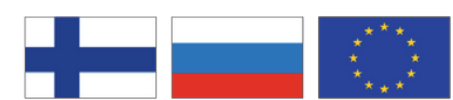




The Future WORKSHOP

"OPPORTUNITIES FOR COMPETENCE DEVELOPMENT AND
CROSS-BORDER COLLABORATION WITHIN THE VIRTUAL
CONTINUUM IN 2030"

In this series of workshops we aim to **identify opportunities** for competence development with new and emerging technologies related to **virtual, augmented and mixed reality environments**, and **cross-border collaboration** between the Kymi Valley and the Saint Petersburg region.



CBC 2014-2020
SOUTH-EAST FINLAND - RUSSIA

Funded by the European Union,
the Russian Federation
and the Republic of Finland.

WHY PARTICIPATE?

- You get to hear inspiring keynote speeches.
- You take part in the group work activities.
- You learn about and envision possibilities for competence development with virtual, augmented and mixed reality.
- You can network with experts and student from Finland and Russia.
- You help identify ways to develop competences needed in the automotive ecosystem in 2030.

All participants are required to register online!

Register here:
<https://link.webropol.com/s/futureworkshop>

More information and schedules:

xamk.fi/race4scaleworkshop

Questions? Concerns? Please contact:

Tero Villman
tero.villman@xamk.fi





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CROSS-BORDER COLLABORATION WITHIN THE VIRTUAL
CONTINUUM IN 2030"

TERO VILLMAN, WORKSHOP MANAGER

- Project Researcher
- Finland Futures Research Center
- Turku School of Economics
- University of Turku

Tero Villman works as a futures researcher at the Finland Futures Research Center in the University of Turku and as an RDI specialist at the South-Eastern Finland University of Applied Sciences. His work includes foresight and futures research projects, teaching futures studies, and developing foresight tools and services. The themes of his projects have varied from mobility, industry and manufacturing, scientific research and education to visioning and societal transformation.

Previously, he worked in the IT sector for over a decade leading, facilitating and implementing different kinds of development and change initiatives for various industries. Tero Villman has a Master of Social Sciences degree in Futures Studies from the University of Turku and a Master of Science (Economics) degree in Information Systems Science from the University of Jyväskylä.

PANU JOHANSSON, KEYNOTE SPEAKER

- Industrial designer, MA
- Ponsse Oy

Panu Johansson is an Industrial designer, MA, graduated from Aalto University. He leads the User Experience design (UX) work in Ponsse, responsible for the strategy and implementation of designs carried out by his team. His work deals with the user interfaces needed to operate the machines, the physical design of the machines as well as the digital services supporting Ponsse's customers to operate efficiently their machine fleets. His team looks at all aspects of customers' needs and designs the best possible solutions to meet them. Ponsse has been awarded Red Dot design award for their newest harvester model, Scorpion, this year.

Before his Ponsse career Panu worked in telecommunications industries. First for Nokia and later for Huawei. In both companies his work included both own product designs as well as User Experience design. Projects include e.g. one of the first smart phones in the world (The Communicator) and its User Interface as well as tablets and a variety of other mobile phones. During his +20 years career he has been granted over 30 patents.

OSKU TORRO, KEYNOTE SPEAKER

- Doctoral Researcher
- Tampere University
- Faculty of Management and Business
- Unit of Information and Knowledge Management

Osku Torro is finalizing a PhD in information and knowledge management at Tampere University of Technology. The focus on his studies is on the benefits of VR in remote collaboration. During his time as a researcher, he's also worked closely with Finnish industry, especially with the Architecture, Engineering and Construction (AEC) sector and extended reality (XR) SMEs. Currently he works with the development of XR Campus, a multi-user collaboration platform for ECIU Universities in Europe. He has also consulted various organizations (e.g., Mika Häkkinen's iNZDR, Patria, the Finnish Olympic committee) on the potential of VR.

