

Biennial Report

Impact and learnings from the
Valencia Urban Sandbox 2024-
2026



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1.

The public value

of the Valencia

Urban Sandbox

Valencia, sandbox for innovation

The city of Valencia closes its first two years of operation with an Urban Sandbox **established as a key instrument for urban innovation**. Since it was rolled out, this pioneering initiative has turned the city into a living lab where innovative solutions with a real impact on residents are tested. The balance of these two years is very positive: **more than 150 urban resources** (spaces, infrastructure and events) made available to the innovation ecosystem, and **almost 50 pilot projects completed or under way** in areas such as mobility, tourism, robotics, health and sustainability. With this, Valencia is establishing itself as a European benchmark in urban experimentation, and the Urban Sandbox is consolidating its role as a strategic tool of the Valencia Innovation Capital municipal strategy, strengthening public-private collaboration and projecting the city as a model of open innovation.

The vision behind this rests on the **right to use the city to innovate** and on the public responsibility to create the conditions that make it possible. This commitment recognises that innovative development needs opportunities to be put to the test, and that the city offers conditions, relationships and challenges that are difficult to reproduce in a laboratory and that represent a highly valuable resource for those developing new solutions.

In this way, **Valencia City Council takes on an active role as an ally of the ecosystem**, connecting talent and knowledge with the city's needs and offering Valencia as a real environment in which to develop, test and improve solutions. Opening the city to experimentation means organising this collaboration with continuity and guarantees, reducing the barriers that hinder the move from an idea to its application, while pursuing the generation of applicable knowledge that helps improve public services and opens up opportunities for economic development and wellbeing for the city.

With this approach, the Sandbox seeks to consolidate **experimentation as a capability shared by the whole city, so that, beyond the** value and impact of each test, it becomes possible to build collaborative relationships, complementary capabilities and knowledge around it that can be drawn on for new initiatives. In this sense, the goal is to integrate experimentation into the city's usual way of developing innovation and tackling Valencia's challenges, so that the progress of the ecosystem and the improvement of the city reinforce one another.

Valencia, sandbox for innovation

To bring this vision to life, the Valencia Urban Sandbox has been implemented as a pioneering urban experimentation space, where **the city offers itself as a living lab to test innovative solutions** in real conditions. The sandbox works as a one-stop shop for innovation: interested entities present their projects through an agile, unified procedure, benefiting from exemption from municipal fees and technical support throughout the participation process. In this way, **the Sandbox guarantees access to a wide diversity of urban resources** (more than 150 urban resources including spaces, infrastructure, data and municipal events) available for developing pilots in real, safe environments.

This instrument represents **an unprecedented commitment to public-private collaboration** that is already driving the roll-out of joint projects between the City Council, businesses, academia and the public, with a focus on mutual benefit and shared risk. In line with the Valencia Innovation Capital strategy, **the Urban Sandbox establishes the city as a European benchmark in urban innovation** and reinforces it as a hub that attracts talent, businesses and international projects.

TÚ PONES LA IDEA, AQUÍ TIENES LA CIUDAD



Two years of the Valencia Urban Sandbox

In accordance with the provisions of the **Municipal Ordinance governing the Valencia Urban Sandbox**, the main objective of this Biennial Report of the Valencia Urban Sandbox is to give an account of the achievements made during these first two years, offering the innovation ecosystem a transparent overview of the activity carried out. It also pursues the evaluation of the results achieved and acts as a tool for disseminating the learnings, value and impact of this pioneering initiative.

This document sets out the innovation projects developed during this period and **analyses the impacts generated by these pilot tests on the city of Valencia** and on its public services, as well as the diversity of participating agents involved -from local startups and technology centres to universities and municipal departments- who have collaborated under the quadruple helix model. Through this analysis, it addresses the technologies tested in real environments (such as applied robotics or artificial intelligence, among others), the municipal resources used to facilitate experimentation (urban spaces, facilities and events made available to the innovation ecosystem) and the learnings achieved. Finally, it sets out operational key points, assessments of notable aspects and areas for improvement proposed by participating entities, recommendations and **lessons learned that will allow the Sandbox to keep evolving in the years ahead.**

In doing so, this report not only helps establish Valencia as a leading urban laboratory, but also aims to share useful knowledge with other administrations and institutions promoting experimentation spaces, thereby helping to **expand collective knowledge about the value of these instruments as a public policy for driving urban innovation.**

Two years of urban experimentation

2024-2026

THE RIGHT TO INNOVATE IN THE CITY BECOMES A REALITY IN THE VALENCIA URBAN SANDBOX

Ecosystem participation



36	Companies
7	Technology institutes
3	Public sector
2	Universities

1 in 4 projects collaborative

3 Alliances strategic
GSIC · Puerto · Nealis

Consolidation of the instrument within the innovation ecosystem

32	Valencia area
14	national scope
2	international scope

The innovation projects

75 applications for access

39 pilots under way

9 projects completed

AREAS OF ACTIVITY

Environment and bioeconomy	13 · 26.5%
Culture, creativity and inclusion	9 · 18.4%
Digitalisation and telecommunications	8 · 16.3%
Energy and mobility	7 · 14.3%
Security for society	7 · 14.3%
Health	1
Industry	2

TECHNOLOGIES PRESENT

Sensor technology	36.7%
Algorithms	26.5%
Internet of Things	26.5%
Platforms	22.4%
Artificial intelligence	22.4%
Data	20.4%
Robotics	10.2%
3D digitisation	10.2%
Materials	10.2%
RA / XR	8.2%

An entrepreneurial administration, an ally of innovation

RESOURCES FOR EXPERIMENTATION

+150

Resources
Pre-authorized urban

+40%

Increase in resources
pre-authorized

- 28 added at the request of the ecosystem
- 12 municipal departments
- 2 local public entities acting as facilitators

SUPPORT AND PROCESSING

+152

Support actions
for the ecosystem

- 62% resolutions issued in under 3 months
- 90 days average processing time
- 98% authorised projects

DISSEMINATION AND TRANSFER

+465

press, radio and digital media

+210

posts on social media

+170

Cities or territories supported

Toolkit and 5 support videos

Innovation, in the first person

7.75
Usefulness
of the sandbox

8
Satisfaction
with the service

11
Cumulative TRL
levels advanced

Impact of experimentation

2
Awards
received

12,000€
Average investment per
test

25%
Of completed
innovations
reaching the market

Regulatory learning

8 Legal learnings and
improvements identified

Lessons learned and new ideas

- Innovation in administrative management for greater agility
- Support for the ecosystem for better-defined projects
- Keeping the sandbox's objectives in mind to ensure impact

2.

Ecosystem

participation

Participating entities

Valencia offers a unique ecosystem in which quintuple helix agents are already testing solutions and validating technologies in real environments. Through this instrument, knowledge transfer is being driven, public-private collaboration is being strengthened, and ideas are reaching the market faster, generating shared benefits for the whole ecosystem and for the city.

48

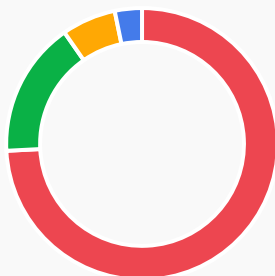
entities taking part in the Valencia Urban Sandbox

1 in 4

projects is developed in collaboration between several entities

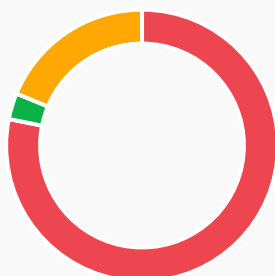
The Valencia Urban Sandbox **establishes itself as a meeting point** for the quintuple helix, driving collaboration between businesses, universities, technology centres, administration and the public to accelerate innovation in the city.

QUINTUPLE HELIX AGENTS



- 36 Companies
- 7 Technology institutes
- 3 Public sector
- 2 University

TERRITORIAL DISTRIBUTION



- 32 Valencia area
- 2 International scope
- 14 National scope

Building a community around experimentation

A community of experimentation

These two years of operation show that **the Sandbox is shaping a community of experimentation** in which participating agents contribute complementary capabilities. The **high presence of collaborative projects**, with links between businesses, universities and technology centres and institutes, is one of the notable features of this experience. In these initiatives, public drive, scientific knowledge and technological and business development have come together around specific tests, with coordination needs and shared goals.

Urban experimentation requires bringing together capabilities that are usually spread across different organisations. The Sandbox is offering a common framework to develop and expand the impact of these collaborations and to support those that already exist.

The Valencian ecosystem, a guarantee of innovation with an impact on the city

With almost 50 participating entities and a clear **leading role for the Valencian ecosystem**, the Sandbox is finding a place of its own in the innovative activity of the region. Its local reception is answering the aspiration of putting the city within reach of those developing new solutions, bringing the ecosystem's capabilities closer to opportunities to apply them to urban needs. In this relationship, a continuity that goes beyond the first experience is starting to be recognised: some **entities return with other products and projects, and the possibility of experimenting in the city becomes part of how they conceive and develop innovation.**

In this sense, the Sandbox is establishing itself as part of that journey, as an instrument to rely on for steering new developments and accelerating innovation.

