International Sports Clustering for Innovation



Benefits of collaboration and critical success factors





International Sports Clustering for Innovation

Rene Wijlens



Co-executive director of EPSI



11-10-2017

International Sports Clustering for Innovation

➤ What is a cluster?

➤ Why cluster collaboration for innovation in sports?

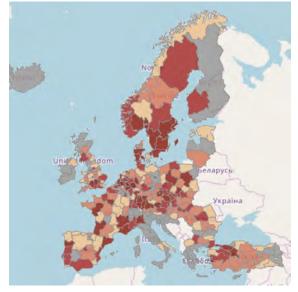
➤ Challenges in Q-helix cluster collaboration

Critical success factors for cluster collaboration

Cluster definition

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

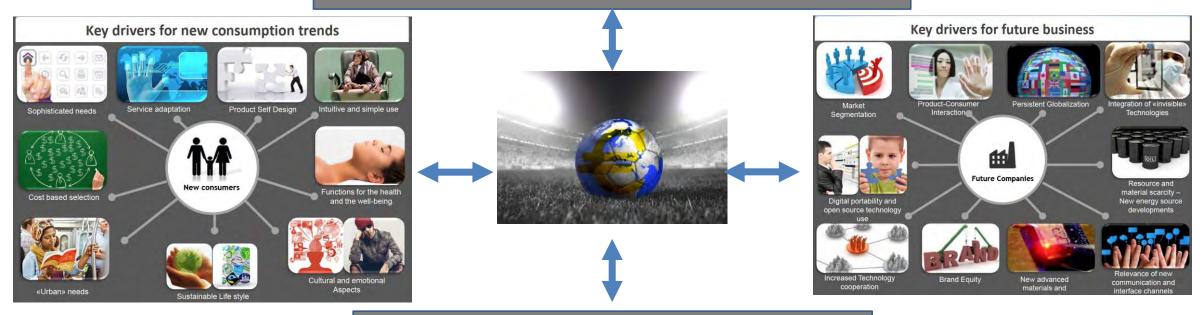
(Michael E. Porter)





Why cluster collaboration for innovation in sports?



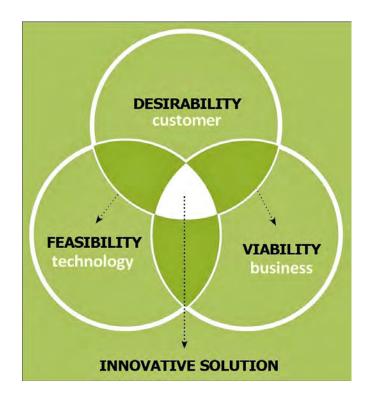




Why cluster collaboration for innovation in sports?

EASY ACCESS and EASY CONNECTION....

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



Source: IDEO

Why cluster collaboration for innovation in sports?

➤ Cluster Sports & Technology (NL)



>EPSI epsieu



Sports and Technology

Cluster for Sports innovations

Creating value through smart connections

René Wijlens

Clustermanager Sports & Technology



Creating value through Smart Connections



Cluster Sports & Technology:

located in the heart of Brainport region, the Netherlands

Brainport region: Leading technology region in Europe

1. Attitude : sharing to multiply

Open and cross sectoral innovation: sport, society, health, nutrition, design

International network

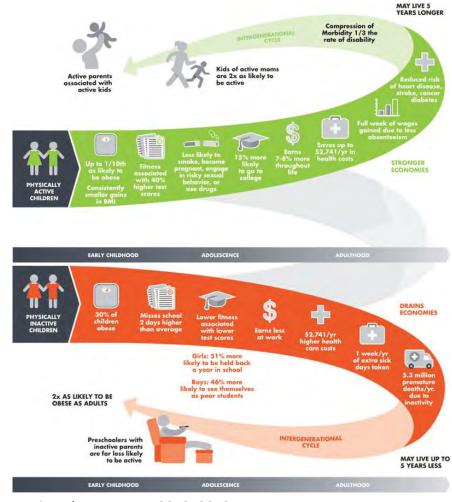
Create innovative solutions for societal challenges





We combine the challenge of inactivity....











... and the sports performance ambition....





To create....

Innovative products, services and environments with:

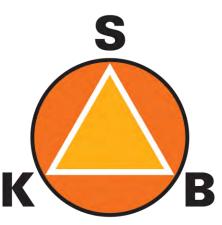
Societal Impact: Increase healthy active lifestyle

Sports revenue: Enhance sport performance; reduce injury

• Economical Impact: Create business and jobs

Collaboration in the Q-helix:

- Sport,
- Knowledge
- Business
- Government





Cluster Sports & Technology: creating innovations and business through smart connections





Founded 2005:

9 independent SportFieldLabs (living labs) within region



Excellent Knowledge network



>100 companies; S&T-Business Club

Supported by Government and societal organisations





Sport FieldLabs.....























Companies....







SMART. FLEXIBLE. LED.







Candelled



SUIMANO









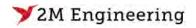












IP2

solutions

IP2







VOLANS





Sensor

Partners







WELL DONE SPORT SPO







ELECTRONICS









FOUR MORE











Paul Lammers!





