POLIMI	Co-Design workshop in DiDIY & Creative Society – Integrated series	Spain	Workshop	Other	10
2017/01/15	MMU	DiDIY presentation	Switzerland	Conference	Scientific	5
2017/01/13	UOW	Making and doing	United Kingdom	OTHER	General Public	180
2017/01/11	FKI	DiDIY hackathon	Spain	OTHER	Civil Society	15

2016

date	partner responsible	title	country	type of event	target	audience size
2016/12/02	POLIMI	CO-DESIGN WORKSHOP ON DIDIY&WORK-EXPLORATIVE+GENERATIVE SERIES	Italy	Workshop	Other	15
2016/12/01	POLIMI	Co-design Workshop on DiDIY & Education-Explorative+Generative series	Italy	Workshop	Other	15
2016/11/26	UOW	Sparks DiDIY workshop	United Kingdom	Workshop	General Public	15
2016/11/22	UOW	Being Creative	OTHER	Conference	General Public	250
2016/11/17	POLIMI	Co-design Workshop on DiDIY&Legal System – Generative series	Italy	Workshop	Other	15
2016/11/16	FKI	Digital DIY at the Paris Open Source Summit	France	Conference	General Public	50
2016/11/16	POLIMI	Co-design Workshop on DiDIY&Creative Society-Generative series	Italy	Workshop	Other	15
2016/11/14	POLIMI	Co-design Workshop on DiDIY & Education-Generative series	Italy	Workshop	Other	15
2016/11/11	POLIMI	Co-design Workshop on DiDIY & Work – Generative Series	Italy	Workshop	Other	15
2016/11/09	LIUC	KITA 2016 workshop	Portugal	OTHER	Scientific	300
2016/11/03	UOW	MakerLab workshop: MADE Brighton	United Kingdom	Organized Workshop	Other	20
2016/10/20	UOW	MakerLab workshop: Machines Room	United Kingdom	Organized Workshop	Other	20
2016/10/14	POLIMI	Makers meet EU Community & DSI hunt workshop	Italy	Workshop	Other	20
2016/10/13	UOW	MakerLab workshop: ICRI-Cities Urban Innovation Centre	United Kingdom	Organized Workshop	Other	15
2016/10/08	LIUC	Strumenti digitali e creatività	Italy	Conference	Civil Society	50
2016/10/08	LIUC	DiDIY in work and organizations: Personal and environmental characteristics	Italy	Conference	Scientific	30
2016/10/07	LIUC	From smart work to Digital Do-It-Yourself: a research framework for digital-enabled jobs	Italy	Conference	Scientific	150
2016/10/06	UOW	MakerLab workshop: University of Sussex	United Kingdom	Organized Workshop	Other	15
2016/10/01	UOW	Making Lewes: Digital Craft Symposium	United Kingdom	Conference	General Public	50
2016/09/29	UOW	MakerLab workshop: Derby Silk MIll	United Kingdom	Organized Workshop	Other	15
2016/09/23	POLIMI	Co-Design workshop in DiDIY&Legal rights	Italy	Organized	Other	15

date	partner responsible	title	country	type of event	target	audience size
		– Explorative series		Workshop		
2016/09/23	UOW	MakerLab Workshop: Bristol Watershed	United Kingdom	Organized Workshop	Other	25
2016/09/22	UOW	MakerLab workshop: PlaceMaker Space	United Kingdom	OTHER	Other	15
2016/09/19	POLIMI	Co-Design workshop in DiDIY & Creative society – Explorative series	Italy	Workshop	Other	15
2016/09/16	POLIMI	Co-Design workshop in DiDIY & Work – Explorative series	Italy	Organized Workshop	Other	15
2016/09/14	UOW	MakerLab workshop: Build Brighton	United Kingdom	Workshop	Other	20
2016/09/10	UOW	Spark Creativity Workshops, Leamington Spa Library	United Kingdom	Organized Workshop	General Public	20
2016/09/09	POLIMI	Skilling and learning through digital Do-It-Yourself	Denmark	Conference	Scientific	10
2016/09/09	POLIMI	Co-Design workshop in DiDIY & Education – Explorative series	Italy	Organized Workshop	Other	15
2016/09/08	UOW	MakerLab workshop: Remakery	United Kingdom	Workshop	Other	15
2016/09/06	MMU	British Academy of Management Conference	United Kingdom	Conference	Scientific	10
2016/09/01	FKI	Digital DIY: challenge or opportunity for degrowth?	Hungary	Conference	Scientific	15
2016/08/06	UOW	Spark Creativity Workshops, Guildford Library	United Kingdom	Workshop	General Public	20
2016/07/09	UOW	Spark Creativity Workshops, Guildford Library	United Kingdom	Workshop	General Public	10
2016/07/07	LIUC	Internet, Laws and Politics: Building a European Digital Space	Spain	Conference	Policy Makers	20
2016/07/06	FKI	DiDIY Community Day, Barcelona	Spain	Conference	Civil Society	60
2016/06/27	POLIMI	Skilling and learning through DiDIY: the role of (Co-)Design	United Kingdom	Conference	Scientific	15
2016/06/17	ACT	13th World Congress of Bioethics	United Kingdom	Conference	Scientific	30
2016/06/14	ACT	International Ass. for Computing and Philosophy – Annual Meeting	Italy	Conference	Scientific	10
2016/06/11	LIUC	Meet DiDIY at Maker Fest Genova	Italy	Maker Faire	Civil Society	50
2016/05/30	LIUC	EU Maker Week 2016: Creativity from technology, a challenge for education	Italy	Workshop	Civil Society	80
2016/05/30	FKI	Open Meeting: Legal and regulatory barriers	Italy	Workshop	Policy	15

