

# BEST PRACTICES IN ECOS4IN PARTNER REGIONS

## GIACOMO BRODOLINI FOUNDATION- Tech for good- Industry 4.0 and disabilities, an inclusive approach in Milan

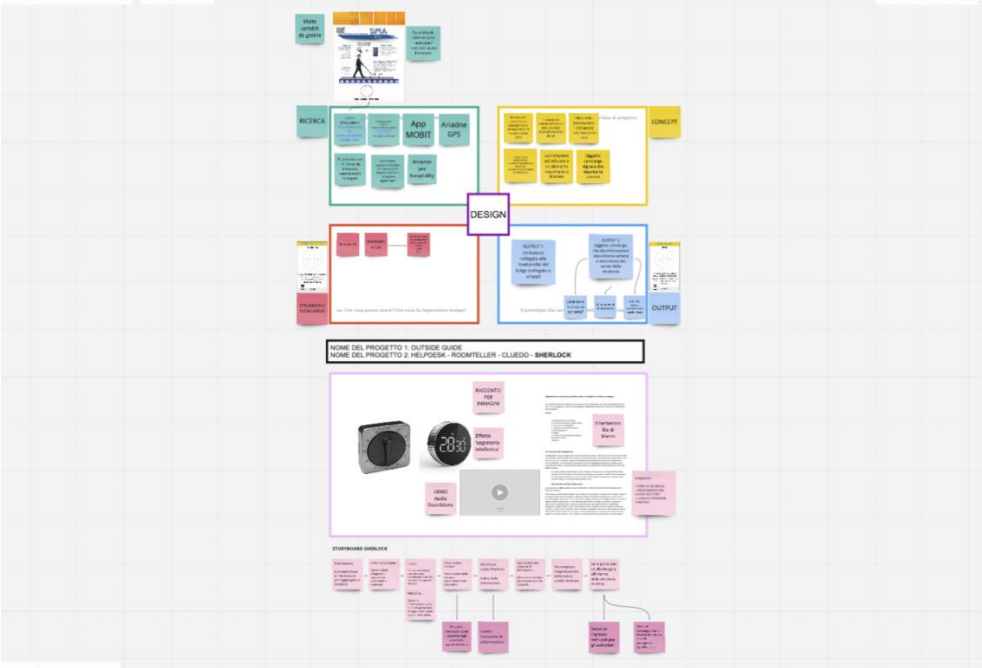
New technologies are human-centric with the aim of improving the quality of life of people.

Industry 4.0 can prove to be an important support in this sense, especially for people with physical or mental limitations who until recently could not easily have aspired to certain job positions and now, thanks to technology, they can do it almost like anybody else.

However, in order for technological development to enhance the inclusion of people with disabilities, it is necessary to analyze the problems with which the most fragile subjects have to deal on a daily basis and to find innovative technological solutions capable of favoring their integration into work contexts. qualifying and inclusive.

Fondazione Giacomo Brodolini, with the support of Hackability @ Milano - a territorial group of the Turin association that for years has been dealing with bringing together the skills of designers, makers, digital artisans, with the needs (and inventiveness) of people with disabilities - has created, within the activities envisaged by the Info Hub 4.0 Pilot in the framework of the ECOS4IN project, **"Hackability 4 Ecos4in"** a co-design table on the needs of people with visual disabilities within closed spaces.

The co-design table was a unique testbed involving the SMEs operating in the food, hospitality and tourism sectors selected through a national call for the pilot of the Interreg ECOS4IN project, people with disabilities, students, makers and professionals with the aim to develop the tools to implement inclusive corporate policies starting from the vision and needs of people with visual disabilities.



The multi-stakeholders and multi-actors co-design tables, structured through virtual meetings and one to one encounters taking place @InfoHUb4.0, decided to analyze which adaptable solutions could facilitate the use of closed spaces, such as museums and hotel rooms..

One of the solutions developed was the experimental project "Sherlock", physical and digital object that works as a 'concierge', in particular enabling audio descriptions useful for perfectly understanding how the reception space is structured (hotel room, characteristics of the reception structure, information).