Sports and Technology

USONO





Some Results (2012-today)

- > 100 **SME innovation projects** with average 60K€ /SME
- Cities involved in urban innovations
- Multiple stake holder innovation projects: (>15M€)
 - Profit project: internationalising the field lab concept (6M€)
 - Smart innovation and business (1 M€)
 - Smart sensors applications in sports (4 M€)
 - EU4Sports Cluster Alliance (0,5 M€)
 - The vitality living lab (5 M€)
 - NEXT Move Sporttech (100 K€)
- Events:
 - Annual Dutch Sports Innovation Conference & Dutch Sports Innovation Award
 - Matchmaking and inspiration events
- >30 Start-ups from innovative ideas

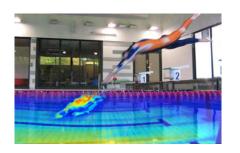








Some results 2012-today: From innovative ideas to projects, start-ups and business



























And more start-ups





virtual scout for swimmers





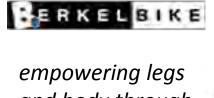




Dynamic ultra sound







and body through cycling for disabled











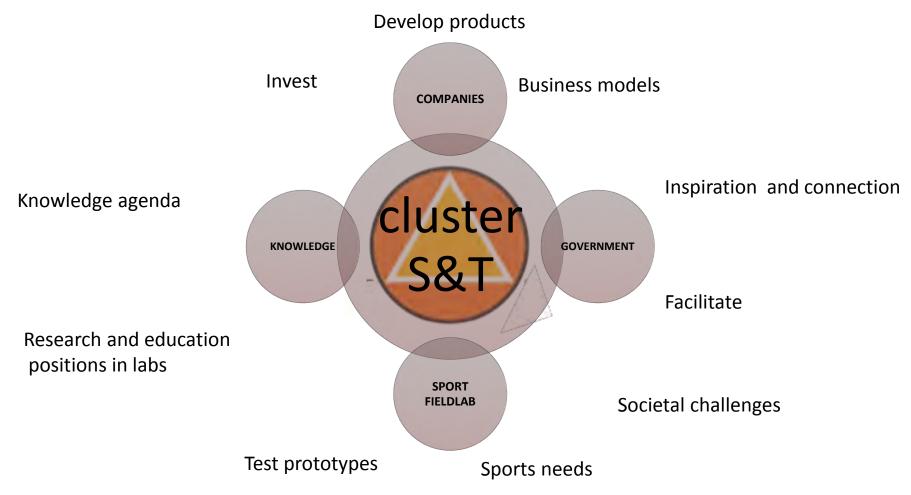
Good Results,

but....

The Story Continues



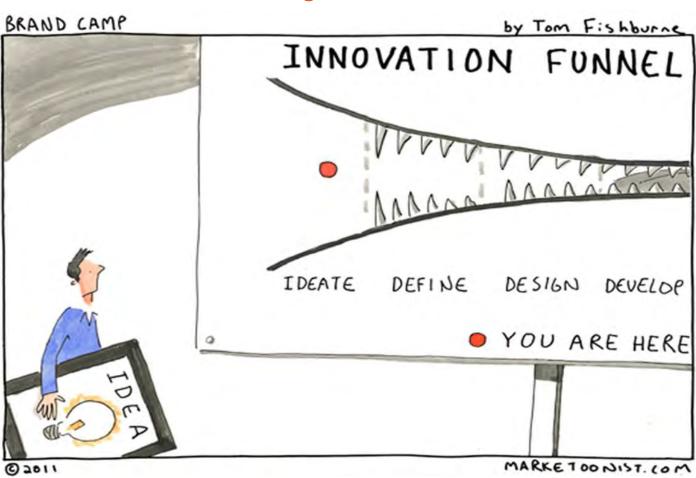
Cluster partners drive the cluster agenda...