date	partner responsible	title	country	type of event	target	audience size
		to large-scale digital DIY			Makers	
2016/05/24	ACT	"The body in the age of mechanical reproduction: some ethical concerns of 3D bioprinting"	Switzerland	Workshop	Scientific	15
2016/05/11	LIUC	M2M-IOT FORUM 2016: "Industry 4.0 La via italiana verso la fabbrica del futuro"	Italy	Conference	Scientific	50
2016/05/11	UOW	Building Real-World Platforms for Creativity	United Kingdom	Conference	Other	1500
2016/05/10	LIUC	IoTnow. Everything but hype – Milan Disruptive week	Italy	Conference	Civil Society	20
2016/05/10	FKI	Digital commons in a "glocal" world	Switzerland	Organized Workshop	Scientific	40
2016/05/09	LIUC	Human Factory Day – Cascina Triulza (RHO Expo)	Italy	OTHER	Civil Society	50
2016/04/29	LIUC	MBA Ieseg Meeting on RFId and 3D printing	Italy	OTHER	Other	30
2016/04/19	LIUC	FORM-IN 2016 – Industry 4.0: scenari, condizioni e opportunità per le imprese	Italy	OTHER	Industry	20
2016/04/14	LIUC	Digital Do-It-Yourself (DiDIY) fabrication practices and legal challenges	Poland	Conference	Other	15
2016/04/06	FKI	Meeting with Veneto makers and teachers	Italy	OTHER	Civil Society	15
2016/04/05	FKI	Gender differences and barriers in Digital DIY, in schools and beyond	Italy	OTHER	Civil Society	25

Annex 4 – List of Blog posts

These are the lists of blog posts written by members of the Project research team in the second half of the Project.

2017

date of publication	title of the post	web address of the post (relative to http://www.didiy.eu/blogs/)
2017-05-17	Digital DIY tools that make an entrepreneur of every maker	digital-diy-tools-make-entrepreneur-every-maker
2017-05-16	When 3D printing meets the assembly line...	when-3d-printing-meets-assembly-line
2017-05-11	"3d Printing Will Be Able to Mature in Places Where Production Infrastructure Is Broken"	%E2%80%9C3d-printing-will-be-able-mature-places-where-production-infrastructure-broken%E2%80%9D
2017-05-10	Digital inventory outsourcing = open, collaborative making?	digital-inventory-outsourcing-open-collaborative-making
2017-05-09	Coming soon: Quick, Distributed, on demand Support for DiDIY	coming-soon-quick-distributed-demand-support-didiy
2017-05-08	What makes the 3D printing industry particularly interesting for women?	what-makes-3d-printing-industry-particularly-interesting-women
2017-05-07	Science gets help from Digital DIY	science-gets-help-digital-diy
2017-05-06	Desktop manufacturing or.. CNC everything?	desktop-manufacturing-or-cnc-everything
2017-05-05	another frontier for Digital DIY: a robot arm on every desk?	another-frontier-digital-diy-robot-arm-every-desk
2017-05-04	The biggest Digital DIY revolution should be invisible	biggest-digital-diy-revolution-should-be-invisible
2017-05-03	It's time for mechanical engineering to enter the digital age	it%E2%80%99s-time-mechanical-engineering-enter-digital-age%E2%80%9D
2017-05-01	From containers to luggage: how Digital DIY may also challenge shipping and travel	containers-luggage-how-digital-diy-may-also-challenge-shipping-and-travel
2017-04-28	Introducing DiDIY D4.4 "Results derived from data collection and analysis"	introducing-didiy-d44-%E2%80%9Cresults-derived-data-collection-and-analysis%E2%80%9D
2017-04-26	Introducing DiDIY D4.2 "Complementing background knowledge"	introducing-didiy-d42-%E2%80%9Ccomplementing-background-knowledge%E2%80%9D
2017-04-13	Sharing best practices about Digital DIY robotics in schools	sharing-best-practices-about-digital-diy-robotics-schools
2017-04-03	Announce: DiDIY Project Final Conference	announce-didiy-project-final-conference
2017-03-31	INTRODUCING DIDIY D5.6: INSTITUTIONS AND CREATIVE DiDIY	introducing-didiy-d56-institutions-and-creative-didiy
2017-03-30	Why Digital DIY needs a Knowledge Framework	why-digital-diy-needs-knowledge-framework
2017-03-28	On using simulation to understand Digital Do-It-Yourself (DiDIY 3.2)	using-simulation-understand-digital-do-it-yourself-didiy-32
2017-03-27	Introducing DiDIY 3.4: DiDIY impact on Creative Design and Work	introducing-didiy-34-didiy-impact-creative-design-and-work