The citizen experience, an active agent of urban experimentation

Citizen participation in the tests is adding a particularly valuable dimension to the Sandbox experience. The validation of those who use the services and live alongside the solutions being trialled has also been built into the experimentation process, contributing assessments and, in certain cases, prompting adjustments to the pilots. Alongside the technical performance, questions arise about everyday habits, expectations and the perception of improvements, which become fully relevant when the solutions are tested in the city.

The experience of these two years shows citizen participation that, in the projects that have required it, has helped enrich the knowledge generated during the tests.

Strategic alliances with the innovation ecosystem

Under **the vision of making experimentation a commitment shared by the whole city**, over these two years the Sandbox has pursued the formalisation of alliances to connect, feed back into and extend its reach with organisations that provide testing environments, specialised knowledge and access to innovative communities.

This collaboration seeks to expand the experimentation community and connect the Sandbox with innovation strategies, funding programmes and infrastructure with greater reach. The aim is for the possibility of experimenting in the city to open up new avenues of development for projects and, in turn, for initiatives driven from other fields to find in the Sandbox a space to move forward. The goal is to build an increasingly complete and connected environment around experimentation, capable of mobilising capabilities and resources to tackle high-impact projects and give continuity to the knowledge and opportunities generated during the tests.

GSIC Testing Lab Valencia by Microsoft An alliance that brings in testing, certification and acceleration capabilities for technologies applied to sport, health and entertainment, bringing the Sandbox a specialised ecosystem and new experimentation opportunities.

Port of Valencia The collaboration expands experimentation environments through a two-way connection between the port and the city. Urban initiatives gain access to the port area, while innovations from this environment can be tested in the city.

Nealis Group It is proposed to bring in private investment and resources for experimentation through the Nealis Innovation Challenge, connecting the capabilities of this Valencian multinational with the search for solutions to urban challenges.

University-City Pairing The connection with university research, among other lines of action, takes shape in the UPV grants for SANDBOX-VLC Exploratory Actions. The September 2026 resolution awards five grants of 5,500 euros for initiatives on infrastructure, mobility, emergencies and water, with implementation expected until May 2027, to be tested in the city of Valencia.

3.
The innovation

projects

Innovation in figures

During its first two years of operation, the Valencia Urban Sandbox has established itself as an instrument and a **key step in the development of new solutions** by building in **testing in the city as a strategic milestone in the final stages of the innovation process**.

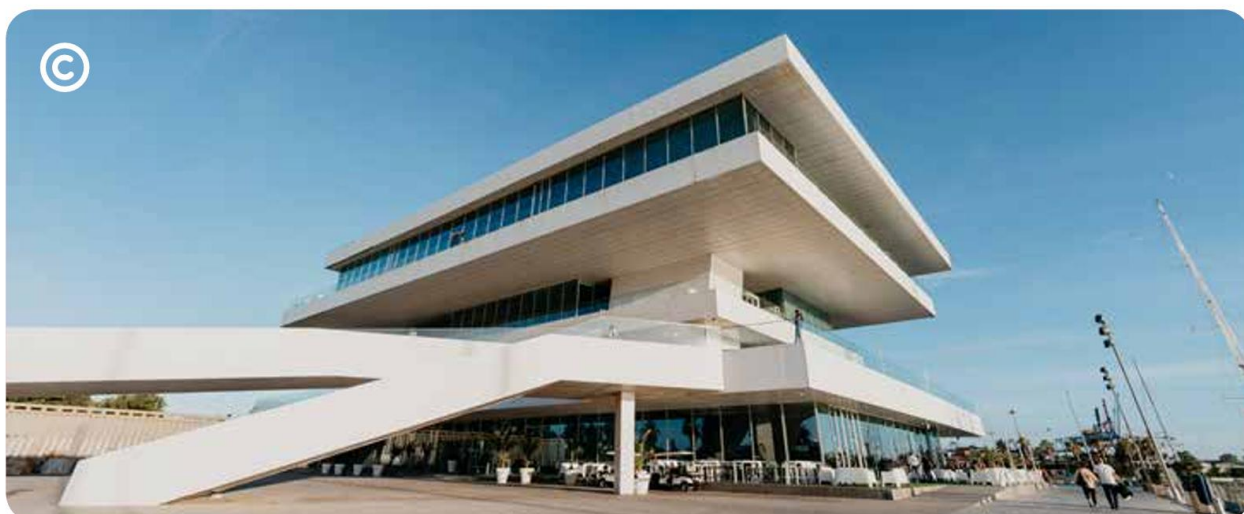
With more than 70 applications received and almost 50 projects completed or under way, the Sandbox is enabling a growing number of pilot projects to be supported, reflecting the interest of businesses, startups, universities and technology institutes in validating their solutions in real environments in the city.

75 Access applications

9 Completed projects

39 Projects being tested

10 Projects not formalised
(rejected or withdrawn)

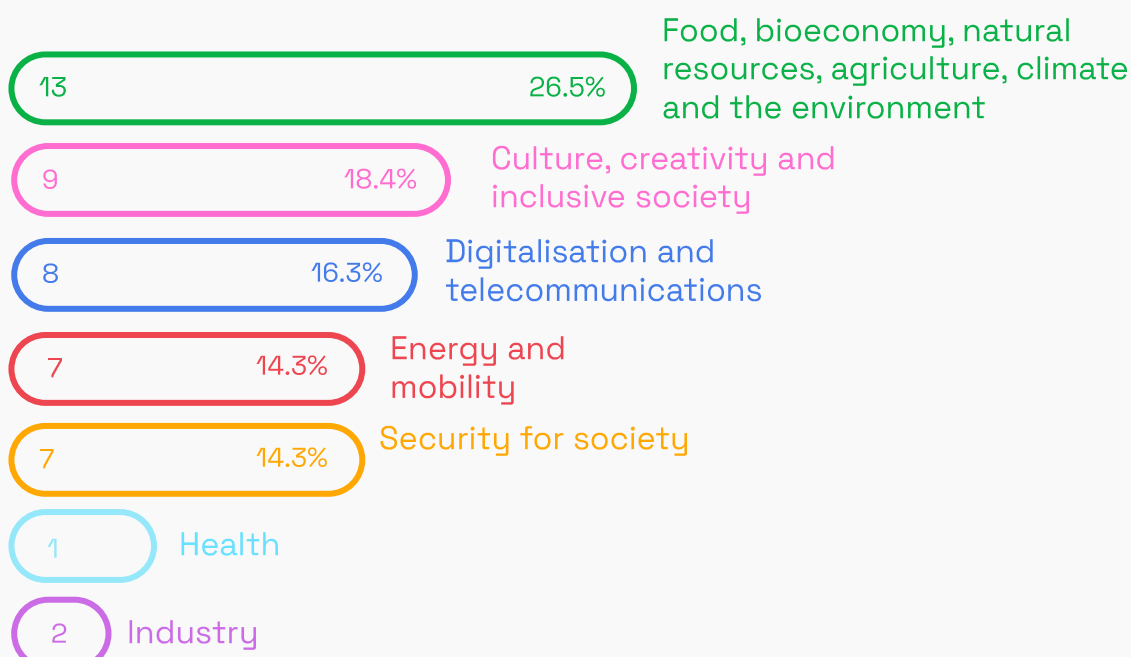


A Sandbox for all kinds of innovative projects

Over these first two years, the Sandbox has hosted wide-ranging experimentation connected to the city's main challenges. The greatest weight corresponds to projects linked to **water management, biodiversity, the circular economy, environmental quality, climate adaptation and the sustainable use of urban space**. Next come initiatives in **culture, creativity and inclusive society**, which extend the scope of experimentation towards heritage, accessibility, citizen participation, tourism and new urban experiences.

Also present with significant weight are projects in **energy and mobility and in security** for society, aimed at improving travel, energy management, risk prevention and emergency response. The digitalisation and telecommunications category includes only those initiatives whose main purpose lies strictly in this field, such as data platforms, process automation or digital infrastructure. However, **the technological dimension runs through most of the projects**: many projects classified under other areas incorporate sensor technology, artificial intelligence, algorithms, connectivity, platforms or data analysis as essential elements of their solutions. Initiatives linked to health and industry round out the picture, reflecting the Sandbox's ability to tackle urban innovation from a multi-sector, integrated perspective.

