

**European Sport Innovation Platform
A Platform for
Sport, Industry and Research**

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SIXTH FRAMEWORK PROGRAMME

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Stakeholder group



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Executive Summary

Sport has been growing in prominence in recent years. It is being promoted as beneficial to health and as a way to maintain good social relationships. It is also of increasing economic relevance. In 1999 almost 800,000 people were employed in sports in Europe, over the past ten years that figure has risen by 60% and is expected to reach nearly 2 million by 2010. 'Sport' incorporates many industrial sectors and services and is a growing area for companies of all sizes. The Sports market is large in Europe: 37 billion turnover a year on sport products and equipment alone in 2001. The sector is relatively new and is generally regarded as being an early adopter of new ideas and innovations.

The most important bottlenecks and limiting factors for research, development and innovation in the EU sports market are:

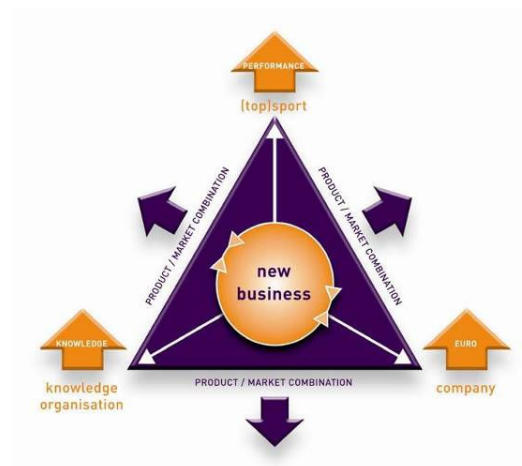
1. Fragmentation of research (technology and human factors) and the insufficiency of targeted research;
2. Limited research and innovative power;
3. Lack of a long-term vision for innovation;
4. Insufficient new business creation;
5. Too great a focus on national rather than European approaches in R&D.

In order to tackle these limiting factors an Innovation Platform is created by a Coordination action project INNOSPORT, supported by the European Commission (contract no: ETI-CT-2005 023416). This European Sport Innovation Platform (ESIP) is a joint organisation of parties within Europe that commonly strives for a more innovation-friendly environment for the EU Sport industry, and to stimulate technological innovation and the setting up of innovative technology businesses.

The ESIP's main goal will be on stimulating networking between high-tech companies, SME's and universities and research organizations. It does this by organizing meetings, seminars, activity groups and creating a website which includes an information database for information exchange.

The platform focuses its activities on four main Domains:

1. Devices for performance, monitoring and enhancement
2. Sports accommodation, floorings and equipment
3. Nutrition and physical activity
4. Sporting Goods and apparel including smart materials



Introduction

Today's European sports market

Participation and consumption

Sport has been growing in prominence in recent years. It is being promoted as beneficial to health and as a way to maintain good social relationships. One of the main problems in the sport sector is a lacking clear definition of the term "sport", consequently sports market is defined in many different ways.

In a survey including the major consuming countries in the EU; UK, Germany, France, Italy, Spain, Netherlands, Belgium, Denmark and Scandinavia around 50% of the people participate in some form of sporting activity in 1998 ¹ The traditional forms of sport still have the largest numbers of participants in most EU countries but tennis, squash and many team sports tend to decline in popularity because of a shift from competitive to individual sports. For the 8 countries which accounted in 1999 for around 85% of the total EU expenditure on sports goods (i.e. sports clothing, sports equipment and sports footwear) the most important sports are showed in table 1.

Table 1: Most important sports in main EU markets in 1998¹

Country	Sports
Germany	Swimming, football, jogging, fitness/aerobics, outdoor, skiing, in-line skating, tennis
France	Outdoor, football, skiing, fitness, swimming, water sports, jogging, tennis, martial arts
UK	Swimming, football, fitness, snooker, darts, golf, jogging, bowls, outdoor, badminton
Italy	Football, swimming, skiing, tennis, fitness, outdoor, volleyball, basketball, fishing
Spain	Football, swimming, basketball, jogging, fitness, tennis, outdoor, skiing, martial arts
The Netherlands	Football, swimming, fitness, tennis, jogging, in-line skating, outdoor, water sports
Belgium	Football, swimming, fitness, jogging, tennis, outdoor, skiing, basketball, table tennis
Denmark	Swimming, football, handball, badminton, fitness, outdoor, water sports, fishing

