

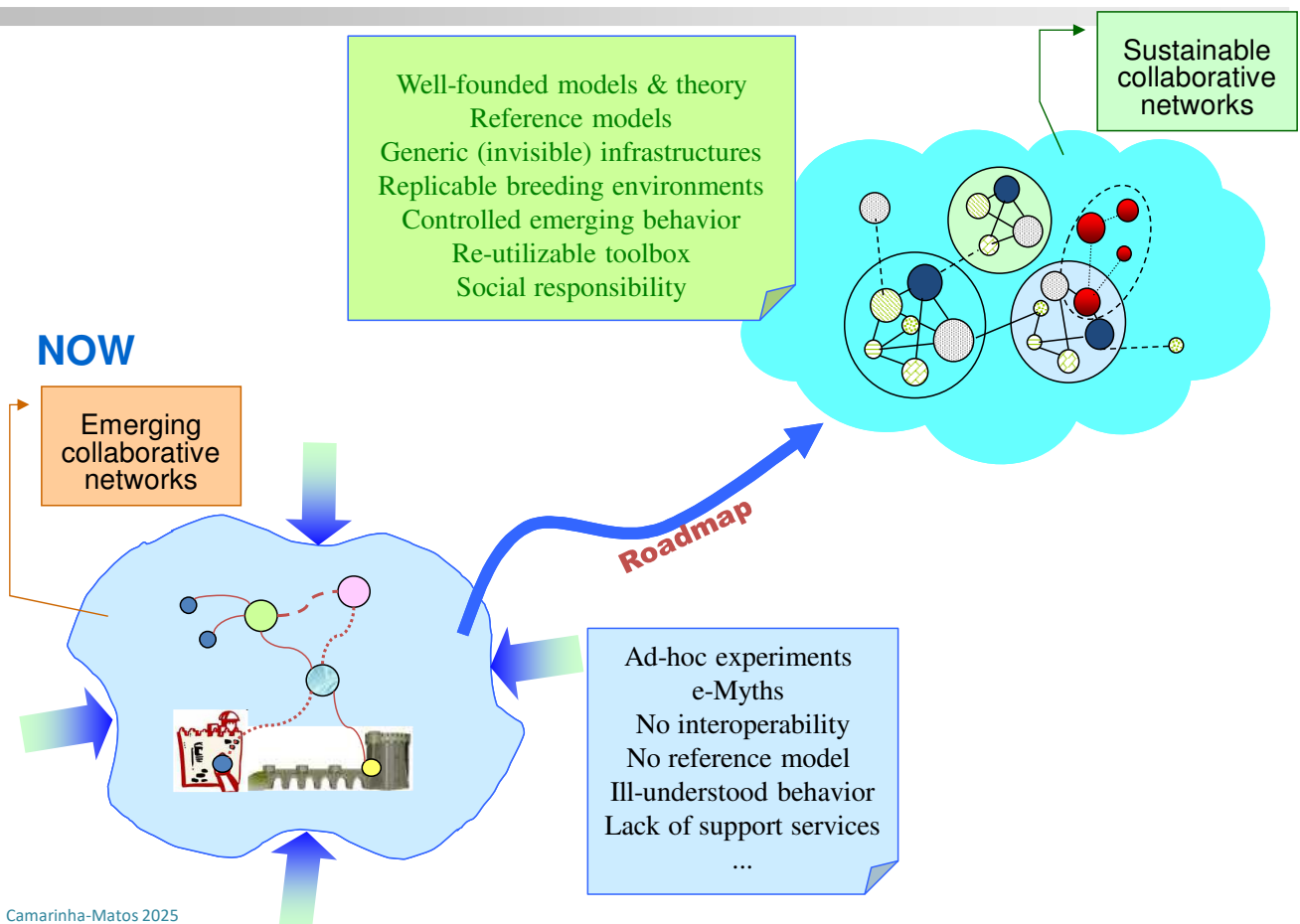
# SCIENTIFIC RESEARCH METHODOLOGIES AND TECHNIQUES

## Unit 13: ROADMAPPING AND FUTURE PLANNING (II)

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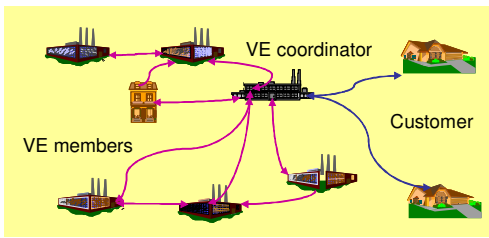
PDEEC - PhD Program on Electrical and Computer Engineering

### Example: Roadmap for collaborative networks **THEN**

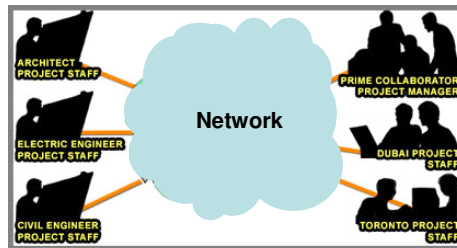


# What is a collaborative network ?

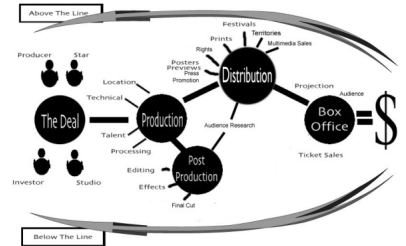
## Industrial Virtual Enterprises



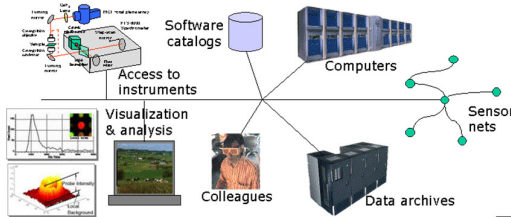
## Professional Virtual Communities



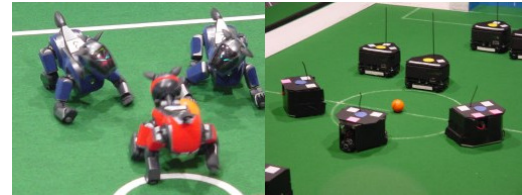
## Movie industry networks



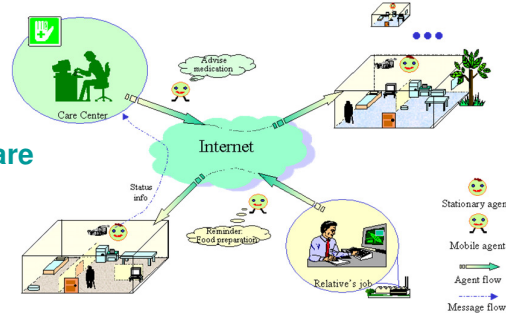
## Virtual Labs



## Networks of machines



## Elderly care networks



- Tourism
- Insurance
- Consultation
- Disaster rescue
- e-Government
- Virtual institutes
- European borders protection
- ...

## Examples

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# What is a collaborative network ?

## WHAT IS IN A CN ?

- ▶ **Variety of entities** - organizations and people ... even machines
  - largely **autonomous**
  - geographically **distributed**
  - **heterogeneous** in terms of their:
    - operating environment, culture, social capital and goals
- ▶ **Collaborate** to (better) achieve common or compatible goals
- ▶ **Interactions** are supported by **computer networks**.

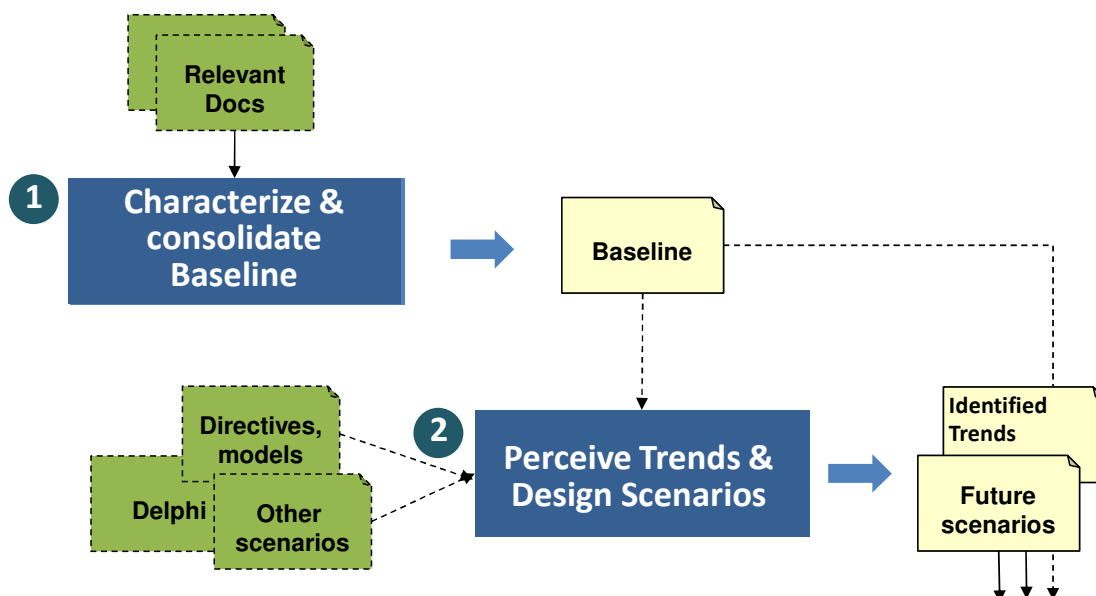
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## 0. Assemble “roadmap coordination team”



Multi-disciplinary team

## 1. BASELINE

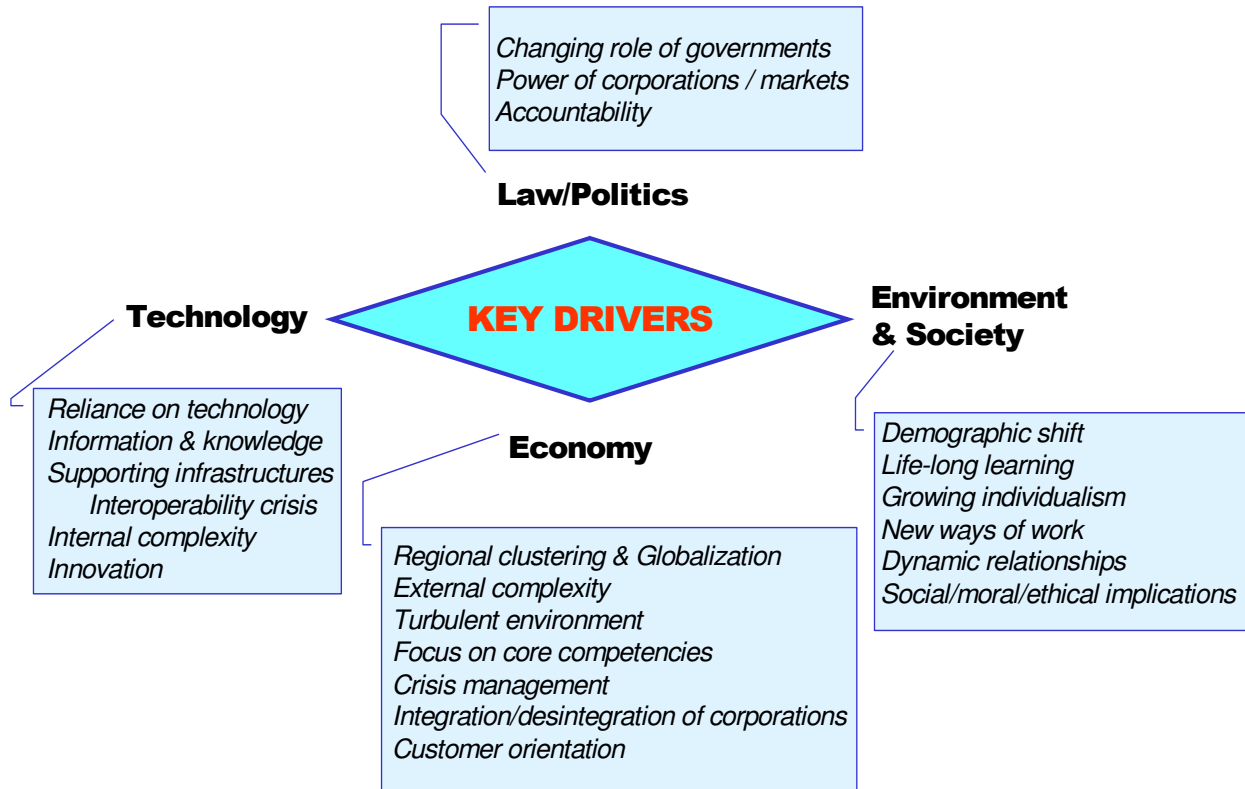


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- Research on VO has created a critical mass and European-wide *intuitive* understanding of the area.
- Basic supporting infrastructures and relevant technologies are well represented, but the developments are often focused on particular needs and based on ad-hoc experiments, hardly re-utilizable.
- Generic functions or harmonization of achievements are addressed only in a few projects.
- Efforts on general plug-and-play architecture and interoperability are also to a large extent missing.
  - Consequently, no generally accepted **reference model** or **interoperability base** are available.
- Although several disciplines are concerned, the main focus has been on the ICT infrastructure. Research on social/organizational, including management, is mainly focused on best practice. Integration with technological development and impacts on structures are not covered. In addition little research is focused on the social and organizational issues created by VOs

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## FUTURE SCENARIOS IN COLLABORATIVE NETWORKS for the next 5, 10, to 15 years

	Rating degree		
	totally disagree	neutral	totally agree
	5 years	10 years	15 years
<b>Regional clustering and Globalization</b>			
Regional clustering, reinforcing long-term relationships and leveraging local "business culture", local specificities, and proximity to customers	□□□□□	□□□□□	□□□□□
... will be a major trend against threats of globalization	□□□□□	□□□□□	□□□□□
... will play only a complementary role in the global economy	□□□□□	□□□□□	□□□□□
Globalization will definitely erode "geographical competitive advantages" and borders	□□□□□	□□□□□	□□□□□
<b>Customer orientation</b>			
Trends in products / services point to mass customization	□□□□□	□□□□□	□□□□□
Guaranteeing customer loyalty becomes a determining competitive advantage	□□□□□	□□□□□	□□□□□
Customer satisfaction in networked organizations is			
...the responsibility of the customer interface node	□□□□□	□□□□□	□□□□□
... a diluted responsibility among network members	□□□□□	□□□□□	□□□□□
<b>Internal complexity</b>			
Systems (e.g. manufacturing, service provision) become increasingly complex	□□□□□	□□□□□	□□□□□
Products become increasingly complex (internal structure)	□□□□□	□□□□□	□□□□□
<b>External complexity</b>			
Business processes tend to be supported on a lean, stable and simple supply chain	□□□□□	□□□□□	□□□□□
Business processes tend to be supported on highly dynamic and increasingly complex networks of collaborative entities	□□□□□	□□□□□	□□□□□
<b>Turbulent environment</b>			
The speed of change in business environments is likely to increase	□□□□□	□□□□□	□□□□□
The amount of change in business environments is likely to continue growing	□□□□□	□□□□□	□□□□□

**135 experts**  
- 69% industry  
- 31% academia

**Innovation**  
Innovation (product, services, processes) becomes a dominant success factor

Quality and “robustness” of products, services, processes, become more important than innovation

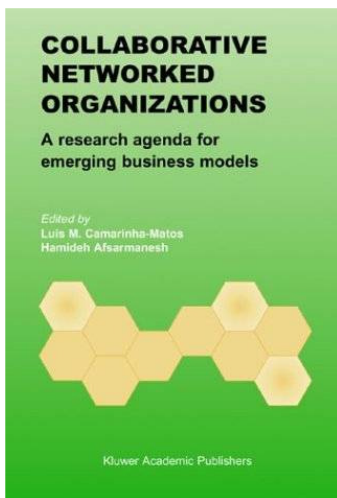
Innovation will be pursued mainly ... in collaborative networks

Innovation will be pursued mainly ... by each organization (isolated)



**Innovation on products, services, and processes will clearly become a dominant success factor.**

**Innovation will be pursued mainly in collaborative networks, especially in the medium and long term.**



**INTRODUCTION**  
Motivation, Base concepts

**NEW COLLABOARTIVE FORMS**  
SoA, Scenarios, Examples

**GLOBAL & REGIONAL RESEARCH AGENDAS**  
Delphi, Workshops, Non-EU views

**HUMAN, SOCIETAL, AND ORGANIZATIONAL ASPECTS**

**ICT FACTORS**  
Infrastructures, MAS, Emerging technologies

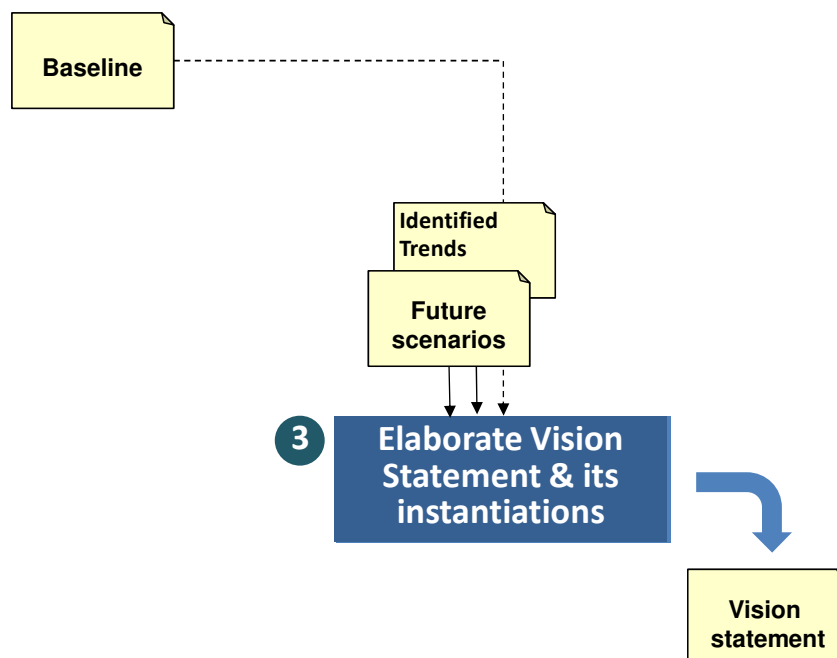
**FOUNDATIONS AND MODELING**  
Models, theories, MAS modeling, soft modeling, logic of obligations

**ROADMAP EXAMPLE**  
Research agenda for advanced CNs

## 2. VISION STATEMENT

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### Towards the vision



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• A widely recognized & frequently used technique is **scenario building**

Scenarios provide guidelines on:

- *which directions are more probable for future*
- estimation of future results

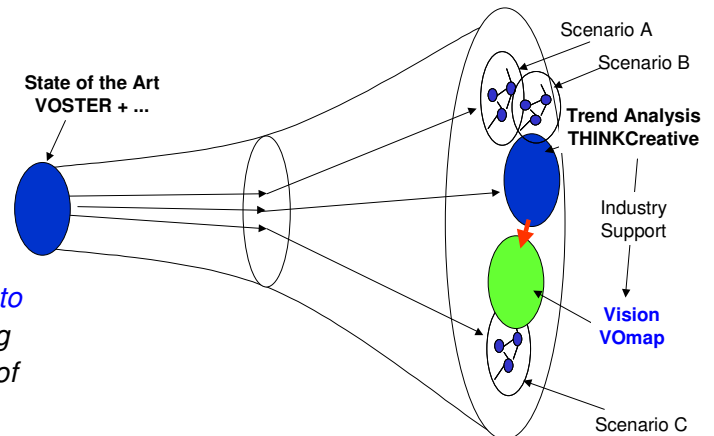
**Important to identify existing scenarios in literature**

Based on:

- *driving forces*
- *possible trends*
- *opposing factors*

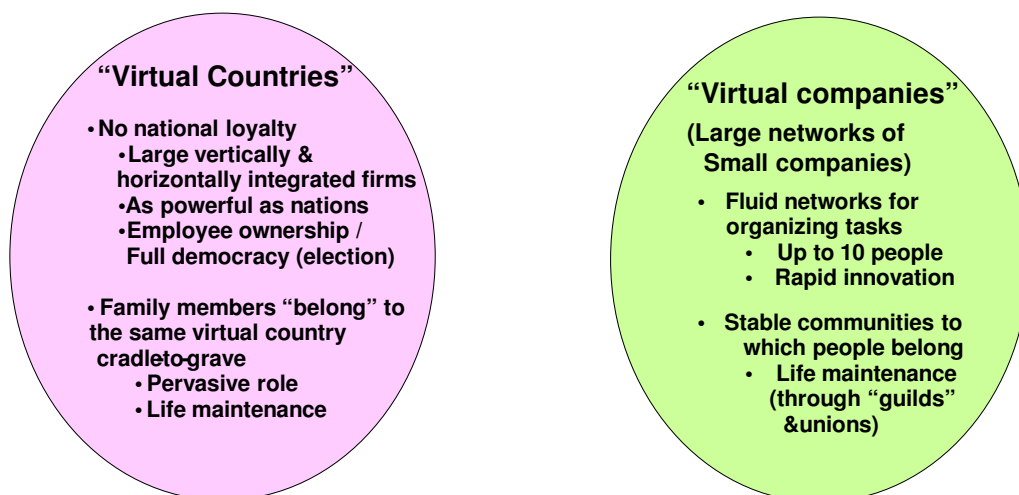
Requires:

- *significant amount of time and resources to estimate the future, specially for developing large-scale scenarios as required for VOs of future*



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An example used in VOMap



**Two border scenarios of Laubacher & Malone, 1997**

**3 years > 650 experts and > 300 executives**

(Robert J. Laubacher, Thomas W. Malone, and the MIT Scenario Working Group. Two Scenarios for 21st Century Organizations: Shifting “Networks of Small Firms” or All-Encompassing “Virtual Countries”

<http://ccs.mit.edu/21c/21CW001.html> )

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Other examples  
used in VOmap

**Regional clusters and enterprise networks:**

provide very powerful and flexible ways to support SMEs.