THE INNOVATION PROJECTS BY AREA OF ACTIVITY

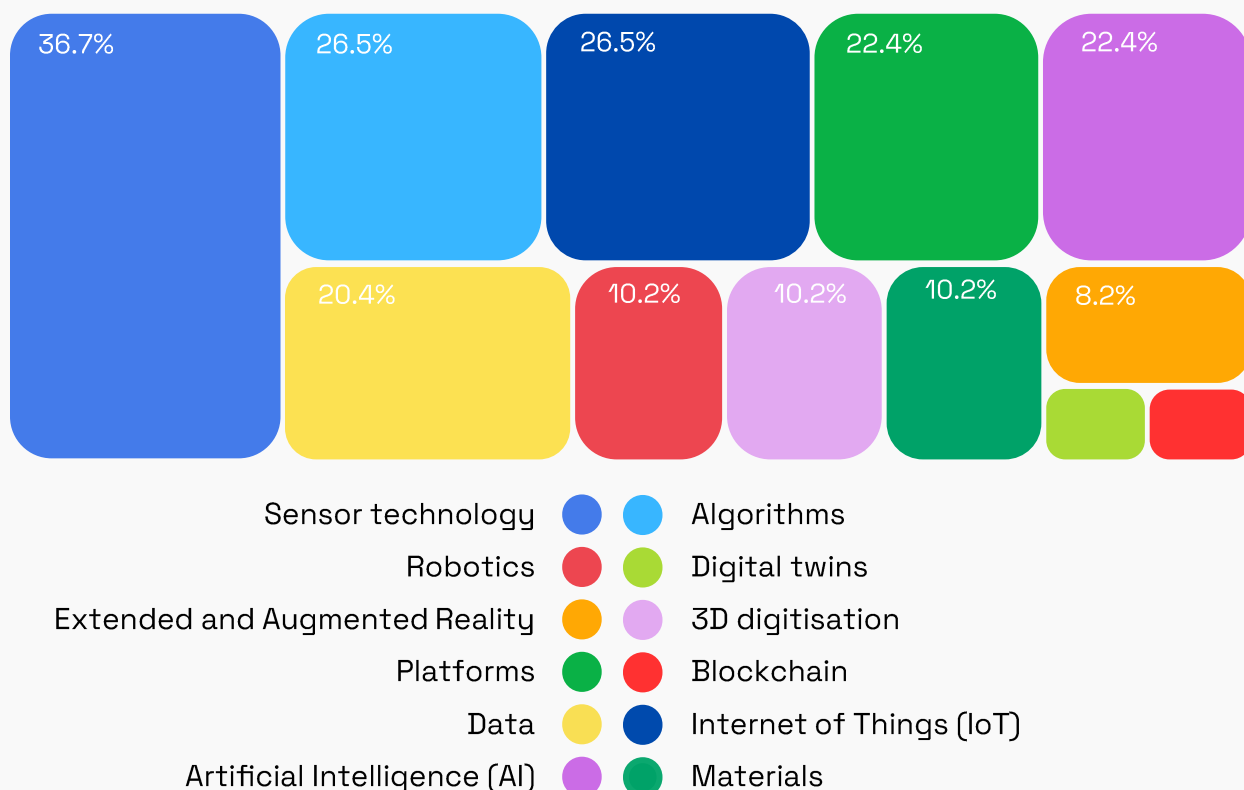


Leading the validation of new technologies

The Urban Sandbox is establishing **Valencia as an experimentation ecosystem for cutting-edge technologies** that go far beyond simple digitalisation. Most projects combine sensor technology, robotics, the Internet of Things and artificial intelligence, among other technologies, to explore new ways of responding to the city's challenges: strengthening emergency prevention and response, making services and spaces easier to access, making better use of resources or streamlining municipal management.

At the same time, the Sandbox is allowing emerging technologies that place the city at the frontier of innovation to be trialled: generative artificial intelligence and predictive models, data spaces and interoperable platforms, connected sensor systems, immersive environments, advanced materials or digital twins. These tests confirm the role of the **Sandbox as a leading living lab in which to test the technologies that will shape the next generation of urban solutions.**

THE TECHNOLOGIES OF THE INNOVATION PROJECTS



7 trends in technology application

Over these two years, the combination of technologies, applications and urban challenges tackled by the projects has made it possible to identify a series of trends that are shaping the development of new solutions and expanding the possibilities for innovation in the city.

01



Big data, cloud computing and predictive analytics

Integration of large volumes of urban data into scalable platforms to identify patterns, anticipate incidents and support decisions on mobility, energy and the environment, with secure information sharing and scenario simulation.

02



Advanced connectivity

5G networks, low-power technologies and vehicle-to-infrastructure communications connect sensors and urban services. Their development enables faster responses, cooperative mobility and more resilient communications for emergencies and municipal management.

03



Artificial intelligence

Algorithms that analyse data, recognise patterns and generate options to optimise services and urban planning. Development is moving towards explainable systems, human-AI collaboration and more energy-efficient models.

04



IoT networks and specialised sensors

Connected sensors capture information on mobility, water, energy and the environment. Their development combines greater autonomy, local analysis and data integration to anticipate incidents, inform decisions and improve urban service management.

05



Automated ground-based mobile robotics

Robots that perceive their surroundings, plan routes and navigate urban spaces create new possibilities for delivery, cleaning and inspection, with advances in fleet coordination and safe interaction with people.

06



Security and privacy in digital systems

Encryption, digital identity and privacy-preserving techniques enable greater control over how urban information is shared and analysed. Their development strengthens cyberthreat prevention, service continuity and public trust.

07



Sustainable technologies in urban spaces

Photocatalytic materials, photobioreactors, aerogels, phase-change materials and bio-based panels offer new ways to improve air quality and thermal and acoustic comfort through integration into street furniture and public spaces.

The participating innovation projects

The focus of the projects that have taken part in the Sandbox over these two years reflects a shared direction: transforming the city, making better use of its resources, anticipating its problems and expanding the possibilities of its infrastructure and services. This **shared purpose among the projects connects initiatives of very different kinds and reveals a common direction in the innovation that Valencia is trialling.**

Wastewater is being explored as a source of nutrients; waste, as a raw material for new products; pavement, as a surface to intervene on to combat heat; and heritage, as a resource to open up to new forms of access, while, in parallel, data on buildings, mobility or incidents is being used to explore more preventive management. **Experimentation is aimed at drawing new capabilities from elements that are already part of the city, linking technological development with concrete opportunities for urban improvement.**

On the other hand, these new solutions emerge from university research, business developments and the needs of municipal services. **The Sandbox is bringing these initiatives together around specific settings in Valencia, but with a cross-cutting vocation and the spirit of being able to scale the solutions to address challenges in other territories. The experience of these two years shows that urban transformation requires progress of different kinds and levels of maturity, and that a common experimentation framework can accommodate that diversity and bring it closer to the city's needs.**



48 projects, a city to experiment in

UmiClean

UMIBOTS

Autonomous robot for cleaning and waste collection.

01

VisionFlow

Imagina Idea Crea

Computer vision to discover monuments on a mobile phone.

02

CitizenBack

Joan Simó Esteve · UPV

Citizen feedback on public services via QR codes.

03

Vitalwise

Institute of Biomechanics of Valencia (IBV)

Optical monitoring of physical condition during movement.

04

Service robotics and IoT

Deliverance Enterprises

Cleaning and delivery robots coordinated through IoT.

05

Russafa Sustainable Ecoterraces

VIC · Valencia City Council · Controlaclub · FOTUR

Sensors and furniture to improve coexistence around outdoor terraces.

06

MIXMATTERS

VIC · AINIA · FEDACOVA · Recycleye

Separation of biowaste and packaging for resource recovery.

07

VIC Metaverse

VIC · R3S3T

Virtual spaces for meetings, training and events.

08

Flash Park

Flash Park

Detecting available spaces and digital parking guidance.

09

MercaBot

UMIBOTS

Autonomous last-mile delivery of shopping.

10

HortaTech

Baukunst · Fibsen Monitorizaciones

Fibre optics to monitor water in irrigation channels.

11

PlatjaBot / Umi_Beach

UMIBOTS

Autonomous robots to clean beaches and seafront promenades.

12

València-BioSoundscape

iTEAM-UPV · Artikode Intelligence · University of Seville · SEO/BirdLife

Acoustics and AI for monitoring urban birds.

13

Zentropy MICE

Valencia Conference Centre · Zentropy · UPV

Measuring the sustainability impact of conferences.

14

RidePetal

RidePetal

Bicycle tracking and theft alerts.

15

ePlace Heritage

Baukunst · Fibsen Monitorizaciones

3D heritage recording to support conservation and public access.

16

Municipal Market · TuTurno

Cloudsoft (Hipermece)

Digital queue management for shopping in municipal markets.

17

Edison AR

Brainstorm Multimedia

Augmented reality for presentations in auditoriums.

18

CitCom.ai

ETSE · University of Valencia

AI to anticipate incidents, analyse pedestrian flows and provide route guidance.

19

Green Motion

Green Urban Data

Healthy urban routes based on environmental data.

20

AIR-PURIFIED VLC

AFISA

Photocatalytic benches to assess air purification.

21

Serranos Towers accessible interpretation centre

VIC · Estudio Artis

Virtual heritage visits for people with reduced mobility.

22

EasyBall

EasyBall

Automated sports equipment rental in public spaces.

23

BELOQ

Jesús Gracia Casani · BELOQ

Smart docking systems for bicycles and scooters.

