

# Living Labs Methodology at the Crossroad between Theory and Practice

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### Prologues

The notion that **concept formation** is preliminary to **measurement** (Brady and Collier, 2010; Sartori, 1970) seems almost common sense: why on earth would we jump to measurement without having thought about the concepts? (...)

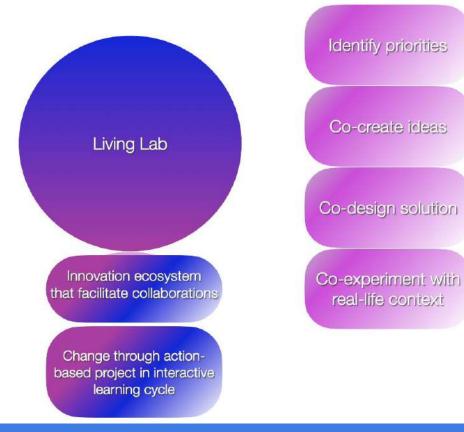
Put differently, the preference for either **conceptual analysis** or **measurement** may be the result of the **maturity of the field**. (Becker, 1998)

### **Agenda**

- # 1 Living Labs
- # 2 Participatory Business Model
- # 3 Participatory Practices
- # 4 Multi-dimensional Outputs
- # 5 Key Learning & Emerging Challenges

Conclusion

## #1 Living Labs



#### **Living Labs working definition:**

- dynamic spaces where ideas and solutions can be co-created, tested, and interacted by collaborating stakeholders" (Rosetti, Navarrete, and Loots, 2023, p.4).
- operate as 'innovation zones' where know-how from different sources can merge for action-based projects.

#### **Living Labs characteristics:**

- user-centred practices
- multi-stakeholder participation
- collaborative approach (for governance, management, leadership, and co-ownership)

**Question:** are these labs effectively supporting to advance participatory practices and foster long-term cultural - and socially driven - initiatives? What are their multilevel and multidimensional outputs?

# Limerick, Ireland

Beautiful, vibrant, friendly Population 100,000 32 different nationalities





# Serious social challenges



### **Hunt Museum**

- 18th century Georgian Palatinate Custom House
- Gardens lead down to the Shannon
- Between King's Island & Limerick's main shopping street.
- Hunt Museum in a Garden



### **Hunt Museum Living Lab**

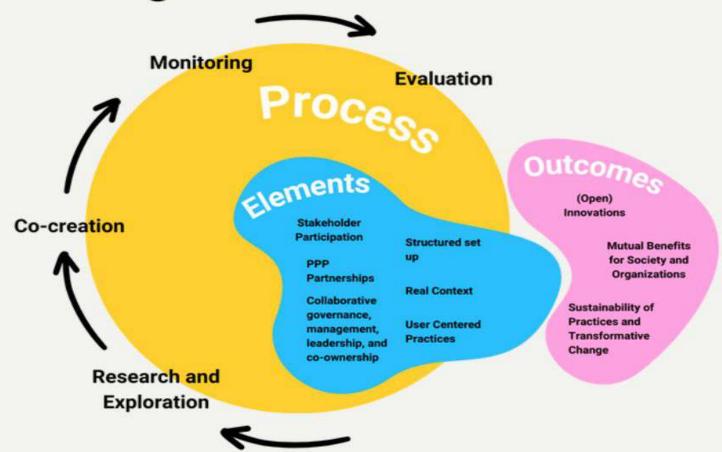
**Testing the Participatory Business Model:** 

'CSR CULTURAL HERITAGE COMMUNITY MODEL.'

Companies use their corporate social responsibility (CSR) or environmental, social, and governance (ESG) programs to benefit both CHIs and communities.

Tested with 'Weaving Willow' with the social value proposition: 'Weaving Willow' generates mutual cultural and social value through museums and companies working together.

# **Living Labs**



### **#3 Participatory Business Model**

Participatory business models are experimental approaches to **value-creation**, **value-capturing**, **and value-delivery** that include a broad spectrum of stakeholders. They reflect the process that make businesses, organisations, and institutions' operations **desirable**, **feasible**, **and financially viable**. It is by leveraging their value networks through engaged contribution that solutions gain sustainability and organisations involved gain resilience.

Participatory business models have four main characteristics:

- (i) Seek to innovate to reach competitiveness;
- (ii) Make innovations emerge from **engaging in inclusive needs-based cooperation**;
- (iii) Develop solutions with various degrees of **co-ownership involvement** from the network;
- (iv) Apply a participatory design approach to business model-making and development.