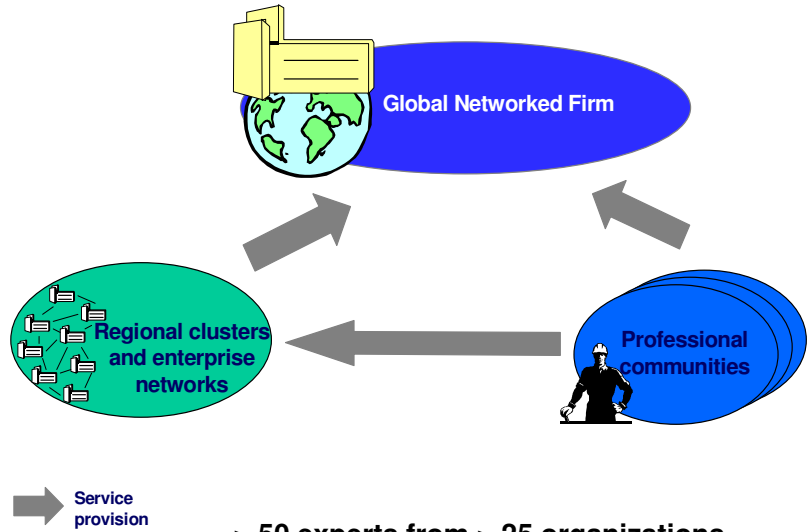
**Professional (virtual) communities:**

provide specialized skills and flexible, but secure working conditions for members.

**Global networked firms:**

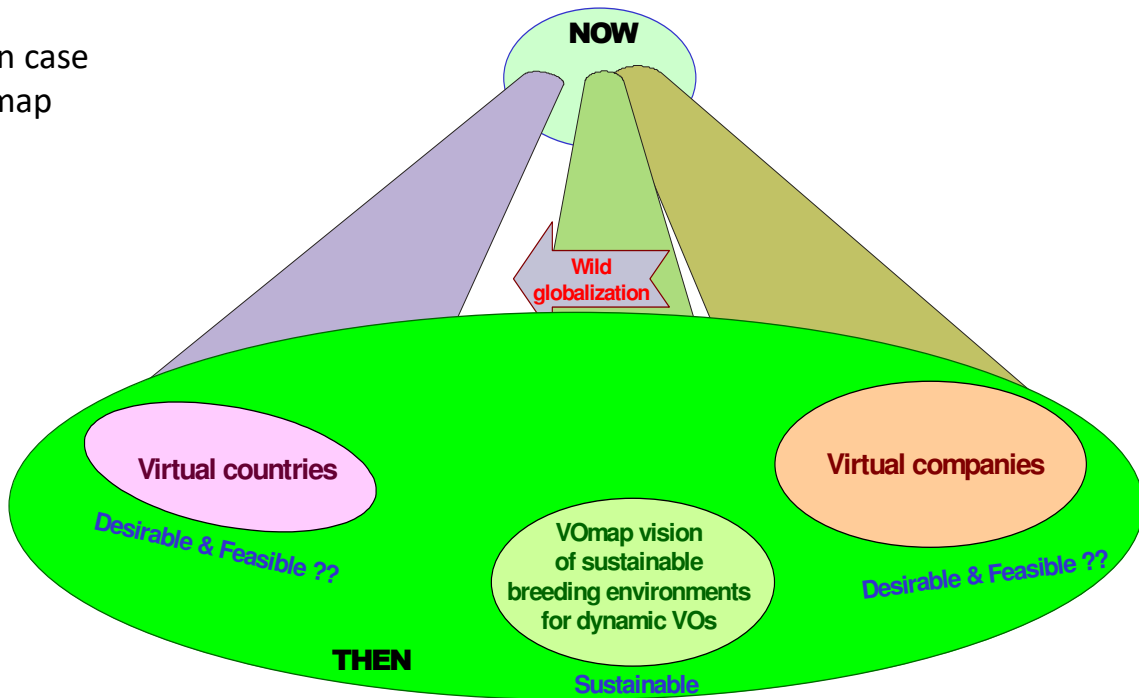
provide flexible usage of regional networks and knowledge workers through a very flexible project-oriented team organization.

PLAYERS IN A DYNAMIC ECONOMY



*Three potential players in a future economy scenario*

Chosen case  
in VOmap



**Sustainable breeding environments for dynamic VOs**

• Identifies required areas for research and development

• Identifies the needs from other social bodies (government and regulatory bodies)

• Creates new opportunities for businesses large and small

“ In 2015 most enterprises will be part of some **sustainable collaborative networks** that will act as **breeding environments** for the formation of **dynamic virtual organizations** in response to fast changing market opportunities and conditions.

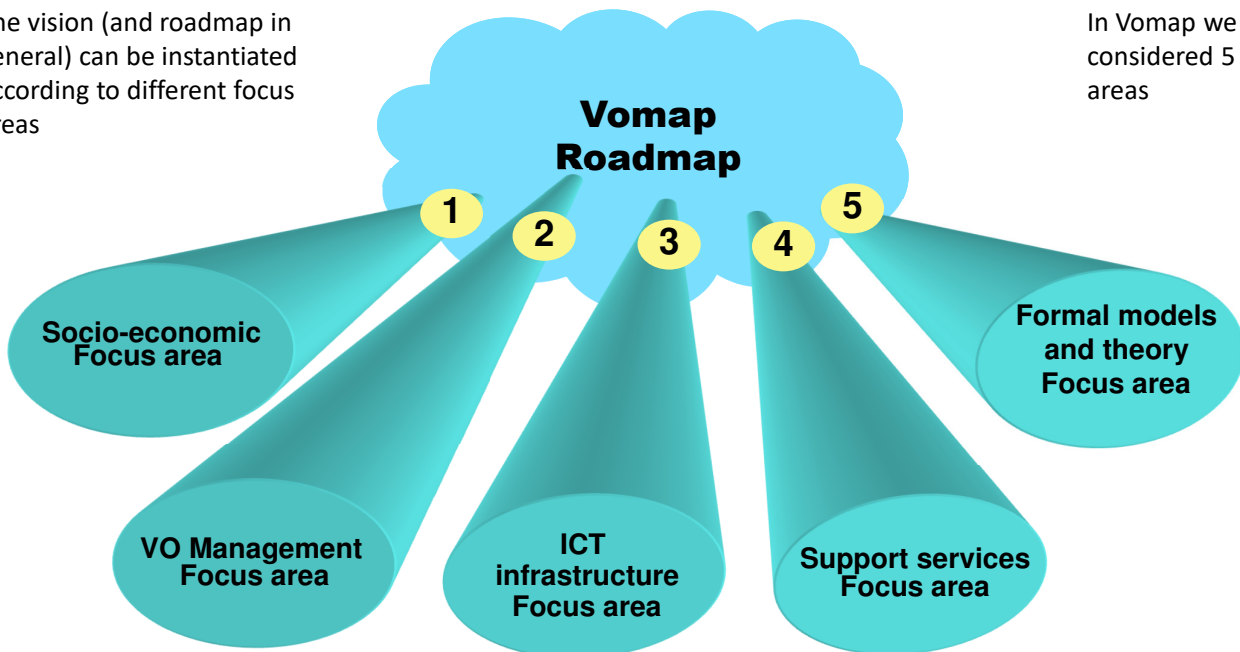
**Main mechanisms:**

- Well founded models of collaboration
- Management systems for breeding environments replicable to a large variety of sectors
- Generic and invisible infrastructure and re-utilizable service toolbox, based on interoperability standardization
- Extensive use of pervasive computing
- VO management principles adapted to emerging behavior in complex networks
- Active innovation and new value systems management in networks
- Support of social responsibility, including “life maintenance”, based on a suitable ethical code
- Comprehensive (international) legal frameworks for VOs

As a result, a strong and cohesive social fabric is built in response to turbulence and uncertainty.

The vision (and roadmap in general) can be instantiated according to different focus areas

In Vomap we considered 5 focus areas



**Multi-disciplinary contributions**

“ In 2015 most enterprises will be part of some sustainable collaborative networks that will act as breeding environments for the formation of dynamic virtual organizations in response to fast changing market opportunities and conditions.

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As a result, a strong and cohesive social fabric is built in response to turbulence and uncertainty.

## Instantiation of the vision statement for the socio-economic area

The socio-economic environment will be fully developed to support virtual organizations, stressing the importance of human-related issues at the individual and organizational level, in enabling institutions and in a transparent regulatory environment.

## General vision statement



- People being prepared and supported to work as employees or professionals in enterprise networks or other virtual organisation settings
- New mechanisms and institutions to provide for human sense of belonging, long-lasting relationships and stability (social responsibility)
- New institutions and models to support “life maintenance”, e.g. social security and personal training and development
- Support for companies by enabling institutions and services to set-up, enter and develop virtual organisations regionally and internationally
- Transparent legal framework, specially in the case of institutional collaboration
- Regional assets and identity leveraged and preserved
- Well founded understanding of social and socio-economic processes and developments in the context of networked economies

## Instantiation of the vision statement for the VO management area

Well-defined business models will be developed to allow the systematic VO management, namely to act in regards to planning, control, organization and leadership, taking into account the importance of social mechanisms in multi-interest collaboration networks, as well as the transitional nature of VO.

- Wide understanding of brokerage and pro-active approach to VO formation
- VO planning and performance assessment mechanisms
- Clear mechanisms for leadership and participation in shared decision-making
- Defined principles for sharing responsibility and benefits
- Established mechanisms for conflict management in “multiple-objective” collaboration spaces
- Schema of incentives for long/short term collaboration
- Mechanisms, code of ethics, and institutions for trust-building support and guarantee of customers’ confidence
- Supporting mechanisms for co-evolution and knowledge management and ownership
- Seamless flow of knowledge and responsibility among various VOs along the full life cycle of products/services

## Instantiation of the vision statement for the ICT infrastructures area

The ICT infrastructure will be developed as an invisible, affordable, and easy to use enabler of collaborative behaviors in networked organizations.

- Technology-independent reference architecture for the horizontal infrastructure
- Provide support for federated information and resources management
- Flexible control mechanisms supporting the implementation of a large variety of behaviors
- Plug-and-play concept extended to inter-organizational services
- Full e-transaction security is guaranteed
- “Configure yourself” philosophy (user “programmable” infrastructure)



### Instantiation of the vision statement for the support services area

IT support services will be developed to assist VO brokers, management and employees with their tasks for setting-up, operating, and dissolving virtual organizations. The tools are embedded in flexible architectures suited for different types of virtual organizations; driven by business, social, legal, etc. needs and are easy to use and provide a well balanced approach between human support and business process automation.

- Management of breeding environment (e.g. definition, behaviour, membership, rules, rights, responsibilities, business interoperability)
- VO creation framework (choices of automatic / semi-automatic or search assisted by the breeding environment's manager)
- Coordination/management of highly distributed activities (human assisted)
- Risk management, assessment tools, performance measuring and mechanisms for learning and experience collection
- Mechanisms for traceability and for handling post-cooperation IPRs and liabilities

### Instantiation of the vision statement for the formal models and theories area

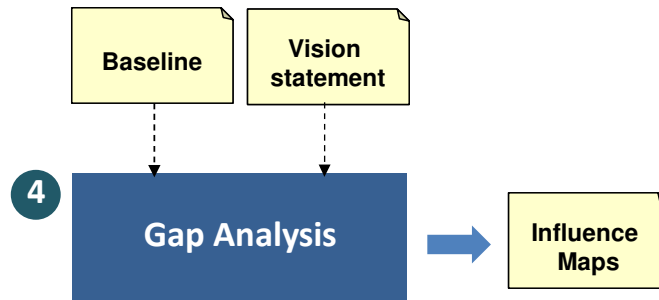
Decision-making in all phases of the VO life cycle is based on well argued and verified models and methodologies, which are the basis for the ICT-based support for business and organizational development and operation:

- Established formal foundation to guarantee VOs effectiveness (performance management), better decision-making, incremental learning from past experience, and minimized operating problems via clear commitments
- The VO research area is recognized (and respected) as a scientific discipline
- Generic modeling of the VO (structure and behavior) as a top-down approach addresses e.g. VO configuration, roles and responsibilities, coordination, distributed process management, general agreements and contract
- Generic modeling of VO members' behavior as a bottom-up approach addresses e.g. contributed assets, accepted responsibilities, acquired rights, individual commitments and contract
- Discipline-specific formal models are defined
- Models interoperability (generic and discipline-specific) are defined

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## 3. GAP ANALYSIS





## Influence maps

	V1	V2	V3	V4	V5	V6	
S1							
S2							
S3							
S4							
L1							
L2							
L3							
L4							
L5							
L6							
L7							

**Positive influence**

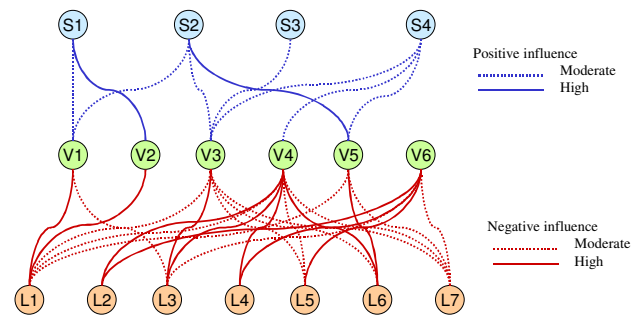
Moderate (light blue)

High (dark blue)

**Negative influence**

Moderate (light red)

High (dark red)



Decision-making in all phases of the VO life cycle is based on well argued and verified models and methodologies, which are the basis for the ICT-based support for business and organizational development and operation, as well as the base for education, training, and active operation of VOs.

**Mechanisms:**

- VISION**
- V<sub>1</sub> Established formal foundation to guarantee VOs effectiveness (performance management), better decision-making, incremental learning from past experience, and minimized operating problems via clear commitments
  - V<sub>2</sub> The VO research area is recognized (and respected) as a scientific discipline
  - V<sub>3</sub> Generic modeling of the VO (structure and behavior) as a top-down approach addresses e.g. VO configuration, roles and responsibilities, coordination, distributed process management, general agreements and contract
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**BASELINE**

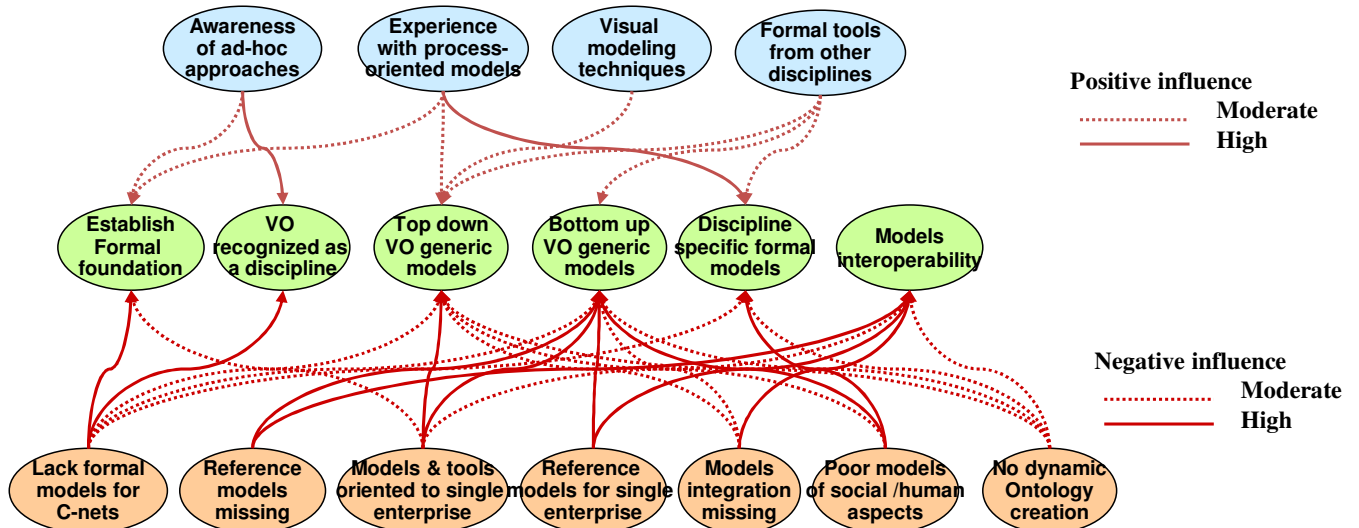


Strengths	
<b>+</b>	S <sub>1</sub> Increased awareness of limitations of current ad-hoc approaches
	S <sub>2</sub> Wide experience with process-oriented businesses
	S <sub>3</sub> Visual modelling techniques facilitate the comprehension of linkages and can be used as communication tools
	S <sub>4</sub> Variety of tools that can be "borrowed" from other disciplines, as starting basis (e.g. theory, agent-base modelling, complexity theory, game theory, Knowledge management, etc)
	S <sub>5</sub>
Limitations	
<b>-</b>	L <sub>1</sub> Lack of formal methods for collaborative networks, collaborative decision-making and collaborative behaviour modelling: <ul style="list-style-type: none"> <li>• Ad-hoc modelling techniques have become too pragmatic in recent years focusing on short-term results.</li> <li>• VO areas not recognized as a scientific discipline yet.</li> </ul>
	L <sub>2</sub> Difficult to guarantee VO effectiveness. Reference models are missing
	L <sub>3</sub> Most available modelling methods and tools were developed for single enterprises, not suitable for VO
	L <sub>4</sub> Enterprise reference models previously developed are also too focused on the single enterprise
	L <sub>5</sub> Models integration (models interoperability) missing
	L <sub>6</sub> Poor approaches to model the social and human aspects in collaborative networks (soft modelling)
	L <sub>7</sub> Poor support for dynamic Ontology creation and maintenance in a networked environment.

	V1	V2	V3	V4	V5	V6		
S1	Positive influence							
S2		High			High		Moderate	
S3			Positive influence					
S4			Positive influence	Positive influence	Positive influence			
L1	Negative influence	Negative influence						
L2				Negative influence			Negative influence	
L3	Negative influence		Negative influence	Negative influence			High	
L4				Negative influence				
L5								
L6				Negative influence	Negative influence		High	
L7			Negative influence					

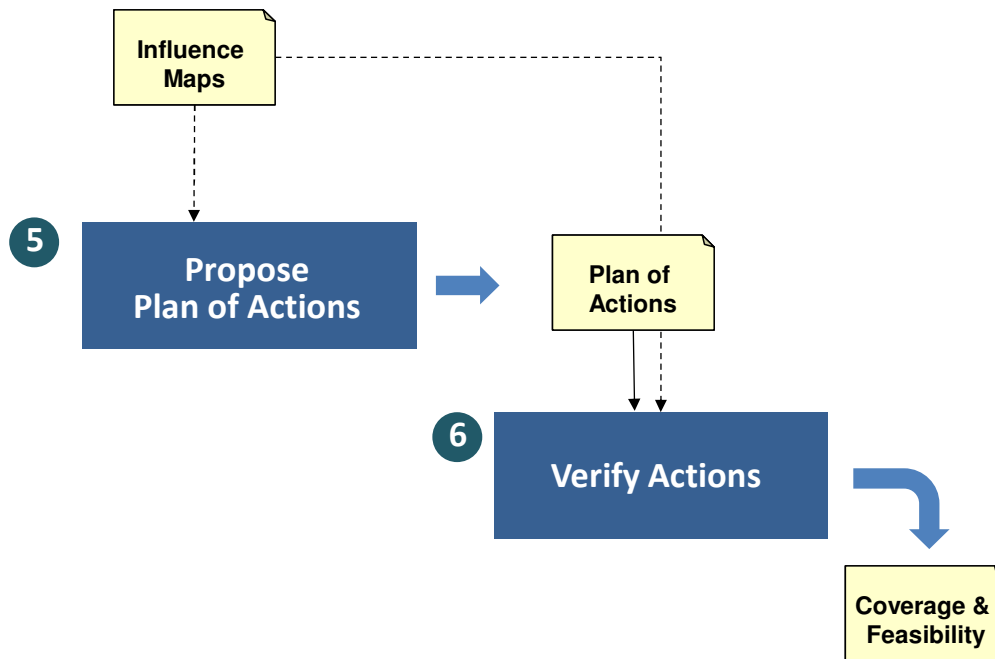
Classifications obtained by consensus among members of the roadmap team

Using a qualitative scale it is easier to reach consensus



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## 4. PLAN OF ACTIONS



**Vision:**

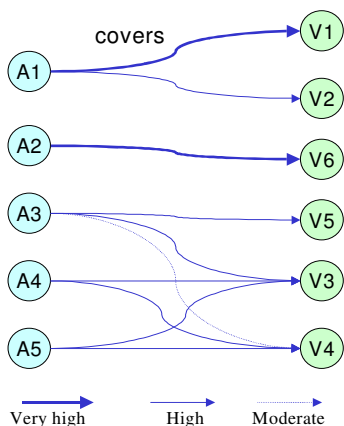
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- V<sub>5</sub> Discipline-specific formal models are defined
- V<sub>6</sub> Models interoperability (generic and discipline-specific) are defined

A small set of actions (small projects) that are likely to (help) reach the vision



- A1 ■ Establish a **formal theoretical foundation** for modeling dynamic collaborative networks
- A2 ■ Elaborate approaches for **models interoperability**, supporting multiple modeling perspectives (e.g. structure, behavior) at generic and focused area levels
- A3 ■ Define basic **formal reference models** (including ontologies) for collaborative networks at general and focused-area levels
- A4 ■ Elaborate **soft modeling approaches** and soft models to both handle incomplete / imprecise knowledge and capture the social/human aspects in collaborative networks
- A5 ■ Devise mechanisms for **evolution** and maintenance of reference models for collaborative networks

## Do proposed actions cover the vision ?



Covers	V1	V2	V3	V4	V5	V6
A1	Very high	High				
A2						Very high
A3			High	High	High	
A4			High	High		
A5			High	High		
	Very high					
	High					
	Moderate					

## Are proposed actions feasible ?

	S1	S2	S3	S4	L1	L2	L3	L4	L5	L6	L7	Difficulty
A1	Strong help from			Strong help from	Strongly limited by							Moderate
A2									Strongly limited by			Moderate
A3		Strong help from				Partially limited by	Strongly limited by					Mod/hard
A4			Moderate help from									Hard
A5				Moderate help from								Hard
	Strong help from							Strongly limited by				
	Moderate help from							Moderately limited by				
	Limited help from							Partially limited by				

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Actions:	Time	Other aspects
A <sub>1</sub> Establish a formal theoretical foundation for modeling dynamic collaborative networks	Short term	
A <sub>2</sub> Elaborate approaches for models interoperability, supporting multiple modeling perspectives (e.g. structure, behavior) at generic and focused area levels	Short term	
A <sub>3</sub> Define basic formal reference models (including ontologies) for collaborative networks at general and focused-area levels	Medium term	
A <sub>4</sub> Elaborate soft modeling approaches and soft models to both handle incomplete / imprecise knowledge and capture the social/human aspects in collaborative networks	Medium / Long term	
A <sub>5</sub> Devise mechanisms for evolution and maintenance of reference models for collaborative networks	Long term	

