



COIN Newsletter

Word from the editor

This is the first issue of the COIN newsletter. This biannual newsletter provides news on the COIN project and its members and information about project related events progress and results.

The mission of the **COIN IP** is to study, design, develop and prototype an open, self-adaptive, generic ICT integrated solution to support the above vision statement, starting from notable existing research results in the field of Enterprise Collaboration and Enterprise Interoperability. The COIN Large-scale Integrating Project (IP) proposal was submitted in May 2007 as a response to the EU FP7 call for proposal in the area of "ICT in support of the networked enterprise", Workprogramme ICT-2007-1.3 Enterprise Interoperability. After the project evolution and negotiation phases the project celebrated its official Kick-Off in February 2008.

In the context of the European way towards the "Internet of the Future", the COIN IP represents the voice of manufacturing Enterprises and SMEs in particular. COIN's valuable contributions to the European ICT research community are being expressed in terms of Internet of Services and their networked-pervasive infrastructures (generic service platform), service-utility advanced business models (SaaS-Utility), innovative and participative collaboration and interoperability services for European open innovation (Enterprise 2.0). Moreover, in spite of its undoubted innovation and high risk research topics, COIN also is running in a line of continuity with the past FP6 IST research about networked enterprises: our "research funnel" model collecting results from more than 10 research projects and being implemented in our baseline systems as well as our "open project" paradigm where external multipliers are called to participate to the research and validation activities represent a way to involve as many as possible stakeholders who in the recent past achieved significant results in the ICT research.

The technical subprojects have started with the definition, consolidation and configuration of the Baseline Service Platform, Baseline Enterprise Interoperability Services and Baseline Enterprise Collaboration Services resulting from previous projects. In parallel the user requirement collection and specification for Innovative Services has started. Among other methods the COIN project will use a novel approach and deploy serious gaming for capturing requirements. The experiences of the first serious gaming workshop are reported later in the newsletter. The project management and quality assurance procedure have also been defined.

Another function of the COIN Newsletter is to raise awareness within and outside the consortium about COIN industrial partners' business activities. A series of presentations is started in this first issue by introducing the Pöyry Forest Industry Oy, Finland. In subsequent issues all COIN industrial partners will be introduced.

The COIN project has experienced an intensive start with a good and collaborative spirit. It is now of prime importance to continue the fruitful cooperation started. The editor in chief wishes all partners and interest groups further success in their forthcoming hard work and hopes that the Newsletter will be one of important channel to support the achievements of project objectives.

Yours sincerely,
Editor-in-chief

Introduction of the COIN end-users, Part I

The COIN project involves six end user partners coming from a variety of industrial branched and geographical distribution. The industrial partners will demonstrate, experiment, trial and assess the project results into realistic Industrial Scenarios offered test cases in following sectors: *Aeronautics* (Spain), *Automotive* (Slovenia), *Aerospace* (Italy), *Pulp & Paper plants design and management* (Finland), *Healthcare* (U.K.), and *ICT* (Hungary). The scenarios represent a wide spectrum of collaboration contexts varying from supply chains, to collaborative networks, and to the most dynamic form of enterprise business ecosystems.

This series will introduce all these end-user partners, beginning with the Finnish end-user Pöyry Forest Industry. [\[>>\]](#)

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COIN Vision

"By 2020 enterprise collaboration and interoperability services will become an invisible, pervasive and self-adaptive knowledge and business utility at disposal of the European networked enterprises from any industrial sector and domain in order to rapidly set-up, efficiently manage and effectively operate different forms of business collaborations, from the most traditionally supply chains to the most advanced and dynamic business ecosystems."

The mission of the COIN IP is to study, design, develop and prototype an open, self-adaptive, generic ICT integrated solution to support the above 2020 vision, starting from notable existing research results in the field of Enterprise Interoperability and Enterprise Collaboration.

COIN has been awarded financial support by the European Commission through the contract No. 216256 in the EU FP7 area of "ICT in support of the networked enterprise"; work programme "ICT-2007-1.3 Enterprise Interoperability"

More about COIN at www.coin-ip.eu

Pöyry Forest Industry Oy, Finland

Pöyry Group is a client- and technology-oriented, globally operating consulting and engineering firm. It has three core areas of expertise: energy, forest industry and infrastructure & environment. The group's business concept is based on early involvement in its clients' business development. Pöyry offers services related to consulting, project development and implementation, and operations management and maintenance planning in all of its business sectors. The forest industry business sector of Pöyry Group is participating in COIN.

Pöyry Forest Industry is global market leader in the industry branch. Pöyry Forest Industry provides engineering and project implementation services for investment projects worldwide, maintenance engineering and local services to the mills, and consulting on forest industry strategies and operations.

The Pöyry case study in COIN addresses Knowledge Interoperability in Pulp & Paper Ecosystems and will experiment, trial and demonstrate COIN innovative project management services focusing on multidisciplinary project management and continuous project alignment in industrial projects.

PÖYRY IN BRIEF



Pöyry is a global consulting and engineering services firm focusing on the energy, forest industry and infrastructure and environment sectors.

Net sales (2007), EUR million	718.2
Operating profit (2007), EUR million	73.8
Number of countries the group operates in (2007)	45
Personnel in group companies (2007)	7 269

Serious gaming in requirements capture

Event: **Gaming Workshop**
Date: **June 2 – 4, 2008**
Location: **BIBA GmbH, Bremen**

The gaming workshop, which was held at the beginning of June at BIBA in Bremen, was a full success. From a scientific point of view a new approach for collecting end user requirements was tested. In contrast to traditional requirements gathering methods this new approach employs serious games that simulate firstly business processes of end users in a safe environment. Sec-

only, it allows the end users the further refinement of identified ideas on innovative services.



Figure 1 – End-users during a gaming session

The main objective of using games for collecting early requirements from the end users is to support the creativity process, thus innovation. The gaming event is over, but end users are in June still supposed to further refine their requirements online. First results were captured on brainstorming maps and are promising. However, the results have to be analysed and evaluation is still to come.



Figure 2 – Monitoring user activities in refQuest

The friendly environment accompanied with a social come-together in a 13th century building in the centre of Bremen rounded off this COIN event.

Topical events

ICE 2008 – 14th International Conference on Concurrent Enterprising

Lisbon, Portugal, 23-25 June 2008

The ICE conference is a premier forum to enable practitioners, researchers as well as tool vendors to present, demonstrate and share the results and achievements of their work in the broad domain of Concurrent Enterprising.

FIS 2008 – Future Internet Symposium

Vienna, Austria, 28-30 September 2008

The first Future Internet Symposium will take place 28-30 September 2008 in Vienna, Austria. The programme will be international in scope, and focused on research, especially that which crosses the traditional boundaries of our field. The symposium will be highly interdisciplinary, open to all scientific areas, with an emphasis on the technologies driving the development of Web 3.0: semantics and services.