Common agenda 2020: Strengthen the sports innovation eco-system

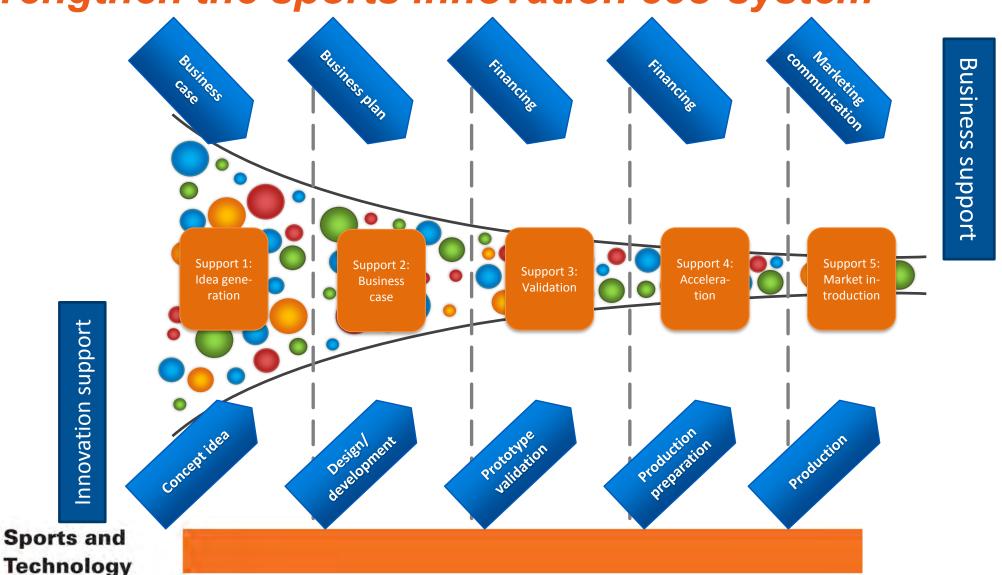






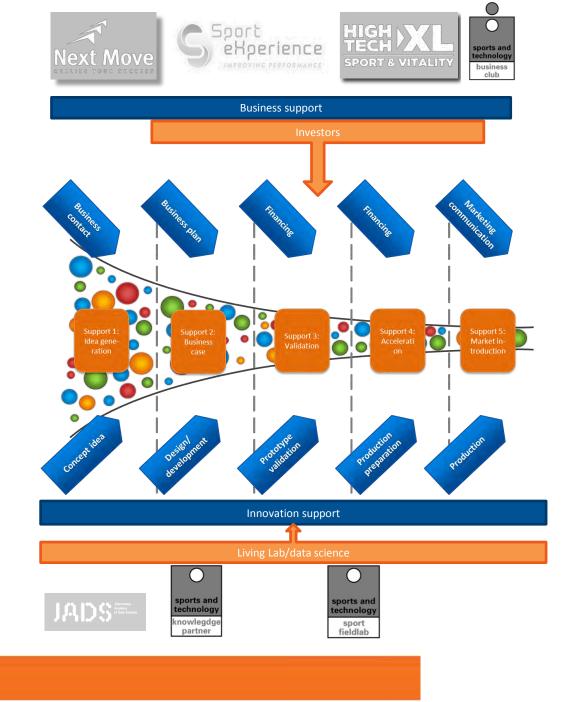
Common agenda 2020:

Strengthen the sports innovation eco-system



Common agenda 2020: Strengthen the sports innovation eco-system

- Create value and business
- Strengthen:
 - Living labs
 - Data infrastructure
 - Research
- Brand the eco system

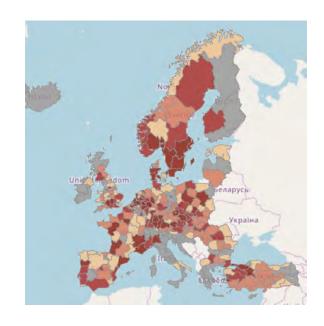




Cluster Sports and Technology: International position













Cluster Sports and Technology: International position

Part of a European Network for Sport Innovation:













EPSI European Platform for Sports Innovation Accelerate Innovation in Sports

Antonello Marega: President

René Wijlens, Alberto Bichi: Executive-directors



EPSI network

- 25 members
- 12 EU countries

Representing:

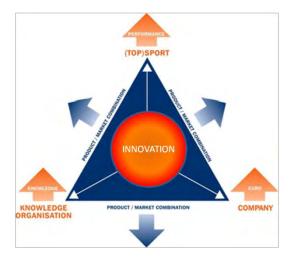
- Clusters
- Industry (FESI)
- RTD organisations





Accelerate Innovation in Sports

- Membership-based networking organisation
- Legal status: Association ASBL, Brussels Belgium)
- Spin off of InnoSport.eu project (2005-2008)







Accelerate Innovation in Sports

Top down:

• Create an *innovation stimulating environment* for EU sports industry

Bottom up:

- Set up **Strategic Research and Innovation Agenda** based on sport innovation trends
- Stimulate networking and collaboration in innovation through
 - Events (annual EPSI conference, brokerage events etc)
 - Project-development
- **Share information:** project results, knowledge and innovation opportunities











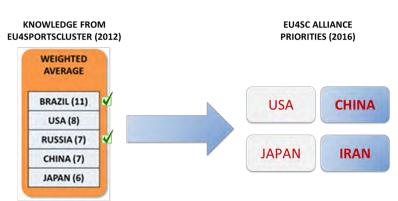
Projects example



COSME: EU4Sports Clusters Alliance

IMPLEMENTATION OF A JOINT INTERNATIONALIZATION STRATEGY FOR SME's

Trade missions





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Challenges in Q-helix cluster collaboration

- > Homogenous-heterogeneous partnership
 - Provides inspiration but also tension
 - Creates focus but also opens up to interesting cross overs

- > Synchronity-asynchronity of goals
 - "Time to market" perspective differs for each type of cluster partner
 - Culture

International Sports Clustering for Innovation

TE AM





Critical success factors

- ➤ Start from **proven excellence**
- ➤ Benefit from the **Q-helix approach**; incorporate the end user
- >TEAM
 - ➤ Open innovation
 - ➤ Share, give and take
- Focus on **result**; create joined agenda with individual drive

Note:

Collaboration is between people rather than between organizations

Cluster management is **not** the director of the play.





For further information





Sports and Technology

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