Offerings per Use Case

In this table you may seek for use cases according to your field of expertise and see which Living Lab Research Infrastructures can support these use cases.

No.	Research Use Case		Living Lab Research Infrastructures																	
	Researchers' expertise	Brief use case description	LiCalab Older Adults Homes	MOBILAB & Care – Motion lab	Thomas More Experience lab	AUTH Living Environment	AUTH Healthcare Transitions Living	AUTH Centrifuge & Rehabilitation Living	AIT Technology Experience Lab	Nagykovácsi Wellbeing Living Lab	GAIA and Smart Spaces	GAIA Ozean Living Lab	INTRAS Rehabilitation Living	INTRAS VR/AR Environment and	INTRAS Living Lab – MIND lab for AHA &	McGill-UdeM-CRIR Living Lab	LifeSpace by UPM	Laurea Simulated Hospital	Laurea Activity Living Lab
1	**Accessibility design experts**	Validating accessible architectonics and escape route models with VR experiment and real-life simulations.				x	x		x					x	x	x	x			x
2	**Applied economics experts**	Evaluating cost and performance in different healthcare processes, situations and public health.						x			x	x								

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3	**Biomedical researchers**	Studying biochemical and physiological functions, investigating how the human body works with the aim of finding new ways to improve health. Biomedical engineering knowledge (Home hospitalization, Transitional Care, Multifunctional interaction), as well as digital biomarkers analysis (e.g., for cognitive state).			x	x	x						x	x	x	x	x			x
4	**Business developers**	Studying the product-market fit, matching a solution with a societal need, learning about the user acceptance of products and services, as well as about potential products to develop, willingness to pay, business model and ideal route to market.	x					x		x	x	x	x	x					x	x
5	**Citizen scientists, users as co-researchers**	User empowerment, training, design, analysis and implementation of strategies and methodologies for user engagement and for raising awareness and generating citizen participation.	x			x	x		x		x	x	x	x	x	x	x	x	x	x
6	**Clinical expertise researchers**	(Doctors, nurses, healthcare workers, specialists, physiotherapists etc.), conducting research of healthcare services and practices, research on symptomatology or epidemiology of a disease, analysis of clinical effects of research performed in the study, e.g., via real life testing.		x	x	x	x	x				x	x	x	x					x
7	**Communication studies experts**	Defining written, oral, visual and digital communication within a certain workplace. Evaluating (multi professional) healthcare team collaboration, communication and debriefing in various healthcare situations in simulated environments (especially in Simulation lab).				x			x	x					x				x	x

#	Group	Description																		
8	**Computer, technology scientists**	Developing systems/tools/ technologies, testing and evaluating an ICT tool, prototype and real-life testing, computer vision & AI, Virtual Reality & Augmented Reality, Cybersecurity.	x	x	x	x	x	x	x				x	x	x	x	x		x	
9	**Data scientists**	Collecting, analysing and interpreting digital data, such as data analytics in healthcare and digital patient recordings (how patient information recording process is managed and utilized during the intervention by using digital tools in simulated situations).	x	x	x	x	x	x	x				x	x	x	x				
10	**Ergonomics and safety experts**	Implementation and validation of ergonomic technologies/services to support workers and system performance, promoting ergonomics in working environments, improving both health/well-being and productivity, while avoiding occupational hazards.						x	x	x			x	x	x				x	x
11	**Innovation and design management researchers**	Ecosystem and innovation management research, social network analysis. Evaluating how health and wellbeing ecosystem operates between different actors at local, regional, national and international level, including also scaling and commercialization.						x	x	x	x	x	x	x	x				x	x
12	**Neuroscientists**	Focusing on the brain and its impact on behaviour and cognitive functions (cognitive neuroscience, EEG-based BMI research, protocol / paradigm testing, study framework evaluation).						x	x	x			x	x	x	x				

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13	**Organization al studies experts**	Co-creation, experimentation, organizational research, experts by experience / pier support included. Evaluation how multistakeholder collaboration and co-creation is done and how effective it is. Evaluates experimentations and experimentation culture. How users are involved into these processes.				x		x	x			x	x	x					x	x
14	**Pedagogues/ educators**	Evaluating different pedagogical approaches and their impact learning performance (especially in Simulation lab).				x					x					x		x		
15	**Performing arts experts**	Creative health improvement (e.g., for cognitive decline) through music and dance (example: redesigning public spaces into healthy spaces: test and validate Smart methodologies, products and services through folk dance).								x	x	x				x				x
16	**Policymakers**	Studying the impact of new service models or new collaboration models in healthcare, designing or improving policies, gathering requirements for improving health and wellbeing of citizens, co-creation of research methodologies for policy making.				x						x	x	x	x	x	x	x	x	x
17	**Psychologists (clinical, social, developmental, neuro)**	Studying the behaviour and the mental wellbeing of participants, conducting psychometrics evaluation and real-life setting experimentation/observation/real life testing.	X			x	x	x				x	x	x	x					
18	**Rehabilitation (physical, cognitive) experts**	Physiology, physiotherapy, occupational health research, rehabilitation and prevention. Cognitive diseases assistive technology, neuromuscular rehabilitation assistive technology.	x	x	x	x	x	x				x	x	x	x					x

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19	**Social workers/researchers**	Conducting an investigation in accordance with the scientific methods and tools, studying the impact of new care models and/or care innovations on society, developing models for a caring and inclusive society.	X			x					x			x	x	x								x		x
20	**Sport science**	Experimenting novel training methods, and their effectiveness in various dimensions such as safety, engagement, and physical capabilities. Studying the impact of physical movements in various functions and wellbeing features.				x			x		x	x	x									x				x
21	**UX research and assessment experts**	Developing the process for user experience design (UXD, UED, or XD) supporting user behaviour through usability, usefulness, and desirability provided in the interaction with a product or service, addressing all aspects as perceived by users with a focus on the quality of the user experience. Studying and experimenting the best practices for UI/UX and evaluating user's experience in different situations and while using different tools.	x			x			x		x		x	x		x		x		x		x		x		x