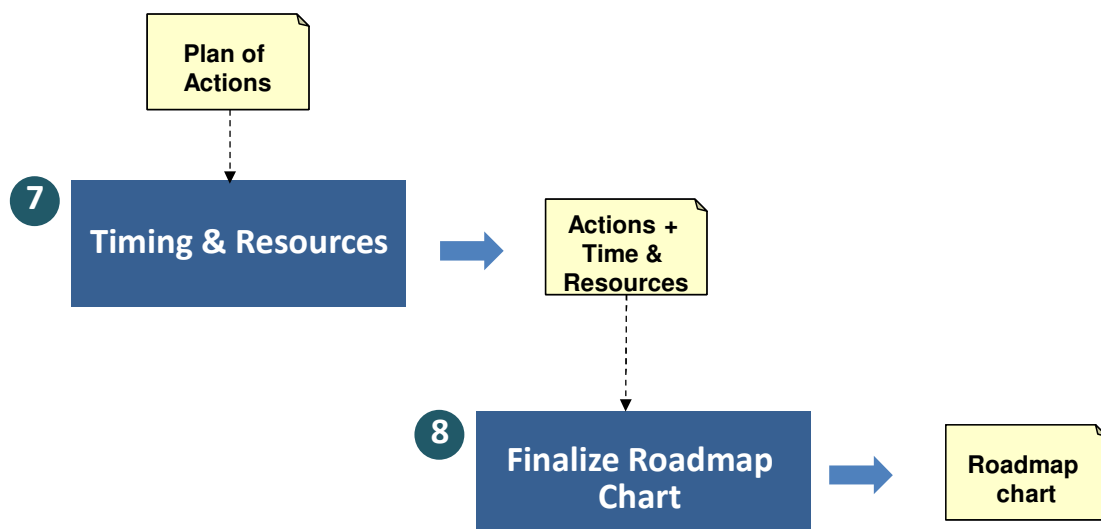
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## 5. FINALIZATION

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### Finalizing

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Small set – no more than 6 actions – per focus area

1

## Socio-economic area:

- A<sub>1</sub> Develop and establish **education and training schemes for VO working** on different professional levels
- A<sub>2</sub> Elaborate and pilot **regional and professional communities** as “social homes” for people
- A<sub>3</sub> **Define life maintenance schemes** and related business models with different stakeholders (providers, customers, public bodies)
- A<sub>4</sub> Develop **institutions and services for VO support**, and establish them regionally; **network regional** bodies and developments on **European** level
- A<sub>5</sub> Elaborate and implement transparent **legal frameworks and ethical code** at the company/VO and societal level
- A<sub>6</sub> Support integrated **socio-economic research** in networked economies

2

## VO Management area:

- A<sub>1</sub> Provision of **business models and financing schemes** for VO set up
- A<sub>2</sub> Provision of **planning and performance measurement concepts and tools**
- A<sub>3</sub> Provision of **concepts and practical guidelines for organizational design** and implementation of VO
- A<sub>4</sub> Provision of methods for the **application of new value paradigms** addressing critical “soft” issues in VO collaboration
- A<sub>5</sub> Ongoing **evaluation, improvement and individualization** of VO concepts to a fully integrated level

3

## ICT Infrastructure area:

- A<sub>1</sub> Establish the principles of **reference architecture**, interoperability, and security
- A<sub>2</sub> Establish foundation for systems evolution, software technology **migration and systems integration**
- A<sub>3</sub> Develop generic, user-friendly (**invisible!**), and **affordable** (free!) **ICT infrastructure** (user programmable, plug&play, technology independent, and based on emerging open tools/standards)
- A<sub>4</sub> Develop a **“do it yourself” framework** to assist the development of VO support services
- A<sub>5</sub> Define **business models for** developers, suppliers, and buyers of the **ICT infrastructure** developments
- A<sub>6</sub> Elaborate **approaches** to handle **reliability** and **responsibility**, when using multi-supplier building blocks

4

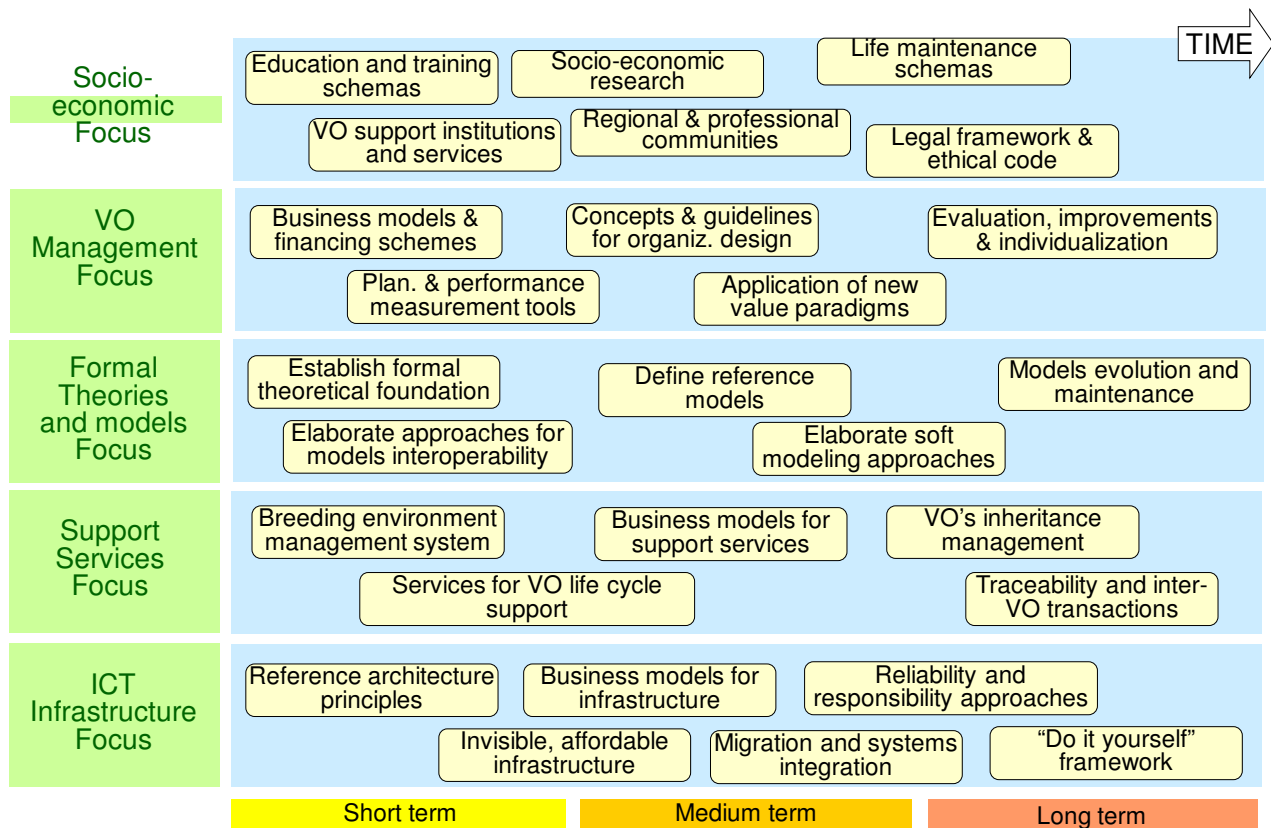
**Support services area:**

- A<sub>1</sub> Elaborate **business models** for support service systems and tools
- A<sub>2</sub> Develop mechanisms and tools for **management of breeding environment** systems
- A<sub>3</sub> Identify and develop generic **services for VO life cycle support** (e.g. distributed Business Process management, e-contracting, VO configuration, e-training)
- A<sub>4</sub> Elaborate mechanisms and tools to support VO's **"inheritance" management**
- A<sub>5</sub> Develop mechanisms and tools for **traceability**, knowledge exchange and **inter-VO transactions** (supporting products and services life cycle)

5

**Formal theories and models area:**

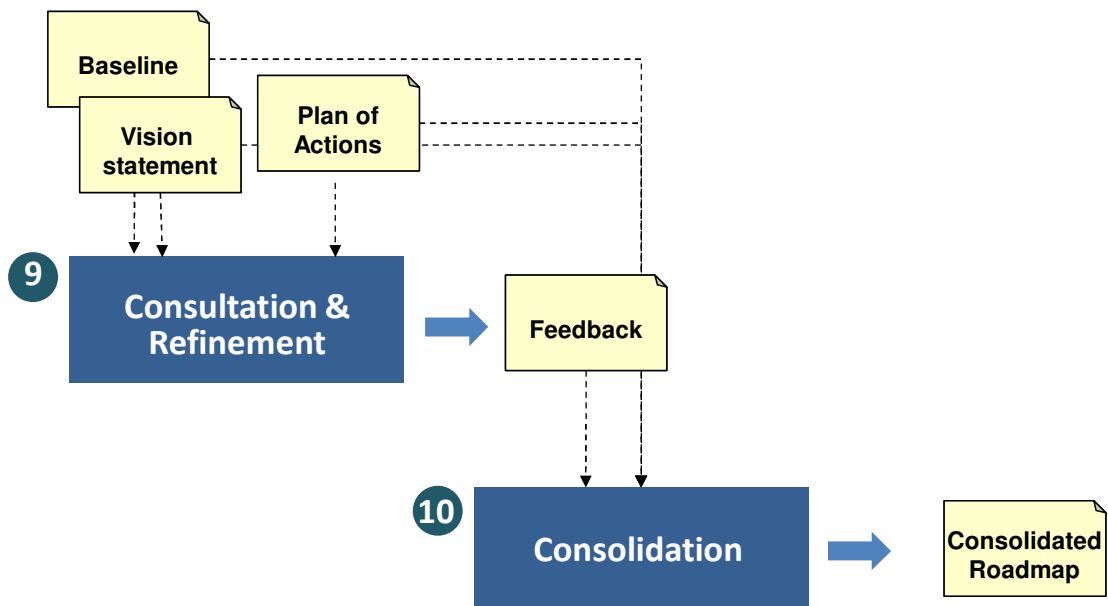
- A<sub>1</sub> **Establish a formal theoretical foundation** for modeling dynamic collaborative networks
- A<sub>2</sub> **Elaborate approaches for models interoperability**, supporting multiple modeling perspectives (e.g. structure, behavior) at generic and focused area levels
- A<sub>3</sub> **Define basic formal reference models** (including ontologies) for collaborative networks at general and focused-area levels
- A<sub>4</sub> **Elaborate soft modeling approaches** and soft models to both handle incomplete / imprecise knowledge and capture the social/human aspects in collaborative networks
- A<sub>5</sub> Devise mechanisms for **evolution and maintenance** of reference **models** for collaborative networks



## 6. VERIFICATION

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## Verification & Consolidation



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**Core workshop format**

Groups of about 6-10 people (including facilitator).

The task of the workshop should consist of three elements:

- **Current state of Virtual Organisations: Participants' perspectives**
  - ~15 Min. Short mutual introduction of group members (2 Min for everybody, name, company, position, relationship to VO topic)
  - ~10 Min. Participants write key issues of their perspectives on the current state in VO on post-its.
  - ~20 Min: In turns, everybody places his post-its onto the current state poster and briefly explains his thought and reason for amendments



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**Opinion poll on vision: Relevance and amendment**

- ~15 Min. Walk through the current vision drafts. VOmap project member explains the vision elements and the main thoughts behind it and links the key issues of the participants to the vision drafts.
- ~10 Min: Every team member votes on relevance of vision elements (scale of 1-5). Individual brainstorming: everybody gets pack of Post-its (size ~76\*127 mm) and writes amendments to current vision on them.
- ~20 Min: In turns, everybody places his post-its onto the vision posters and briefly explains his thought and reason for amendments

**networks that will act as breeding environments for the formation of dynamic virtual organizations in response to fast changing market opportunities and conditions.**

- Well founded models of collaboration
- Management systems for breeding environments replicable to a large var of sectors
- Generic and invisible infrastructure and re-utilizable service toolbox, base interoperability standardization
- Extensive use of pervasive computing
- VO management principles adapted to emerging behavior in complex networks
- Active innovation and new value systems management in networks
- Social responsibility, including "life maintenance", based on a suitable et code
- Comprehensive (international) legal frameworks for VOs

As a result, a strong and cohesive social fabric is built in response to turbulence and uncertainty.

How important is achievement of the vision as a whole? Little Very

<10%	~50%	>90%
X	X	X
X	X	X
X	X	X
X	X	X
X	X	X

What proportion of SMEs will be working in Virtual Organisations by 2020?  
 What proportion of large organisations will be working in Virtual Organisations by 2020?  
 What proportion of potential know-ledge workers will work independent or small, independent teams by 2020?

Predom. regional Regional with intern. partners Fully international/global

Will there be more regional networks or more international/global ones?

SME networks Balanced Large corporations

Who will have more power (and profit share) in an economy of VOs?

Individuals SME networks Large corporations

Who will mainly drive innovation in the future?

**VISION FOR FORMAL MODELS AND THEORIES FOCUS ARE**

How important is achievement of the vision as a whole? Little Very

How important is the achievement of? Little Very

V<sub>1</sub> Decision-making in all phases of the VO life cycle is based on well arg and verified models and methodologies, which are the basis for the IC based support for business and organizational development and operation, as well as the base for education, training, and active oper of VOs.

V<sub>2</sub> Established formal foundation to guarantee VOs effectiveness (performa management), better decision-making, incremental learning from past experience, and minimized operating problems via clear commitments

V<sub>3</sub> The VO research area is recognized as a scientific discipline

V<sub>4</sub> Generic modeling of the VO (structure and behavior) as a top-down approach addresses e.g. VO configuration, roles and responsibilities, coord tion, distributed process management, general agreements and contract

V<sub>5</sub> Generic modeling of VO members' behavior as a bottom-up approach addresses e.g. contributed assets, accepted responsibilities, acquired rights, individual commitments and contract

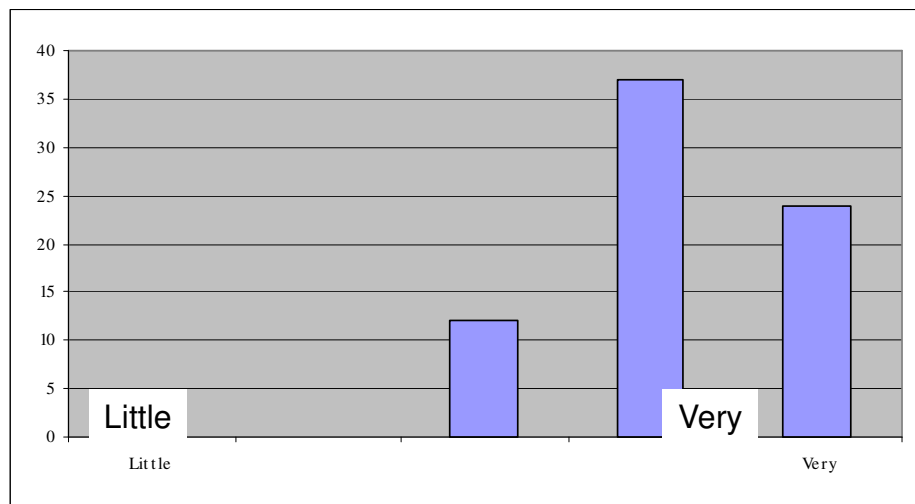
V<sub>6</sub> Discipline-specific formal models are defined

V<sub>7</sub> Models interoperability (generic and discipline-specific) are defined

Amendments:

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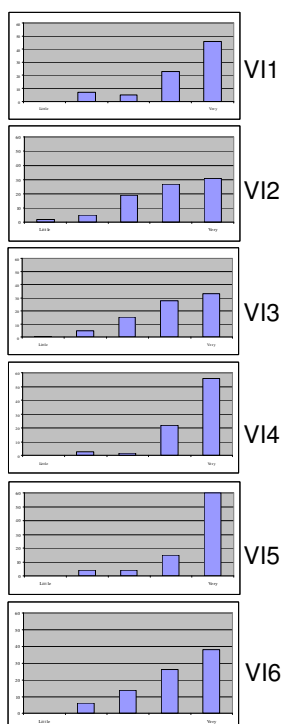
How relevant is the vision statement as a whole?



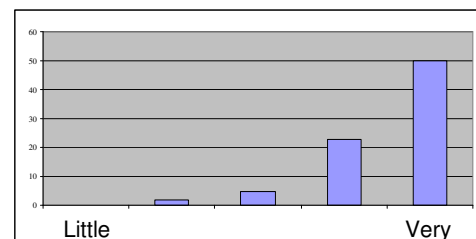
The ICT infrastructure will be developed as a transparent, low-cost, and easy to use enabler of collaborative behaviors in networked organizations.

*Mechanisms:*

VI <sub>1</sub>	<b>Technology-independent reference architecture for the horizontal infrastructure</b>
VI <sub>2</sub>	<b>Provide support for federated information and resources management</b>
VI <sub>3</sub>	<b>Flexible control mechanisms supporting the implementation of a large variety of behaviors</b>
VI <sub>4</sub>	<b>Plug-and-play concept extended to inter-organizational services</b>
VI <sub>5</sub>	<b>Full e-transaction security and privacy is guaranteed</b>
VI <sub>6</sub>	<b>“Configure yourself” philosophy (user “programmable” infrastructure)</b>



How relevant is the ICT Vision as a whole?  
Consolidated results from local workshops:



High Acceptance of ICT  
Vision statement

After taking into account received feedback from the workshops



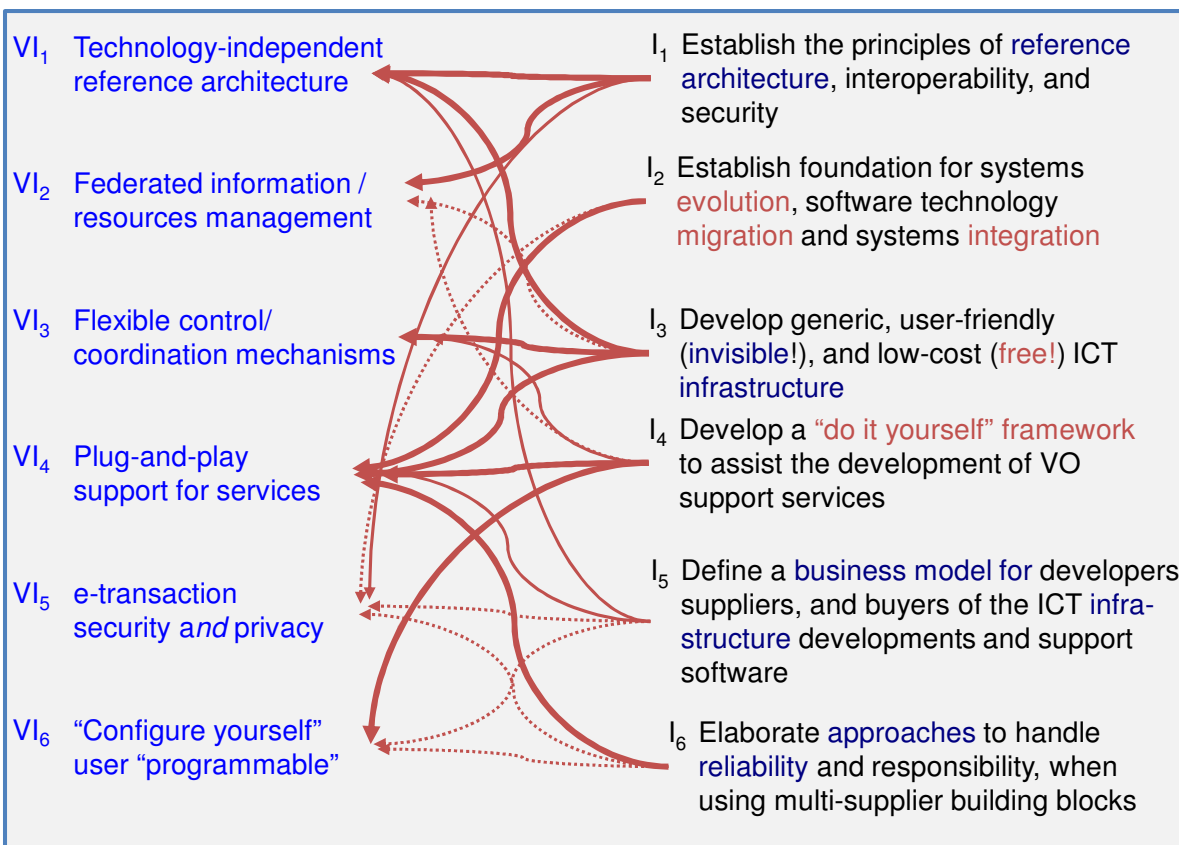
In 2015 the majority of organizations and individuals will be part of **sustainable collaborative networks** that will act as **breeding environments** for the formation of **dynamic virtual organizations**, in response to fast changing economic and social conditions.

- Well founded models of collaboration
- Management systems for breeding environments replicable to a large variety of sectors
- Generic and transparent infrastructure and re-utilizable service toolbox, based on interoperability standardization
- Extensive use of pervasive computing
- VO management principles adapted to emerging behavior in complex networks
- Accepted mechanisms to handle innovation and new value systems
- Social responsibility, including “life maintenance”
- Better understanding and handling of VO-related cultural/regional issues
- Definition of moral / ethical code for VOs
- Comprehensive (international) legal frameworks for VOs

As a result, a strong and cohesive social fabric is built in response to turbulence and uncertainty.



