



# PROsumer.NET

**Networking European Technology Platforms addressing  
Design-based Consumer Goods Industries and Related  
Research and Technology Fields**

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IBV**





# Design-based Consumer Goods Industry

Included:

- **Textiles and clothing**
- **Leather and footwear products**
- **Sporting** & playing goods, toys
- **Interior products made of different materials such as furniture, sanitary products, floor, wall and window coverings**
- **Table, kitchen and glassware**
- **Spectacles, watches, jewellery**
- **Bags and accessories**
- **Various wellness, cosmetic and beauty products**
- **Design-oriented packaging of these and other products**

No included:

- Motor vehicles
- Consumer electronics
- White goods



# CG - Economic Figures

EU-27, based on EUROSTAT data 2006

% of total manu-  
facturing industry

Industry Turnover	~500 bn €	7.5%
Economic Value Added	150+ bn €	8.5%
Employment	~5 million	15.5%
Number of Companies	> 500,000	22.0%
Capital Investment	~18 bn €	7.5%



# Partners

- European Apparel and Textile Confederation (EURATEX), Project Coordinator
- Consiglio Nazionale delle Ricerche – Istituto di Tecnologie Industriali e Automazione (CNR-ITIA)
- Federation of the European Sporting Goods Industry (FESI) & European Platform for Sports and Innovation (EPSI)
- INESC Porto - Instituto de Engenharia de Sistemas e Computadores do Porto
- Forest-Based Sector Technology Platform – FTP sprl
- Deutsche Institute für Textil- und Faserforschung Denkendorf (DITF)
- Instituto Tecnológico del Calzado y Conexas (INESCOP)
- Institut Français du Textile et de l’Habillement (IFTH)
- Treviso Tecnologia (TT)
- INSTITUTO DE BIOMECÁNICA DE VALENCIA (IBV)

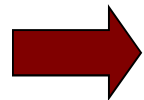




# Rationale for the PROsumer.NET Initiative

## Design-based consumer goods industry:

- is a vital and vibrant part of the EU economy
- is highly creative & innovative
- is a strong user of advanced technologies
- has common research and technological development needs
- innovation challenges need appropriate political action
- Fragmentation has prevented effective communication of these needs in the past



**Results of PROsumer.NET should ensure a joint strong contribution of Consumer Goods industries to EU research, innovation and industrial policies**



# Common socio-economic drivers & challenges

**Safety & sustainability in production and consumption**



**Health, well-being & activity of an aging & individualising population**



**Satisfying needs & desires of a growing global consumer class**





# Common Strategic Research Themes

**SRT1 (Multi)functional products for specific applications and uses**



**SRT2 Intelligent manufacturing & the smart value chain**



**SRT3 New design and product life-cycle concepts**



**SRT4 Customisation, Personalisation & Consumer Empowerment**





# Common innovation-related issues

## EDUCATION

Preserving & enhancing  
knowledge & skills



## OPERATIONAL FRAMEWORK

Regulation, standardisation  
& best practises



## FINANCE

Access to research and  
innovation funding





# Major Outcomes

## From research to innovation roadmap:

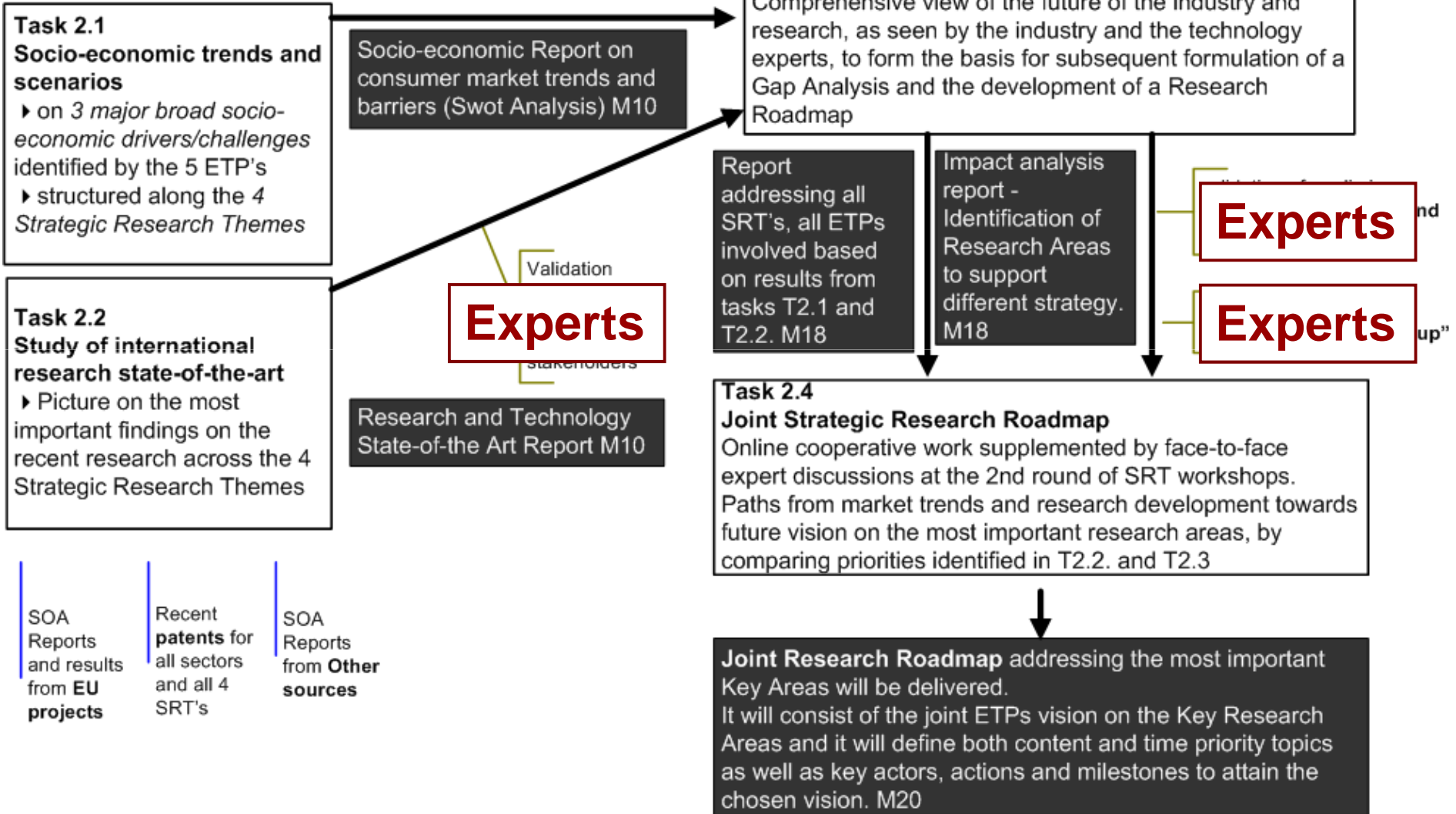
- All phases along the innovation chain from knowledge to market: pilots!
- All levels from European, to National, to Regional, to Local: what? where? when?
- All actors: Research, Business (Large and small-medium enterprises) and Authorities.
- All drivers: education and training, frameworks & rules, regulations and standards, finance & funding



