

Anual Report 2025

Impact and learnings of the Urban
Sandbox of Valencia



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1.

The public value

of the Urban

Sandbox of Valencia

The 2025 of the Urban Sandbox of Valencia

The city of València concludes its 2025 with an Urban Sandbox **consolidated as a key instrument of urban innovation**. In just one and a half years of operation, this pioneering initiative has transformed the city into a living laboratory where innovative solutions are tested with real impact on citizens. The balance of this 2025 is very positive: **more than 140 urban resources** (spaces, infrastructures and events) made available to the innovation ecosystem and **more than a dozen pilot projects underway** in areas such as mobility, tourism, robotics, health and sustainability. With this, València consolidates its position as a European benchmark in urban experimentation, and the Urban Sandbox strengthens its role as a strategic tool of the municipal strategy València Innovation Capital, reinforcing public-private collaboration and projecting the city as a model of open innovation.

The Annual Report of the Urban Sandbox of València has as its main objective the accountability of the achievements obtained during this year 2025, offering the innovation ecosystem a transparent overview of the activity carried out. Likewise, it seeks to evaluate the results achieved and acts as a tool for disseminating the learnings, value and impact of this pioneering initiative.

This document gathers the innovation projects developed throughout the year and **analyses the impacts generated by these pilot tests in the city of València** and in its public services, as well as the diversity of participating agents involved – from local startups and technology centres to universities and municipal departments – that have collaborated under the quadruple helix model. Through this analysis, 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 are addressed. Finally, operational keys, assessments of noteworthy aspects and areas for improvement proposed by the participating entities, recommendations and **lessons learned that will allow the Sandbox to continue evolving in the coming years are collected**.

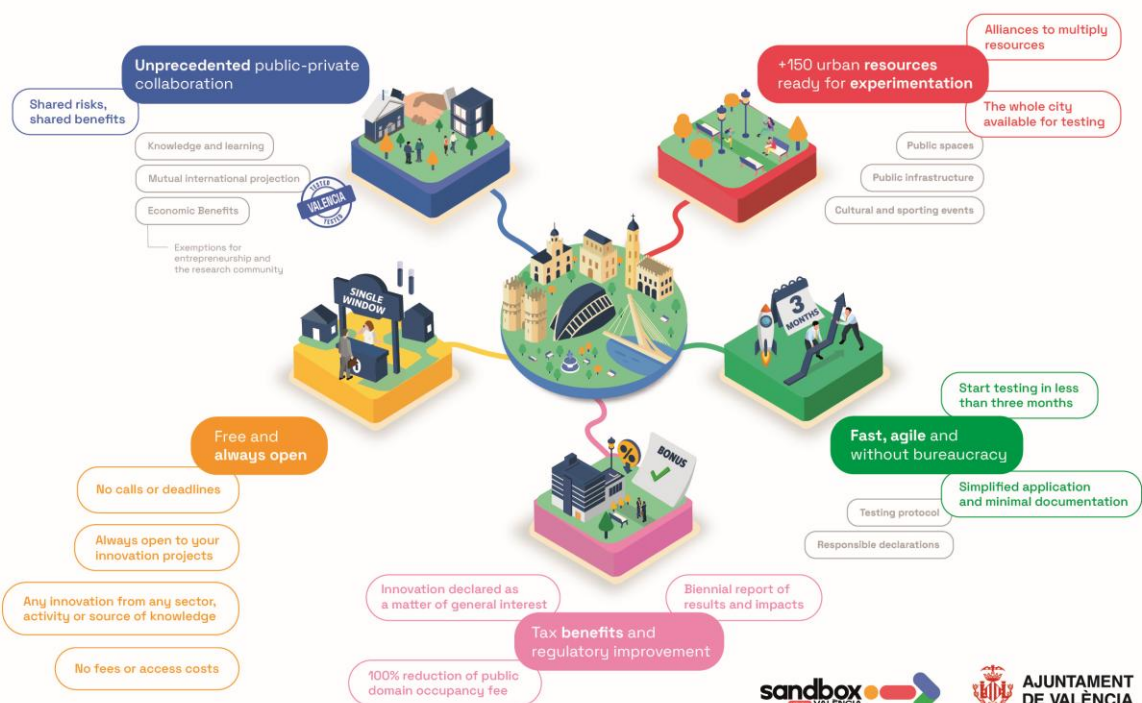
With this, this report not only contributes to consolidating València as a benchmark urban laboratory, but also aspires to transfer useful knowledge to other administrations and institutions promoting experimentation spaces, thus contributing to **expanding collective knowledge about the value of these instruments as a public policy for the promotion of urban innovation**.