date of publication	title of the post	web address of the post (relative to http://www.didiy.eu/blogs/)
2017-03-24	The DiDIY Manifesto: Reaping the Benefits of Digital DIY	didiy-manifesto-reaping-benefits-digital-diy
2017-03-23	DiDIY on Work and Organization	didiy-work-and-organization
2017-03-22	Introducing DiDIY D5.3: What do makers think?	introducing-didiy-d53-what-do-makers-think
2017-03-20	Introducing DIDIY D6.3: Open Business Models	introducing-didiy-d63-open-business-models
2017-03-16	Creating Social Impact	creating-social-impact
2017-03-16	Introducing DiDIY D4.8: Integrative Modelling (Research and Organization)	introducing-didiy-d48-integrative-modelling-research-and-organization
2017-03-09	Introducing DIDIY D4.6: Ethical issues in Education and Research	introducing-didiy-d46-ethical-issues-education-and-research
2017-03-08	Introducing DiDIY D3.2: Integrative Modelling (Work and Organization)	introducing-didiy-d32-integrative-modelling-work-and-organization
2017-03-07	Introducing DiDIY D6.2: Ethical Impact for Regulation	introducing-didiy-d62-ethical-impact-regulation
2017-03-06	Introducing DiDIY D3.3: Ethical issues and work	introducing-didiy-d33-ethical-issues-and-work
2017-03-03	Digital DIY video series: innovators share their views	digital-diy-video-series-innovators-share-their-views
2017-02-15	Arrhenius: a Digital DIY body wrap that warms you up	arrhenius-digital-diy-body-wrap-warms-you
2017-02-14	Press Release: the Digital DIY vocabulary now also available as e-book	press-release-digital-diy-vocabulary-now-also-available-e-book
2017-01-30	DIY for expanding the Commons Collaborative Economy	diy-expanding-commons-collaborative-economy

2016

date of publication	title of the post	web address of the post (relative to http://www.didiy.eu/blogs/)
2016-12-15	DiDIY in Barcelona's Commons Startup Programme "La Comunificadora"	didiy-barcelona%E2%80%99s-commons-startup-programme-%E2%80%9Cla-comunificadora%E2%80%9D
2016-12-09	DiDIY and Education: perspectives of an early research	didiy-and-education-perspectives-early-research
2016-12-08	Digitally Do With Others... your own Food Spheres!	digitally-do-others-your-own-food-spheres
2016-11-23	Status of Digital DIY and of the DiDIY project: some notes from Paris	status-digital-diy-and-didiy-project-some-notes-paris
2016-11-16	Free Inactive Patent Search	free-inactive-patent-search
2016-11-10	How some Greek students built their very own, DiDIY underwater robot vehicle	how-some-greek-students-built-their-very-own-didiy-underwater-robot-vehicle
2016-10-25	From Naples to the stratosphere and back... with Digital DIY	naples-stratosphere-and-back-digital-diy
2016-08-18	Swiss Re insurance company developing claims program for 3D printing	swiss-re-insurance-company-developing-claims-program-3d-printing
2016-08-17	Digital DIY inside an hospital? Of course!	digital-diy-inside-hospital-course
2016-08-17	Does Making Matter?	does-making-matter
2016-08-16	The standard Digital DIY machine of the future might	standard-digital-diy-machine-future-might-be

date of publication	title of the post	web address of the post (relative to http://www.didiy.eu/blogs/)
	be...	
2016-08-15	Digital DIY as global redesigning of politics?	digital-diy-global-redesigning-politics
2016-08-12	Obstacles to Digital DIY: notes from Bruxelles	obstacles-digital-diy-notes-bruxelles
2016-08-11	L'Increvable: A Digital DIY washing machine	lincrevable-digital-diy-washing-machine
2016-08-10	Copyright Extension assault to Digital DIY	copyright-extension-assault-digital-diy
2016-08-09	The Library of (DiDIY) Tools and Things Movement: still missing in Europe?	library-didiy-tools-and-things-movement-still-missing-europe
2016-08-08	Serving sick people with Digital DIY: an example from Tanzania	serving-sick-people-digital-diy-example-tanzania
2016-08-07	3d Printing dying.. or Digital DIY coming of age?	3d-printing-dying-or-digital-diy-coming-age
2016-08-06	Right to Repair also is Right to Digital DIY	right-repair-also-right-digital-diy
2016-08-04	Meet the DiDIY project in Budapest!	meet-didiy-project-budapest
2016-07-27	Obstacles to Digital DIY (and risks from it): notes from Rome	obstacles-digital-diy-and-risks-it-notes-rome
2016-07-25	Digital DIY workshops	digital-diy-workshops
2016-07-12	DiDIY Sparks Creativity	didiy-sparks-creativity
2016-07-08	WOVNS: Bringing Personal Fabrication to Jacquard-Woven Textiles	wovns-bringing-personal-fabrication-jacquard-woven-textiles
2016-06-29	DiDIY lets every child ride a bicycle	didiy-lets-every-child-ride-bicycle
2016-06-28	Barcelona: dimecres 6 de juliol arriba el Digital DIY Community Day	barcelona-dimecres-6-de-juliol-arriba-el-digital-diy-community-day
2016-06-28	Digital DIY Community Day Barcelona	digital-diy-community-day-barcelona
2016-06-28	First online session of the Introduction to Digital DIY course	first-online-session-introduction-digital-diy-course
2016-06-27	Obstacles to Digital DIY: some notes from Veneto	obstacles-digital-diy-some-notes-veneto
2016-06-26	Obstacles to Digital DIY: some notes from Greece	obstacles-digital-diy-some-notes-greece
2016-06-26	Serving the needs of sick or disabled people with Digital DIY	serving-needs-sick-or-disabled-people-digital-diy
2016-06-25	Museums that encourage digital DIY	museums-encourage-digital-diy
2016-06-24	Reminder: 3d printing misconceptions	reminder-3d-printing-misconceptions
2016-06-23	3D printed guns: the Imura case study from Japan	3d-printed-guns-imura-case-study-japan
2016-06-23	Australian concerns about DiDIY product safety	australian-concerns-about-didiy-product-safety
2016-06-22	Glimpses of the future impact of DiDIY in healthcare	glimpses-future-impact-didiy-healthcare
2016-06-01	I love that math concepts can be visualized in this way	i-love-math-concepts-can-be-visualized-way
2016-05-31	Encouraging words for DiDIY Project at European Maker Week 2016	encouraging-words-didiy-project-european-maker-week-2016
2016-05-30	Legal Advisory Board helps the DiDIY Project	legal-advisory-board-helps-didiy-project
2016-05-29	That spare part? It's hard to find Unless one uses DiDIY, that is	spare-part-its-hard-find-unless-one-uses-didiy
2016-05-28	An intimate approach to introducing 3D Printing to corporations	intimate-approach-introducing-3d-printing-corporations
2016-05-27	Taking DIY to the Next Level	taking-diy-next-level
2016-05-10	Japanese artist arrested for distributing data for a 3D print	japanese-artist-arrested-distributing-data-3d-