**NVA**  
NOVA SCHOOL OF  
SCIENCE & TECHNOLOGY **Regional workshops – Part 3**

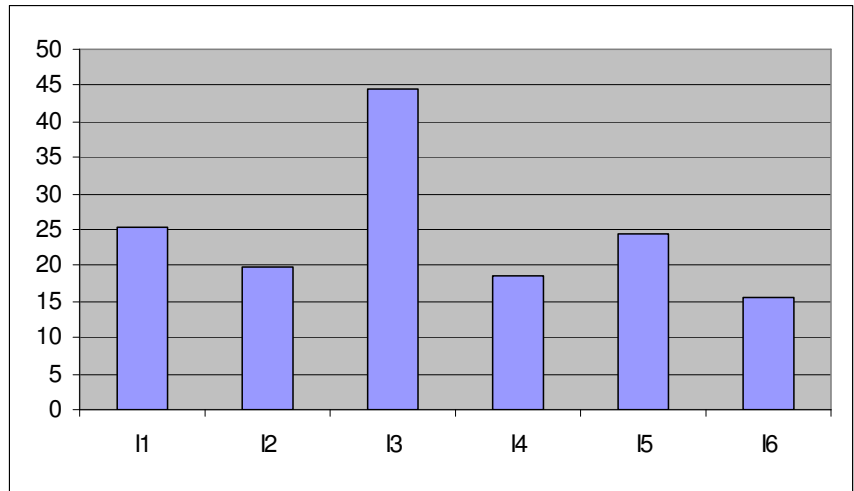


**ICT infrastructure – Actions**

- Analysis of coverability
- Analysis of description text
- Proposals for change
- Voting relative importance

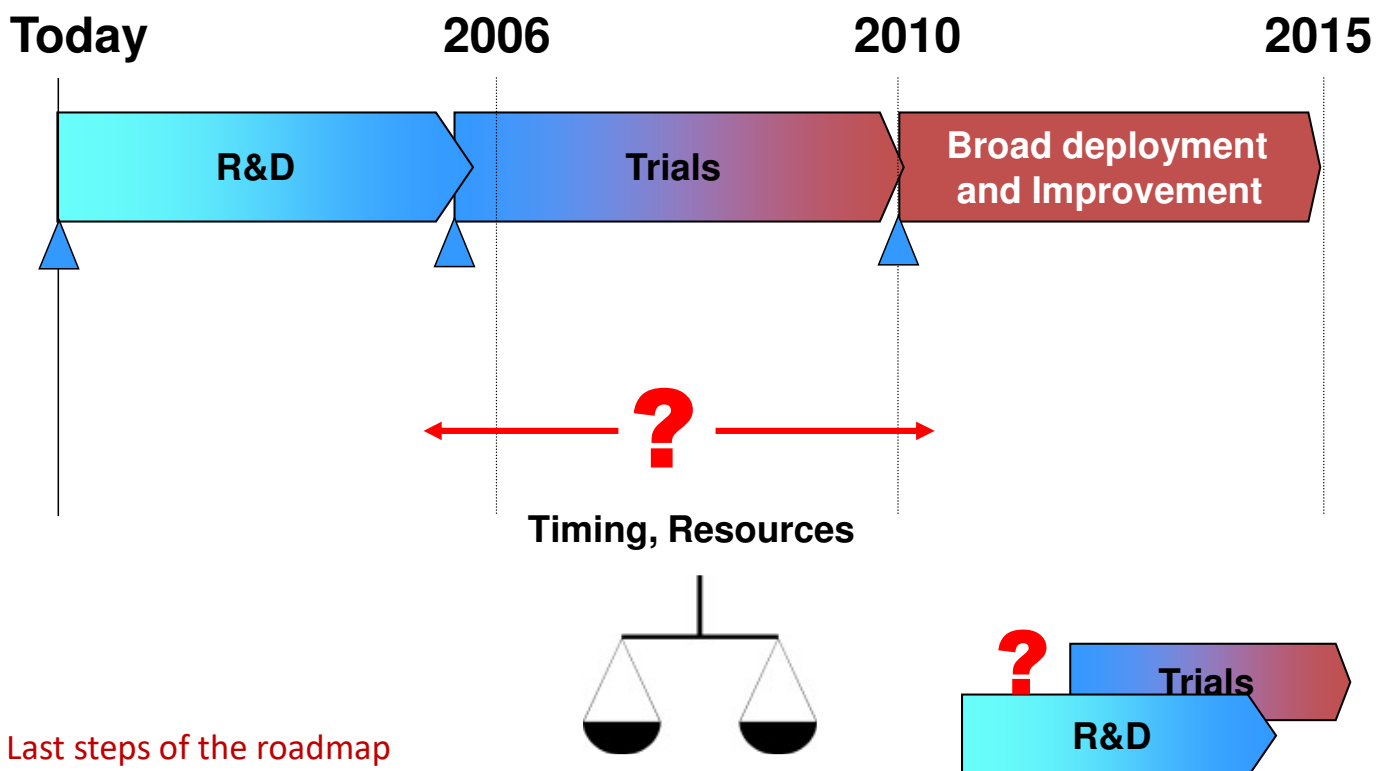
... again in small groups of invited external experts

- I<sub>1</sub> Principles of reference architecture, interoperability, and security
- I<sub>2</sub> Foundation for Software migration and system integration
- I<sub>3</sub> User-friendly and low-cost ICT infrastructure
- I<sub>4</sub> 'Do it yourself' framework to assist development of support services
- I<sub>5</sub> Define a business model for developers, suppliers, and buyers
- I<sub>6</sub> Reliability and responsibility when using multi-supplier building blocks

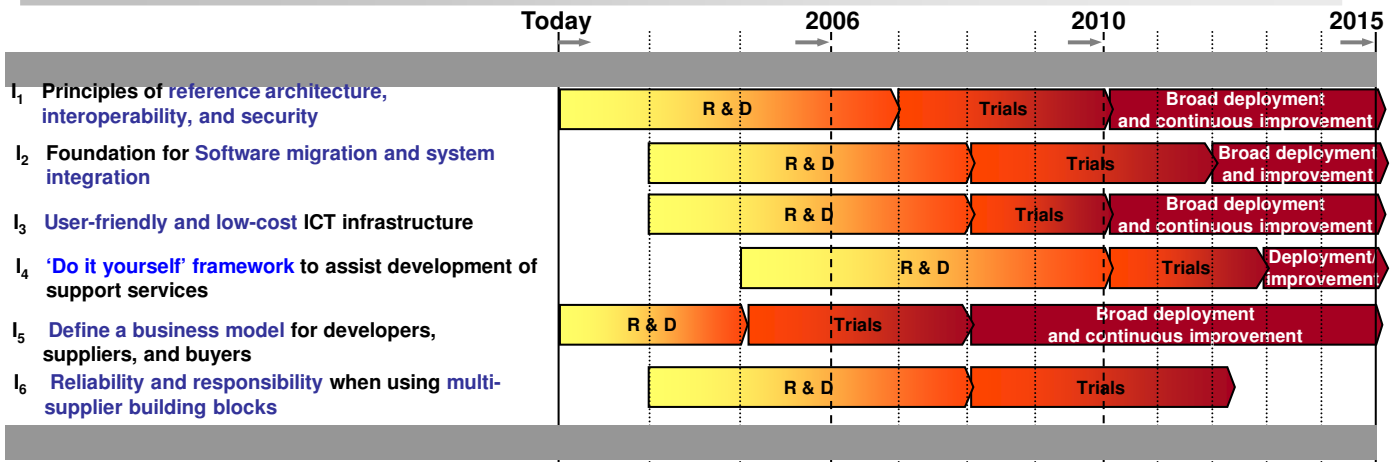


**Based on aggregated votes from the various workshops**

- A3 is the most prioritised action
- A1 and A5 are prioritized next, to reach the vision
- A2, A4, and A6 are required important actions to follow
- Priority was mostly given to the immediate needs







### Why this sequence?

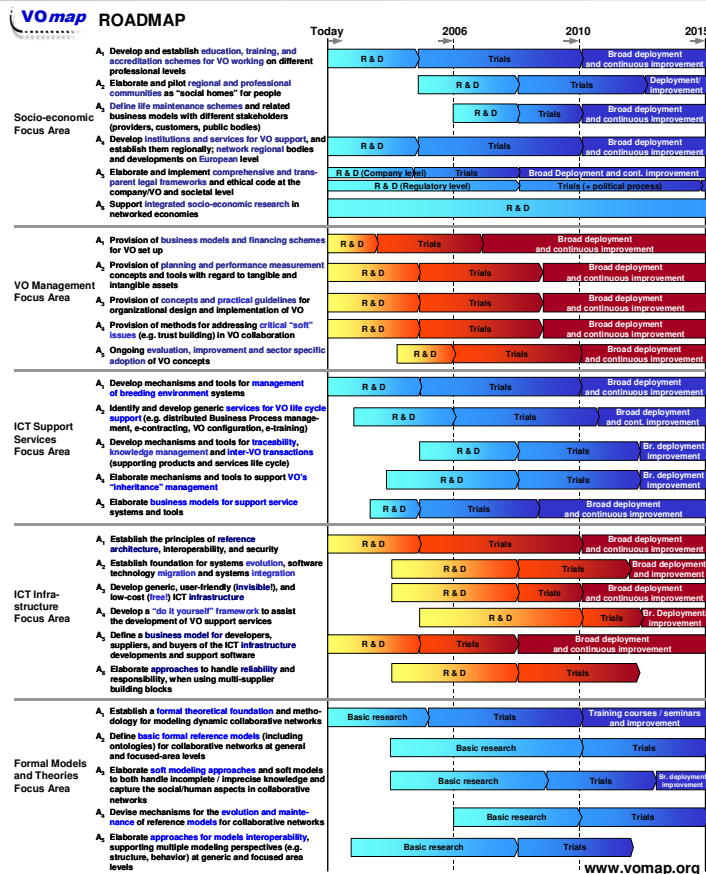
- Basic reference architecture principles (I1) are required before I2, I3 and I6 can start with their necessary R&D
- Business model for ICT (I5) can start immediately, and has a shorter R&D
- R&D for the development of ``Do-it-yourself`` framework (I4) requires some input from all other actions
- Responsibility when using multi-supplier building blocks generates results that can be used by the business model and other actions for ICT, so it does not seem to have independent broad deployment

## Towards the roadmap ...

2nd attempt

### Implementation Mechanisms

R&D  
Trials  
Deployment & improvement



## Consolidation workshop

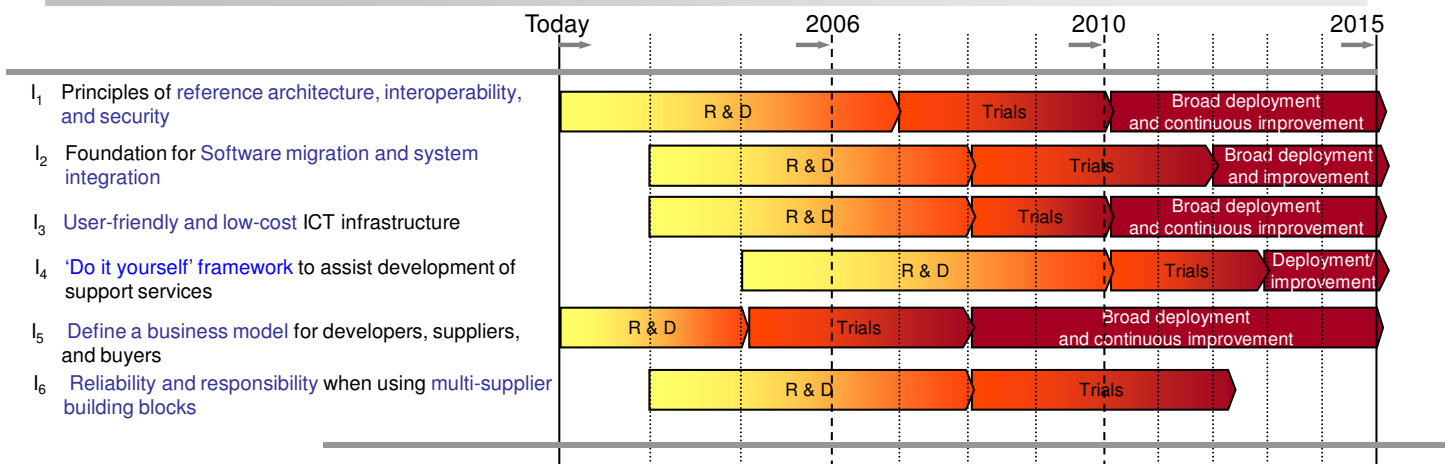
To verify / validate the 2<sup>nd</sup> iteration of the roadmap

VOmap example:  
28 participants

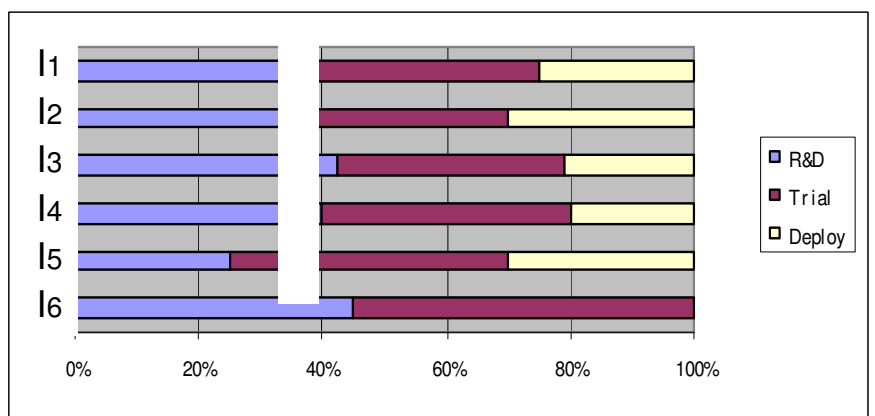


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## ICT infrastructure – Distribution of efforts

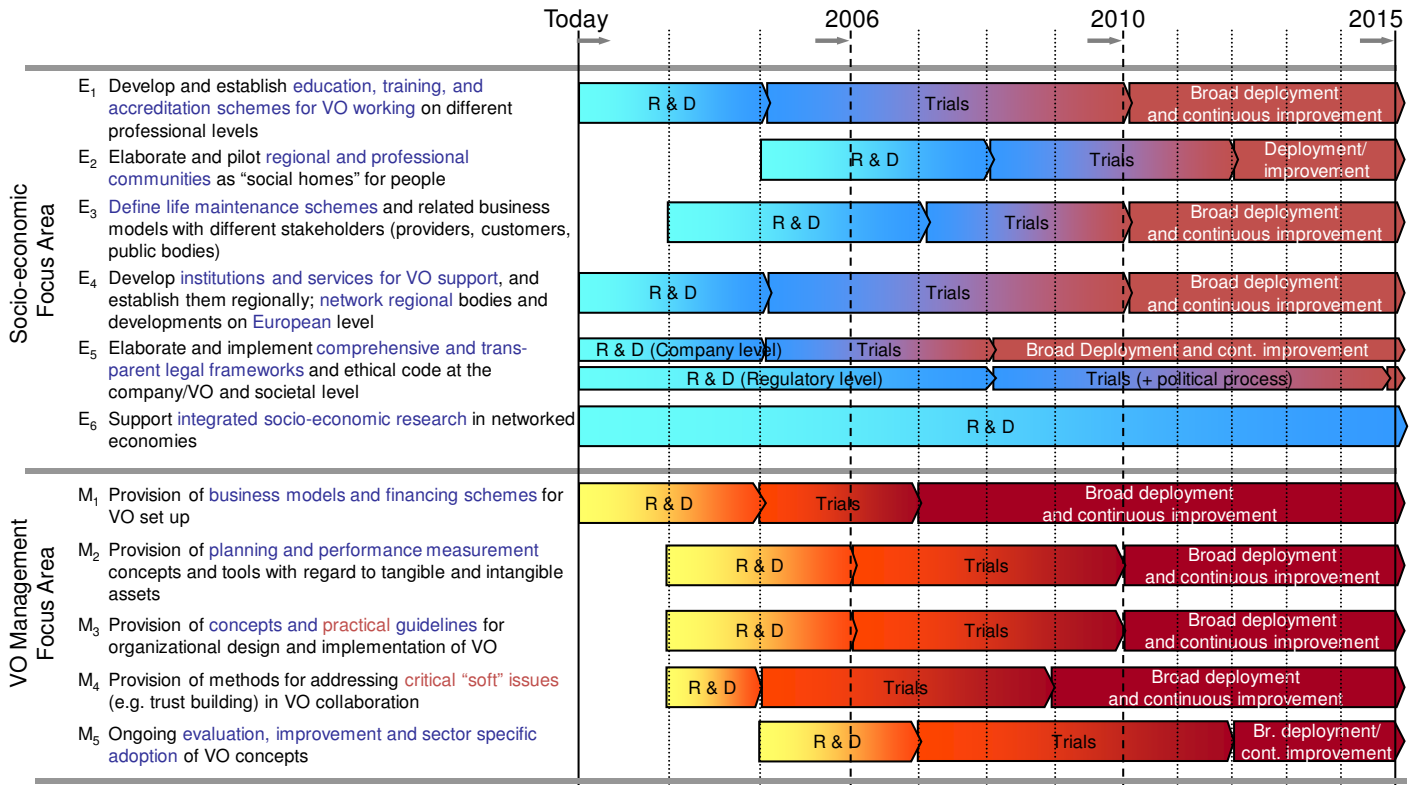


- E.g. Business model (I<sub>5</sub>) has smaller research period

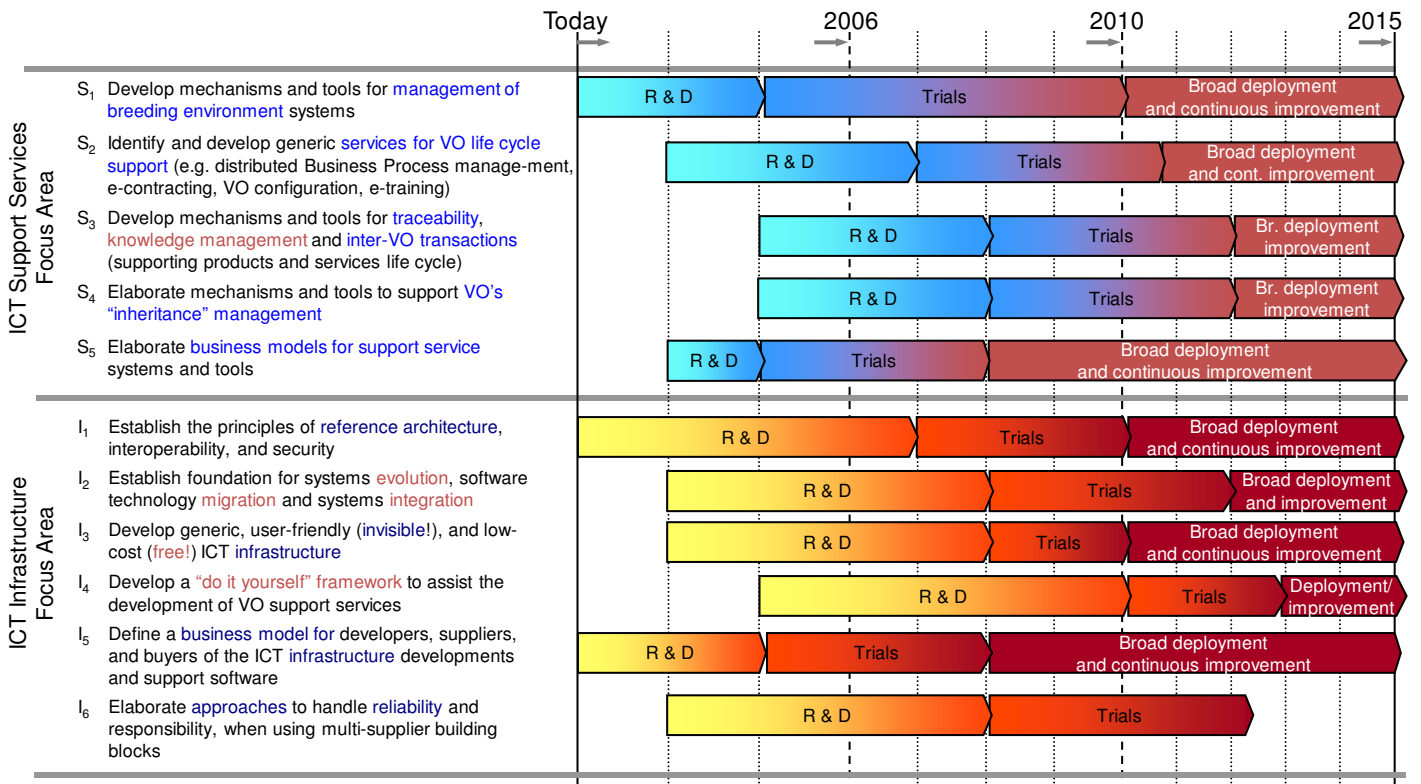


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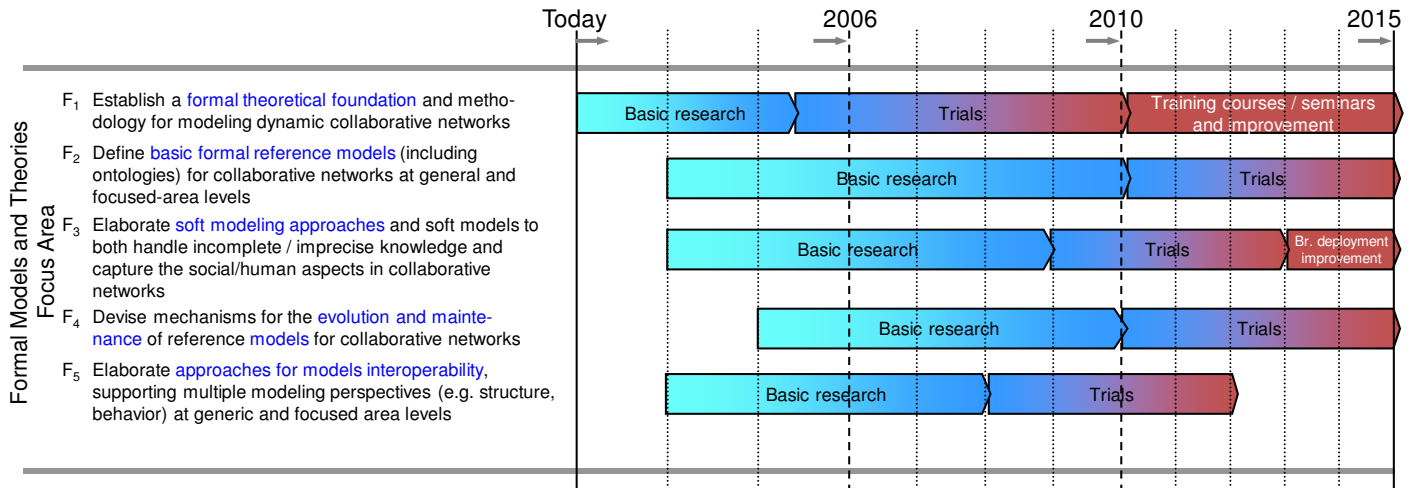
## After consolidation workshop



