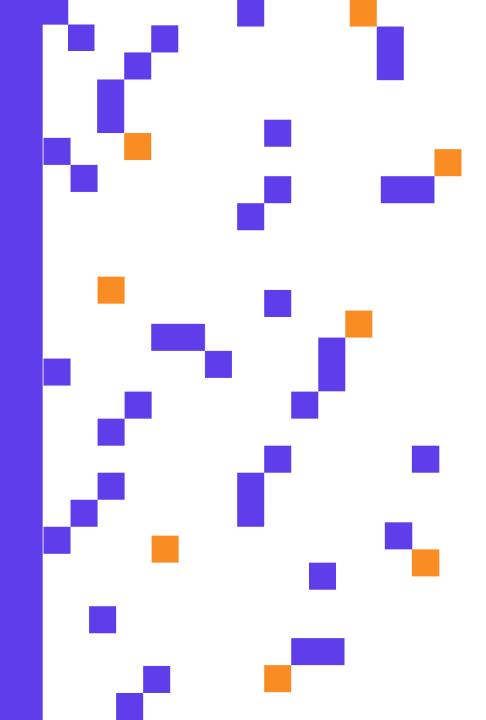


PISTIS Living Lab: Data Monetisation and Trading





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Agenda

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James Philpot, Project Manager, DIGITAL SME
Yury Glikman, Deputy Head of Digital Public Services, Fraunhofer FOKUS
Arthur van der Wees, Managing Director, Arthur's Legal Luigi Mosca, Postdoctoral Research Fellow, Imperial College London
All



Who are PISTIS?

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Arthur van der Wees, Arthurs Legal



Yury Glikman, Fraunhofer FOKUS



Luigi Mosca, Imperial College

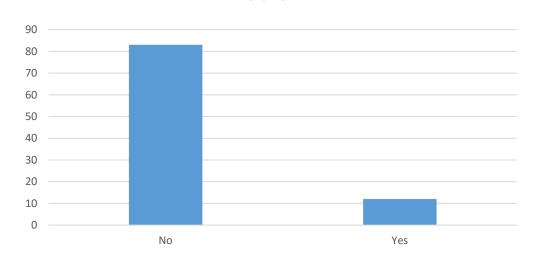


Results of Audience Survey 1

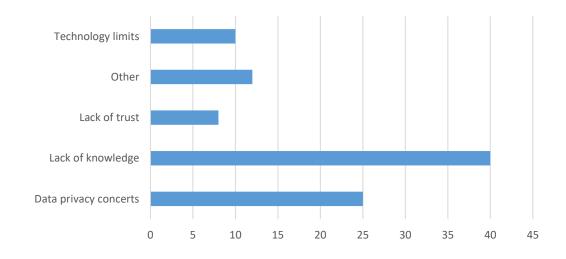
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Is your organisation currently monetising its data?



What is the biggest challenge your company faces in monetising data?





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Are you thinking about data trading with your company?

⁽i) Start presenting to display the poll results on this slide.

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What sector are you working in?

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- Further Living Labs both general and specific to demonstrators
- MOOC
- Online Game

https://www.pistis-project.eu/



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After this Living Lab, would you consider using the PISTIS platform to begin or continue trading data?

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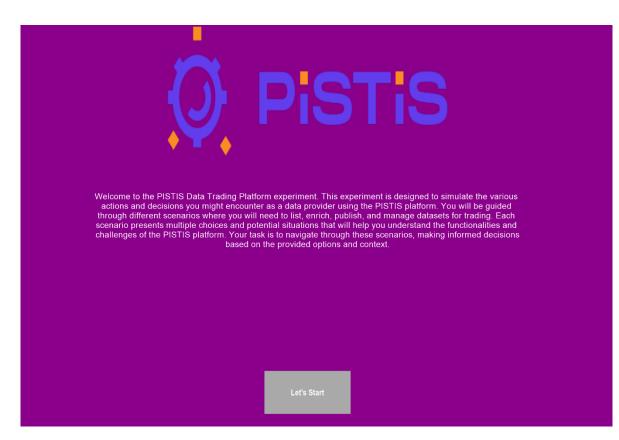


What topics would you be interested in for the next Living Lab?

⁽i) Start presenting to display the poll results on this slide.

Addressing the Challenges with an Interactive Game

We are developing an interactive game that introduces the key functionalities of the PISTIS platform in an engaging, hands-on way. Through a fictional scenario, users will "choose" actions like data check-in, transformation, and exchange, helping them explore the platform's benefits firsthand. The players will be asked to think about the functionalities they need to activate in the specific scenario in which they have been put by the game.





Addressing the Challenges with an Interactive Game

Before launching the game, we'd like to gather your thoughts on this idea.

- Do you think you would be motivated to participate in a game-like experience to learn about PISTIS?
- If not a game, what kind of activity would you find most engaging for learning about PISTIS? (e.g., tutorial, workshop, documentation)
- Would you prefer to start working directly on the platform and learn as you go?





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Thoughts on an interactive game?

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THANKS FOR YOUR ATTENTION

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