date of publication	title of the post	web address of the post (relative to **http://www.didiy.eu/blogs/**)
	of her genitalia	print-her-genitalia
2016-05-01	Design and Making in China	design-and-making-china
2016-04-21	Democratisation for the value DIDIY	democratisation-value-didiy
2016-04-15	Digital DIY can give new life, and higher revenues, to struggling cities	digital-diy-can-give-new-life-and-higher-revenues-struggling-cities
2016-04-15	New tendencies: turn a smartphone in a 3D printer	new-tendencies-turn-smartphone-3d-printer
2016-04-08	DiDIY and Digitization	didiy-and-digitization
2016-04-01	Digital DIY tour in Veneto	digital-diy-tour-veneto

Annex 5 – Report and PESTLE analysis of CEB/ESS seminar

Exploitation Strategy Seminar Report
for
DiDIY

PROJECT NUMBER
644344

23RD JANUARY 2017

UNIVERSITY OF WESTMINSTER
LONDON
UK

Provided by:
DR TREVOR GREGORY

Index

1 Agenda

The Expert and the Project Coordinator had numerous Skype conversations ahead of the meeting on 23rd January 2017 during which availability of the consortium members was discussed. The conclusion was that a half day would be sufficient and that a free flowing discussion would be best. The following agenda was agreed upon:

12.30– 1.30pm   Lunch served in Boardroom

1.30 – 3.00pm   Exploitation Seminar, part 1

Discussion of Key Exploitable Results table

3.00 – 3.20pm   Coffee Break

3.20 – 5.00pm   Exploitation Seminar, part 2

Discussion of broader impact of the project using the PESTLE Analysis

2   List of Participants and their role in the project

Name	Organisation
Marita Canina	POLIMI
Luca Cremona	LIUC
Bruce Edmonds	MMU
Alexandre Erler	AC
Marco Fioretti	FKI
David Gauntlett	UOW
Luca Mari (Project Coordinator)	LIUC
Ruth Meyer	MMU
Aurelio Ravarini	LIUC
Isabelle Risner	UOW
Wouter Tebbens	FKI

3 Project Main Data

TITLE:	*Digital Do It Yourself*
ACRONYM:	*DiDIY*
CONTRACT NUMBER:	*644344*
BUDGET:	*EUR 2 081 767,50*
COORDINATOR:	Professor *Luca Mari* *UNIVERSITA' CARLO CATTANEO - LIUC* *CORSO MATTEOTTI 22* *21053 CASTELLANZA* *Italy*
STARTING DATE:	*01/01/2015*
DURATION:	*30 months*

4 Executive Summary

4.1 Project Abstract

Digital do it yourself (DiDIY) is a new socio-technological phenomenon in which the widespread availability of digital devices supporting the convergence of physical and informational components and the growing accessibility of knowledge and data through open online communities presage scenarios in which the distinction between users and producers of physical artefacts is fuzzy and new opportunities and threats emerge. DiDIY-related technologies and social practices amplify the creativity and skills of individuals who affordably develop digitally self-made objects, e.g., unique-by-design objects designed by 3D modelling software and generated by 3D printers or networked smart objects equipped with microcontrollers dealing with context information via sensors and actuators. Two network effects catalyse DiDIY: what is custom produced by an individual could be the outcome of contributions from a world-wide community of developers sharing their interest towards open innovation, thus operating as knowledge multiplier; what is made available here and now by a smart object could be the aggregation of signals from a set of sources in the network, thus operating as information extender.

In this (presumed) industrial revolution the project aims at:

- setting a conceptual framework to explore the impact of DiDIY,
- producing information, models and guidelines to support education and policy making on DiDIY that, while enabled by technology, should be driven by social and cultural strategies.

The project will study how DiDIY is:

- reshaping organization and work, education and research,
- impacting on social and legal systems
- changing creative design and ethics.

The development of a systemic interpretation is the challenge for the multidisciplinary project team, which will collaboratively explore a complex phenomenon with implications on identity, privacy, reputation, responsibility and safety and will offer a roadmap fostering a DiDIY-based human-centric European development

4.2 Project State of the Art

What follows is a presentation of the state of the art and the steps forward expected from the Project in some of the involved disciplines.