## After consolidation workshop



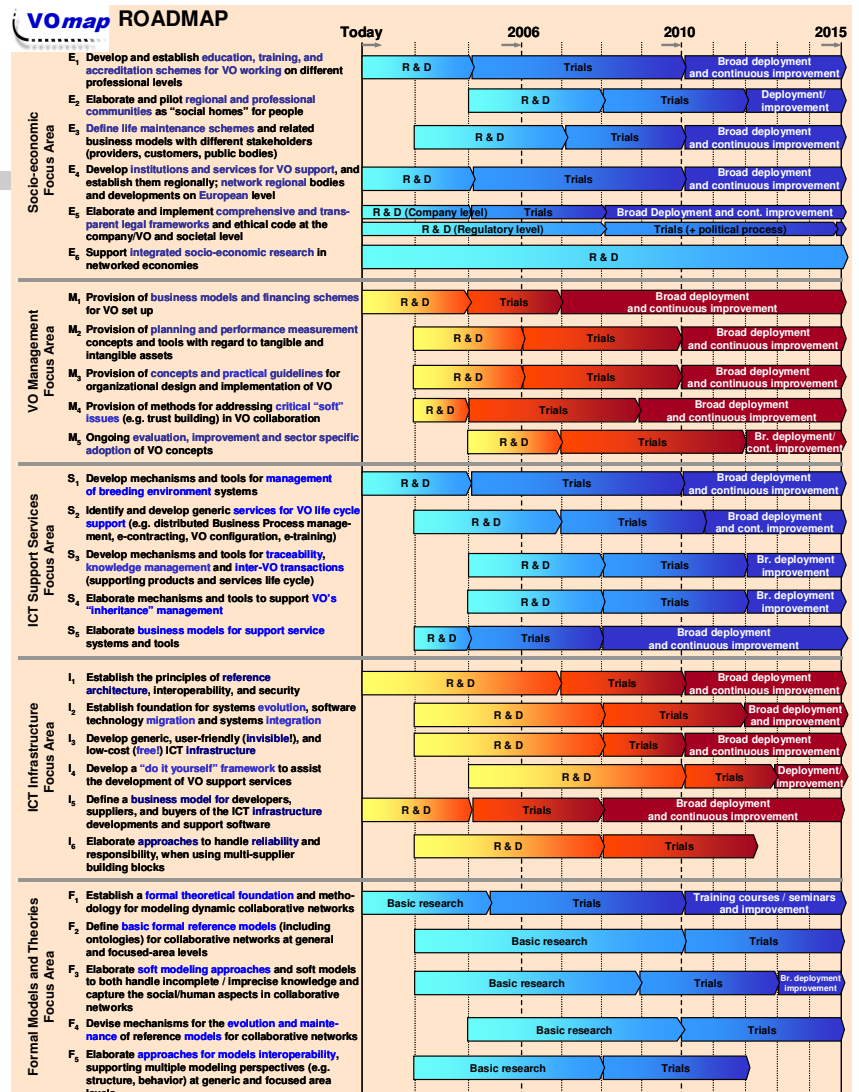
## After consolidation workshop



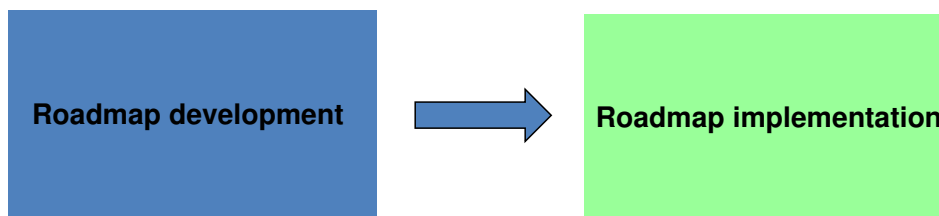
## Final version

Camarinha-Matos, L.M.; Afsarmanesh, H. (2004), *A roadmapping methodology for strategic research on VO, in Collaborative Networked Organizations – A research agenda for emerging business models*, cap. 7.1, Kluwer Academic Publishers.  
[https://www.researchgate.net/publication/226937637\\_A\\_Roadmapping\\_Methodology\\_for\\_Strategic\\_Research\\_on\\_VO](https://www.researchgate.net/publication/226937637_A_Roadmapping_Methodology_for_Strategic_Research_on_VO)

Camarinha-Matos, L.M.; Afsarmanesh, H. ; Loeh, H.; Sturm, F.; Ollus, M. (2004), *A strategic roadmap for advanced virtual organizations, in Collaborative Networked Organizations – A research agenda for emerging business models*, cap. 7.2, Kluwer Academic Publishers.  
[https://www.researchgate.net/publication/226527248\\_A\\_Strategic\\_Roadmap\\_for\\_Advanced\\_Virtual\\_Organizations](https://www.researchgate.net/publication/226527248_A_Strategic_Roadmap_for_Advanced_Virtual_Organizations)



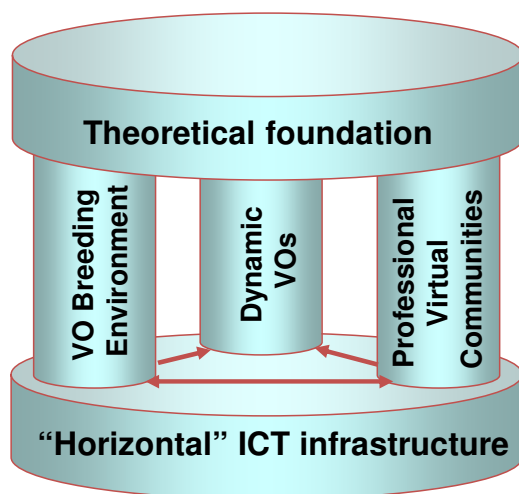




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## One implementation – ECOLEAD project

A project proposal developed based on the VOmap roadmap



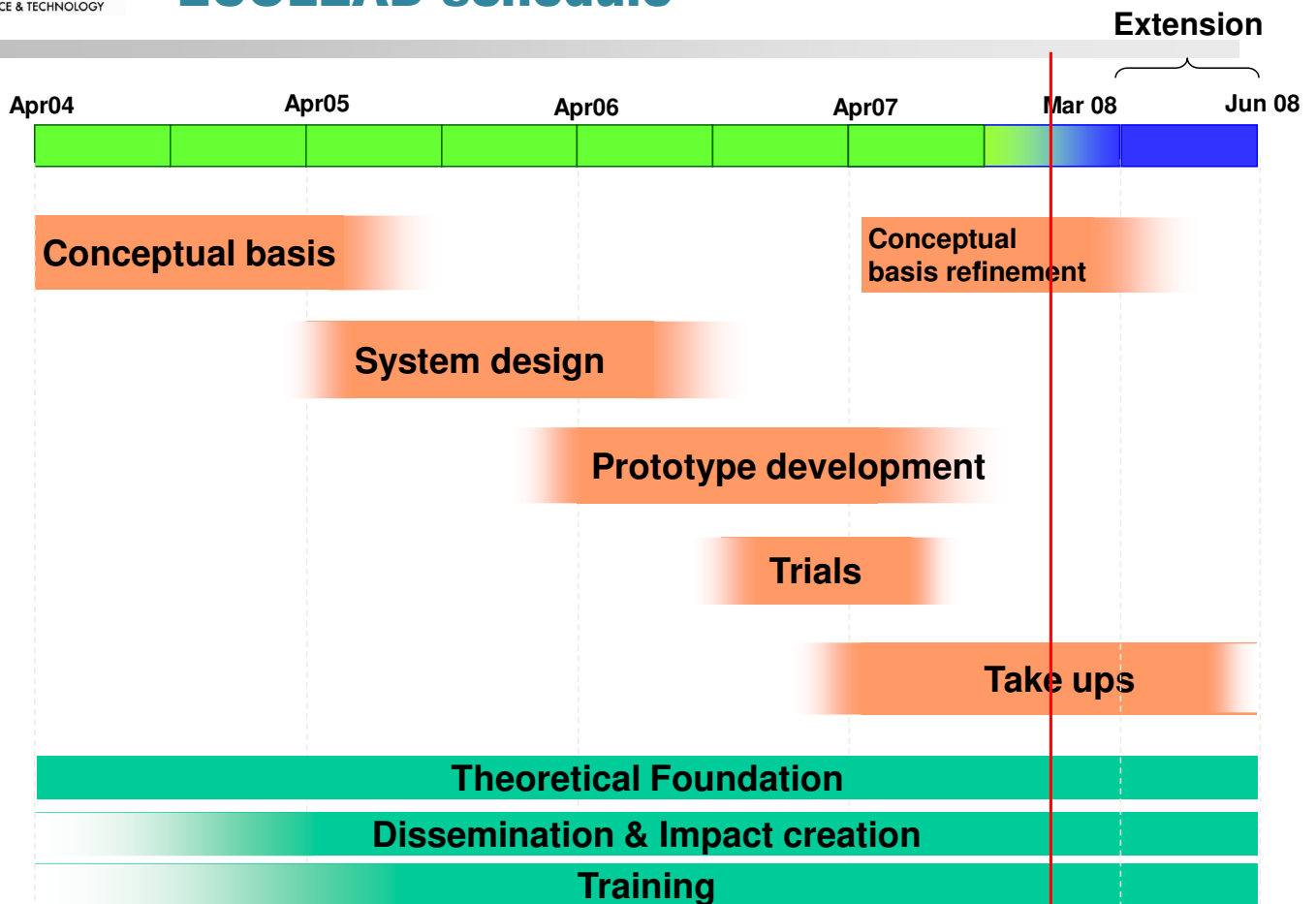
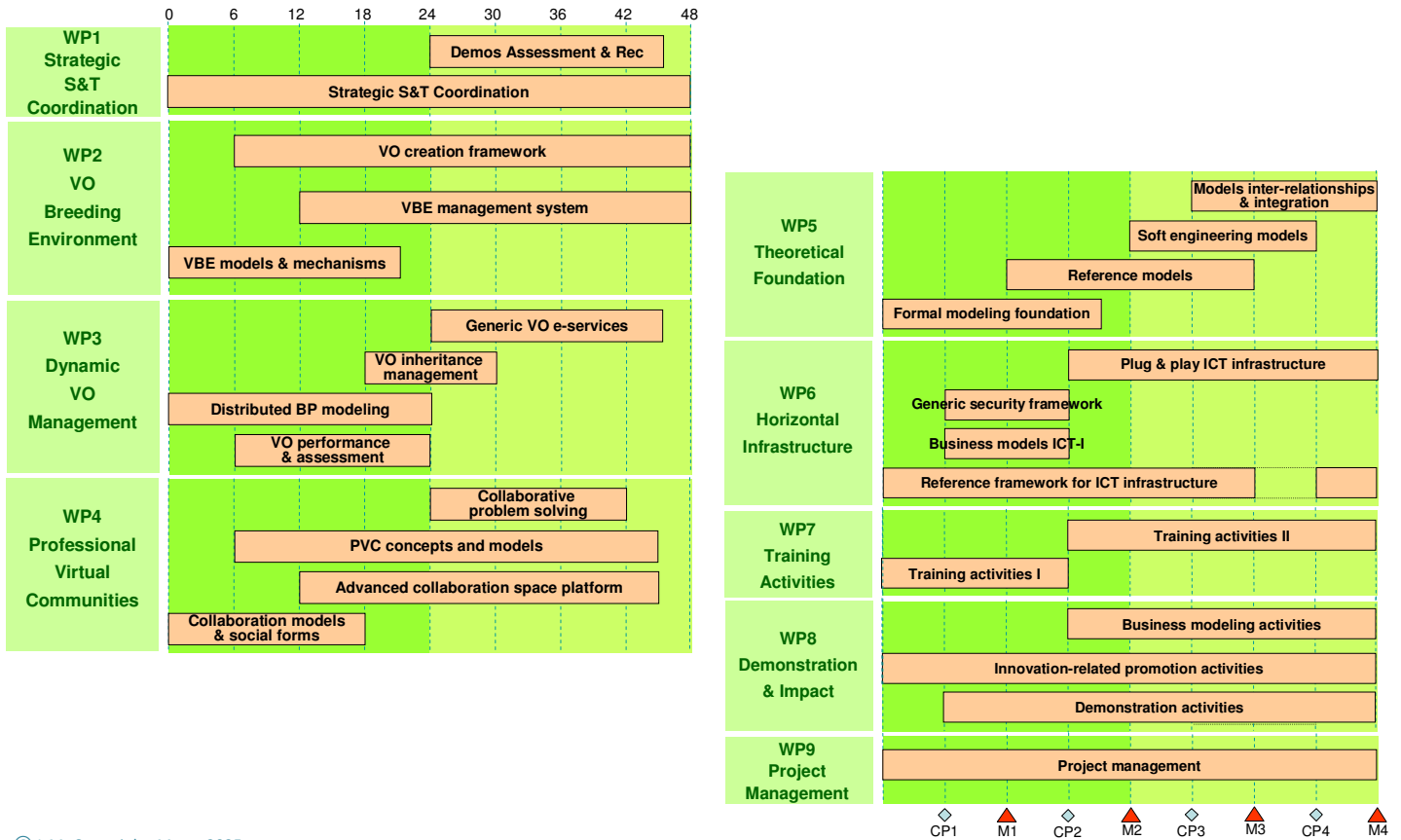
A holistic approach combining:

- *Breeding environments*
- *Management of (dynamic) VOs*
- *Professional Virtual Communities*
- *Horizontal Infrastructures for collaboration*
- *Theoretical foundation*

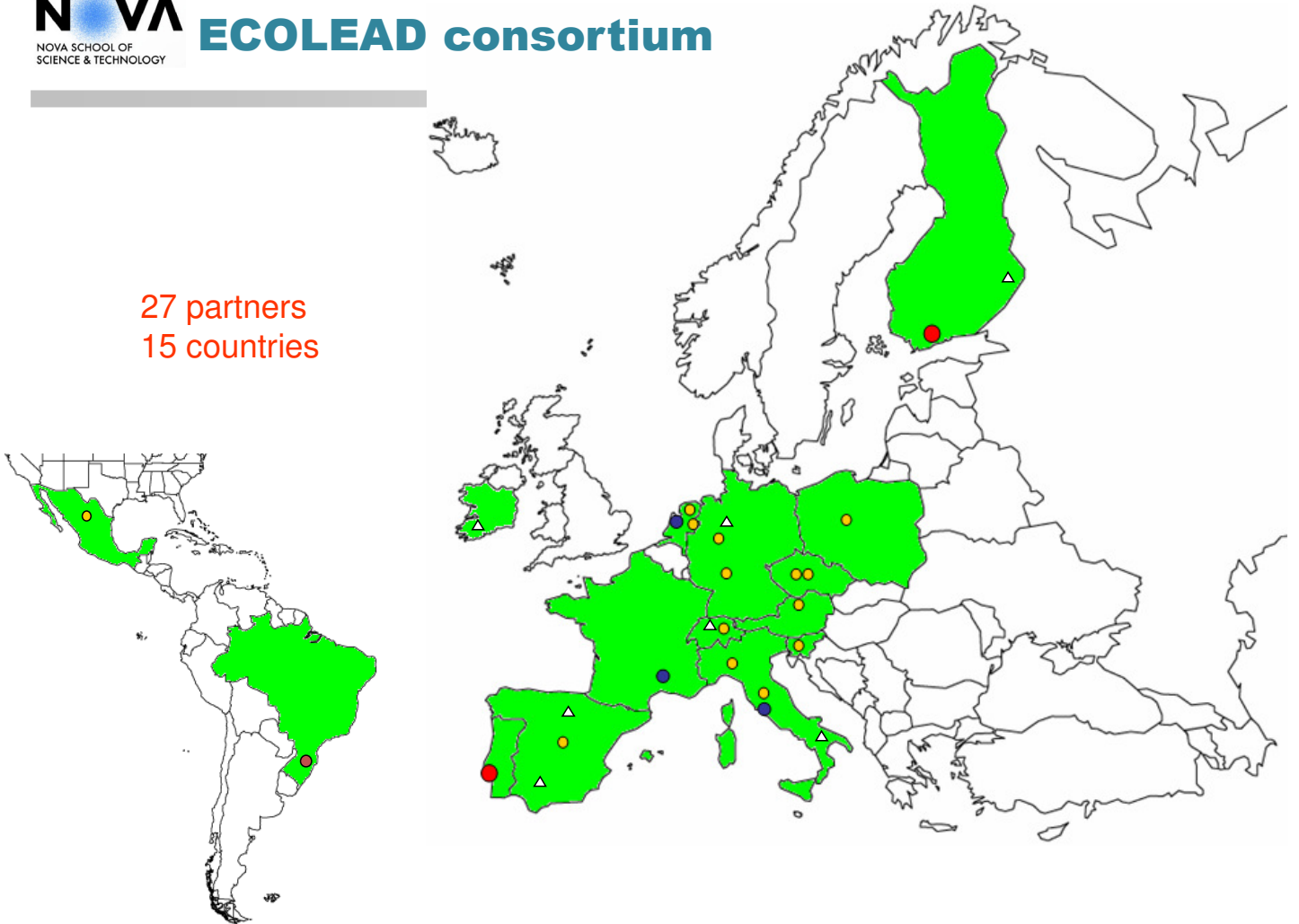
towards the establishment of collaborative networks as a new scientific discipline

The proposal was accepted and funded by the European Commission

“Creating the foundations and mechanisms for establishing an advanced collaborative, network-based industry society”



27 partners  
15 countries

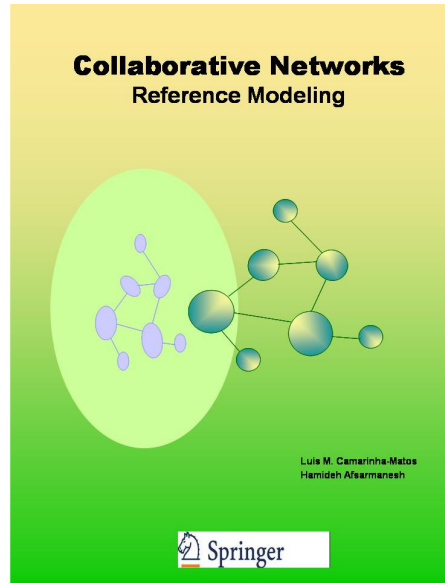


**Industry**

**Research**

**End-users & Others**

**+ New SME networks**



These books strongly contributed to the **consolidation** of the area of **Collaborative Networks**

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**NVA The ePAL EXAMPLE**

NOVA SCHOOL OF SCIENCE & TECHNOLOGY

Another example

Inclusion in an organized community  
Continued participation in society and economy  
Balanced involvement in professional and social activities  
Sense of "belonging"

**THEN: Vision**

Smooth active and engaged ageing

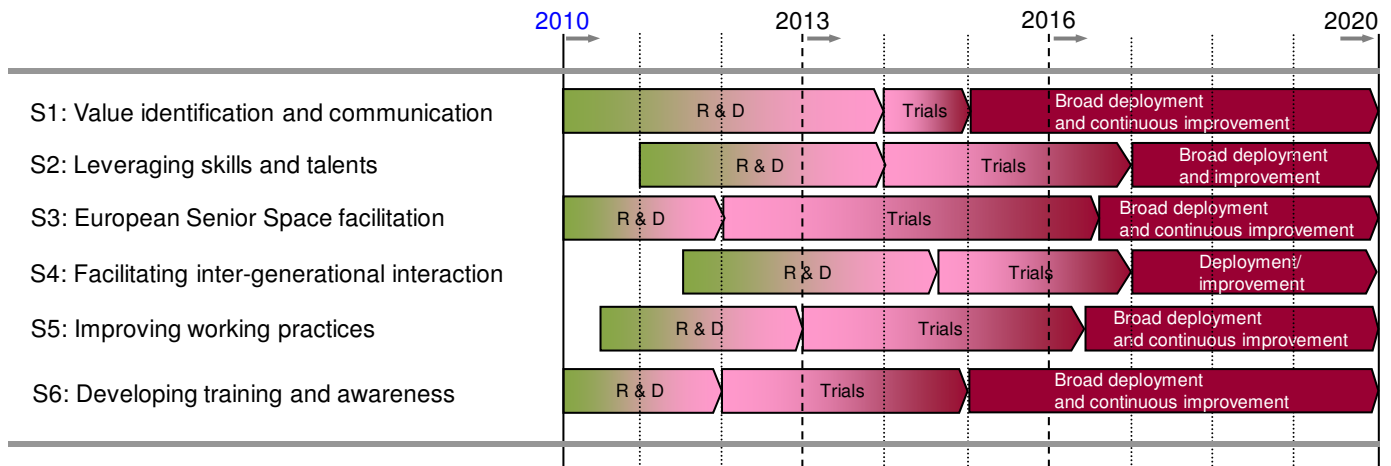
**NOW: Baseline**

Fast decaying post-retirement

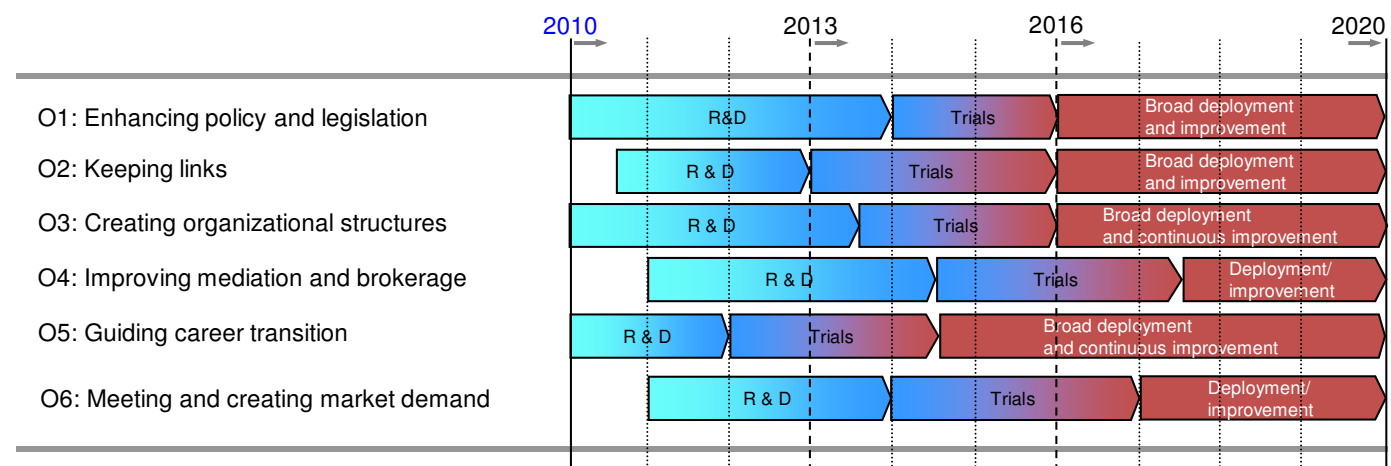
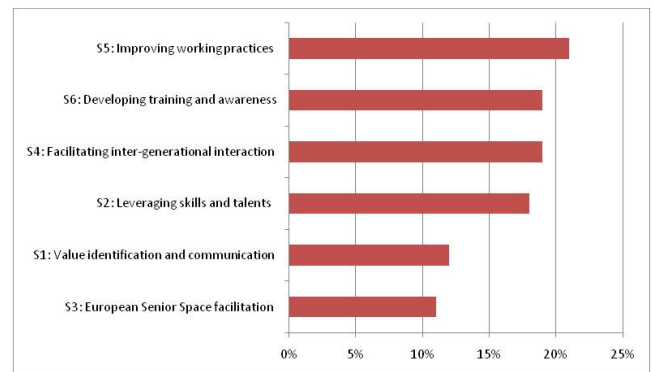