EU Production and trade

The Sports market is large in Europe: 37 billion turnover a year on sport products and equipment alone in 2001. In 1999 the employment in sports in Europe was near 80.0000. With this respect, the number of jobs created directly or indirectly by the sports industry has risen by 60% in the past ten years and is expected to reach nearly 2 million by 2010. At present, sports is considered one of the most promising employment sources for next years².

The sports market comprises a range of sub markets ranging from accommodation building and nutrition to a shoes and multi functional sportswear. The supply for specialised and high quality

¹ Port goods A survey of the United Kingdom, the EU and 7 selected EU markets, The Sports Industries Federation (TSIF) 2000

² Vocasport report (DG Education and Culture, Contract no. 2003-4463/001-001.)

sports clothing is in the hand of Italy, Spain or Portugal. Production of the wide range of specialised sports equipment is controlled by a large number of small manufacturers³ in the different EU countries. Parts of this market is covered by the larger companies and brand names as Adidas, Nike a.o. This part of the market where the big companies operate is sometimes regarded as “the sports market”, mainly for the huge marketing that these market parties invest in branding their name and image. These parties cover for only half of the turnover of the market. This means that there is also a big and growing market where high functional products and services are developed for the sportsmen where proximity to customer and customer wishes is the key factor in success. This part of the market provides challenges for European SME.

The sports market can be divided into four main areas:

1. **Sport goods and materials (equipment, footwear, clothing, shoes, PPE, ...),**
Examples of manufactures are: Quick, Puma, BRDConcept, Flexboardz, Tissages du Saison, Julbo, Pulsium, Techno gym, adidas, Tecnica.
2. **Devices for performance monitoring and enhancement (hart-rate monitors, movement detection, ...)**
Examples of manufactures are: Philips, Polar, In2Sports, AMB, Nokia and Suunto.
3. **Accommodations, floorings and equipment (sport floorings, artificial turf, sports halls equipment, landing mats)**
Examples of manufacturers are: Janssen en Fritsen, Ten Cate Nicolon, Creber, Gerflor.
4. **Sport nutrition**
Examples are: Numico; Nestlé



Existing platforms and organisations in the sports market are e.g. FESI (Federation of European Sports goods industries with members of companies and representations in various countries throughout Europe) and ISSS (International Society for Sports Surfaces).

Sport goods market trends

Sport goods can be divided into sport equipment, sports clothing and sports footwear. In 1999 the sports goods market in the EU (selected countries in survey¹) was estimated to be around ECU 29 billion. Here, sports clothing accounted for 46%, sport footwear and equipment held a share of 27% each.

Sports clothing have been the fastest growing sector in the whole sport goods market; mainly because of the multi purpose use of sportswear for recreational and daily use. In the footwear sector fashion has the most important effect on the fast growth of the EU market. Contrary to sportswear, sports equipment does not have alternative applications. The growth in sale of equipment depends almost only on the growth in sports activity. The shift from team sports to individual sports which require expensive equipment (golf, snow sports, water sports) had an enormous influence on the sale of equipment 1

³ According to recent definitions the term “manufacturers” comprise also organisations that have engineering & sales capacity and in this sense have end-responsibility on the product but outsource production, e.g. outside Europe.

Product innovation and research

The sports market is an early adopting and global market in which on the one hand rather simple sports goods are produced in high volumes (Bulk). On the other hand there is an emerging sports market which is related to more intelligent and functional products open to the introduction of new technologies (see figure 2.1):

- Use of Smart materials
- New design methods
- Customised production techniques
- Integration of MST
- Ambient intelligence and added services