24

ReWAdd

Polytechnic University of Valencia

Electrochemistry and membranes to recover nutrients and remove pollutants from wastewater.

25

48 projects, a city to experiment in

DS4MMED

ETIQMEDIA · University of Valencia
Data sharing to create mobility solutions.

26

Green Cities Data Space

IRTIC · University of Valencia
Integrated urban data for sustainable, healthy and safe cities.

27

INPLAN

Arqueha · Carpe · UPV · JJHB
Datos e indicadores para comparar alternativas urbanísticas.

28

SIEM City

Quantumsec
Urban data to detect risks and anticipate incidents.

29

5G for public safety and emergencies

ISTEC
Critical 5G communications for public safety and emergencies.

30

MUSOL

Energy Technology Institute (ITE)
AI to forecast demand, charging needs and maintenance requirements for electrical infrastructure.

31

ZONGTOPIA

Futurawave
A mobile game for learning music through minigames, challenges and virtual studios.

32

Linksense · Early warnings

Deepsense
Data and sensors to anticipate risks and trigger alerts.

33

MyTrencher

STINNOV8
AI to guide training and improve employability.

34

VLC City Lab

VIC · Grupo Simetría · Fliwer · The Mother Trees
Smart irrigation tailored to the garden's needs.

35

VIC Immersive XR Showroom

VIC
Extended reality to explore municipal projects.

36

SEIENT25

VIC · FDM · AIMPLAS · Valencia CF
Recycled caps for making furniture for sports facilities.

37

SIGMA-IT · SerTIC incidents

VIC · Foqum Analytics
AI to classify incidents and support their resolution.

38

VISUALFY

Fusió d'Arts Technology (Visualfy)
Sensors for illuminated signage, environmental data and building alerts.

39

DOOH_NOMADS

NomAds Innovación Digital
Mobile digital advertising along urban delivery routes.

40

SmartGeo LBS / Vigilo

OLS Engineering · LocationGuru Solutions
Geolocation for boat tracking and safety in the Albufera.

41

ETIQMEDIA · Communications automation

VIC · ETIQMEDIA
AI to organise content and analyse institutional communications.

42

Spot4Dis · Accessible parking

VIC · SOLMES
Information on available parking for people with reduced mobility.

43

COP-PILOT

VIC · Telefónica
IoT and AI to integrate data and manage urban services.

44

RUN2FUTURE

Energy Technology Institute (ITE)
Textile sensors to measure muscle activity and fatigue.

45

FREDCAR

Durantia Infraestructuras · BECSA
Reflective coatings to reduce heat on paved surfaces.

46

ALERTES IV

VIC · Valencia City Council Fire Service
Alerts to help residents respond to emergencies.

47

BuildingEye System

EMAC Group
Sensors for buildings' structural and environmental conditions.

48

4.

Administration

entrepreneurial

and an ally

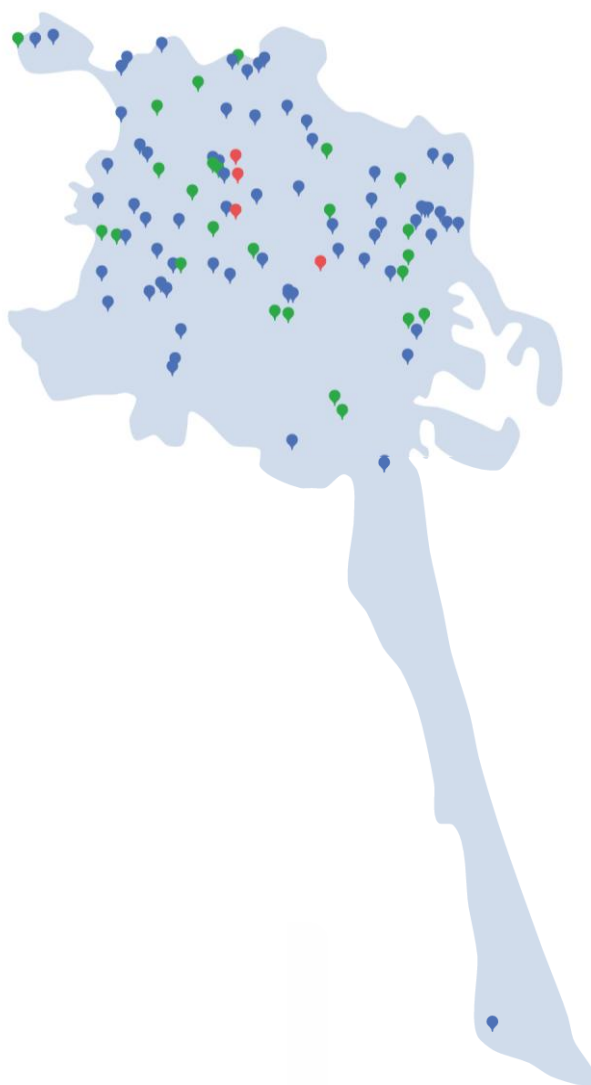
of innovation

All of Valencia, a laboratory for innovation

The municipal administration is playing an active role as an ally of innovation, expanding this year the List of pre-authorised Urban Resources made available to the ecosystem, such as spaces, infrastructure and events, so that the city can establish itself as a genuine living lab.

This expansion responds to a **clear commitment to anticipating and responding to the needs of the innovation ecosystem, as well as to the new urban challenges that keep emerging**. At the same time, the foundations are being laid for an internal system for the ongoing management and updating of these resources, aimed at improving efficiency and agility in making them available, strengthening the Sandbox's capacity to offer an increasingly robust, well-organised and accessible framework for experimentation.

We have expanded the resources available in the Valencia Urban Sandbox by more than 40%



Over 150 urban resources available



Spaces



Infrastructure



Events



[View the full list here](#)

The Resources made available to the ecosystem

In this first year, the Sandbox has significantly expanded its List of Urban Resources, which **now stands at 150 spaces, infrastructure and events made available to the innovation ecosystem**. The diversity and versatility of the resources added allow for the testing of solutions and challenges ranging from the green transition to urban digitalisation. Every building, every public space and every event is thus an opportunity to test new technologies and accelerate their adoption.

28

New urban resources added to the List at the request of the innovation ecosystem

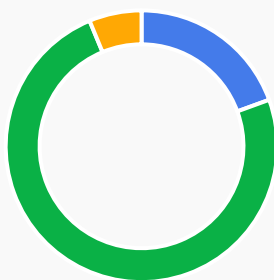
12

Municipal departments acting as facilitators of Urban resources

2

Other local public-sector entities acting as facilitators of Urban resources

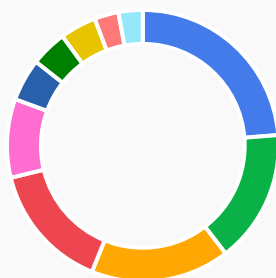
Type



THE LIST OF URBAN RESOURCES ONE YEAR ON: A PROACTIVE, MULTIDISCIPLINARY AND DIVERSE ADDITION

- Space
- Infrastructure
- Event

Thematic areas

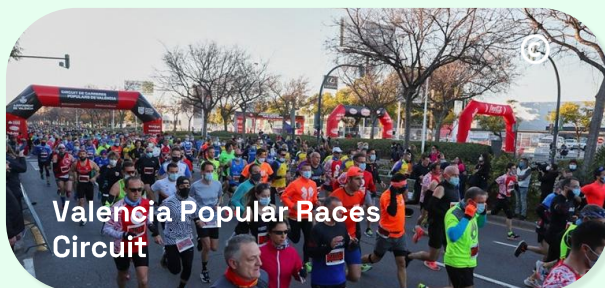


- Sports
- Cultural action, Heritage, Cultural resources
- Social services
- Districts, Participation and Neighbourhood action
- Trade and markets
- Other
- Tourism
- Innovation, Technology
- Integrated Water Cycle
- Fallas festival

Some of the Urban Resources added this year



Valencia Marathon



Valencia Popular Races
Circuit



La Mutant
Auditorium



Municipal Historical Library
and Newspaper Archive



El Saler Wastewater Treatment Plant



La Mascleta



Municipal system of francos,
marjales and extreales wetlands



La Rambleta



Valencia Congress Centre



Data Platform VLCi Smartcity

Innovating in spaces, infrastructure and events

WHERE IS TESTING TAKING PLACE?