**HOW:**  
Plan of actions

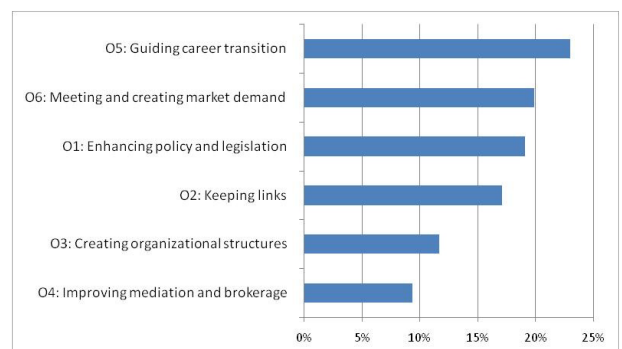
Broken professional relationships  
Reduced involvement in society  
Risk of isolation and depression

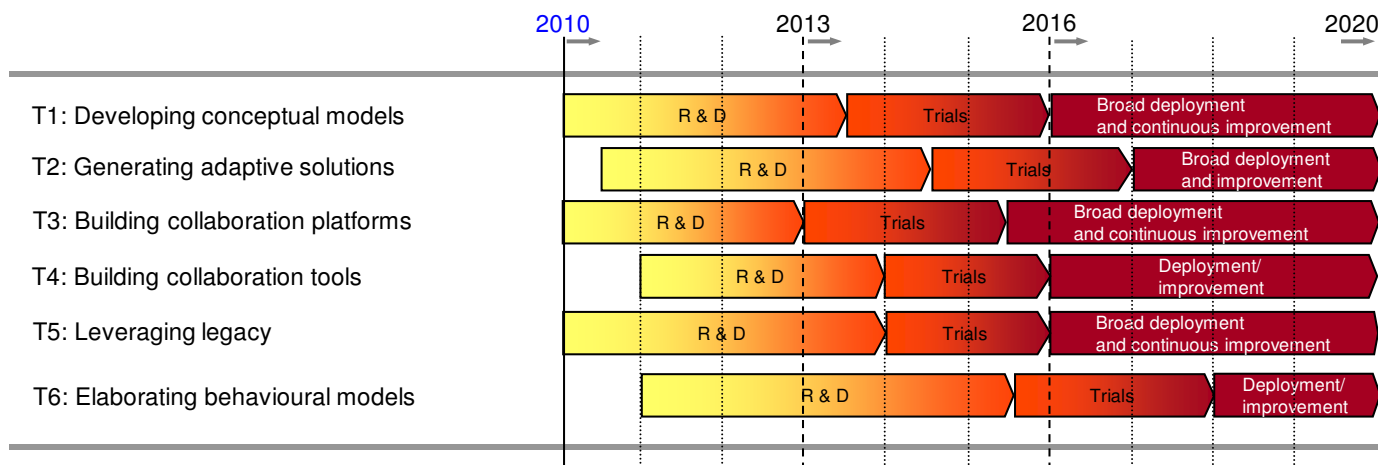


### Priorities

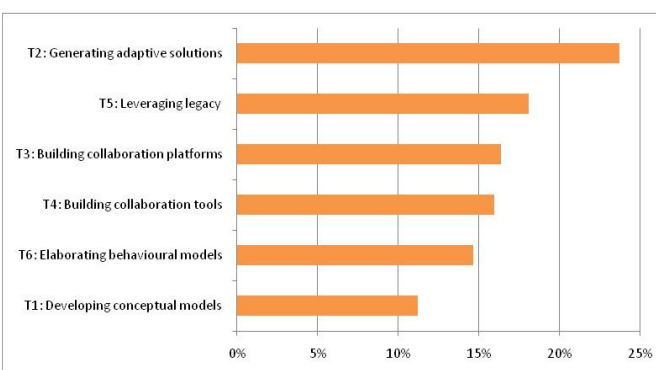


### Priorities





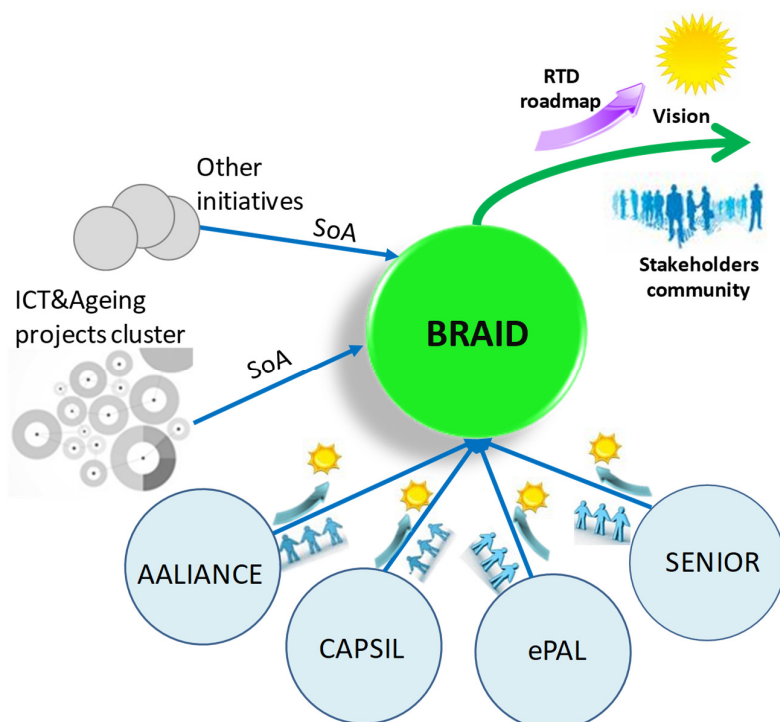
### Priorities



## The BRAID EXAMPLE



Another example



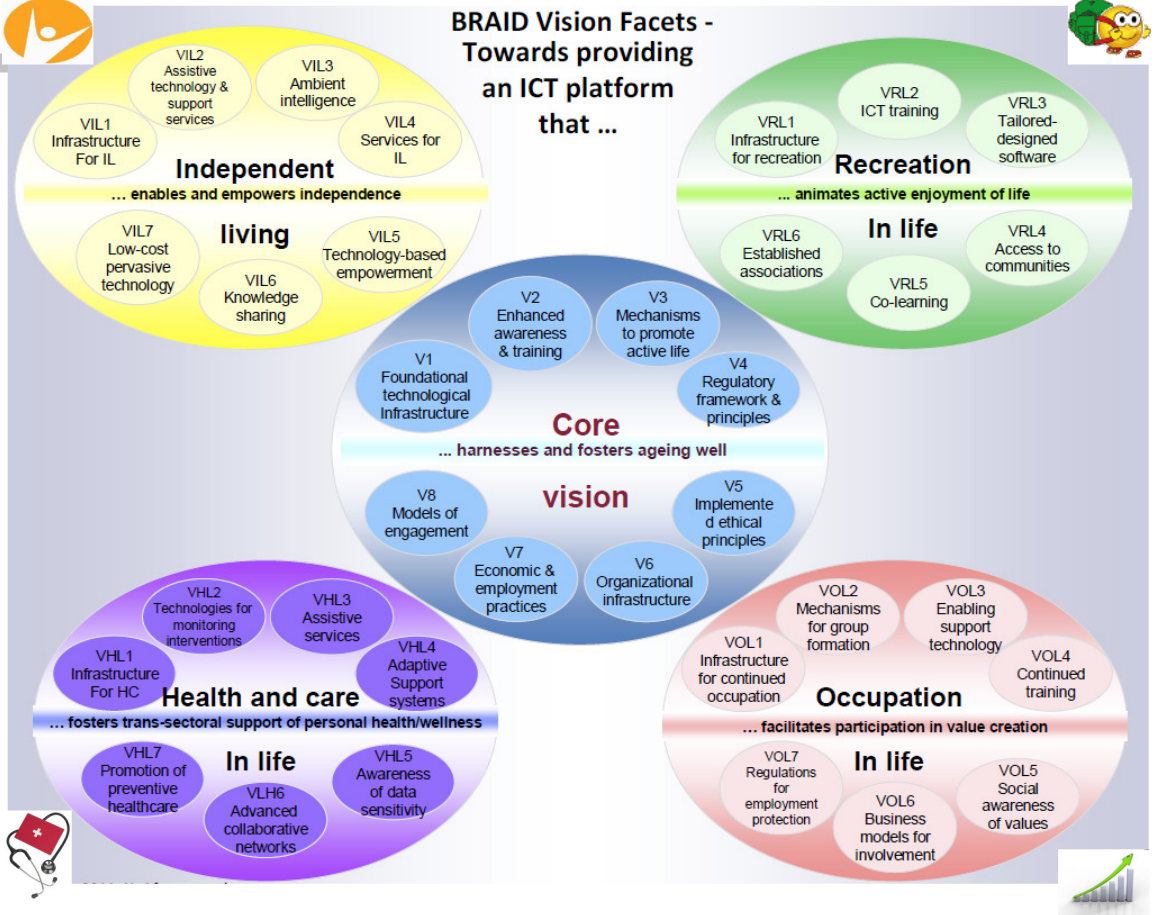
### OBJECTIVES

- Integrate and consolidate current roadmaps, leading to a more holistic approach to ICT and Ageing development.
- Elaborate a strategic research agenda that builds upon existing, emerging and disruptive technologies and that responds to the needs of senior citizens in a context of rapidly changing socio-economic conditions.
- Devise implementation approaches for the strategic research agenda.





One of the “innovations” was additional effort on “visual representation”

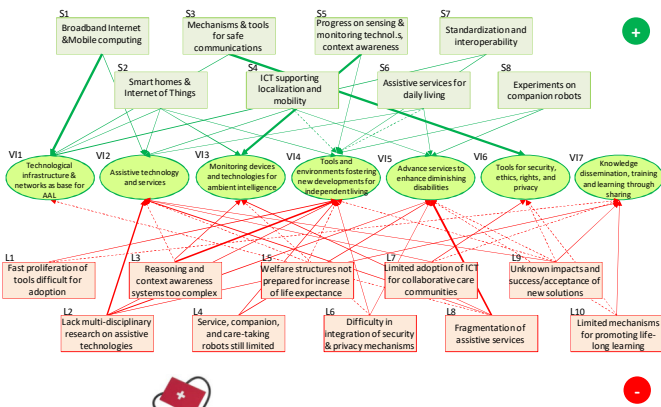


## GAP ANALYSIS: Baseline & Trends Example

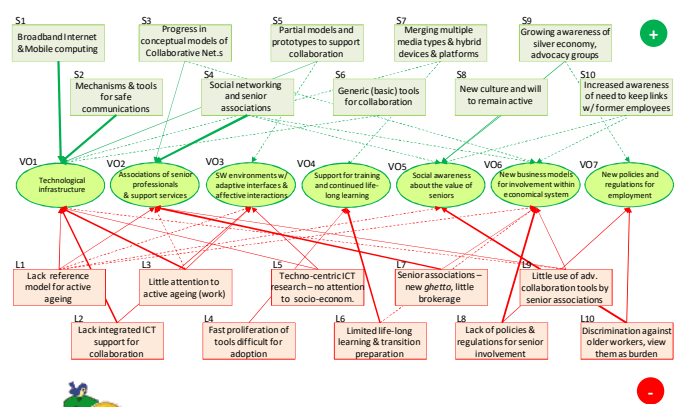
<p><b>Life Setting:</b> Independent living</p> <p><b>Vision facet:</b> Established infrastructure and networks as the base for the support of independent living by technology</p>	<ul style="list-style-type: none"> <li>Increasing availability of Internet and speed of broadband access.</li> <li>However, in some countries broadband access covers less than half of the rural population and, ageing people, this access is lagging behind.</li> <li>Market trend towards mobile broadband access at a decreasing price.</li> <li>Increasing availability and power of mobile computing.</li> <li>Mobile phones with built-in GPS, facilitating context aware applications.</li> <li>More applications running on Cloud Computing.</li> <li>Progress on standardization and interoperability, facilitating the development of the web of services.</li> <li>Progress on Internet of Things, new sensorial systems and wireless integration, creating the possibility of having more devices in the environment.</li> <li>Large panoply of mechanisms and tools for safe communications, although still difficult to integrate and configure.</li> <li>Technological convergence continues to merge multiple media types onto new hybrid devices.</li> <li>Progress on systems integration around the concept of smart home.</li> <li>Fast development of ICT represents a barrier for seniors, but broadband access also creates new opportunities for distance learning.</li> </ul>	<p><b>Life Setting:</b> Independent living</p> <p><b>Vision facet:</b> Supporting tools and environment that foster the development of technologies for independent living</p>	<ul style="list-style-type: none"> <li>Progress on standardization and interoperability, facilitating the development of the web of services.</li> <li>Advances in converging technologies between information technology and bio-technologies, such as nanotechnology and biotechnology. The reciprocal combination of areas allow collecting information related to the living body and elderly environment (such as blood pressure, facial expression, smell, air temperature, pos), enabling for instance networking biological components with technology fixes through external machines.</li> <li>Emergence of design for all.</li> <li>Early attempts on a “configure yourself” based systems design philosophy.</li> <li>Trend towards easily adaptable and customizable user interfaces, notion of skins and themes, adaptation to different output channels (PCs, mobile phones, PDAs, etc.), but not yet very smoothly.</li> <li>Personalization and profiling support is increasing, also opening new opportunities for applying data mining techniques.</li> </ul>
<p><b>Life Setting:</b> Independent living</p> <p><b>Vision facet:</b> Assistive technology and support services that facilitate independent living</p>	<ul style="list-style-type: none"> <li>Advances in assistive/adaptive technologies for augmenting the capabilities of individuals, such as cognitive assistance, daily Living assistance, wellness monitoring, and health monitoring.</li> <li>Progress in robotics, which may act as replacement for human care, including service and companion robots, and able to monitor and assist elderly people suffering both from cognitive disorders and physical disabilities. However, developments in this field encounter both scientific and economic challenges.</li> <li>Progress in assistive communication technologies, which allows enhancing the communication abilities of the elderly to engage in desired person-to-person communications and person-to-machine communications.</li> <li>Customizable user interfaces allow the usage optimization of screen space with adaptive interfaces, for different output channels (PCs, mobile phones, PDAs, etc.), and the inclusion of transition engines.</li> <li>Experiments on preventing cognitive decline, focused on developments to compensate cognitive loss through assistive technologies.</li> <li>Growing convergence between biology and ICT tools (e.g. ICT implants that enhance brain/cognitive function, genetic screening, DNA tests). But the use of biomimetic systems has not yet been fully explored, and ethical issues are likely.</li> <li>Progress on assistive services for daily living assistance, driving assistance, cognitive assistance, etc.</li> </ul>	<p><b>Life Setting:</b> Independent living</p> <p><b>Vision facet:</b> Advanced set of organized and commercial services aiming to enhance diminishing disabilities of seniors and caring so that they can live independently</p>	<ul style="list-style-type: none"> <li>Progress on standardization and interoperability, facilitating the development of the web of services.</li> <li>Emergence of social welfare mechanisms, varying from public to private social security systems.</li> <li>Changes in organization of healthcare towards a more decentralized care models, namely localized care centers and at home. There is also a rising importance of self-managed care.</li> <li>Offering of more integrated and individualized services from several suppliers in order to address new customer groups, allowing reduce the complexity for the end user and creating custom-tailored services.</li> <li>Offered services are becoming more important than equipment, and results in a B2B or even collaborative business model.</li> <li>Telemedicine companies are evolving as new players that complement existing stationary and ambulant treatment, offering a broader portfolio which is more tailored to individual customer needs.</li> <li>Technological convergence continues to merge multiple media types onto new hybrid devices.</li> <li>Increasing economic pressure on social care systems.</li> <li>Improvements on consumer protection and a coherent regulatory framework for privacy liability are needed.</li> </ul>
<p><b>Life Setting:</b> Independent living</p> <p><b>Vision facet:</b> Monitoring devices and technologies supporting ambient intelligence solutions</p>	<ul style="list-style-type: none"> <li>Progress in sensing technologies, creating the possibility of having more effective monitoring and context awareness reasoning functionalities.</li> <li>Some developments applying reasoning and context awareness. Extraction of knowledge about the activities of the user and the current situation in this environment from low-level sensor data to plan the appropriate short-term and long-term reaction.</li> <li>The elderly behavior can be observed and compared to typical behaviors, issuing alerts when necessary.</li> <li>Assistive robots can act as replacement for human care, including service and companion robots. They can monitor and assist elderly people suffering from cognitive disorders and physical disabilities. Developments in this field encounter both scientific and economic challenges.</li> <li>Early developments on perception / recognition of emotions.</li> <li>Progress on smart homes development opens new opportunities for developing novel monitoring and intelligent assistance services.</li> </ul>	<p><b>Life Setting:</b> Independent living</p> <p><b>Vision facet:</b> Tools to ensure security, ethics, rights, and privacy on data and used services</p>	<ul style="list-style-type: none"> <li>Large panoply of mechanisms and tools for safe communications, although still difficult to integrate and configure.</li> <li>Europe lacks a coherent legal framework for privacy liability. Law currently guarantees neither the establishment nor the protection of an online private space in the same way as the private space in the physical world is protected.</li> <li>Emerging unfair commercial practices. Elderly people are particularly more sensitive to unfair commercial practices and unfair contractual terms.</li> <li>Consent plays a key role in social relations, but modern ICT processing activities remain opaque to most users. Even when consent is given, the user might not be able to use his or her data protection rights. Personal data, including health data or even genetic data, can be used without consideration to user protection and rights.</li> </ul>
		<p><b>Life Setting:</b> Independent living</p> <p><b>Vision facet:</b> Mechanisms to increase knowledge dissemination, training and learning through sharing both for seniors and all other stakeholders</p>	<ul style="list-style-type: none"> <li>Training on new ICT should be available even before retirement. Seniors should also be involved in the process of tools development.</li> <li>Difficulty in coping with advances in technology. ICT is still a barrier for seniors because some show reluctance to accept new technologies.</li> <li>Expanding Accessibility of Life-Long Learning Technologies.</li> <li>New tools for user-generated content, if properly integrated in a collaborative community context, are likely to provide the opportunity for a great increase in knowledge dissemination, training and learning.</li> </ul>



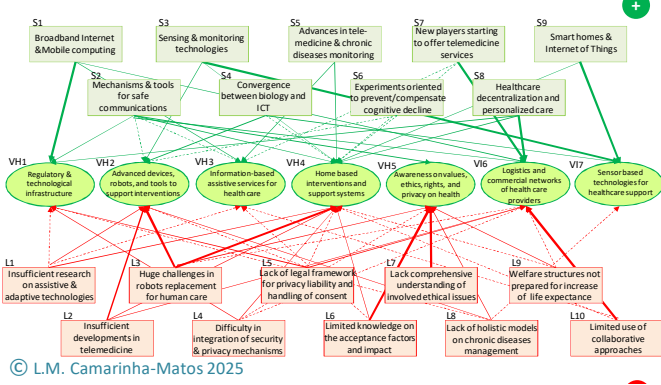
## GAP ANALYSIS: Independent Living



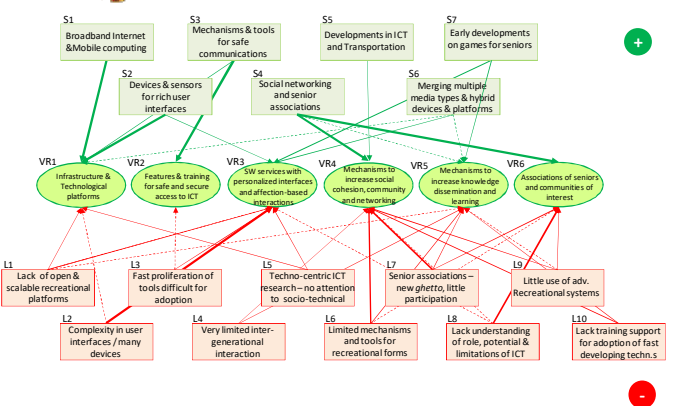
## GAP ANALYSIS: Occupation in Life



## GAP ANALYSIS: Healthy Living



## GAP ANALYSIS: Recreation in Life



# PRELIMINARY VERIFICATION: COVERING THE VISION

## Independent Living

### Vision facets

- VO1: Established infrastructure and networks as the base for the support of independent living by technology
- VO2: Assistive technology and support services that facilitate independent living
- VO3: Monitoring devices and technologies supporting ambient intelligence solutions
- VO4: Supporting tools and environment that foster the development of technologies for independent living
- VO5: Advanced set of organised and commercial services aiming to enhance diminishing abilities of seniors and caring for seniors so that they can live independently
- VO6: Tools to ensure security, ethics, rights, and privacy on data and used services
- VO7: Mechanisms to increase knowledge dissemination, training and learning through sharing both for seniors and all other stakeholders

- Monitor Well-Being.** Design, develop and integrate open and scalable **sensor network environments** both home-centered and human-centered, with intelligent monitoring, including new levels of security, safety, and privacy.
- Extend capabilities.** Investigate, develop and integrate **intelligent functionalities** to compensate diminishing cognitive and physical capabilities and to design and develop **intelligent, context-aware and self-adapting tools** for personal assistance in planning and performing daily activities and facilitating societal participation.
- Build supportive environments.** Design, develop, and validate preventative and responsive interventions based on situational awareness.
- Establish collaborative environments.** Design and develop novel collaborative environments, combining **social networking and collaborative networks** of care provision stakeholders to facilitate support, companionship, and community participation.
- Assist mobility.** Integrate and customize **methods and tools** to assist mobility, including services for localization, trip planning, navigation, orientation in complex environments, driving assistance, and inter-modal transportation, focusing elderly needs.
- Align independent and sustainable living.** Explore the alignment of ICT for Independent Living with smart grid and sustainable development technologies.
- Assess impacts.** Promote integrative studies on the **sociological, economic, ethical, and quality of life impacts** of introducing services and technologies for independent living.
- Train for new environments.** Define new community-based training programs leveraging the potential of new technology-based assistive environments.

