# Inovação e o Sector da Água

António Câmara 26 de Setembro, 2019

### Inventando o futuro

#### Modelo linear

Academia, innovation & industry – traditional model (Francis Bacon; 1561 – 1626)



#### LINEAR TECHNOLOGY EVOLUTION



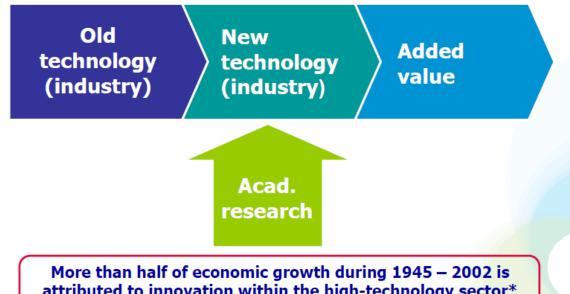
### Inventando o futuro

#### Modelo Californiano

**Academia, innovation & industry:** the Californian model (Adam Smith; 1723 – 1790)



#### **BRANCHED TECHNOLOGY EVOLUTION MODEL**



\* Leary et al 2002

attributed to innovation within the high-technology sector\*

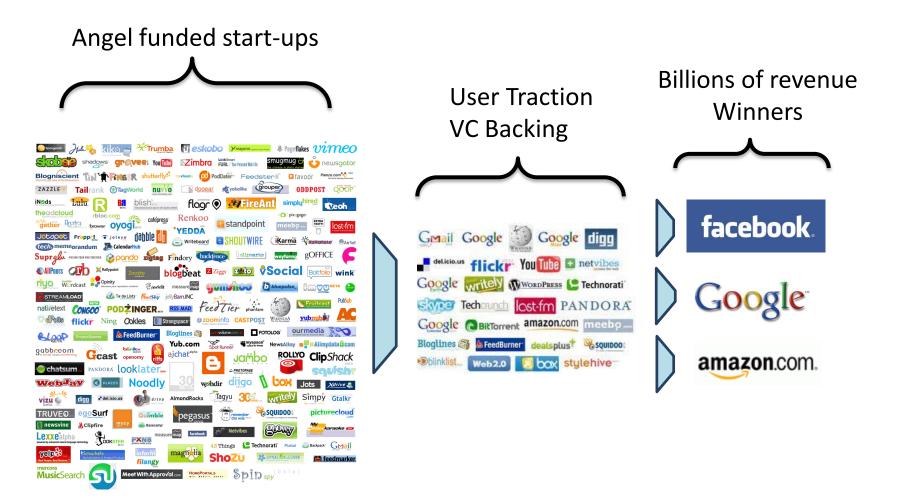
### Iniciativas da Melinda and Bill Gates Foundation



Sanita sem água

Omniprocessor

# Modelo do Silicon Valley



Picture Credits: Ludwig Gatzke

#### "Smart Cities"



# "Startups"

#### "Crowdfunding"



Removes 99.9999% of bacteria



Removes 99% of viruses



Filters particles



Reduces odors & pesticides



Fits onto your faucet



Replaceable core/ reduces bottle waste ≥99%



Easy to use, up to 500 L



Self-disinfecting







# "Startups"

Aceleradores

https://www.imagineh2o.org/accelerator/

IMAGINE ( ) H<sub>2</sub>O

# "Startups"

B2C em vez de B2B

Propriedade intelectual pode ser monetizada

Redes sociais reduzem custos de comunicação, marketing e vendas

Amazon, Wallmart e AliBaba facilitam logística, "procurement", marketing e vendas globalmente

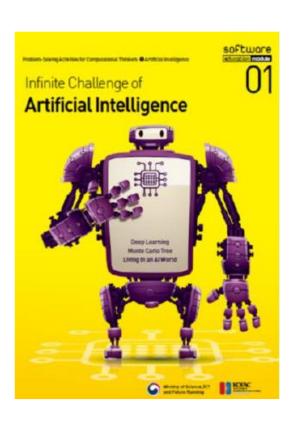
150 milhões de investidores "online"

### Agenda de inovação da EPA

Conserving and Recovering Energy
Conserving and Recovering Nutrients
Improving and Greening of the Water Infrastructure
Conserving and Eventually Reusing Water
Reducing Costs and Improving Techniques for Water Monitoring
Improving Performance of Small Systems
Reducing Water Impacts from Energy Production
Improving Resiliency of Water Infrastructure to the Impacts of Climate
Change

Improving Access to Safe Drinking Water and Sanitation
Improving Water Quality of our Oceans, Estuaries, and Watersheds

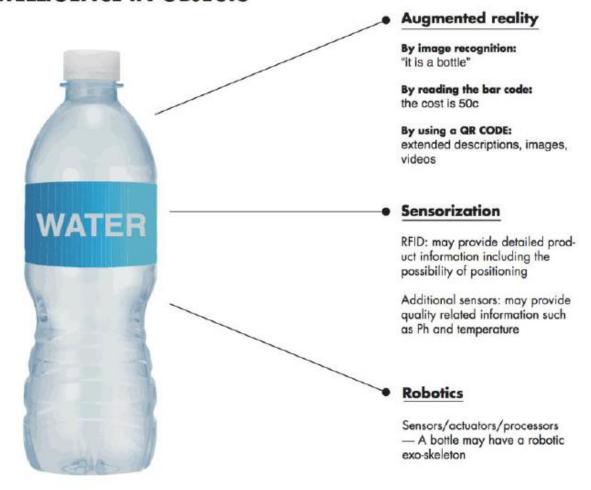
## Manuais do KOFAC para estudantes do ensino secundário



- 1 Artificial Intelligence
  - 2 Driverless vehicles
  - 3 Internet of things
    - 4 Virtual reality
      - 5 CRISPR
- 6 Space launch vehicles
  - 7 Natural disasters
  - 8 Smart medicine
  - 9 Game engines
  - 10 Sports statistics

Ver ainda <a href="http://theinventors.io">http://theinventors.io</a>

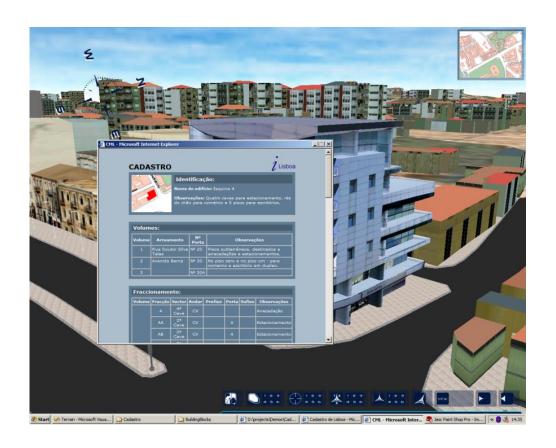
## ADDING AND "TAGGING" INTELLIGENCE IN OBJECTS





# "Internet of Everything"

"Smart tags" do ARIA, um "browser" para a "Internet of Everything"



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https://facebook.com/groups/183536175571026/