

Project Update

September 2013

ADVENTURE gets introduced

The project commenced the 1st September 2011 and lasts for 3 years. The goal is the creation of an ADaptive Virtual ENTERprise ManufacTURING Environment that provides tools to combine factories in a plug-and-play fashion to manufacture particular products with user-friendly editing tools. This includes the creation of manufacturing processes, business partner discovery as well as real-time monitoring of executed processes.



ADVENTURE gets reviewed

The second year of the project is nearly over, and much has been achieved. Advanced prototypes of all the components have been created and even an integrated use case is planned. The second review meeting is scheduled for October, and the prototypes are going to be presented to the EU reviewers in Brussels.

ADVENTURE gets discussed

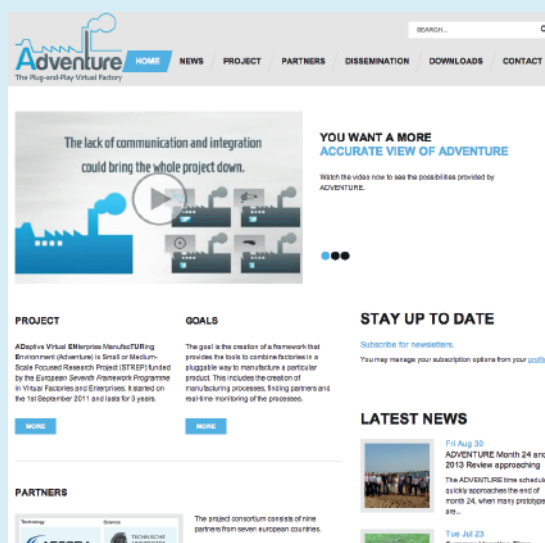
The 1st ADVENTURE Workshop took place on the International Conference on Flexible Automation and Intelligent Manufacturing (FAIM '13) on Friday 28th June 2013, 9am–5pm, at Porto, Portugal, organized by partner INESC.



In the workshop there were 53 registered attendees from all over the world, both academics and industrialists, plus more than 20% of non-registered attendees. With the objective to bring variety and interest, several individual experts in the specific collaborative business and industry domains ADVENTURE is targeting were also invited to participate in the workshop along with the regular project participants. The final results from this workshop presented how ADVENTURE could be applied in practice to solve a wide range of business problems, including how ADVENTURE can be used as a guiding tool to forming and operating collaborative virtual factories in a real world business environment.

ADVENTURE gets shown

The project website is in a good state to show everything there is to know about the website (<http://fp7-adventure.eu>). In the Wiki, which can be found under the title „Dissemination“, you can find an official glossary about terms used in ADVENTURE, a list of publications and the state of the art directory of references used within the project. Also, you can find a list of URLs of available prototypes, and some official namespaces defined within the project. (<http://www.fp7-adventure.eu/wiki/>)