- **Streets, squares and the urban road network:** Plaza del Ayuntamiento, streets of Ciutat Vella, Calle Almazora, C/ Naturalista Rafael Cisternas, C/ Naturalista Arevalo Baca, C/ Tramontana, Colon, Russafa, bike lanes, roadways, cycling routes, pedestrian/restricted-traffic areas, traffic lights, posts and urban signage.
- **Beaches and seafront promenades:** Malvarrosa Beach, the seafront promenade and the beach area linked to the OIT.
- **Green areas and natural spaces:** Jardin del Turia, Devesa-Albufera, the Albufera and spaces managed by the OAM Parks, Gardens and Urban Biodiversity body.
- **Irrigation channels and infrastructure:** the Francos, Marjales and Extremales system and the network of irrigation channels in the western area of the En Corts road.
- **Monuments and urban heritage:** Torres de Serranos, the Monument to the Marques de Campo, the Monument to Jose Ribera, the Monument to Teodoro Llorente, the Doctor Moliner sculptural group and the Pallas Athena sculpture.
- **Municipal markets:** Mercado Central, Algiros, Grau, Torrefiel, Rojas Clemente, Mosen Sorell, Jerusalem, Cabanyal, Russafa, Jesus-Patraix, Castilla-Av. del Cid and Benicalap.
- **Municipal/institutional buildings and facilities:** Valencia Congress Centre, La Harinera, Las Naves, Local Police premises and the Valencia Innovation Capital area.
- **Sports facilities and spaces linked to sport:** municipal sports facilities and centres, the Levante stadium, the Popular Races Circuit and the Valencia Marathon.
- **Water and sanitation infrastructure:** El Saler, El Palmar and El Perellonet wastewater treatment plants.
- **Municipal platforms, systems and data:** the VLCi Urban Data Platform, the Valencia Urban Health Observatory, SerTIC and the municipal intranet.
- **Facilities and spaces linked to employment:** the Valencia Job Fair and municipal employment centres.
- **Tourist offices and resources:** the OIT at Plaza del Ayuntamiento, the Airport, the beach and Joaquin Sorolla station; municipal tourist routes.
- **Residential buildings:** buildings in Valencia and the Casbah and Proval developments in Devesa-Saler.
- **Facilities of collaborating entities:** AIMPLAS.
- **Areas of urban planning:** Functional Area 5: Campanar, El Calvari, Marxalenes, Tormos, Sant Antoni and Morvedre.

MOST REQUESTED



Natural spaces and green and blue infrastructure

Congress venues, event spaces and administrative infrastructure



Squares, neighbourhoods and open urban space

Monuments and elements of historic heritage



Tourist information and visitor assistance offices

Historic heritage, museums, congress venues and exhibition centres



Proactive, innovative public management

RESOURCES AND MATERIALS TO GUIDE THE PROCESS AND INCREASE THE IMPACT AND VALUE OF PARTICIPATION

Valencia City Council has developed various pieces of content with the aim of offering the **ecosystem clear, accessible tools** that reduce barriers, clarify the application process and make it easier to take part, so as to get the most out of the time spent in the Sandbox, focusing on generating solutions and getting the **greatest possible value from the learnings and results** generated in the city.

Drafting the Sandbox **ToolKit**



Step-by-step guidance tools

Publication of a series of **short, practical videos explaining how the Sandbox works**, the tools available and the main stages of the process: access, development and monitoring of the tests, and closing of the experimentation.



- Video [Generic presentation](#)
- Video [What is the Sandbox's ToolKIT?](#)
- Video [How do I access the VLC SBX?](#)
- Video [How are tests monitored in VLC SBX?](#)
- Video [How does a testing come to an end?](#)

Proactive, innovative public management

SUPPORT AND AN AGILE, RED-TAPE-FREE PROCESS FOR EXPERIMENTING IN VALENCIA

More than **152**
support actions
for the
ecosystem

The administration's vision as a facilitator of innovation has been based on an **active strategy of guidance and assistance throughout the procedures.**

Over the course of this year, more than 152 meetings have been held with businesses, startups, research centres and other interested entities, aimed at explaining how the Sandbox works and answering queries in order to help **better align proposals and innovation tests with the city's resources and challenges.**

The processing of applications to the Valencia Urban Sandbox has kept to fast timeframes: the average processing time, from the application entering the system to its resolution, stood at 90 days, **below the three months set out in the ordinance.** This figure shows the City Council's commitment to **aligning administrative timeframes with the pace of innovation,** reducing uncertainty for participating entities and making it easier for projects to start their tests in the city more quickly and securely.

62% resolutions
notified in under 3
months

Proactive, innovative public management

The high level of authorised applications reflects a municipal management model that is open to innovation and **geared towards finding a viable fit for proposals that meet the access conditions**. Technical and administrative support helps define the scope of the tests, identify the most suitable urban resources and establish the technical and legal conditions needed, making it easier to develop experimentation with the most appropriate approach for both the promoting entities and the city.

98% of projects
authorised

Developing an **innovative** methodology for indicators and automated document management

Valencia's Innovation Department is developing a data acquisition and processing automation system to allow better **monitoring of the Sandbox's operation, results and impacts** of the Sandbox. With a technological approach, the initiative seeks to develop indicators, automate workflows and implement a methodology for managing the information generated in processing, monitoring and closing projects.

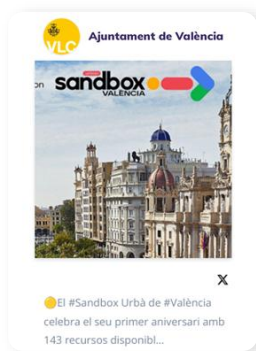
* Initiative funded by the INNPULSO Network and the Ministry of Science, Innovation and Universities.

Dissemination and public value: transferring knowledge and opportunities

Dissemination and knowledge transfer are part of the public value pursued by the Valencia Urban Sandbox. Over these two years, opening the city to experimentation has gone hand in hand with work aimed at sharing its opportunities, experiences and learnings. The aim is for each project to contribute to a **shared capacity for innovation, generating knowledge that other entities, municipal services and the city itself can draw on.**

This vision responds to a **logic of shared benefits**: Valencia provides resources, support and real testing conditions, while experimentation gives back learnings to improve solutions, guide decisions and review ways of working. Documenting these experiences and sharing them widely allows that return to be extended beyond the entities directly involved, giving continuity to the knowledge generated during the tests.

More than **465** publications (in press, radio and online) sharing the activity of the Valencia Urban Sandbox



More than **210** posts on social media spreading the word about innovation

Dissemination and public value: transferring knowledge and opportunities

Taking part in events to exchange knowledge on urban innovation

Sandbox Redit, DLD Future Hub, VDS, 4YFN, TNW, The Gap in Between, Euroasian Economic Forum, Foro Green Cities Malaga, Sports Summit Madrid, CNIS Congress, Conference at Universitat Politècnica de Valencia (UPV), Nomads Connect: Inside the Valencia Playbook....



Knowledge shared with more than 170 cities

During this period, Valencia has provided **support to interested Spanish and international cities**, both through personalised advice, technical exchanges and study visits, and through shared learning spaces in networks such as **Innpulso and RECI**. This work has helped transfer the knowledge accumulated to different local contexts and administrations seeking to implement their own experimentation-oriented spaces, infrastructure and public services.

5.

Innovation,

in the first

person

Promoting entities, the best advocates

TAKING PART IN THE SANDBOX HAS MADE IT POSSIBLE TO SCALE UP THE MATURITY OF THE SOLUTIONS

The experience of participating entities confirms that the **Valencia Urban Sandbox acts as a maturity accelerator for innovative solutions**. Projects have used real-environment testing to detect: design and equipment configuration improvements, verification of the correct functioning of digital platforms, validation of operational safety protocols with users, and the generation of new databases that allow algorithms to be fine-tuned and error margins reduced.

The cumulative progress made by the participating innovation ecosystem amounts to 11 technology readiness levels (TRL). Most initiatives have advanced one or more levels, moving closer to market-ready phases, and in cases that already started from a high TRL, the time spent in the Sandbox has helped strengthen their robustness and reliability under real conditions of use. Overall, **entities agree that the main added value of the Sandbox lies in being able to test their solutions against real situations in the city, with end users and public services, obtaining evidence that would be difficult to generate in a laboratory or simulated environment.**

This technical and operational learning becomes a key asset for making decisions about product evolution, preparing for commercial scale-up and opening up new collaboration opportunities with the administration and other ecosystem agents.

11

TRLs (No. of Technology Readiness Levels)
advanced by the innovation ecosystem in
the Valencia Urban Sandbox

Perception of
the Sandbox's usefulness

7.75

Promoting entities, the best advocates

ASSESSMENT OF HOW THE SANDBOX WORKS: STRENGTHS AND AREAS FOR IMPROVEMENT

Taken together, the assessments from promoting entities paint a very positive picture of how the Sandbox works.



Three elements stand out in particular: **the support and guidance** from the Sandbox team, seen as approachable and effective; the ease **of testing in a real urban environment**, with genuine users and operating conditions; and **quick access** to municipal infrastructure and spaces that, under normal circumstances, would be difficult to use for pilot tests. Added to this is the public visibility and **exposure** associated with the pilots, as well as the chance to reach new potential customers and **gather feedback directly** from residents and users, which strengthens the market positioning of the solutions.

Satisfaction with
the service
received from the
Sandbox team

8



Among the areas for improvement, entities mainly point to the need to **keep shortening response** and authorisation timeframes, as well as to simplify and **clarify some administrative** procedures linked to the process. Interest in expanding the list of available **urban resources** is also mentioned. These observations are read as a **shared roadmap for continuing to fine-tune the model, reinforcing the Sandbox's role as an instrument** that is increasingly agile, understandable and accessible for the whole innovation ecosystem.