# Complex Prosumer Roadmapping Process

Stakeholders (Trough ETPs) from

- industry
- academia
- business schools
- government
- consumer associations





**Industry, technology and business experts** will be invited at different workshop and meetings to validate and evaluate the general outcomes on technology and market trends.

Such a pilot group of **experts** will have also a fundamental role during the roadmapping activities.







**WE WANT YOU!**  
**As PROsumer.NET**  
**experts**

**[www.prosumernet.eu](http://www.prosumernet.eu)**

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## EXPERT REPLY FORM & QUICK IDENTIFICATION OF TOP INNOVATION NEEDS

### 1. EXPERT CONTACT INFORMATION

<b>FULL NAME.</b> Insert your full name
<b>AFFILIATION.</b> Insert name of your company or institution
<b>POSITION.</b> Specify your role in your organization
<b>E-MAIL.</b> Insert your email address
<b>PHONE.</b> Insert your phone number
<b>ADDRESS.</b> Insert your full postal address

### 2. EXPERT PROFILE

SECTOR(S) OF EXPERTISE	TYPE OF EXPERTISE
TEXTILES & CLOTHING	Industry - Manufacturing
FOOTWEAR	Industry – Design, product development
SPORTS GOODS	Industry – Material supply & processing
FURNITURE	Industry – Retail, distribution, logistics
OTHER WOOD/PAPER BASED PRODUCTS	Industry – Manufacturing or Information Technology
LEATHER & LEATHER GOODS	Industry – Knowledge services, consulting
CERAMICS	Research - materials
SPECTACLES/WATCHES/JEWELLERY	Research – manufacturing/technology
GAMES & TOYS	Research – IT/services/management
BAGS & ACCESSORIES	Higher Education
TABLE, KITCHEN, GLASSWARE	Industry Association, cluster, network
CONSUMER HEALTH, WELLNESS, COSMETIC AND BEAUTY PRODUCTS	Public authority
OTHER, PLS. SPECIFY	Other, pls. specify

### 3. PLEASE SELECT 1 STRATEGIC RESEARCH THEME TO WHICH YOU THINK YOU CAN BEST CONTRIBUTE

Strategic Research Themes (SRT) for Consumer Goods	SRT1 (Multi)functional products for specific applications and uses	SRT2 Intelligent manufacturing & the smart value chain	SRT3 New design and product life-cycle concepts	SRT4 Customisation, Personalisation & Consumer Empowerment
<i>Please tick 1 field</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



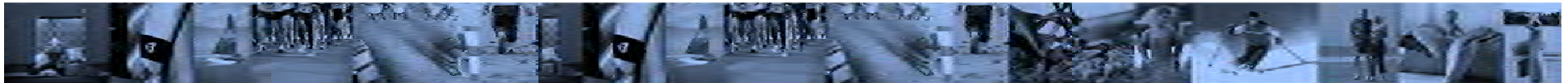
## QUICK IDENTIFICATION OF TOP INNOVATION NEEDS

(Completion of this part is not compulsory for expert registration, but your input would be greatly appreciated)

1. Please describe in 2-3 lines the **first innovation need you consider of top priority** for the consumer good sector innovation specifying the involved technologies and the addressed sectors
2. Please describe in 2-3 lines the **second innovation need you consider of top priority** for the consumer good sector innovation specifying the involved technologies and the addressed sectors
3. Please describe in 2-3 lines the **third innovation need you consider of top priority** for the consumer good sector innovation specifying the involved technologies and the addressed sectors

**Please return this form to:**

**IBV**



Gracias por su atención