## Healthy Living

### Vision facets

- VO1: Regulatory and technological infrastructure to support consumer driven healthcare (supporting data privacy, standards)
- VO2: Advanced devices, robots, and tools supporting interventions for monitoring and provision of health care
- VO3: Information based assistive services supporting the health care of seniors and involvement of other stakeholders
- VO4: Appropriately designed home based interventions and support systems, based on seniors' cognitive and emotional status, which adapt whilst they age
- VO5: Mechanisms to raise awareness on the formation of values, ethics, rights, and privacy on health related data and advanced ICT tools to ensure data security
- VO6: Organised logistics and commercial networks of health care providers in the society, adapted to demographic change
- VO7: Sensor based technologies, which are context aware, for healthcare support

- Establish safe infrastructure.** Develop a safe and adaptable infrastructure, aligned with relevant standards in e-health, to support the provision of consumer-driven healthcare services.
- Develop intervention tools.** Design, develop and adapt advanced devices, intelligent robots, and intelligent tools to support interventions regarding seniors' healthcare.
- Design integrated assistive services.** Create a framework for the emergence of **integrated information-based assistive services** for health care of seniors, with particular emphasis on quality of service / quality of information, and based on a multi-stakeholder collaboration model.
- Develop health monitoring systems.** Design, develop and integrate sensorial systems for health conditions monitoring, combined with intelligent diagnosis functionalities, understanding of the environment and other context factors, and smoothly adaptable to the needs of each senior individual.
- Establish healthcare ecosystem.** Define new **organizational and business models** and develop support tools for the establishment of **collaborative healthcare ecosystems** involving healthcare providers, social security and regulatory authorities, forming the backbone for the emergence of new services for healthy living support.
- Support home-based interventions.** Identify, develop and assess novel experiments on **home-based interventions** and associated support systems, which are self-adapting to the cognitive, emotional, and physical status of the senior and respect the established safety and ethical principles.
- Develop regulatory framework.** Promote studies to elaborate and assess new organizational forms and business models for healthcare provision to ageing populations from a community and multi-stakeholder collaboration perspective.
- Establish organizational and business models.** Identify and regulate critical elements in ICT-based support services for healthy living.
- Raise awareness on healthy living.** Launch actions and develop mechanisms to raise awareness on the potential of ICT support for "healthy living environments" and the formation of consensus on values, ethical principles, rights, safety and privacy issues to be adopted in such environments.

## Occupation in Life

### Vision facets

- VO1: Established technological infrastructure (including support for connectivity, mobility and cloud computing) as the base for seniors professional activities
- VO2: Mechanisms to build associations of senior professionals and actively engage them, and support services for formation / management of teams of professionals
- VO3: Advanced software environments to support seniors with adaptive personalized interfaces and affective interactions (within a context-aware and configure-yourself enriched environment)
- VO4: Organized support for training and continued life-long learning for seniors
- VO5: Increased social awareness about the value of senior professionals and their social cohesion and knowledge transfer (facilitating active involvement through networking, with emphasis on cross-generational and gender issues)
- VO6: New business models for involvement of seniors within existing economical system
- VO7: New policies and regulations for employment and protection of rights of senior professionals, particularly those who fall into other vulnerable groups (e.g. as a result of ethnicity, sexual orientation, gender, etc)

- Build collaboration platforms and systems.** Design and develop open ICT **collaboration platforms**, support, and systems aimed at facilitating value creation, addressing the specific needs of communities of senior professionals, and which promote inter-generational interaction and socialization, which are enhanced by affective computing, context awareness, and trust establishment.
- Generate adaptive solutions and services.** Develop and integrate **self-adaptive and configurable technology solutions and services** in ICT environments, applying principles of e-accessibility, design for all, and usability in order to facilitate technology acceptance and enable customization for/by seniors.
- Leverage legacy.** Develop environments that **empower and enable seniors** to create a legacy capitalizing on their invaluable and transferable personal / professional knowledge and experience.
- Create a model framework.** Develop approaches, models, and reasoning methods related to older people's occupation life cycle and their participation in the economic system, including value systems, behaviors, and issues of physical, cultural and emotional health.
- Create trusted knowledge network.** Create a trusted knowledge network that provides an **integrative framework** to enable seniors within their occupation in life, whether professional or voluntary.
- Join online and offline collaboration.** Develop integrative framework for identity management which effectively and **seamlessly joins online and offline collaboration**, for seniors, to create invaluable connections between virtual and real-world aspects of their occupation in life.
- Improve working practices.** Investigate **new models of working practices** and related reward and taxation models for seniors, taking account of work-life balance, aging well and gender, and promote the findings to positively influence social perception of older workers.
- Enhance policy and legislation.** Identify and assess current national and European policy, legislation and incentives relevant to active participation of seniors in the socio-economic system and recommend new approaches that lower barriers and promote and support active aging.
- Guide career transition.** Define **new life-long training programmes and realistic practices** that prepare for and guide the successful transition of senior knowledge holders from full employment to occupation in life.

## Recreation in Life

### Vision facets

- VR1: Infrastructure and required technological platforms (connectivity, communications and networking infrastructures and pervasive applications and services that are universally accessible)
- VR2: Adequate features and training support to enable seniors to access and use ICT safely (free from harm) and with security (free from threat or intrusion)
- VR3: Appropriately designed software services to support seniors with personalized interfaces and affective-based interactions, that can adapt to users' sensory, cognitive and physical capabilities (within a context-aware and configure-yourself enriched environment)
- VR4: Mechanisms to increase social cohesion, access to community and networking of seniors (including support for transport and mobility)
- VR5: Growth and development mechanisms to increase knowledge dissemination and learning through sharing
- VR6: Established associations of seniors and communities of interest, allowing active engagement (physically and virtually)

- Build recreational platforms, solutions and services.** Design and develop open, secure, interoperable, flexible, customizable and affordable ICT recreational platforms, solutions and services for senior citizens.
- Build novel interfaces.** Develop novel human-machine interfaces with high quality of usability and applying design for all principles, oriented towards seniors' active engagement in recreational activities, considering their cognitive and physical capabilities, and including augmented reality, affective computing, companion artifacts, pervasiveness, etc.
- Find new recreational channels.** Elaborate innovation portfolio of new ICT-supported recreational activities for seniors, exploring telepresence, remote participation in cultural events, collaborative gaming, intelligent urban environments, etc.
- Build participatory communities.** Design, develop and implement local and regional participatory communities that combine online and offline participation through social networking, inter-generational interaction, and local government involvement, focusing participatory recreational life and wellbeing.
- Create and promote gaming.** Design, develop and promote novel physical, recreational and cognitive games for seniors, with a holistic focus on recreation, wellbeing, socialization, and inter-generational collaboration.
- Assess recreation impact.** Promote multi-disciplinary studies on the impact of physical and cognitive recreational activities for seniors.
- Train for digital lifestyle.** Create and deploy training programs and mechanisms oriented to help senior citizens enter and explore new lifestyles in the digital age, with particular attention to rural areas.
- Promote studies in recreation.** Promote studies on all aspects of ICT-enabled induced social innovation oriented to participatory involvement of elderly in recreational, cultural and social life.



# NOVA PRELIMINARY VERIFICATION: FEASIBILITY



## FEASIBILITY: Independent Living

	1.1. Establish a steering committee	1.2. Conduct a needs assessment	1.3. Develop a business plan	1.4. Identify potential partners	1.5. Develop a marketing strategy	1.6. Develop a financial model	1.7. Develop a legal structure	1.8. Develop a governance structure	1.9. Develop a risk management plan	1.10. Develop a communication plan	1.11. Develop a monitoring and evaluation plan	FEASIBILITY
A11 - Monitor or Well-being												Moderate
A12 - Extend capabilities												Moderate
A13 - Build supportive environments												Hard
A14 - Establish collaborative environments												Hard
A15 - Assist mobility												Hard
A16 - Adapt independent and sustainable living												Very Hard
B11 - Assess impacts												Very hard
B12 - Train for new environments												Moderate

## FEASIBILITY: Occupation in Life



	1.1. Establish a steering committee	1.2. Conduct a needs assessment	1.3. Develop a business plan	1.4. Identify potential partners	1.5. Develop a marketing strategy	1.6. Develop a financial model	1.7. Develop a legal structure	1.8. Develop a governance structure	1.9. Develop a risk management plan	1.10. Develop a communication plan	1.11. Develop a monitoring and evaluation plan	FEASIBILITY
A01 - Build collaboration platforms and networks												Moderate
A02 - Generate adaptive solutions and services												Hard
A03 - Leverage legacy												Moderate
A04 - Create a model framework												Hard
A05 - Create trusted knowledge network												Moderate
A06 - Join online and offline collaboration												Moderate
R01 - Improve working practices												Very hard
R02 - Enhance policy and legislation												Very hard
R03 - Guide career transition												Hard

## FEASIBILITY: Healthy Living



	1.1. Establish a steering committee	1.2. Conduct a needs assessment	1.3. Develop a business plan	1.4. Identify potential partners	1.5. Develop a marketing strategy	1.6. Develop a financial model	1.7. Develop a legal structure	1.8. Develop a governance structure	1.9. Develop a risk management plan	1.10. Develop a communication plan	1.11. Develop a monitoring and evaluation plan	FEASIBILITY
AH1 - Develop health monitoring systems												Moderate
AH2 - Establish safe infrastructure												Hard
AH3 - Design integrated assistive services												Hard
AH4 - Develop interventions												Hard
AH5 - Establish healthcare ecosystem												Very Hard
AH6 - Introduce innovative therapeutic approaches												Very Hard
BH1 - Develop regulatory framework												Hard
BH2 - Establish organisational and business models												Moderate
BH3 - Raise ICT awareness and skills in health and care												Moderate

## FEASIBILITY: Recreation in Life



	1.1. Establish a steering committee	1.2. Conduct a needs assessment	1.3. Develop a business plan	1.4. Identify potential partners	1.5. Develop a marketing strategy	1.6. Develop a financial model	1.7. Develop a legal structure	1.8. Develop a governance structure	1.9. Develop a risk management plan	1.10. Develop a communication plan	1.11. Develop a monitoring and evaluation plan	FEASIBILITY
AR1 - Build recreational platforms, solutions and services												Hard
AR2 - Build novel interfaces												Moderate
AR3 - Find new recreational channels												Hard
AR4 - Build participatory communities												Moderate
ARS - Create and promote gaming												Hard
RR1 - Assess recreation impact												Hard
RR2 - Train for digital lifestyle												Hard
RR3 - Promote studies in recreation												Moderate

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# VALIDATION WORKSHOPS



Group discussion  
Argumentation  
Amendment



Voting

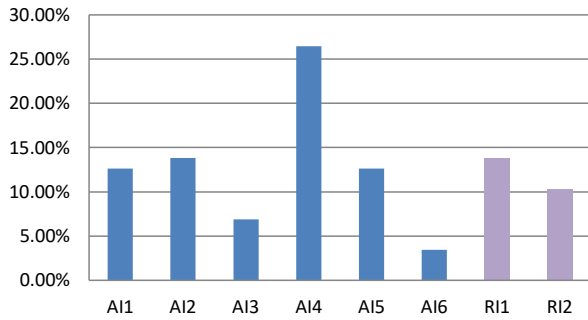
Summarizing conclusions



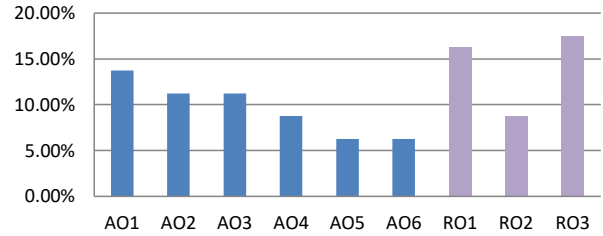
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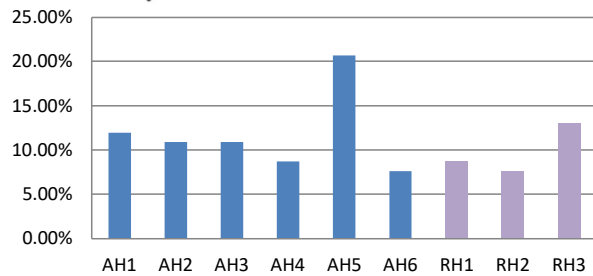
## Independent Living



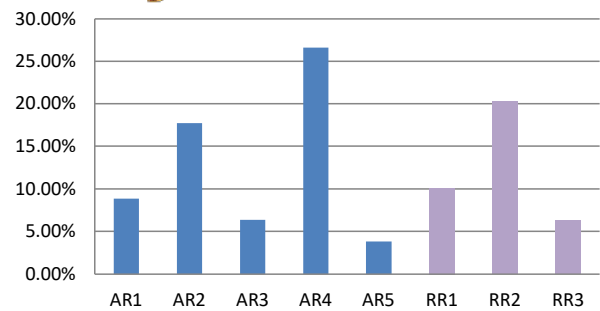
## Occupation in Life



## Healthy Living



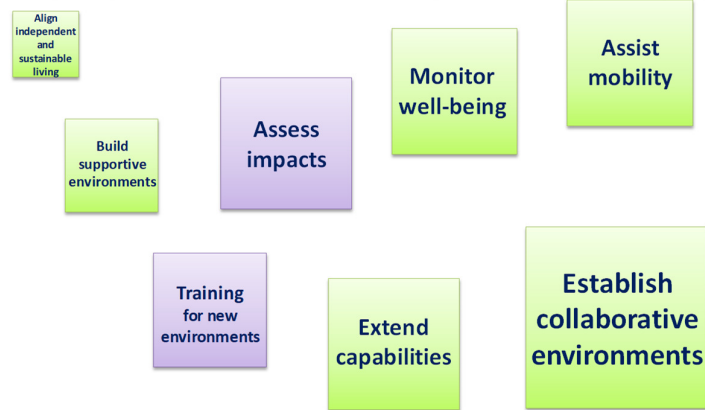
## Recreation in Life



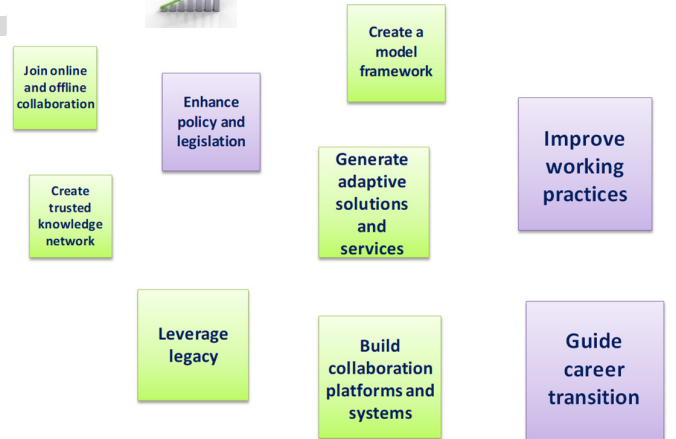
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# PRIORITIZATION OF ACTIONS