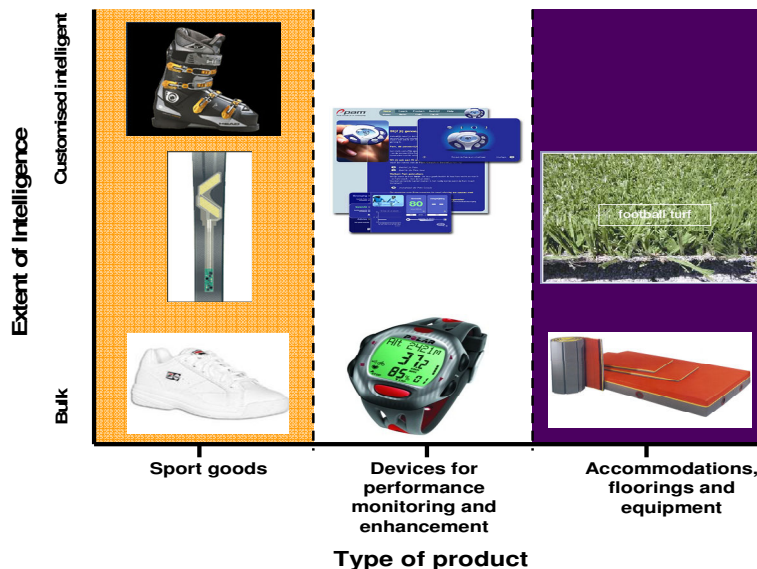


Figure 1: extent of Intelligence for different type of sports products

The first types of products (**bulk products**) are mainly produced in the Far East and in Eastern Europe. The challenges for these goods are production and transportation costs, (in) flexibility in production and looks/style/fashion. The second types of products (**more intelligent and functional products**) are partly produced in Europe and partly in the Far East. This line of products seems to be the most interesting area for European Industry to invest in. Europe has excellent conditions for these types of innovative sports equipment. Reasons for this are:

- These more complex products ask for a more integrated approach of several knowledge areas (production, product development, materials, electronics, sensors, ICT and human factors) and intensification of applied knowledge, which demands actions at an European Level;

- They are knowledge-based products that demand a deep knowledge on users, environments and applications. Thus, they open very interesting prospects for long-term innovation.
- They point towards a high qualified and skilled personnel industry, retail and services
- They have high added value;
- They open prospects for product-service concepts that based in proximity to the customer pose new possibilities over the table;
- They demand creativity, innovation and make new production and developing methods necessary;
- They are related closely to the end user required to be able to provide the desired added value;
- Existing companies and new companies have chances in this rather new market. In this field an increasing number of companies are working (not only SME but also larger companies such as Philips).

Innovation and EU policy

Concern is growing for the increasing lack of fitness among a significant percentage of children and young people today. It is estimated that some 30% of children and young people do not take sufficient exercise or play enough sport⁴. In a Resolution on "A clean and healthy Sport for the third Millennium" (6/2000)⁵ it is stated that:

"There is a consciousness of the need for all those involved in sport today to co-operate in ensuring "A clean and healthy sport for the 3rd millennium" and to recognise their part in transmitting to their successors a heritage of sport, combining high ideals and firm principles, based on individual fulfilment and social progress". The creation of the European Sport Innovation platform will contribute to this social and policy objective by:

1. Reduction of sport Injuries by better products

An European Sports Innovation platform will result in more secure sport products that will have a positive effect on the reduction of injuries in sports. A more coordinated and systematic approach is introduced which can overcome barriers between end users, designers and manufacturers.

2. Fulfilling the individual needs of practising sport of the European inhabitants

Safer, innovative sport goods will have positive effects on the quality of the life of end users by reducing the injury risk and also by encouraging safe sports practice as part of good child's physical, social and emotional development. Together with nutrition sports are the main remedies posed for several health problems as heart diseases, cholesterol or obesity (excess body weight is now the commonest childhood disorder in Europe and North America).

4 European Counsel: /www.coe.int Xth Conference of Ministers responsible for Sport, Budapest, Hungary, 14-15 October 2004

5 Xth Conference of Ministers responsible for Sport, Budapest, Hungary, 14-15 October 2004

One of the main relevant policy priorities of the Agenda 2000 for growth, employment and quality of life is “Creating the conditions for sustainable growth and employment: the move to Economic and Monetary Union is promoting stability, market efficiency and investment”. The creation of the European Sport Innovation platform will help the SMEs to build a competitive advantage based on end user satisfaction. Better products will lead to improving sales and employment.