6.

Impact of

experimentation

The Sandbox's and the innovative projects footprint

Projects that have completed their participation have confirmed the opportunity to, through the development of innovative solutions, help make a positive impact on the city and its local public sector.

Economic dynamism



Opening the city to experimentation is showing its potential to boost economic activity, by offering the innovative sector conditions to invest in developing new solutions. The **average investment of 12,000 EUR per test** reflects the commitment of resources that goes hand in hand with the tests and reveals a first economic dimension of the Sandbox: connecting Valencia's public capabilities with the investment effort of participating entities.

This journey finds continuity in the **25% of initiatives reaching the market, pointing to the transformation of part of that effort into products and services with commercial application**. This outlines a contribution of the Sandbox to economic development: helping knowledge and technology find business and growth opportunities. In an experience marked by the strong role of the Valencian ecosystem, **this connection between experimentation and market can strengthen the local sector's ability to develop its innovative offer and gain access to new customers, partners and investment**.

In the city and its surroundings



The analysis of the first completed projects shows that the **impact on residents depends both on the effects produced by the solutions and on how these are perceived and valued**. Testing in real conditions makes it possible to observe how an innovation becomes part of existing uses and dynamics, what changes are recognisable to people, and what needs remain open.

The Sandbox's and the innovative projects footprint

The following learnings can be identified from the first completed projects:

1. **The usefulness of innovation becomes more visible when it improves everyday experience.** The most direct evidence appears in actions addressing nuisances, habits or situations that people recognise in their immediate surroundings. This closeness allows results to be assessed based on their effect on daily life and provides a concrete reference for guiding the development of solutions.
2. **Citizen perception makes it possible to assess whether the improvement achieved is sufficient.** A favourable trend in the indicators can coexist with needs that remain unresolved. The experiences analysed show the value of comparing technical results with the assessments of those affected, both to recognise progress and to identify what aspects need more attention or continuity.

In the city and its surroundings



Completed projects show that the urban and environmental impact of innovation depends, to a large extent, on its ability to adapt to the city's real conditions. Environmental exposure, coexistence with other uses, maintenance needs or the continuity of operation introduce requirements that are hard to reproduce in controlled environments and that are decisive in testing a solution's usefulness. The tests make it possible to identify these limitations and adjust developments. The main lesson, therefore, is to understand the Sandbox as an instrument that can turn localised improvements into useful evidence for guiding decisions on scaling up, planning and urban transformation. **This contribution has also received external recognition: the Valencia Urban Sandbox was awarded the Becsa Prize for Best Project for Urban Resilience and the Promotion of Sustainable Solutions**, which highlighted its role as a real-world validation environment for solutions to urban and climate challenges.

The Sandbox's footprint and the innovative projects

Impact on municipal public services



Pilots have a high potential impact in terms of learning and improving municipal services. The solutions tested introduce **new ways of operating** in areas such as cleaning and waste, mobility, tourism, parks and gardens, culture and heritage, citizen participation, emergencies or urban data management. This impact translates into three types of change:

- **Operational**, by exploring service models that combine traditional equipment with emerging technologies.
- **Management-related**, by incorporating dashboards and near-real-time data to prioritise actions and optimise resources.
- **Coordination-related**, by requiring closer collaboration between different municipal areas to roll out new projects.

The first test closure reports reflect several noteworthy conclusions:

1. **Introducing innovation requires building capabilities within services.** The reports show that a technology's operational performance also depends on **staff readiness, task adaptation and coordination among the actors involved**. The tests are helping identify that organisational effort and understand what each service needs in order to make the most of the solutions tested.
2. **Generating data or gathering feedback adds value when this information can be used to decide and act.** Its usefulness requires defining who interprets the information, how it feeds into decisions and what response it produces. The results point to the importance of **connecting the tools tested with everyday management processes**.

Regulatory

7.

learning

From urban testing to regulatory improvement

The regulatory learning driven by the Valencia Urban Sandbox

The Valencia Urban Sandbox is establishing itself as a regulatory learning space: through pilot projects, real conditions reveal which aspects of the regulations facilitate or hinder innovation and what adjustments might be needed to better support urban transformation, while maintaining legal certainty and protecting the public interest.

How are we doing this?

To make this possible, and in line with the provisions of the ordinance, specific mechanisms have been built into the whole testing cycle: the testing protocol, monitoring during experimentation and the closure report make it possible to systematically capture these learnings and turn them into knowledge that will feed the future review and updating of regulatory frameworks.



The first proposals for regulatory improvement



GRAPHIC ELEMENTS ON MUNICIPAL VEHICLES

Limitation identified

Municipal regulations restrict the use of graphic elements (e.g. QR codes) when they are not directly linked to the service or do not meet the established standard.

What we have learned

There is a clear opportunity for coordination to jointly review these rules with the services involved, exploring ways of integrating them coherently across the different media and considering possible justified exceptions.

Potential areas for improvement

Simplify and clarify technical and labelling requirements, and review, update or adjust codes or rules to allow new use cases aligned with the service.



AUTONOMOUS VEHICLES ON PUBLIC ROADS

Limitation identified

Mobility and public space use ordinances do not yet expressly address the movement, stopping or parking of autonomous vehicles, whether publicly or privately owned.

What we have learned

The introduction of autonomous vehicles requires a coordinated regulatory framework that provides legal certainty for their operation and the use of public space, avoiding different interpretations depending on the area.

Potential areas for improvement

Explicitly incorporate the movement, stopping and parking of autonomous vehicles into existing regulations, develop specific rules where necessary, and unify criteria among the competent authorities.

The first proposals for regulatory improvement



NOISE MANAGEMENT IN PUBLIC SPACES

Limitation identified

Self-regulation measures can reduce noise incidents, but their continuity requires greater integration into operating conditions and the day-to-day management of outdoor terraces.

What we have learned

Experimentation is providing information on the acoustic behaviour of furniture and the response to noise alerts. This evidence makes it possible to define design and operating criteria that support the coexistence of hospitality activity and residents' rest.

Potential areas for improvement

Incorporate acoustic and quiet-design criteria into the authorisation and renewal of terrace licences, and use monitoring to guide the management of public space and enforcement action.



USE OF RECOVERED FOOD WASTE

Limitation identified

Food safety limits applicable to raw products cannot always be directly transferred to recovered waste fractions, since processing changes their composition and concentration.

What we have learned

Resource recovery must be accompanied by a specific safety assessment. The tests make it possible to identify how transformation processes affect the substances present and what analysis is needed to assess their possible uses.

Potential areas for improvement

Clarify the assessment criteria for recovered fractions and pass on the barriers identified to the competent authorities, helping to develop guidance that enables their use with adequate guarantees.

The first proposals for regulatory improvement



ACCESS TO THE CITY'S DATA INFRASTRUCTURE

The opening of the smart-city platform to experimentation is helping define the conditions for accessing and using municipal data. This experience helps establish clearer criteria, taking into account the nature of the information and the purpose of each test.



EXPERIMENTATION IN PROTECTED HERITAGE ENVIRONMENTS

The tests are making it possible to explore how to reconcile new technological uses with heritage conservation and public enjoyment of it. Coordination with the responsible services provides guidance for defining interventions and shaping future experiences in specially protected spaces.



LAST-MILE DELIVERY AND DISTRIBUTION MOBILITY

Experimentation is providing input for assessing how new last-mile delivery solutions fit into public space. The conditions set for the tests make it possible to address issues of safety, traffic and coexistence with other urban uses, generating learnings to guide their municipal handling.

The use of data for innovation projects

The process of consolidating the Valencia Urban Sandbox has made it possible to identify **access to, exchange of and reuse of municipal data as one of the main areas of regulatory learning**. Although the European framework, and in particular the **GDPR**, sets out clear grounds allowing the use of data under certain guarantees, real-world experimentation shows that its practical application still faces uncertainty, differing interpretations, regulatory overlaps and administrative caution.

Far from being seen only as a limitation, these dynamics offer an **opportunity to analyse how regulations play out in the day-to-day of local urban management** and how they can evolve to **better support innovation**. Controlled experimentation thus allows this complexity to be turned into actionable knowledge, identifying needs for clarification, procedural improvement and stronger internal coordination, with the aim of consolidating public data as a strategic urban resource while safeguarding rights protection and legal certainty.



8.

Lessons

learned

and new ideas

Main learnings from these two years in driving public innovation

Innovation starts from within

The introduction of **new methodologies for monitoring, document management and coordination** in the local public sector has been essential to guarantee the administrative agility highlighted by participating entities.

Support during participation The **technical support** provided to promoting entities is key to ensuring they understand the sandbox and its objectives, making it easier to fit innovation projects in.

The importance of clarity and predictability

It has been confirmed that **transparency in procedures, timeframes and evaluation criteria** is just as relevant as the opportunities and resources provided within the Sandbox framework. The clearer the rules of the game, the more and better projects come forward, and the more efficient internal management becomes.