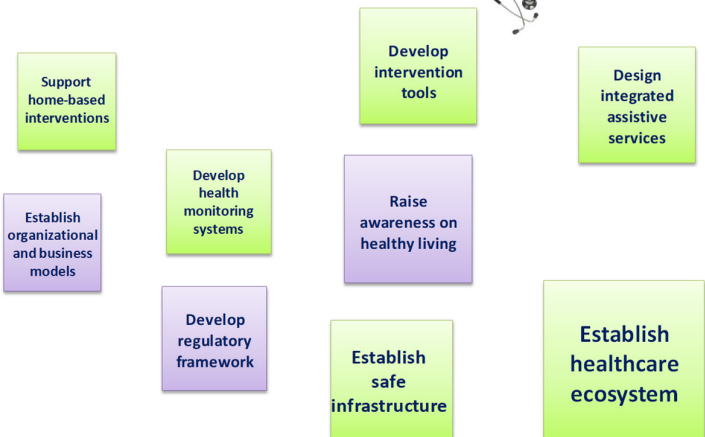
## Independent Living



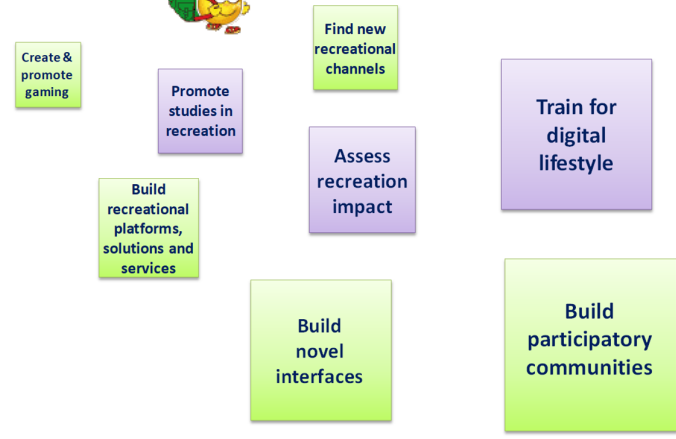
## Occupation in Life



## Health and Care in Life

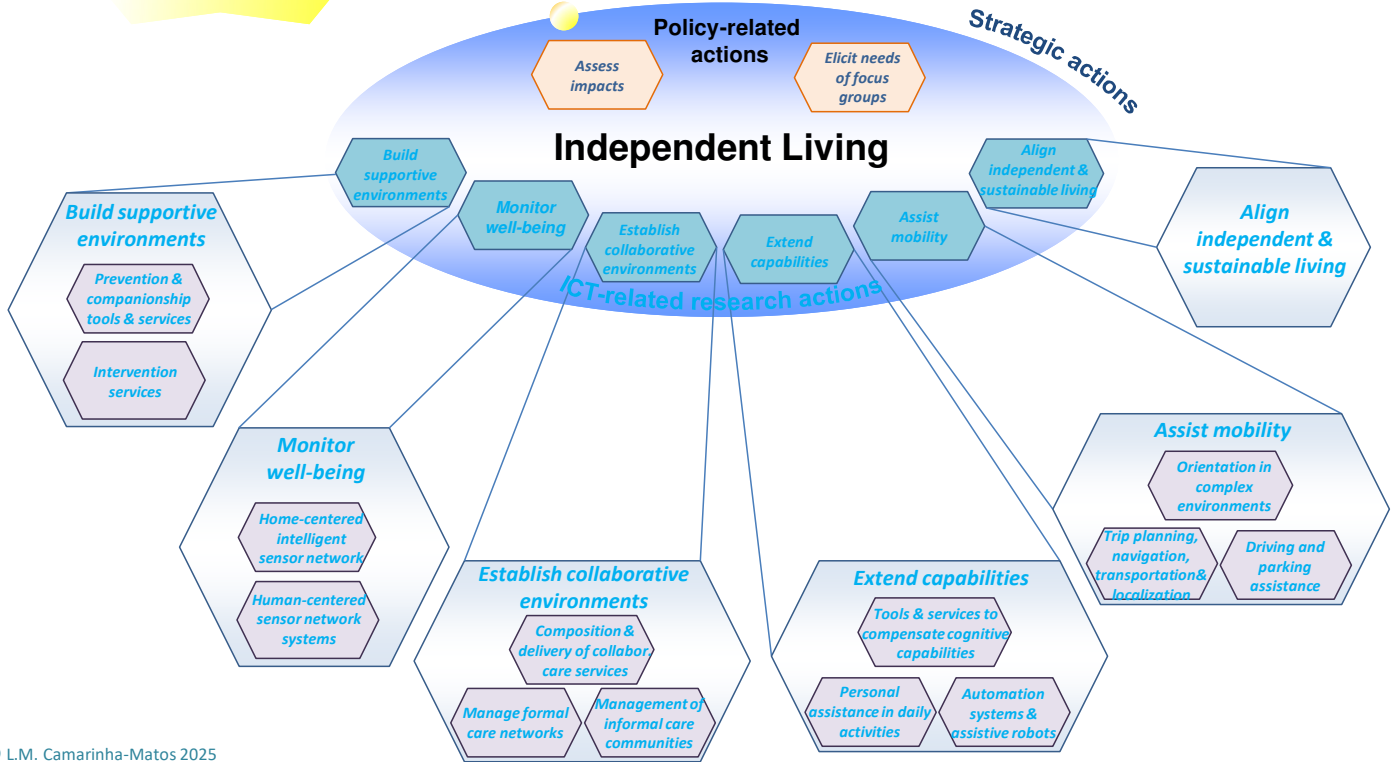


## Recreation in Life

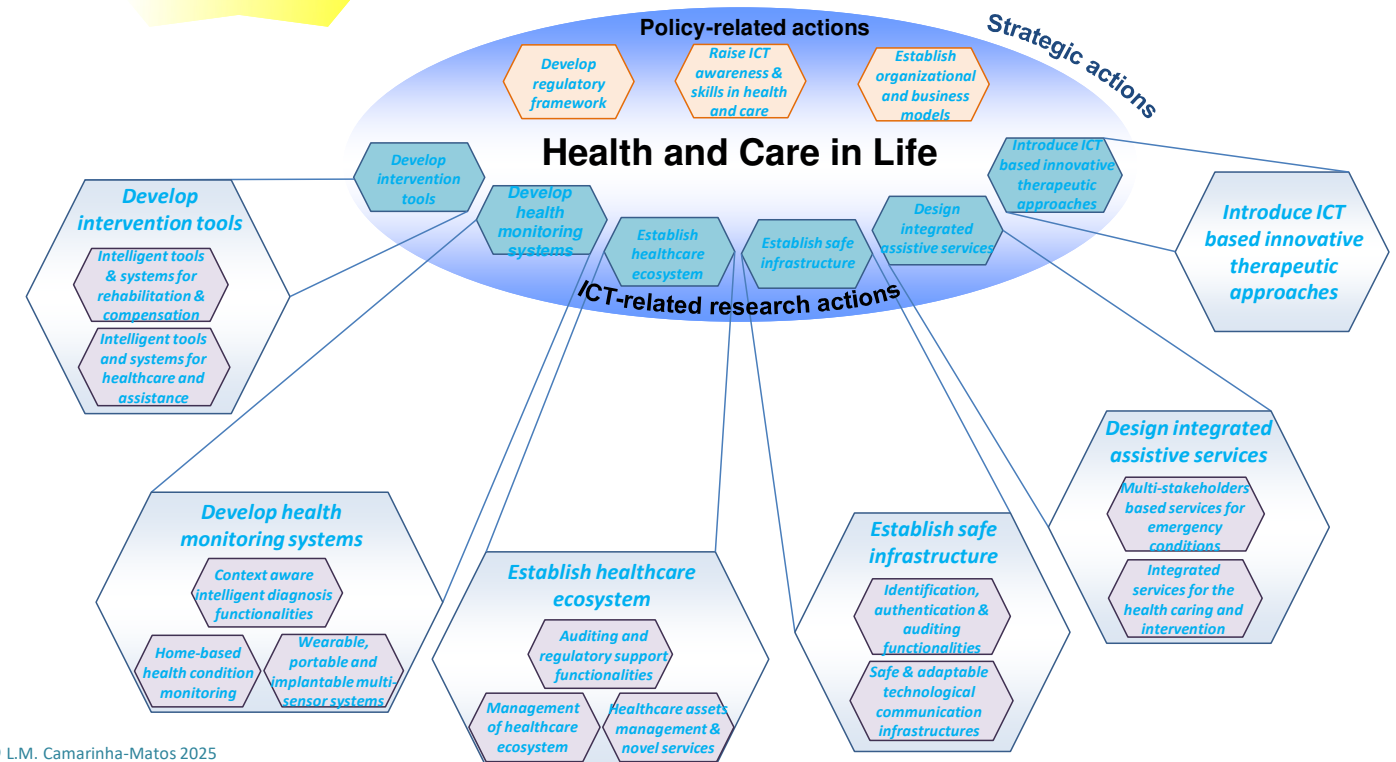


**Vision:**  
**Independent Living**  
enables and empowers independence

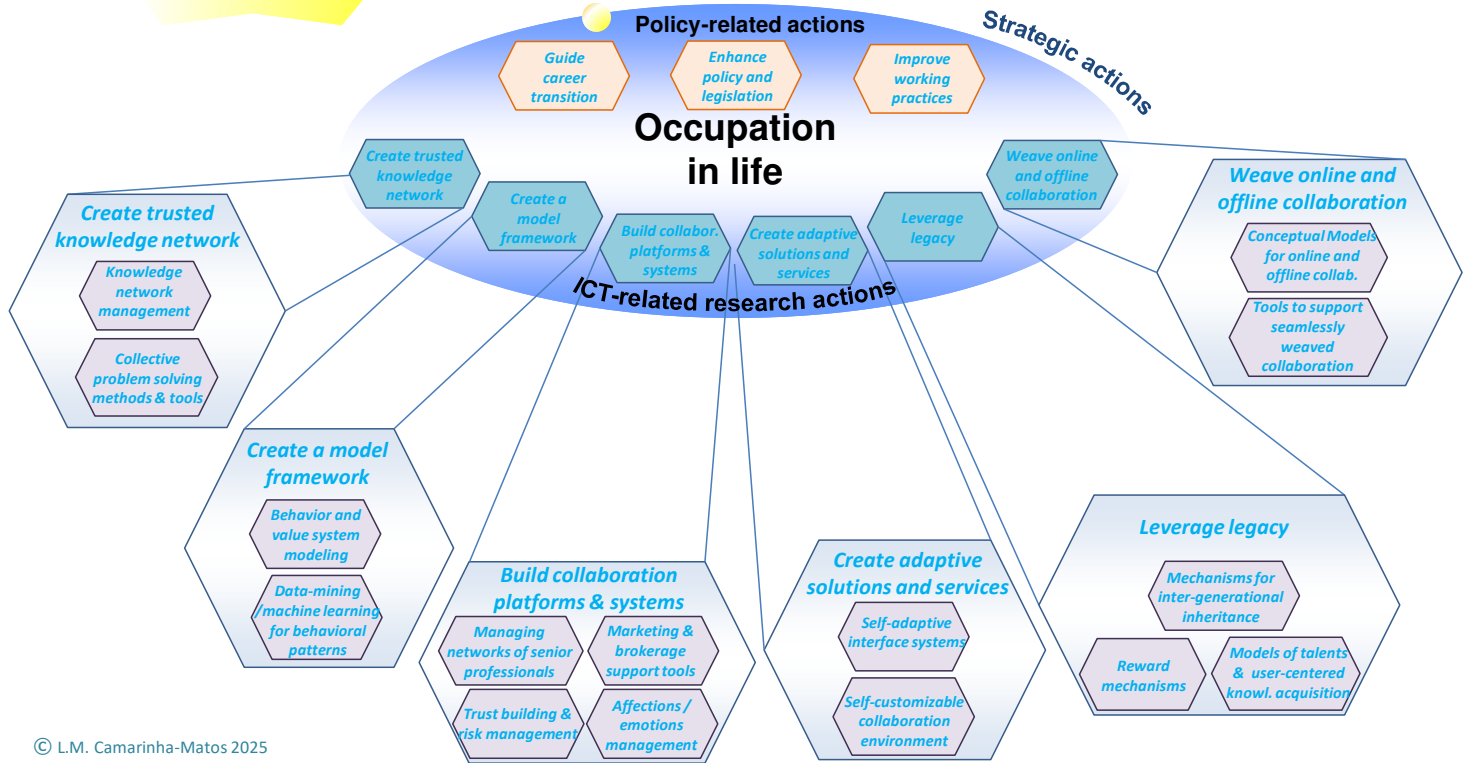
Some actions may be further refined into sub-actions



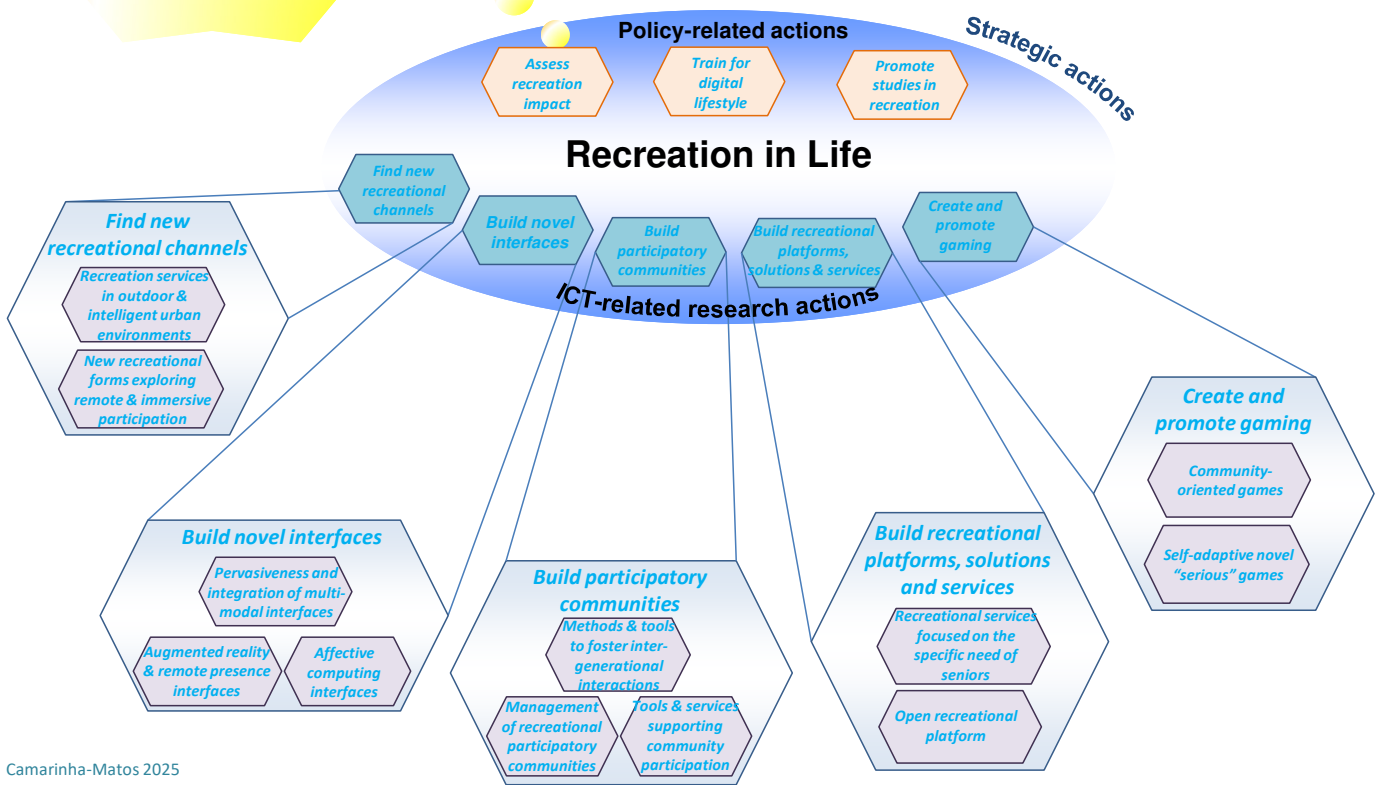
**Vision:**  
**Health and Care in Life**  
fosters trans-sectoral support of personal health/wellness



**Vision:  
Occupation in Life**  
activates inclusive economic participation



**Vision:  
Recreation in Life**  
animates active enjoyment of life





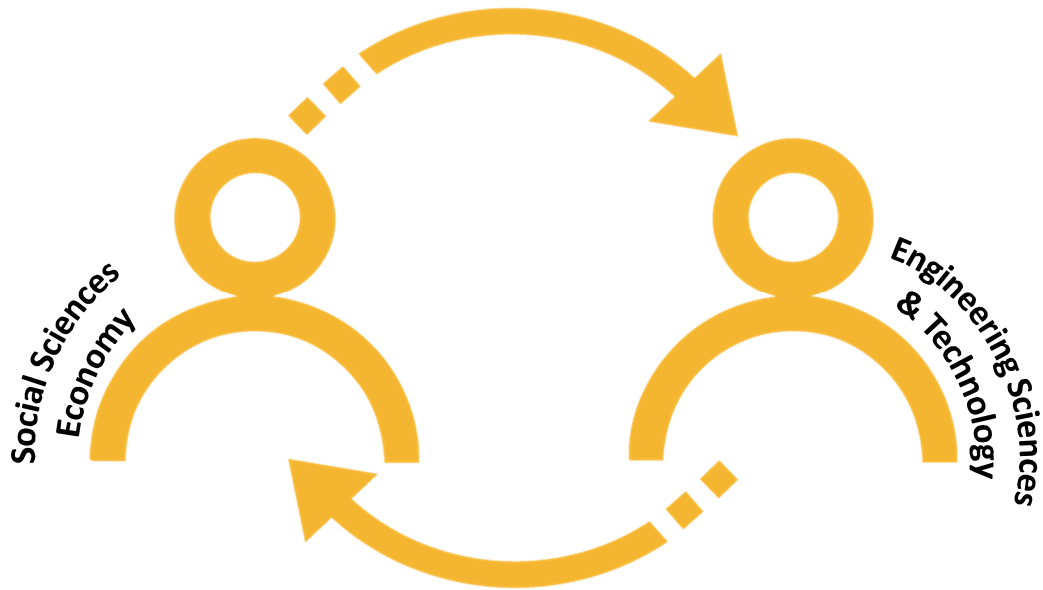
	2013	2016	2019	2021	
<b>Independent Living</b>	<b>A11 Establish collaborative environments</b>				
	A11.1 - Plan, organize and support management of formal care networks.	Plan	Plan	Plan	Plan
	A11.2 - Plan, organize and support informal care networks.	Plan	Plan	Plan	Plan
	A11.3 - Design and develop tools for composition of collaborative care services.	Plan	Plan	Plan	Plan
	<b>A12 Extend capabilities</b>				
	A12.1 - Development of intelligent tools and services for personal assistance in daily activities.	Plan	Plan	Plan	Plan
	A12.2 - Development of automation systems and assistive robots.	Plan	Plan	Plan	Plan
	A12.3 - Investigate, develop and integrate intelligent tools and services to compensate diminishing cognitive capacities.	Plan	Plan	Plan	Plan
	<b>A13 Assist mobility</b>				
	A13.1 - Integrate and customize methods, tools and services for trip planning, navigation and localization.	Plan	Plan	Plan	Plan
	A13.2 - Develop and customize driving and parking assistance.	Plan	Plan	Plan	Plan
	A13.3 - Integrate and customize methods, tools and services for orientation in "complex environments".	Plan	Plan	Plan	Plan
	<b>A14 Monitor well-being</b>				
	A14.1 - Design, develop and integrate home-centered intelligent sensor network environments.	Plan	Plan	Plan	Plan
	A14.2 - Design, develop and integrate human-centered intelligent sensor network systems development.	Plan	Plan	Plan	Plan
	<b>A15 Build supportive environments</b>				
A15.1 - Design and development of prevention and companionship tools and services.	Plan	Plan	Plan	Plan	
A15.2 - Design and development of intervention services.	Plan	Plan	Plan	Plan	
<b>A16 Align independent and sustainable living</b>					
<b>R1 Assess impacts</b>					
<b>R2 Elicit needs of focus groups</b>					

	2013	2016	2019	2021	
<b>Health and Care in Life</b>	<b>AH1 Establish healthcare ecosystem</b>				
	AH1.1 Plan, organize and support management of the healthcare ecosystem.	Plan	Plan	Plan	Plan
	AH1.2 Develop functionalities for healthcare assets management and emergence of novel services.	Plan	Plan	Plan	Plan
	AH1.3 Develop auditing and regulatory support functionalities.	Plan	Plan	Plan	Plan
	<b>AH2 Develop health monitoring systems</b>				
	AH2.1 Develop and integrate home-based health condition monitoring systems.	Plan	Plan	Plan	Plan
	AH2.2 Develop wearable, portable and implantable multi-sensor systems.	Plan	Plan	Plan	Plan
	AH2.3 Design and develop context aware intelligent diagnosis functionalities.	Plan	Plan	Plan	Plan
	<b>AH3 Establish safe infrastructure</b>				
	AH3.1 Design and develop safe and adaptable technological communication infrastructures.	Plan	Plan	Plan	Plan
	AH3.2 Design and develop identification, authentication and auditing functionalities.	Plan	Plan	Plan	Plan
	<b>AH4 Design integrated assistive services</b>				
	AH4.1 Develop integrated services for the health caring and intervention.	Plan	Plan	Plan	Plan
	AH4.2 Dynamic configuration of multi-stakeholders based services in response to emergency conditions.	Plan	Plan	Plan	Plan
	<b>AH5 Develop intervention tools</b>				
	AH5.1 Develop intelligent tools and systems for healthcare and assistance.	Plan	Plan	Plan	Plan
	AH5.2 Develop intelligent tools and systems for rehabilitation and disability compensation.	Plan	Plan	Plan	Plan
	<b>AH6 Introduce ICT based innovative therapeutic approaches</b>				
	<b>RH1 Raise ICT awareness and skills in health and care</b>				
	<b>RH2 Develop regulatory framework</b>				
	<b>RH3 Establish organizational and business models</b>				

	2013	2016	2019	2021	
<b>Occupation in Life</b>	<b>A01 Build collaboration platforms and systems</b>				
	A01.1 - Develop advanced functionalities and systems for management of networks of senior professionals.	Plan	Plan	Plan	Plan
	A01.2 - Develop marketing and brokerage support tools for communities of senior professionals.	Plan	Plan	Plan	Plan
	A01.3 - Develop trust building and risk management systems for communities of senior professionals.	Plan	Plan	Plan	Plan
	A01.4 - Develop affections / emotions management systems for communities of senior professionals.	Plan	Plan	Plan	Plan
	<b>A02 Leverage legacy</b>				
	A02.1 - Define conceptual models of talents and develop user-centred knowledge acquisition tools.	Plan	Plan	Plan	Plan
	A02.2 - Create reward mechanisms (system of incentives) to attract user-generated knowledge.	Plan	Plan	Plan	Plan
	A02.3 - Mechanisms to promote inter-generational inheritance.	Plan	Plan	Plan	Plan
	<b>A03 Create adaptive solutions and services</b>				
	A03.1 - Develop self-adaptive interface systems.	Plan	Plan	Plan	Plan
	A03.2 - Develop self-customizable collaboration environments and services.	Plan	Plan	Plan	Plan
	<b>A04 Create a model framework</b>				
	A04.1 - Develop a conceptual base for behavioural and value system modelling.	Plan	Plan	Plan	Plan
	A04.2 - Develop data mining / machine learning approaches for behavioural patterns discovery.	Plan	Plan	Plan	Plan
	<b>A05 Create trusted knowledge networks</b>				
	A05.1 - Develop effective knowledge network management systems.	Plan	Plan	Plan	Plan
	A05.2 - Develop collective problem solving methods and tools.	Plan	Plan	Plan	Plan
	<b>A06 Weave online and offline collaboration</b>				
	A06.1 - Develop conceptual models for online and offline collaboration.	Plan	Plan	Plan	Plan
	A06.2 - Develop tools to support seamlessly weaved online/offline collaboration.	Plan	Plan	Plan	Plan
	<b>R01 Guide career transition</b>				
	<b>R02 Improve working practices</b>				

	2013	2016	2019	2021	
<b>Recreation in Life</b>	<b>AR1 Build participatory communities</b>				
	AR1.1 Plan, organize and support management of recreational participatory communities.	Plan	Plan	Plan	Plan
	AR1.2 Develop tools and services supporting community participation.	Plan	Plan	Plan	Plan
	AR1.3 Develop methods and tools to foster inter-generational interactions on a community basis.	Plan	Plan	Plan	Plan
	<b>AR2 Build novel interfaces</b>				
	AR2.1 Explore augmented reality and remote presence interfaces.	Plan	Plan	Plan	Plan
	AR2.2 Develop affective computing interfaces.	Plan	Plan	Plan	Plan
	AR2.3 Develop methods to promote pervasiveness and integration of multi-modal interfaces.	Plan	Plan	Plan	Plan
	<b>AR3 Build recreational platforms, solutions and services</b>				
	AR3.1 Design and develop an open recreational platform.	Plan	Plan	Plan	Plan
	AR3.2 Customize and integrate recreational services focused on the specific need of seniors.	Plan	Plan	Plan	Plan
	<b>AR4 Find new recreational channels</b>				
	AR4.1 Design and develop new recreational forms exploring remote and immersive participation.	Plan	Plan	Plan	Plan
	AR4.2 Novel technology assisted recreation services in outdoor and intelligent urban environments.	Plan	Plan	Plan	Plan
	<b>AR5 Create and promote gaming</b>				
	AR5.1 Design and develop self-adaptive novel "serious" games.	Plan	Plan	Plan	Plan
	AR5.2 Design and develop community-oriented games.	Plan	Plan	Plan	Plan
	<b>RR1 Train for digital lifestyle</b>				
	<b>RR2 Assess recreation impact</b>				
	<b>RR3 Promote studies in recreation</b>				

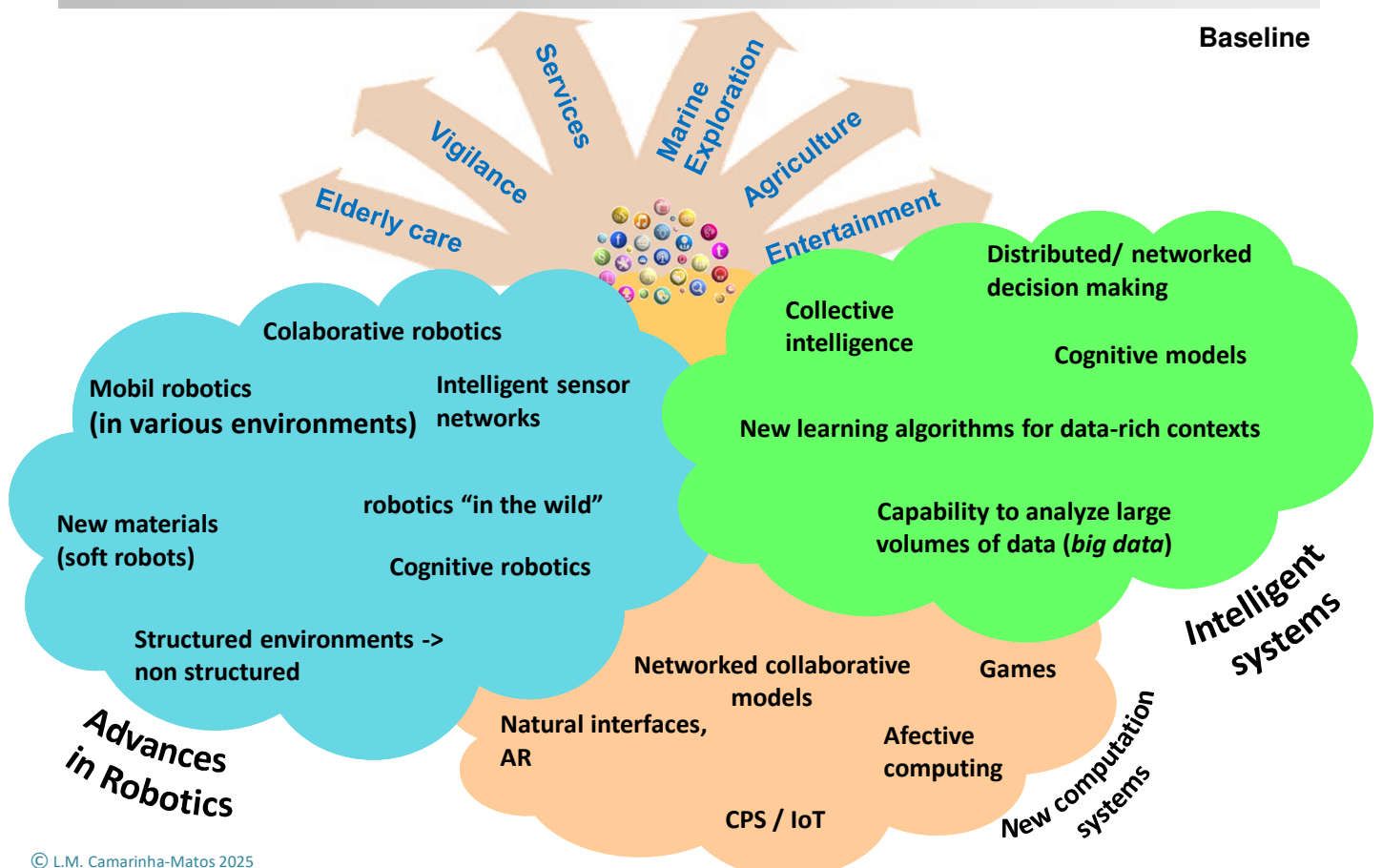
Another example



Agenda for 2030

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Where are we?



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### A

#### Recreation of professions in traditional sectors

- *Agriculture*
- *Marine exploitation*
- *Tourism*
- *Civil construction*
- *Home tasks*
- *Other*

### B

#### Establishing new professions and functions

- *Security*
- *Environment monitoring e.g. fires*
- *Elderly care and active ageing*
- *Support to children with special needs*
- *Entertainment and arts*
- *Education and training*
- *Healthcare*
- *Other*

### C

#### Promotion of new collaborative models between humans and intelligent systems

- *Inter-generational collaborative networks*
- *Multi-level collaborative networks*
- *Collaborative robotics*
- *Collaboration between diversified groups*
- *Other*

### D

#### Promotion of technical developments in peace-oriented intelligent robotics

- *General techniques of AI*
- *Increase of autonomy*
- *Interface Human-Machine*
- *Natural language*
- *Other*

**etc**

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