The rise of DiDIY might be seen to promote certain values – such as creative individualism, self-organisation of creative groups, and a typically positive approach to disruptive innovation – at the expense of other models, such as approaches that are more paternalistic or consensus-based. The DIY ethos does not wait for state-driven solutions to commercial needs or social problems, but is about individuals creating their own. Its networked counterpart, DiDIY, builds on this spirit and is able to make use of online tools to organise substantial, international alternatives, building upon an open culture of sharing abstract models of social ideals as well as more literal digital files for the creation of physical products.

Human beings have been creative, and made things, for many thousands of years. The DiDIY ethos builds on pre-digital ideas about social creativity developed by figures such as William Morris in the 1880s and Ivan Illich in the 1970s. Global networks and atoms-bits convergence (ABC) technologies have brought about radically new possibilities, however, with open design principles and conversations between enthusiasts driving new chains of sharing and collaboration.

The concept of DiDIY is socially provocative as it offers a sharp alternative to the model which became dominant in the 20th century, where cultures became more often about passive consumption of professionally made things. As DiDIY culture rejects this sit-back position, replacing it with an active and engaged approach to the world, it requires that we rethink learning, social aspirations, our relationship to the environment, and social organisation.

It has been considered that there is no more business-to-business (B2B) or business-to-consumer (B2C) in market, but only human-to-human (H2H) or people-to-people (P2P). People want to be a part of something bigger than themselves. "The dichotomy between marketing and social has actually flipped… and it's out of balance. Social and marketing need to work together to personalize individual conversations, as well as deliver shared global experiences that crowds of common values can benefit from. This is what our social and digital mediums have gifted us, and how humans interact and feel more compelled take action".

The hand-crafted work is now connected to the industrial one. These new technologies will eliminate some professions but surely others entirely new will emerge.

In this context technology is indeed a powerful enabler: "cloud manufacturing, an alternative to mass production, will consist of a network of small-scale, decentralized nodes of production". Cloud manufacturing is a computing and service-oriented manufacturing model developed from existing advanced manufacturing models and enterprise information technologies under the support of cloud computing, Internet of Things (IoT), virtualization and service-oriented technologies, and advanced computing technologies.

The diffusion of new low cost technological production devices (3D printing, computer numerical control milling, laser cutting, 3D scanning) could generate an economic and social discontinuity, if

not even an industrial revolution, and many researchers believe that will boost the creative potential of craftspeople and industrial applications. However, there are some barriers obstructing the full development of such potential: one of them is the lack of knowledge about the possible uses of DiDIY and the related best practices.

What needs to be investigated is what has been called "the social meaning of creativity" in open innovation processes, with exchanges between physical and (digital) informational, through human-centric design methods and processes: the definition of a new mindset, proactively generating creativity, allowing to take advantage of the changes in the digital landscape evolutions while identifying business opportunities.

4.3 Exploitable Results

During the discussions between the Expert and the Project Coordinator prior to the ESS Workshop it became increasingly obvious that there were no direct commercially exploitable results that were going to result from the project. This made it quite difficult to analyse the potential for exploitation using the standard tools, including the risk analysis. Also, and because everything resulting from the project will be made available in the public domain, there are no obvious IP issues.

That said, progress was made in identifying potential KERs, which are strongly related to deliverables, and they are summarized in the table below:

DiDIY - KERs

Num	Description	Related tasks	Due Month	Exploitation champion	IP/knowledge owner(s)	Other main contributors/beneficiaries
1	Knowledge Framework on DiDIY and its societal role (D2.5)	T2.3, 2.4 and 2.5	30	LIUC		UoW, ABACUS, MMU, POLIMI
2	Research model on the role of DiDIY on work and organization (D3.6)	T3.2 - 3.8	24	LIUC		AC, POLIMI
3	Impact of DiDIY on European Education and Research (D4.4 and D7.4)	Consolidation of results from WPs 2-6	24 and 30	ABACUS and MMU		LIUC, AC, POLIMI, FKI
4	Ethical Impact of DiDIY on European Education and Research (D4.6)	T4.4	26	AC		LIUC, ABACUS, POLIMI
5	Societal adoption and impact of DiDIY (D7.2 and D5.3)	T7.2, 5.2	30 and 26	MMU and UoW		FKI, LIUC, AC, POLIMI
6	Ethical Impact of DiDIY on Regulation and Law (D6.5)	T6.1 - 6.5	26	FKI		LIUC, AC, POLIMI
7	Assessment of current DiDIY support and awareness in Europe (D8.4)	T8.2	10	FKI		LIUC, UoW, ABACUS, POLIMI
8	Courseware for online courses in DiDIY (D8.8)	T8.5 - 8.7	15	FKI		LIUC, UoW, ABACUS, POLIMI
9	Guidance E-manual (D7.4 and D8.14)	T7.1 - 7.4, 8.7	30	MMU and FKI		LIUC, UoW, ABACUS, POLIMI
10	Policy Guidelines					

PESTLE ANALYSIS

However, there are some obvious impacts and benefits that will accrue from the project, and these were discussed and evaluated using the PESTLE Analysis model. The table below shows the results of the discussions at the ESS Workshop on 23rd January 2017:

Type of impact				
Political - will the potential for exploitation of any elements of the project be affected by external policy? Or will the project have an impact on policy?	[MF] At the moment (short time): if policy remains the same many benefits of DiDIY will not happen. Too many constraints or prohibitions to have DiDIY more than a hobby. [MC] Give politics instruments to measure objectives and results in acquiring soft skills.	[MF] Today: yes, because current policies prevent DiDIY full exploitation by society as a whole, as well as economy, education..; tomorrow the project and its single partners will (continue to) lobby for adoption /inclusion of guidelines in actual policies, and thus impact them.	[AR] policy-->DiDIY: policy makers could impose objectives in terms of employees training and performance indicators to be used to fund innovation NOT merely technological.	[AE] Chiefly, the project aims to have an impact on policy. [LM] The project could may be intended as providing guidelines, models, examples, etc to support the process of re-emphsising on "making" and therefore manufacturing (vs an economy only based on services).

| Economic - what factors will impact on the economic success of the project? What economic impact will the project have on the sector, the EU, globally? | [MF] What factors will impact... N/A; the project will make it possible for artisans/SMEs to start, or stay competitive/sustainable in the current economy, favouring sustainable innovation via digital/collaborative design and manufacturing. [MC] As far as economic sustainability is concerned, in addition to the traditional forms of financing, one factor deemed fundamental is the presence of business models based on new logics of gain which put pressure on open and diffused knowledge and on the active participation of communities that process this knowledge (e.g. open source). All this allows the birth of a new money of exchange which corresponds to values, information, visibility and knowledge. | [AR] The DiDIY project has the potential to influence not just one sector but - ideally- any sector. In general the economical effect is directed towards jobs and occupation levels - by identifying a different finalization to the adoption of digital technology: job enrichment, rather than automation, the project can suggest guidelines to reduce the impact of job losses due to digital - by promoting the maker/DiDIYer culture, the project would promote entrapreurial attitudes | [AE] This depends, among other things, of how widely adopted DiDIY will be in the EU. We might debate what the "economic success of the project" would mean exactly. 1 example would be securing the right resources to promote DiDIY in education. | [LC] In the short-medium term the presence of fiscal incentives for introducing recent digital technologies within organizations might influence the economic success of the project. The more we have more DiDIY applications into organization the more economic success it will be ("is it true in general or in specific organizations?"). |
| | | | | |

Societal - is the success of the project dependent on societal acceptance in any way? Will the success of the project have a societal impact?	[LM] A. The project started from the assumption that a global phenomenon is ongoing: what is critical is then societal acceptance of the phenomenon, not of the project as such. B. Yes, being this basically its main KPI. [MC] In short term. Helping SME and people to understand the technological possibilities of DiDIY going beyond the technological virtuosities. This way allow to create new job position or new markets.	[LM] A. Will DiDIY remain a niche phenomenon, or will it become more and more socially relevant? This is a key question for the impact of the project. B. DiDIY is such a potentially huge phenomenon that not plausibly a project like ours may alter its main dynamics. But we should aim at influencing them. [MC]Create and share tools that help people to design their challenge is a way to enable them to manage the potentiality of new technology	[LC] A, B. In the long term the project will be succesfull if DiDIY practices will be diffused in society. [MC] Shifting from an authorship based mindset to a co-design mindset.	[AE] Probably, since increasing social acceptance of DiDIY is arguably one of the project's main goals. It is thus hoped that the project will have a societal impact, whether direct or indirect (mediated by policy, e.g. education campaigns).

Technological - what advances might affect the impact of the project? What innovative technologies might the project impact?	[LM] A. Cheaper and easier to use technological tools will increase the diffusion of the phenomenon. B. The project is not aimed at producing any impact to specific technologies. [LC] A.In the short term, new digital technologies might affect the impact of the project by slowing down or speeding up DiDIY practices adoption. B. The project might impact digital technologies (both HW and SW) in terms of adding/providing f.e. use cases	[MF] What advances might affect: development of cheaper 3D printers and similar machines, or expiration of patents that keep some costs high today.	[MC] The companies that understand their potential have the possibility of exploiting digital DIY to create new hybrid forms of production and communication, working not on the simple use of the tool but at strategic level. In the second case, the technologies qualify new forms of unforeseen innovation which can also appear on alternative unnamed markets.	[AE] Improvements in 3d printing technology might affect the project's relevance and therefore impact, esp. for home use (printing in more materials, faster, with sufficient quality and at reasonable price).

Legislative - what legislation/regulation might affect the impact of the project? Might the project have a legislative/regulatory impact - national, EU, globally?	[LC] In a short term the absence of regulations for the use of specific technologies (f.e. 3D printing) into specific organizations (f.e. hospitals) for specific purposes might slow down the impact of the project	[MF] legislation that limits fair use, non profit copy of design limits the impacts of the project. Legislative/regulatory impact that the project may have: remove certain restrictions, favour collaborative, open development and manufacturing of many products, and many educational applications.	[AE] Laws can be more or less friendly to DiDIY. Laws that restricted access to DiDIY tools would harm the impact of the project. The project could indeed impact regulation (what about rules in Makerspaces, f. ex., that could promote the participation of women?)	[AR] the development of 3D printers and in general 3D technologies (HW and SW) might speed up accessibility to such technologies and allow a set set of individuals (larger than now) to experiment ABC - the spread and ease of use of analytical tools might allow managers (in any organizational unit) to make sense of already available "big data" to manage business-as-usual as well as to redesign their role in the organization in general, innovative technologies are a relevant - yet not essential - factor invluencing the change, or in other terms: a *contributing* rather than a *driving* factor

| Environmental - are there any potential environment factors which might affect the impact of the project? What environmental advantages may accrue from the project? | [MF] Factors that affect the impact... today it is limits on use of certain materials for 3d printing or microelectronics manufacturing. Environmental advantages from the project: great reduction of waste, thanks to many more possibilities to repair existing products, or create more modular, easy maintainable ones. | [AE] Perhaps negative environmental events and developments could highlight the relevance of some aspects of the project? DiDIY can support environmentally-friendly ways of making certain things. | [AE] Perhaps negative environmental events and developments could highlight the relevance of some aspects of the project? DiDIY can support environmentally-friendly ways of making certain things (e.g. by encouraging recycling, repair rather than replace). | |