The experience of this period has confirmed the ecosystem's strong interest in bringing innovation closer to the city.

The Sandbox has effectively worked as a **genuine driver of innovation and an accelerator of the development of innovative solutions**

Innovation is what sets the Sandbox apart from a Showroom Keeping **the Sandbox's objectives always in mind** (generating public value, learning and improving the city) is what ensures that each pilot goes beyond a one-off demonstration and becomes a real step towards a more innovative and sustainable Valencia.

Sharing and adding value to knowledge

The value generated by the Sandbox is not limited to innovation tests; it is necessary to **gather learnings that must be shared** with the ecosystem and the city, and to do so, transparency and dissemination of its activity are essential.

9.

Annex

The

projects

The participating innovation projects



Vitalwise (DMS) Driver monitoring system

Completed Instituto de Biomecanica de Valencia (IBV) 2 days
Universidad Politecnica de Valencia Mobility, digitalisation
Sensor technology,

Testing of a system made up of cameras with different characteristics that, placed inside the vehicle, obtain the driver's and occupants' state in real time through algorithms and non-invasive sensor systems.



Vision Flow

Completed Imagina Idea Crea S.L. 6 months Heritage elements
Digitalisation, culture, creativity and inclusive society
Data, platforms, Augmented Reality (AR)

Testing of a tourism-oriented application based on computer vision, capable of recognising heritage elements (buildings, monuments, spaces) and offering information and interactions with them through mobile devices.



MIXMATTERS

Completed Valencia Innovation Capital; AINIA; Recycleye; SITRA
Mercavalencia Robotics + Artificial Intelligence (AI) 6 months
Food, bioeconomy, natural resources, agriculture, climate

European project that drives advanced solutions for the separation and valorisation of agri-food waste, contributing to the circular economy and more sustainable waste management.

The participating innovation projects



CitizenBack, citizen participation and better urban management

Completed Universidad Politecnica de Valencia and Valencia Innovation

9 months Capital Las Naves, La Harinera and Municipal Libraries

Culture, creativity and inclusive society QR code, platform

System to encourage citizen participation through the installation of signs with a QR code linking to a platform. The system makes it possible to gather residents' opinions on public services.



ePlace Heritage: Preserve, share and participate

Completed Baukunst. Arquitectura y Patrimonio Virtual S.L.

Fibsen Monitorizaciones SL 12 months Monuments and sculptures

Culture and inclusive Digital twins, 3D digitisation, blockchain

Testing and validation of a platform and digital heritage management system based on five real cases. The solution aims to improve heritage management by advancing resource digitisation and optimising decision-making.



UMIclean, autonomous cleaning robot

Completed Umibots Robotic Solutions S.L. 2 days

Mercado Central and Plaza de la Reina Digitalisation and environment

Robotics, sensor technology, Artificial

Testing of an autonomous AI robot to validate the correct functioning of the technology, as well as its suitability and cleaning capacity in this type of space.

The participating innovation projects



Service robotics pilot + IoT

Completed

Deliverance Enterprises S.L.

6 months

Valencia Congress Centre

Digitalisation and telecommunication

Internet of Things (IoT), robotics, sensor

Testing of a business model that combines autonomous service robots, including tasks such as cleaning and delivery, with sensor technology, IoT and a platform for planning, supervising and managing fleets.



Sustainable eco-terraces

Completed

Valencia Innovation Capital; Ruzafa Hospitality Association

5 years

Control Club; FOTUR

Materials

Ruzafa

Climate and environment, health, safety

Deployment of a terrace pilot based on eco-sustainable, environmentally friendly design, with innovative features to improve coexistence, reduce noise and improve rest in areas of higher leisure and tourism activity.



METaverse

Completed

Valencia Innovation Capital; R3S3T

1 year

La Harinera and Las Naves

Culture, creativity and inclusive society

Extended and Augmented Reality + 3D digitisation

Design and delivery of an immersive virtual environment that digitally represents La Harinera and Las Naves and works as a digital hub, allowing remote access to events, interactive content and gamified experiences.

The participating innovation projects



Flash Park Valencia, optimising parking and urban mobility

Ongoing

Flash Park S.L.

9 months

Valencia Congress Centre

Mobility, digitalisation

Sensor technology

Testing of a parking management solution that uses sensors and Bluetooth verification to optimise the use of spaces in real time and reduce congestion in key areas. The solution helps reduce emissions and the misuse of reserved spaces, as well as improving accessibility and user experience.



Umlmarket, autonomous last-mile logistics robot

Ongoing

Umibots Robotic Solutions S.L.

2 days

Mercado Central and Plaza de la

Digitalisation, industry

Robotics, sensor technology

Testing in an operating environment of Umlmarket, an electric, autonomous robot for last-mile logistics tasks such as collecting and delivering parcels at retail premises.



Hortatech, environmental and heritage revaluation of irrigation water

Ongoing

Baukunst. Arquitectura y Patrimonio Virtual S.L.

Fibsen Monitorizaciones SL

6 months

Natural resources and agriculture

Irrigation channels, francos, marjales and

Sensor technology, platform

Testing and experimentation of a project that combines sensor technology on the irrigation channel network with the development of a dashboard to support monitoring and management of water.

The participating innovation projects



UMIbeach, autonomous beach-cleaning robot

Ongoing

Umibots Robotic Solutions S.L

2 days

Malvarrosa beach and its

Digitalisation and environment

Robotics, sensor technology, Artificial Intelligence

Testing and experimentation with an electric, autonomous AI robot capable of cleaning roads and beaches by detecting and collecting waste in the sand. The solution could improve the sustainability, efficiency and cleanliness of these spaces.



Valencia BioSoundscape. Ecotourism and biodiversity.

Ongoing

Instituto de Telecomunicaciones y Aplicaciones Multimedia

9 months

Jardin de Turia

Natural resources, climate and the environment

Acoustic monitoring and Artificial Intelligence, IoT

IoT demonstrator for acoustic bird monitoring based on AI to gather data that helps promote ecotourism, biodiversity, and the conservation and renaturalisation of the city of Valencia.



Zentropy MICE

Ongoing

Universidad Politecnica de Valencia (UPV)

3 years

Valencia Congress Centre and congress

Energy and mobility

Data

Testing of a new sustainable congress tourism concept based on an urban entropy approach. Measurement of elements using an entropy calculator (energy, matter and knowledge) piloted at two different events, alongside the launch of a tourist experience monitoring tool.

The participating innovation projects



Smart system for preventing and tracking bicycle theft

Ongoing

RidePetal S.L.

3 months

Valencia Local Police and the Municipal Building of the Ciutat Vella District Council

Security for society

Data, Internet of Things (IoT)

Smart system for preventing and tracking bicycle theft using Apple AirTag and automated reporting, a pioneering solution for tackling bicycle theft in Valencia in real time.



Mercado Municipal - TuTurno

Ongoing

CLOUDSOFT S.L.

4-6 weeks

Markets in the city of Valencia

Digitalisation and

Data integration, algorithms

Shift-management software for shops, allowing customers to take a turn by scanning a QR code and get mobile alerts, adapted to a multi-retailer environment where competition exists between shops.



BuildingEye System

Ongoing

EMAC Group

6 months

Las Naves

Industry

Sensor technology + Internet of Things (IoT)

IoT system for continuously monitoring the structural parameters of buildings and anticipating anomalies.

*Image by: EMAC Group

The participating innovation projects



Edison AR. Immersive presentations with AR and XR in urban auditoriums

Ongoing

Breinstorm Multimedia S.L.

6 months

Valencia Congress Centre

Digitalisation and telecommunication

Augmented Reality (AR) and Extended Reality (XR)

Tool for immersive, interactive live audiovisual presentations with AR and XR, allowing speakers to interact with three-dimensional digital content in real time and combine physical and virtual elements without the audience needing special glasses.



CitCom.ai

Ongoing

6 months

VLCi urban data platform

VIC, Escola Tecnica d'Enginyeria, UV, Valencia City Council

Artificial Intelligence (AI) + Algorithms

Security for society

European laboratory where startups and companies can test AI models and robots in real cities, with legal and regulatory support. Made up of 32 institutions in 11 countries, it offers digital, physical and virtual spaces for experimentation



Green Motion, healthy sports routes

Ongoing

Green Urban Data S.L.

6 months

Tourist information and route offices

Tourism, Sport

Data integration, algorithms

Web application that turns urban sports routes into healthy trails using environmental data.

The participating innovation projects



AIR-PURIFIED VLC

Ongoing

6 months

Bed of the Turia

Materials + Sensor tech

Food, bioeconomy, natural resources, agriculture, climate

Asociacion para el Fomento de la Innovacion y la Sostenibilidad en la Arquitectura, Ingenieria y Construcción

Decontamination and environmental purification of Valencia through urban construction elements that act as small lungs for the city



Advanced Interpretation Centre

Ongoing

Valencia Innovation Capital

2 months

Plaza de la Crida and Torres de

Digitalisation and

Augmented Reality (AR) and Extended Reality (XR)

Part of the "Accessible Tourism" project, a winning initiative in the GovTech challenges, whose main aim is to overcome the lack of accessibility to historic monuments through cutting-edge technologies.