Valencia, living laboratory of innovation

The Urban Sandbox of València is a pioneering urban experimentation space, where **the city offers itself as a living laboratory to test innovative solutions** under real conditions. The sandbox is configured as a one-stop shop for innovation: interested entities submit their projects through an agile and unified procedure, benefiting from the exemption of municipal fees and from technical support throughout the participation process. In this way, **the Sandbox guarantees access to a wide diversity of urban resources** (more than 148 urban resources including spaces, infrastructures, data and municipal events) available to develop pilots in real and safe environments.

This instrument, **committed to public-private collaboration**, is already promoting the deployment of joint projects between the City Council, companies, academia and citizens, with an approach based on mutual benefit and risk-sharing. In line with the strategy València Innovation Capital, the Urban Sandbox consolidates the city as a European benchmark in urban innovation and strengthens it as a hub for attracting talent, companies and international projects.

YOU BRING THE IDEA, WE'VE GOT THE CITY



2.

Participation of

the ecosystem

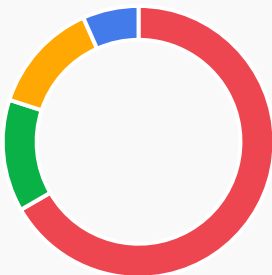
Valencia, living laboratory of innovation

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

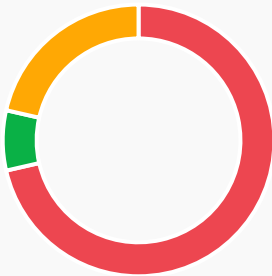
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Participating entities in the Urban Sandbox of Valencia

The Urban Sandbox of València consolidates itself as a meeting point of the quintuple helix, fostering collaboration among companies, universities, technology centres, administration and citizens to accelerate innovation in the city.



AGENTS OF THE QUINTUPLE HELIX



TERRITORIAL DISTRIBUTION

3.
The innovation

projects

Innovation in figures

During its first year of operation, the Urban Sandbox of València has consolidated itself as an instrument and [key step in the development of new solutions](#), incorporating [testing in the city as a strategic milestone in the final stages of the innovation process](#).

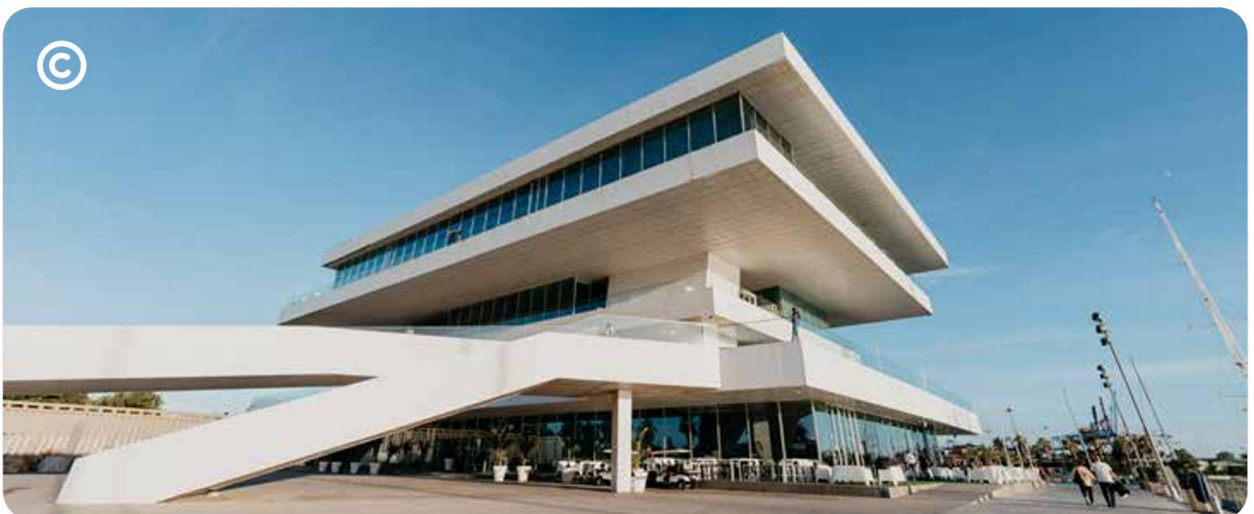
With more than twenty applications received and a dozen projects underway, the Sandbox is making it possible to support a growing number of pilot projects, reflecting the interest of companies, startups, universities and technology institutes in validating their solutions in real urban environments.