The impact of sports in employment in Europe has also been addressed in the Helsinki Report in 1999 and more recently in a report from the Commission project Vocasport². In this sense, employment in sports in Europe was near 800000 in 1999 meaning from 0,08% of active population in Estonia to 0,94% in UK (Table 1). With his respect, the number of jobs created directly or indirectly by the sports industry has risen by 60% in the past ten years and is expected to reach nearly 2 million by 2010. At present, sport is considered one of the most promising employment sources for next years.

Table 1: Evolution of Sports employment in Europe

Country	1990	1998	Increase
Austria	9.378	7.790	-17%
Finland	7.516	6.967	-7%
Sweden	25.414	25.469	0
Italy	48.742	54.978	13
Denmark	10.796	12.582	17
Luxembourg	190	241	27
Netherlands	18.000	24.000	33
Portugal	9.600	14.300	49
France	61.854	94.747	53
Belgium	9.210	14.524	58
Spain	28.200	56.300	100
UK	110.748	221.449	100
Germany	---	95.000	---
Total	339.648	628.347	57

The impact of the ESIP is considered from the significance at different levels of enhancing the readiness of SMEs and SME groupings in the sports sector to participate in emerging and future European RTD activities and programmes. This point is crucial in sports. At present, the high and recognized relevance of sports at different levels contrasts with a low involvement of SMEs of this sector in European RTD activities and programmes in last years.

European Research Area (ERA)

Research in Europe suffers from three weaknesses: insufficient funding, lack of an environment to stimulate research and exploit results, and the fragmented nature of activities and the dispersal of **resources**⁶.

⁶ ERA www.cordis.lu

One of the objectives of ERA (European Research Area initiative) is to create an "internal market" in research, an area of free movement of knowledge, researchers and technology, with the aim of increasing cooperation, stimulating competition and achieving a better allocation of resources. The European Sport Innovation Platform directly contributes to this objective.

Another objective of ERA is to restructure the European research area, in particular by improved coordination of national research activities and policies, which account for most of the research, carried out and financed in Europe. The ESIP will set up the basis of a European innovation system by networking players, promoting cooperation, breaking down barriers and encouraging trans-national learning.

Bottlenecks in the Sport innovation

Manufacturing in sports is quickly moving to developing countries (included East Europe) whereas breakthrough in materials and technology is lead by countries as USA, Japan or Australia. In this sense, SMEs are technologically and labour-force dependant on these countries. A change is needed. A shift towards a more knowledge-based industry and services is seen as an opportunity, thus providing products with added value and competitive advances. The knowledge base on technology and human factors for this is already present but needs to be harvested. Sport needs, chances for companies and (development, disclosure, targeting and application of) knowledge have to be made more transparent towards each other and lined up.

Involvement of sports SME in R&D activities in FP5 and FP6 is very low. Besides companies now have a very limited research capacity of their own. Figures show that bringing these smaller industries to innovation and innovative projects is rather difficult. SMEs in Europe undertake between 7 to 8 times less researches than their American counterparts. An analysis by a Commission staff economist shows that this difference between their SME sectors substantially explains the R&D gap between EU and US⁷. Several barriers account for this:

- SMEs tend to go for their domestic market with common products rather than go for international market with specialities;
- Investment budgets are low; investments need a good chance on success. There is a tendency to look at the problems rather than to look for the chances. It is therefore important to define projects that fit the current companies but aren't addressing problems but have a clear focus on chances on the market.

The relevance of sports in social integration, public health, education and employment has been widely recognised by EU authorities as in the Helsinki and Vocasport reports and in the Constitution. Actually, there exists an EU unit for Sports in the EU council and 2004 has been the European year of education through Sports. However, **the eminent industrial and economic relevance** has not been clearly reflected in EU R&D activities and programmes. The reasons for that are probably to be found in the difficulties to define the sports sector and probably the poor visibility of the advantages of promoting R&D in sports. This situation leads to national research programs on sport where companies or economical issues are seldom involved.