GROUP 2

Type of impact			
Political - will the potential for exploitation of any elements of the project be affected by external policy? Or will the project have an impact on policy?	[*] Raising awareness of initiatives/ promoting positive examples of DiDIY	[*] Inspiring articulation of an alternative route than passive consumer culture / make policy makers aware of new DiDIY phenomena and thus include it in their policies	[*] Worry policy makers enough for them to consider DiDIY
Economic - what factors will impact on the economic success of the project? What economic impact will the project have on the sector, the EU, globally?	[*] Fosters new economic production model of commons-based peer production / fosters open business models with shared IP, collaborative peer production, participative governance	[*] Lead the revolution against narrowly focussed economic activities	

Societal - is the success of the project dependent on societal acceptance in any way? Will the success of the project have a societal impact?	[*] Provide advice on what DiDIY is and how to take up DiDIY --> leads to awareness that making it yourself is an option / awareness of new "community" makerspaces can promote skill + knowledge transfer / lower threshold to solving one's needs	[*] Awareness of the role of making and DiDIY in promoting well-being and innovation and entrepreneurship outside of companies	[*] Greater understanding of key principles for how to establish DiDIY platforms for creativity / inspiration for everyone (practitioners, teachers, parents etc) about the power of DiDY making
Technological - what advances might affect the impact of the project? What innovative technologies might the project impact?	[*] Highlight examples of how particular technologies can facilitate new ways of working, creating, labelling	[*] Awareness of the new possibilities of creativity and sharing as source of dynamic innovation	
Legislative - what legislation/regulation might affect the impact of the project? Might the project have a legislative/regulatory impact - national, EU, globally?	[*] Pressure against increased over protection of intellectual property / influence legislation by pointing out dangers but also to resist "obvious" reactions	[*] New more inviting user-friendly tools for doing DiDIY	[*] Potential impact on IPR laws, consumer protection (liability), weapons, telecom package
Environmental - are there any potential environment factors which might affect the impact of the project? What environmental advantages may accrue from the project?	[*] Sharing knowledge and digital files globally -- produce locally / point out environmental possibilities of DIY activities in terms of re-use and repair	[*] Drive for innovation around sustainable DiDIY tools / awareness of online platforms as basis for global collaboration of environmental best practice	[*] People learning to share resources (e.g. 3D printers, scanners, laser cutters) instead of buying their own tools

5   Recommendations

There were a number of major risks identified during the PESTLE Analysis and some of them have been highlighted in the table below:

Issues	Recommendations
POLITICAL/POLICY: At the moment (short time): if policy remains the same many benefits of DiDIY will not happen. Too many constraints or prohibitions to have DiDIY more than a hobby.	Give politics instruments to measure objectives and results in acquiring soft skills. Inspiring articulation of an alternative route than passive consumer culture / make policy makers aware of new DiDIY phenomena and thus include it in their policies
Comment: There are a number of related networks and projects (see Sections 7.1 and 7.2) which would help the DiDIY to build infuence, momentum and critical mass when trying to affect policy. The networks/projects cover a multitude of disciplines and could be a good source of impact case studies.	
SOCIETAL: Will DiDIY remain a niche phenomenon, or will it become more and more socially relevant? This is a key question for the impact of the project.	Create and share tools that help people to design their challenge is a way to enable them to manage the potentiality of new technology. Awareness of the role of making and DiDIY in promoting well-being and innovation and entrepreneurship outside of companies
Comment: It is imperative that the DiDIYers ensure that the phenomenon is cited as widely as possible. This can be facilitated by the use of the online courseware and social media.	
TECHNOLOGICAL: The development of cheaper 3D printers and similar machines, or expiration of patents that keep some costs high today.	A wider adoptive use of, for example, 3D printing technology might affect the project's relevance and therefore impact, especially for home use (printing in more materials, faster, with sufficient quality and at reasonable price).
Comment: The availability of 3D printers with a wider variety of materials renders there use in a community design, development and production situation very interesting. The use of online communities to instigate 'crowd-sourcing' of the design and development of products.	
LEGISLATIVE: legislation that limits fair use, non profit copy of design limits the impacts of the project.	Remove certain restrictions, favour collaborative, open development and manufacturing of many products, and many educational applications. Pressure against increased over protection of intellectual property / influence legislation by pointing out dangers but also to resist "obvious" reactions.