30 Access requests

5 Completed projects

13 Projects in testing phase

3 Projects not formalized
(dismissed or withdrawn)



Leading the validation of new technologies

The Urban Sandbox has turned [Valencia into an ecosystem for experimentation with cutting-edge technologies](#) that go far beyond simple digitalization. Most projects combine sensing, robotics, internet of things and artificial intelligence to monitor the city in real time and make better decisions: from parking and mobility optimization or the autonomous cleaning of streets and beaches, to smart irrigation water management or monitoring the status of people in movement.

At the same time, the Sandbox is enabling the testing of emerging technologies that position the city at the forefront of innovation: digital twins and 3D digitalization of heritage, blockchain to trace cultural information, immersive AR/XR experiences in urban auditoriums or new materials applied to eco-sustainable terraces. These tests confirm the role of the [Sandbox as a leading living laboratory where the technologies that will shape the next generation of urban solutions are tested](#).

THE TECHNOLOGIES OF THE INNOVATION PROJECTS



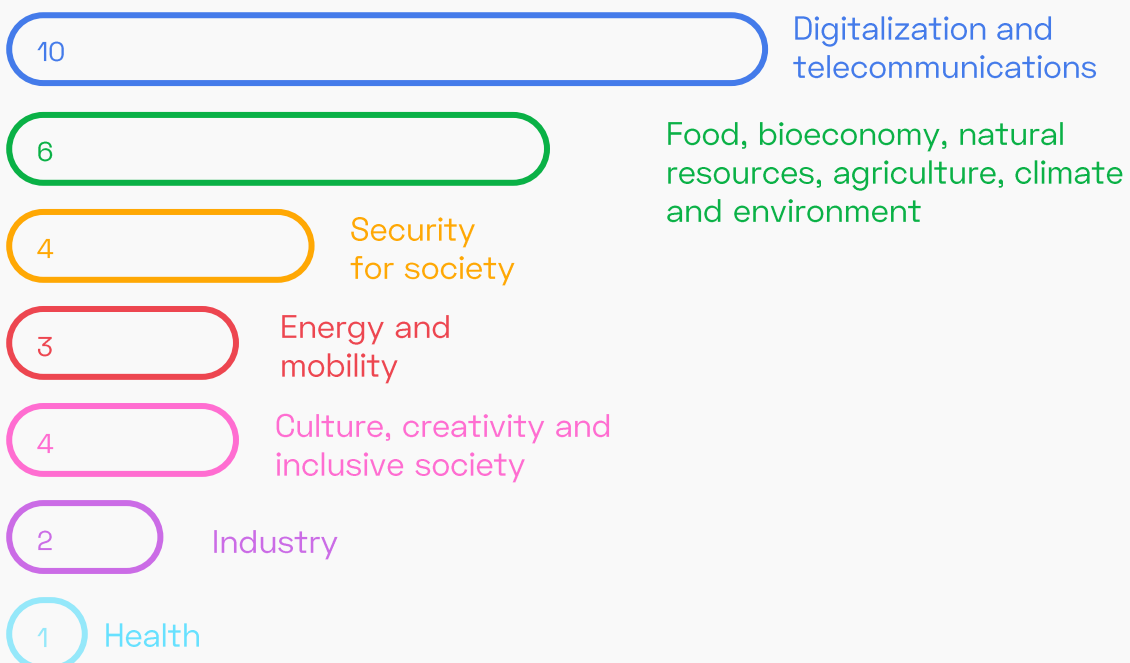
Sensing	Algorithms
Robotics	Digital twins
Extended and Augmented Reality	3D Digitalization
Platforms	Blockchain
Data	Internet of Things (IoT)
Artificial Intelligence (AI)	Materials

Sandbox for all types of innovative projects

During this year the Sandbox has made it possible to facilitate testing in a secure way, connect local talent with urban challenges and generate scalable solutions with positive impact by hosting very diverse innovations. An important part of the initiatives has been articulated around digitalization and telecommunications, which act as a key lever and a strategic axis to modernize public services, optimize urban solutions and operations and open new experiences for citizens and the economic fabric. Alongside this digital vision, the weight of projects linked to the ecological transition also stands out: food, bioeconomy, natural resources, agriculture, climate and environment. In this block, solutions are being tested that connect water management, urban biodiversity, public space or adaptation to climate change, aligning the Sandbox with the challenges of a more sustainable and resilient city.