# Participatory Business Modeling

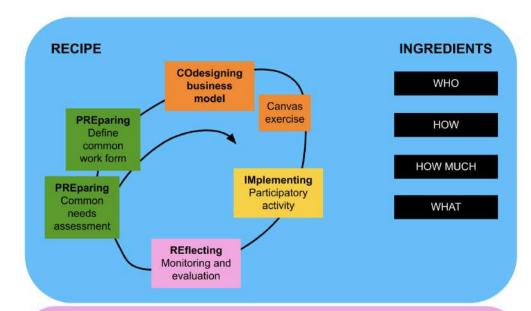
Cooking metaphor

FIXED recipe

**VARIABLE** ingredients

#### CRITICAL success factors:

- Iteration & Regulated participation
- Iteraction through co-assessment and adaptation.





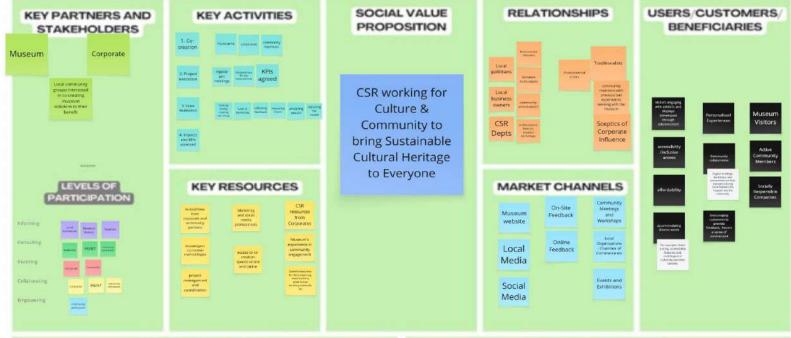
### **Hunt Museum**

How did the process of iteration & regulated participation has work at Hunt Museum?



#### PARTICIPATORY BUSINESS MODEL CANVAS FOR CULTURAL HERITAGE INSTITUTIONS

#### THE HUNT MUSEUM







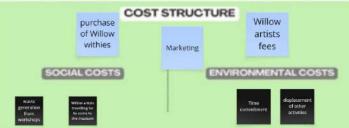
#### PARTICIPATORY BUSINESS MODEL CANVAS FOR CULTURAL HERITAGE INSTITUTIONS

#### THE HUNT MUSEUM























# Big Reduction in Anti-Social Behaviour



# # 4 Multi-dimensional Outputs

- Social
- Educational
- Content Presentation
- Financial/Economic

# **Benefits of the Hunt Museum** To the City: Safer Space, Communities more involved, more attractive place to live, new skills acquired The Museum: Safer **Living Lab are:**

- ties, longer term working relationships with companies, Cultural Heritage is placed at the heart of city change.
- To Companies: auditable CSR hours, better employee satisfaction
- To Communities: better living and social environments within cities, well being, health and education.

# # 5 Key Learning & Emerging Challenges from Hunt Museum Living Lab

- Ensuring the corporate decision maker is engaged from the beginning of the process reduces significant bottlenecks
- Communication and follow up is needed with all the initial co-ideators particularly potential future stakeholders
- Always remember that building relationships takes time and investment on behalf of the museum
- Finding better mechanisms to involve community in co-ideation.
- Finding understanding in the mutual value creation from the beginning increases enthusiasm in participation

# RECHARGE Living Labs

- The Hunt Museum, Limerick, Ireland: CSR Cultural Community Model.
- Prato Textile Museum, Italy: Collaborative E-Commerce Model
- Estonian Maritime Museum, Estonia: Revenue Sharing Innovation Model
- **KOME, Budapest, Hungary**: Community Crowdsourcing Model
- MAO, Ljubljana, Slovenia: Hybrid Model -Participatory Distribution Model, Asset and Resource Sharing Model, and On-Demand Service Model.
- MART, Rovereto, Italy: Revenue Sharing Innovation Model
- Serfenta Association, Cieszyn, Poland: On-Demand Service Model
- Hilversum Public Library and Hilversum Heritage House, Netherlands: Hybrid Model -Community Crowdsourcing, Participatory Distribution, and Asset and Resource Sharing Model
- Pinacoteca e Museo Civico di Palazzo Minucci Solaini, Volterra, Italy: The Participatory Distribution Model



# RECHARGE

Resilient European Heritage As Resource for Growth & Engagement

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