⁷ Ugur Muldur: Is Capital Optimally Allocated in the Overall Process of European Innovation?, Revue d'Economie Industrielle, 2001.

Fashion and hypes drive a large part of the industry (bulk good). This is the traditional background for a lot of SME production companies in sports, resulting in a short-term view on research and development (problem solving and testing). For the more added value approach a longer-term research vision is needed. Only the larger companies (like e.g. Philips and Polar) are working already with such a time frame. The needs and input of SME for setting the research agenda is not yet tackled.

Since decades sport research (basically on human factors) is performed in a large amount of smaller and larger research groups throughout Europe with a clear focus on national issues, dealing with e.g. ergonomics, physiology and biomechanics. (Issues of research are performance models, perceptual motor skills, development of biomechanical and injury models etc.). Researchers only and not so much the market or industries are defining this research. The organisation of the sports industry from perspective of research and development is low. Similar research takes place in different countries throughout Europe. The coupling between the sport research (more focussed on human factors) and (existing) technology research is poor. Especially SME's find it therefore difficult to combine the knowledge lines in innovative products.

In technological perspective sports can be positioned between high tech environments (like military and aerospace) and on the other hand the mass consumer goods (clothing, shoes, ...). (Figure 2)

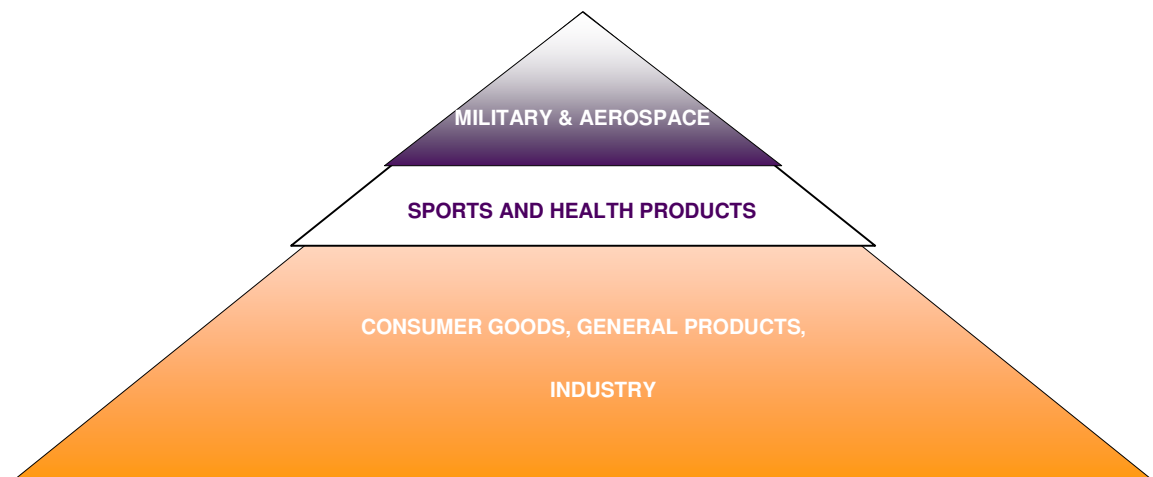


Figure 2: Impact chain of innovation. Sports as a test rig for new technologies and concepts

Great advances arising from underpinning R&D are traditionally related to Military and Aerospace, mainly because the very special and high demand needs of these sectors encourage the search for high tech and innovative materials, technology, processes, manufacturing means and others. In turn, great (public and private) investments are devoted to R&D military and aerospace programmes which result in a great number of innovations. These advances take a time (estimate of up to 30 years) to reach the global population due to several social and economical reasons apart from legal aspects.

In the same line of arguments, as it is the case for the automotive industry, sports and leisure products are used and develop in a more demanding environment than normal products, which also yields innovations in technology and materials. But, sports and leisure are closer to society and technology needed for them is cheaper. This makes the transfer of technology and materials to daily products and services faster. Sports thus provide an area where innovations from high tech environments like military and aerospace find their first consumer mass applications. Examples are: Noene (material developed for aerospace then used in Formula One and afterwards in footwear), lyophilised food and Gore-Tex (membrane developed for electrical insulation with medical application that first became a standard for outdoor garment and nowadays is widely known and used for all type of clothes and shoes).