EasyBall

Ongoing

EASYBALL S.L.

6 months

Health, sport

IDE Ciudad Jardin

Internet of Things (IoT) + Platforms

Rollout of an autonomous sports-equipment rental service at public sports facilities through the installation of smart lockers

The participating innovation projects



BELOQ

Ongoing

Private individual, Jesus Gracia

2 months

Plaza de Brujas

Energy and mobility

Internet of Things (IoT) and Sensor technology

Installation of secure anchoring modules for bicycles and personal mobility vehicles, providing a parking service for users.



ReWAdd

Ongoing

Universidad Politecnica de Valencia

4 years

El Saler, El Palmar and El Perellonet wastewater

Materials + Sensor

Food, bioeconomy, natural resources, agriculture and the environment

Device for the valorisation of nutrients from urban wastewater and the removal of emerging contaminants using electrochemical and membrane technologies.



Data Space for Mobility Mediterraneo (DS4MMED)

Ongoing

Universidad de Valencia (IRTIC)

6 months

VLCi urban data platform

Energy and mobility

Platforms + Data

Creation of a data space that integrates and harmonises information to improve the management, planning and sustainability of urban mobility.

The participating innovation projects



Data Space for Green, Sustainable, Healthy and Safe Cities

Ongoing

Universidad de Valencia (IRTIC)

6 months

Platforms and Data

VLCi urban data platform and the Valencia Urban Health Observatory

Food, bioeconomy, natural resources, agriculture and climate

Development of an urban data space to integrate, analyse and share information related to mobility, environmental sustainability, health and safety, in order to assess and verify the impact of public policies.



SIEM City

Ongoing

QUANTUMSEC S.L.

14 weeks

VLCi urban data platform

Security for society

Artificial Intelligence (AI) and Algorithms

Pilot deployment of an urban cyber-intelligence platform aimed at the real-time integration and correlation of municipal data with external sources, with the goal of generating predictive alerts and offering a unified operational view of the city.



INPLAN

Ongoing

Arqueha, Carpe, Universitat Politècnica de Valencia, JJHB.

Technical and procedural infrastructure of the Planning Service linked to the Special Plan for Functional Area 5

Digitalisation and

Data + Algorithms

12 month

Digital methodology based on data, indicators and simulation to support real urban planning processes.

The participating innovation projects



5G Emergencies

Ongoing

INFRA. I SERV. TELECOM. I CERTIFICACIO SAU

La Cridà and Estadio Ciudad de Valencia

1 day (La Cridà event)

Platforms + Internet of Things (IoT)

Security for society

Pilot testing of critical broadband communications for security and emergency services over the public 5G SA1 network in an urban environment in Valencia under network congestion conditions.



Sustainable Urban Mobility for Local Communities (MUSOL)

Ongoing

Instituto Tecnologico de la Energia (ITE)

3 months

VLCi urban data platform

Energy and mobility

Artificial Intelligence (AI) + Algorithms

Development and validation of advanced solutions for sustainable electric mobility, using artificial intelligence, predictive models and open interoperability standards.



ZONGTOPIA

Ongoing

FUTURAWAVE SRL

3

Culture, creativity

Las Naves

Platforms + Blockchain

Mobile platform that combines music learning, video games and community building through gamification, interactive mini-games and educational content, aimed at improving musical skills and helping creators build careers in the creative economy.

The participating innovation projects



Linksense Platform

Ongoing

DEEPPSENSE S.L.

6 months

Security for society

Valencia Congress Centre

Sensor technology +

Territorial governance platform that integrates urban data, SaaS digital services and municipal processes. It proposes testing the scalability and adaptation of the Early Warning Module, based on temporal prediction models and the integration of urban sensor data.



MyTrencher: the route to employability driven by AI and predictive analysis

Ongoing

STINNOV8 SL

6 months

Valencia Job Fair

Culture, creativity and inclusive society

Artificial Intelligence (AI) + Algorithms

AI-based platform to connect talent and employment and analyse professional skills gaps.



VLC City Lab

Ongoing

Valencia Innovation Capital and The Mothers

Grupo Simetria; Fliwer

Calle de Almazora

12 months

Internet of Things (IoT) + Sensor

Food, bioeconomy, natural resources, agriculture and climate

Implementation and validation of a smart urban irrigation system based on IoT technology to improve efficient water management and the health of urban trees in the city of Valencia.

The participating innovation projects



Showroom XR

Ongoing

Valencia Innovation Capital

1 year

La Harinera

Culture, creativity and inclusive society

Extended and Augmented Reality + 3D digitisation

Design and development of an accessible immersive XR experience using VR headsets, allowing users to virtually explore spaces such as La Harinera and Las Naves, and interact with informational, graphic and audiovisual content.



SEIENT25

Ongoing

Valencia Innovation Capital; AIMPLAS, Valencia C.F

Fundacion Deportiva Municipal (FDM)

Materials

1 year

Mestalla - Valencia CF – FDM Sports Facilities affected by the DANA storms

Food, bioeconomy, natural resources, climate and the environment

Recycling of bottle caps collected at the Mestalla stadium and turning them into seats, stools and ping-pong nets for municipal sports facilities affected by the DANA storms.



SIGMA-IT SerTIC incident management

Ongoing

Foqum Analytics and Valencia Innovation Capital

5 months

Internal SerTIC environment and municipal intranet

Artificial Intelligence (AI) + Algorithms

Digitalisation and

AI-based system to resolve, classify, prioritise and anticipate municipal technology incidents.

* Image by: Valencia Innovation Capital

The participating innovation projects

VISUALFY



Ongoing

Fusio d'Arts Technology S.L. (VISUALFY)

24 months

La Harinera

Culture, creativity and inclusive society

Sensor technology + Internet of Things

Advanced use of the sensor technology already installed in La Harinera's signage lamps, capable of capturing environmental and safety parameters (temperature, humidity, air quality, vibration, etc) and managing them through an interoperable platform.

DOOH_NOMADS



Ongoing

NomAds Innovacion Digital

12 months

Valencia urban road network

Digitalisation and

Platforms and Algorithms

Testing of a mobile digital outdoor advertising solution using LED backpacks, geolocation and remote content management, to validate its performance, safety and coexistence in last-mile urban journeys.

* Image by: Valencia Innovation Capital

SmartGeo LBS / Vigilo



Ongoing

OLS Engineering

4-6 weeks

Data and Algorithms

Albufera de Valencia

Security for society

Platform for detecting and reconstructing movements and generating alerts in aquatic environments, especially in those without conventional radar/AIS coverage.

The participating innovation projects

ETIQMEDIA Platform



Ongoing

ETIQMEDIA Soluciones Audiovisuales

5 months

Institutional documentation and communication

Digitalisation and telecommunication Artificial Intelligence (AI) + Platforms

Digital platform covering the institutional communication cycle, including the ingestion and indexing of multimedia content, the automatic generation of content proposals, and the creation and personalisation of content for different channels and audiences.

Plazas PMR / Spot4Dis



Ongoing

Valencia Innovation Capital; SOLMES

5 months

VLCi Platform

Sensor technology + Internet of Things

Energy and mobility

Testing of a solution based on urban data and sensor technology to monitor reserved spaces, detect improper use and improve parking management in the city.

* Image by: Valencia Innovation Capital

COP-PILOT (Collaborative Open Platform for PILOTing services)



Ongoing

Valencia Innovation Capital and UP

2 years

Urban infrastructure and the VLCi Platform Digitalisation and telecommunication s

Internet of Things (IoT) + Artificial Intelligence (AI)

Creation of an open, collaborative platform enabling data and technology to be connected across different sectors, in order to improve efficiency and facilitate the development of innovative solutions.

The participating innovation projects



RUN2FUTURE

Ongoing

INSTITUTO TECNOLÓGICO DE LA ENERGIA (ITE)

7 months

Popular Races Circuit – Valencia Marathon and municipal sports centres

Sensor technology + Internet of Things

Health

Testing of wearable sensors built into sports clothing to monitor muscle fatigue in real time and validate their performance during running.

*Image by: Valencia Innovation Capital



FREDCAR

Ongoing

Becsa Simetria

2 months

Municipal asphalt surface

Materials + Sensor

Food, bioeconomy, natural resources, climate and the environment

Testing of high thermal-reflectance asphalt coatings to validate their capacity to reduce pavement temperature and mitigate the urban heat island effect in a real urban environment.

*Image by Becsa Simetria



ALERTES IV

Ongoing

Valencia Innovation Capital, Fire Brigade Communications Centre

Residential buildings in Valencia

6 months

Security for society

Platforms + Data

Testing of a communication and emergency-support platform to speed up building evacuation and assist firefighter response through real-time alerts to residents and emergency services.

*Image by ITE Centro Tecnológico

VALÈNCIA DARES DO YOU?



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