Comment: The use of IP and legislation will have to be negated by the building of momentum and the rapid advances in technological developments. It is easier to envisage progress being made in developing educational materials in the short-term, while 'crowd' products may have to come later.	
ENVIRONMENTAL: Drive for innovation around sustainable DiDIY tools / awareness of online platforms as basis for global collaboration of environmental best practice.	Sharing knowledge and digital files globally -- produce locally / point out environmental possibilities of DIY activities in terms of re-use and repair. People learning to share resources (e.g. 3D printers, scanners, laser cutters) instead of buying their own tools.
Comment: The whole concept of DiDIY brings significant environmental impacts through re-use, recycling, sharing of resources and infrastructure, with an in-built and substantial sustainability focus. Furthermore, it will initiate 'community social responsibility' opposing 'corporate social responsibility' as a concept.	

6   Contribution_Benefit Matrix

At this point in time a Contribution-Benefits matrix has not been constructed.

7 Related information

7.1 Related Links

The following are news articles relating to the phenomenon of Digital Do-it-Yourself:

DIYLab — Do It Yourself in Education: Expanding Digital Competence ...
diylab.eu/
Do It Yourself in Education: Expanding **Digital** Competence To Foster Student Agency And Collaborative Learning (also known as DIYLab) is a project funded by ...

Digital do-it-yourself | Hollywood Reporter
www.hollywoodreporter.com/news/digital-do-yourself-142961
13 Nov 2006 - But Marlow offered to add a **digital** version of the movie to GreenCine's library of about 12,000 movies available as video-on-demand rentals.

Skilling and learning through digital Do-It-Yourself: The role of (co ...
www.drs2016.org/386/
Keywords: **digital Do-It-Yourself** (DIY); making and makers; learning; competences and ... The current trend of digitally enabled self-production (i.e. digital DIY) is ...

How "Do-it-Yourself" (DIY) is Playing a Key Role in Digital Course ...
teachonline.ca/.../how-do-it-yourself-diy-playing-key-role-digital-course-developmen...
10 Dec 2015 - This may be the golden age for "**do-it-yourself**". We are all creating and distributing objects, images, sounds and text in ways that not long ago ...

Digital Do-It-Yourself - P2P Foundation
wiki.p2pfoundation.net/Digital_Do-It-Yourself
28 Jan 2016 - "**Digital Do-It-Yourself** (DiDIY) is a new socio-technological phenomenon which stems from the widespread availability of digital devices that ...

Digital Do It Yourself, a project to understand the benefits of digital do ...
https://www.researchitaly.it/.../digital-do-it-yourself-a-project-to-understand-the-benef..
11 Dec 2014 - arduino.jpg_400 Understanding the social impact of "**digital do-it-yourself**" tools, such as 3D printers or Arduino boards for fast prototyping is the ...

Skilling and Learning Through Digital Do-It-Yourself: The Role of (Co ...
https://www.researchgate.net/.../304201369_Skilling_and_Learning_Through_Digital_...
The current trend of digitally enabled self-production (i.e. **digital** DIY) is emblematic of the contemporary attitude to making. Its investigation represents an ...

7.2 Related projects

A number of related projects had been identified by the expert which are additional to those identified in the original proposal:

[PROJECT] **RAWFIE** - Road-, Air- and Water-based Future Internet Experimentation
ID: 645220
Start date: 2015-01-01, **End date:** 2018-12-31
The purpose of the RAWFIE initiative is to create a federation of different network testbeds that will work together to make their resources available under a common framework. Specifically, it aims at delivering a unique, mixed experimentation environment across the space and...
Programme: H2020-EU.2.1.1.3.
Record Number: 194297
Last updated on: 2017-02-01

[PROJECT] **ODINE** - Open Data INcubator for Europe
ID: 644683
Start date: 2015-02-01, **End date:** 2017-07-31
The Open Data INcubator for Europe (ODINE) project will set up an environment to support and advice SMEs and start-ups in creating commercial added value from open data. Drawing on the experience from key players in the consortium including Wayra (an incubator/accelerator)...
Programme: H2020-EU.2.1.1.4.
Record Number: 194234
Last updated on: 2017-02-01

[PROJECT] **CREA** - Network of summer academies for the improvement of entrepreneurship in innovative sectors
ID: 644988
Start date: 2015-01-01, **End date:** 2017-04-30
CREA aims to promote ICT development and creativity as new drivers able to produce specific structural changes and arrangements in the European entrepreneurial base, to influence the future paths of social change and innovation to a large extent. CREA project wants to validate...
Programme: H2020-EU.2.1.1.
Record Number: 194269
Last updated on: 2017-01-26

[PROJECT] **ePlus Ecosystem** - Fostering Web Entrepreneurship in Europe: e-talent, e-mentoring, e-services and e-capital for e-entrepreneurs
ID: 644210
Start date: 2015-01-01, **End date:** 2017-06-30
The ePlus ecosystem project will develop and deploy an online and onsite environment, building on and interconnecting existing ecosystems, hubs and initiatives, in order to setup a runway for web entrepreneurs to start and scaleup a business in Europe and grow internationally...
Programme: H2020-EU.2.1.1.3.
Record Number: 194172

OpenAIRE - Project: Digital Do It Yourself

https://www.openaire.eu/search/project?projectId=corda__h2020...

Title: **Digital Do It Yourself**; Funding: EC | H2020 | RIA; Call: H2020-ICT-2014-1; Contract (GA) number: 644344; Start Date: 2015/01/01; End Date: 2017/06/30 ...

7.3 <u>Related patents</u>

None identified as all of the outputs are to be made freely and publicly available.

8 IPR

There are no issues associated with IP ownership in this project as all the information will be made publicly available.