Moreover, the mood after sports is joy and creativity which act as a driving force for new concepts, activities and opportunities (Snow-Board and fashions sports shoes are good examples of this idea). In a few words, sports and leisure are a test rig for new technology and a concept's seedbed, which are believed to issue breakthrough ideas for the coming years. Hence, the chain of positive impacts is longer as sports can be placed at the top of the innovation pyramid (Figure 2).

It is considered as a Society driven and oriented research to offer user oriented products and services. This idea starts from identifying social trends to satisfy people's needs while bearing in mind environmental, ethical, gender and legal issues to achieve sustainable development.

National Initiatives of sports innovation

In several countries initiatives have been taken to stimulate the interaction between sport research, needs of sports and industry.

In the UK, Loughborough University has made linkages between sports research and industry on several focus areas (golf, ball behaviour, goggles, ..). A new Sport and Technology Institute will be located on the campus of the university

In the Netherlands a program was configured in 2002 (supported by Dutch Ministry of Economical Affairs), aiming at the bridging of the gap between research needs of sports, sporter, and companies on the one hand and research groups (universities, contract research organisations) on the other hand. This program has led to bundling of research partners in the Netherlands in a new sports innovation organisation InnoSportNL and an intensification of research activities of companies in this field.

In France, the French Sports Engineering Network (www.rfis.fr) has been created in 2003 to bridge the gap between sports industry and research institutions and to promote employment or collaborative projects in the field of sports engineering. That group of 150 members organizes an every year conference and founded the new SPORALTEC Pole of Competitiveness settled over the cities of Lyon, St Etienne, Chambéry and Grenoble. SPORALTEC aims to become one of the most attractive European place for sports innovation thanks to the membership of several world leading sports companies (like Babolat, Rossignol, Salomon, Thuasne, Quechua, Lafuma, Gerflor...). In 2006, the RFIS group submitted a research program to the French National

Research Agency (ANR) to allocate funds for sports engineering projects dedicated to the prevention of ageing and diseases.

In regions of Spain (e.g. Bask country) initiatives have been taken to couple the sports and leisure activities with research and development in institutes and companies. Thus forming a platform for successful and innovative enterprises and new companies. A strategic analysis done in the North of Spain on more than 150 electronics, IST and telecommunication companies have identified sports as future market for them.

Platform for Sport, Industry and Research

Objectives of the platform

This European Sports Innovation Platform aims at the creation of a more innovation-friendly environment for the EU Sport industry, and to stimulate technological innovation and the setting up of innovative technology businesses.

As already mentioned in the Introduction the sports sector is lacking clear definition of the term “Sports”. The Sports Innovation Platform uses the following wide definition of the Sports Industry:

The Sports Industry is the Industry around products for people involved in sports.

The platform will focus on innovation in intelligent and functional sports products to four main Domains:

1. Devices for performance, monitoring and enhancement
2. Sports accommodation, floorings and equipment
3. Nutrition and physical activity
4. Sporting Goods and apparel including smart materials



Figure 3: Structure of the European Sport Innovation Platform

To prevent separate and similar developments in different countries there is a strong need to team up the initiatives on a more European level and improve the transnational visibility on research and business creation.

The European Sport Innovation Platform main goal will be on stimulating networking between high-tech companies, SME's and universities and research organisations by a website which includes an information database for information exchange.

A Vision for 2015

One of the most important objectives of the InnosportEU project is to develop a vision on Sports in 2015. This vision is so important because on the basis of this we can develop a roadmap based on sports needs, chances for companies and knowledge available as a means to set the agenda and stimulate market driven research and development:

- Reduce the gap between research and industrial development by relating their joint interests.
- Target the research in sport and technology with emphasis on end user and industrial demand.
- Provide information for the formulation of future European R&D programmes.
- Formulate research projects based on the roadmaps.