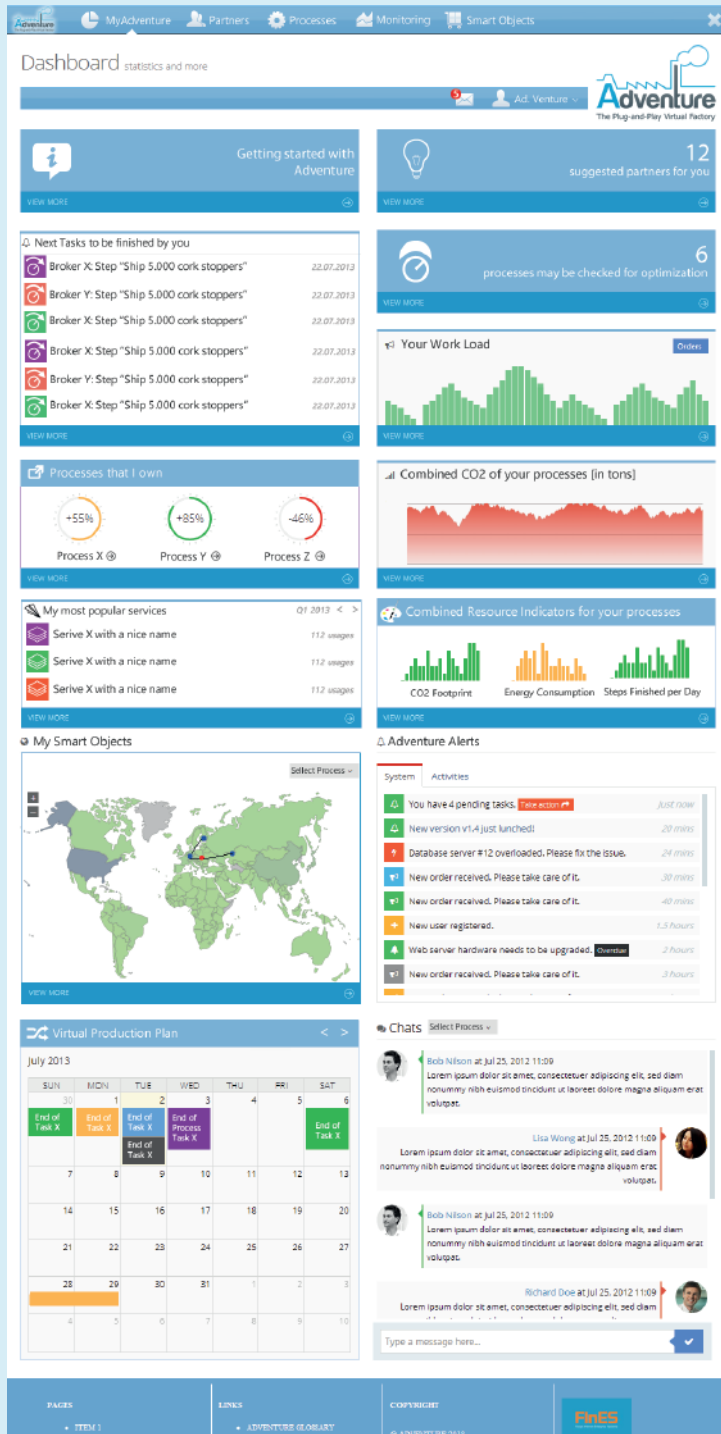
www.fp7-adventure.eu
contact@fp7-adventure.eu



The introductory video easily explains what ADVENTURE is and how it works. If you just want a sneak-peek, this is what you should look at: <http://www.fp7-adventure.eu/video/>

ADVENTURE gets visible

The ADVENTURE Dashboard prototypes are evolving more and more too, giving a foreseeable face to the ADVENTURE Platform.



ADVENTURE gets more mobile

An additional deliverable was planned to create an ADVENTURE mobile client to be able to have better monitoring visualizations, which was requested by the project's user partners. It shows running processes on an interactive map, using the Smart Objects Integration.



ADVENTURE gets more collaborative

ADVENTURE has participated and organized different collaboration and clustering activities. The most remarkable ones are:

FinES: TIE Partner has been part of the editorial coordination and contributed to the position paper with regards to H2020. The title of the paper is "Embarking on new research orientations towards Horizon 2020" and ADVENTURE partner TIE has lead the chapter about web entrepreneurship. See: <http://goo.gl/dXrvBk>

ADVENTURE mini-cluster: The ADVENTURE mini-cluster was initiated by the commonalities between different projects as well as the discussion between projects in FinES task forces activities. The main objectives of the mini-cluster is to detect and implement practical synergies between projects. The first physical meeting was celebrated in July in Breukelen (The Netherlands) with the attendance of 8 projects representatives (ARUM, CREATE, EXTREMEFACTORIES, PREMANUS, GETSERVICE, MSEE, IMAGINE and ADVENTURE). The result of the meeting was extremely useful, and the first synergies are already being implemented.