A market study was carried out, primarily pointed at world wide activities in ICT-technology and its possibilities for use in sports. Also social trends were studied as well as market studies for 'sport goods and apparel' and 'accommodation' were performed. This information was used to make an overview of consumer needs, trends in the sports market and developments in technologies for the European Sport sector. A seminar was held in November 2006 to discuss the results of the analysis with companies having important activities in sports. Creative sessions and questionnaires were used to generate the most interesting future scenarios to be analyzed in order to develop the roadmap for the branch and identify the most promising innovation ideas for business chances and research and development projects.

On the basis of this the Innosport consortium has created a common vision for Sports in 2015. It is defined in:

- 5 Major long term trends
- Future ideas for products and services related to physical activity
- Four focus areas for innovation opportunities
- Innovation directions
- Research issues related to the four focus areas.

To make the vision tangible, a number of stories were written around a family, representing the five major trends expected to shape the future of the sporting goods industry. These are products and services related to physical activity:

1. ...to improve and maintain health in the elderly as justified by the aging trend for the Europe population.
2. ...to reduce the effects of a sedentary way of living, especially obesity among children.
3. ...to promote health, fitness and well-being in a situation of lack of time due to a busy life.
4. ...to enhance training in top sports.
5. ...to provide fun on top of effort for exercising.

Considering the pressure from the industry on topics concerning waste management & use of natural resources we must take the trend related to a sustainable environment into account. This may be seen as a boundary condition in developing sports products from the industry point of view, but



also as a market opportunity for innovations considering the consumer trends in this area.

The focus areas for innovation opportunities in Sports are set as:

1. Sports products: user centred product development
2. Performance monitoring and modelling
3. Intelligent and active sports gear: sensors, actuators and apparel/goods/equipment integration
4. Information and communication processes: Between sportsmen and coach and to the environment



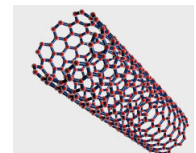
Combining the vision with the focus areas leads to an initial number of innovation directions and research issues that become important for the future. Just to name a few:

Within sports products (and services) some important research issues are:

- Existing and new materials and (nano)technologies for functionalising textiles (eg for self-cleaning, shock absorption, muscle stimulation, thermal regulation)
- Measurement techniques to determine physical and psychological status and activity of individuals

For Performance monitoring and modelling important research issues are a.o.:

- Injury mechanisms in human body
- Smart systems (eg. smart cards) for customised devices



Intelligent and active sports gear need a.o. research on:

- Technologies for non-contact measurement of body parameters
- Packaging of electronics for protection from wash and wear

Within the scope of Information and communication processes it is important to do research on:

- Methods and technologies for (real-time) feedback (audio/visual/tactile)
- Web-based systems and services for individual coaching (call-centres, skype,)



In the coming process of the brokerage events the innovation directions and research issues will be discussed with a large number of companies, knowledge centres and sport bodies. This will lead to a more complete list of important issues as well as a priority in the list. From that on we can set the research agenda and start developing projects in order to support the industry in the needs for the future.

Members and stakeholders

Any party that delivers a contribution to the innovation in the Sports Industry can join the platform, being a manufacturer, a research organisation, a representing organisation, a business facilitator ect.

The stakeholders of the platform are:

- Netherlands Organization of Applied Scientific Research (NL)
- Institute for Biomechanics of Valencia (ES)
- Ecole Supérieure des Technologies Avancées (F)

- Asociación De Industrias De Las Tecnologías Electrónicas Y De La Información Del País Vasco (ES)
- University of Loughborough (UK)
- The Federation of Sports and Play Associations (UK)
- Vereniging van Fabrikanten en Groothandelaren in Sportbenodigdheden (NL)
- Spanish Sport Industry Association (ES)
- Association of the Sporting Goods Industry of the Czech Republic (CZ)
- Stichting Sports and Technology (NL)
- Public Agency of the Republic of Slovenia for Entrepreneurship and Foreign Investments (SI)
- Fesi (B)
- adidas (D)
- Polar (Fi)
- Tecnica (I)
- Decathlon (F)
- RFIS (F)
- Association of Textile, Clothing and Leather Industry (CZ)
- Sportcreber (ES)
- ISEA (UK)

Key areas ESPIN

Aim of the European Sports Innovation Network are:

- Clustering of research (technology and human factors) and sector, sufficient targeting of research
- Expand research and innovative power
- Setting up a long term vision for innovation and sufficient new business creation
- Focus on European rather than National approaches in R&D

Technological challenges for the branche are:

- Increasing the added value of sport products
 - Making products intelligent
 - Making products personalized
- Activation of the population, keeping the population fit
- Reduction / prevention injury (lower health costs)
- Providing information about sports activity for sportsmen and environment
- Increasing performance of sportsmen
- Reducing the production chain costs while making the production more flexible
- Increasing the opportunities for SMEs to be involved in knowledge driven innovation

The key Areas of the ESPIN are:

1. Sports products: User centered development of sport products

- Modeling interaction user-product
- Development of adaptive products
- Application of Innovative materials
- Application of Innovative nutrition ingredients for performance and recovery

2. Sensors, actuators and apparel/goods/equipment integration

- Sensors
- Actuators
- Integration

3. Performance monitoring and modeling

- Physiology and capacity balance
- Technique and human motor control
- Tactics and perception
- Mentality and teams
- Injury prevention and revalidation

4. Process data analysis and information exchange

Links to other platforms

There are links identified to other platforms:

European Technology Platform for the future of Textiles and Clothing

This platform will have as its objective to:

- Pool and coordinate research excellence across Europe involving industry, academia and research policy makers;
- Develop a long-term strategic vision for the future of the industry and to set-up a corresponding roadmap for a structured development from today's situation towards the future vision;
- Significantly improve access to necessary resources and general research and innovation framework conditions.

<http://www.euratex.org/content/projects.html>

European Nanoelectronics Initiative Advisory Council (ENIAC)

The principal mission of ENIAC is to:

- Provide a strategic research agenda for the nanoelectronics sector, with respect to R&D
- Set out strategies and roadmaps to achieve this vision through the Strategic Research Agenda and other associated documents;
- Stimulate increased and more effective and coherent public and private investment in R&D in the nanoelectronics sector;
- Contribute to improving convergence between EC, national, regional and private R&D actions on nanoelectronics within the European Research Area Framework;
- Enhance networking and clustering of the R&D capacity in Europe;
- Promote European commitment to R&D thus ensuring Europe as an attractive location for researchers;
- Interact with other policies and actors at all levels that influence the competitiveness of the sector such as education and training, competition, IPR, finance and investment, etc.

<http://cordis.europa.eu/ist/eniac/home.html>

ARTEMIS Advanced Research and Development on Embedded Intelligent Systems

ARTEMIS will pursue the following key objectives:

- Definition of a common industrial vision and a Strategic Agenda to implement this vision. These will benefit the industrial sectors that rely on Embedded Systems technologies and the European economy and society at large;
- Establishment of a coordination and integration framework where industry, research organisations, public authorities, financial institutions and other stakeholders across the EU join forces and coordinate their actions for implementing the Strategic Agenda.

<http://www.cordis.lu/ist/artemis/>

MANUFUTURE

The ETP Manufuture has the mission to propose a strategy based on research and innovation, capable of speeding up the rate of industrial transformation in Europe, securing high added value employment and winning a major share of world manufacturing output in the future knowledge-driven economy.

The objectives of this ETP are:

- To develop a "research and innovation" strategy based on a long term vision for a field where there are many technological and economic variables and in consequence to assist the transformation of the European manufacturing industry towards a knowledge-based economy and the achievement of a world leadership in manufacturing.
- To identify aspects of technological research and innovation with high potential for breakthroughs that could be only achieved at a European level.
- To co-ordinate EU and national, regional and local R&D Programmes to reach a critical mass, to avoid overlaps and to develop a long term strategy where RTD activities will be a core element, but also where education and training will be priorities.

<http://www.manufuture.org>

European Footwear Products and Processes Technology Platform

(under construction)

Next steps

The following next steps will be initiated:

- Working out the vision 2015 in the roadmaps for the different product groups
- Discuss the innovation directions and research issues with a large number of companies, knowledge centres and sport bodies in the coming process of the brokerage events
- Building the ESPIN, setting up the expert groups
- Contact other related platforms



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