The projects focused on culture, creativity and inclusive society, energy and mobility, security for society, industry and health complete the experience in this period. As a whole, the projects have validated the Sandbox's orientation towards the holistic and integral conception of Valencia as an experimentation environment contributing to a safer, more dynamic and cohesive city.

FIELDS PRESENT IN THE INNOVATION PROJECTS



The participating innovation projects

During this first year of operation, the Urban Sandbox of Valencia has demonstrated to be the [ideal model to respond to urban challenges of very diverse nature](#).

In addition, access to spaces, events and key infrastructures is allowing the innovation ecosystem to [gather key experience and results to validate their projects](#) and multidisciplinary solutions.

Thus, the cross-cutting nature of the technologies, fields and innovative agents that are participating shows that the Sandbox is a useful and necessary tool for all layers and helices of the innovation ecosystem.



Vitalwise (DMS) Driver monitoring system

Completed

Instituto de Biomecánica de Valencia (IBV)

2 days

Universidad Politécnica de Valencia

Mobility, digitalization

Sensing, algorithms

Testing of a system composed of cameras with different characteristics which, located inside the vehicle, allow obtaining in real time the driver's condition and alerts through algorithms and non-invasive sensing systems.



Vision Flow

Completed

Imagina Idea Crea S.L.

6 months

Heritage elements

Digitalization, culture, creativity and inclusive society

Data, platforms, Augmented Reality (AR)

Testing of an application oriented to tourism based on computer vision with the capacity to recognize heritage elements (buildings, monuments, spaces) and offer information and interactions with them through mobile devices.

The participating innovation projects



CitizenBack, citizen participation and improvement of urban management

Completed

Universidad Politécnica de Valencia and Valencia Innovation Capital

9 months

Las Naves, La Harinera and Municipal Libraries

Culture, creativity and inclusive society

Code, QR, platform

Citizen participation promotion system through the installation of posters with QR codes to access a platform. The system allows collecting citizens' opinions regarding public services.



UMIclean, autonomous cleaning robot

Completed

Umibots Robotic Solutions S.L.

2 days

Mercado Central and Plaza de la Reina

Digitalization and environment

Robotics, sensing, Artificial Intelligence

Tests of an autonomous AI robot for validating the correct functioning of the technology, as well as the suitability and cleaning capacity of public roads in this type of space.



Flash Park Valencia, parking optimization and urban mobility

In progress

Flash Park S.L.

9 months

Palacio de Congresos de Valencia

Mobility, digitalization

Sensing

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

The participating innovation projects



UMImarket, autonomous last-mile logistics robot

In progress

Umibots Robotic Solutions S.L.

2 days

Mercado Central and Plaza de la Reina

Digitalization, industry

Robotics, sensing

Testing in an operating environment of UMImarket, an electric and autonomous robot for last-mile logistics tasks such as the collection and delivery of packages in commercial areas.



Hortatech, environmental and heritage enhancement of irrigation water

In progress

Baukunst. Arquitectura y Patrimonio Virtual S.L.

Fibsen Monitorizaciones S.L.

8 months

Natural resources and agriculture

Acequias, irrigation canals, irrigation ditches

Sensing, platforms

Testing and experimentation of a project that combines the sensing of the irrigation canal network with the development of a control panel to facilitate monitoring and management of water management.



UMIbeach, autonomous robot on beaches

In progress

Umibots Robotic Solutions S.L.

2 days

Playa de la Malvarrosa and promenade

Digitalization and environment

Robotics, sensing, Artificial Intelligence

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

The participating innovation projects



Valencia BioSoundscape, Ecotourism and biodiversity

In progress

Instituto de Telecomunicaciones y Aplicaciones Multimedia

9 months

Jardín del Turia

Natural resources, climate and environment

Acoustic monitoring and Artificial Intelligence, IoT

Development of AI-based bird acoustic monitoring and identification to collect data that enables the promotion of ecotourism, biodiversity, conservation and the renaturalization of the city of Valencia.



ePlace Heritage: Preserve, share and participate

In progress

Baukunst. Arquitectura y Patrimonio Virtual S.L.

Fibsen Monitorizaciones SL

12 months

Monuments and sculptures

Culture and inclusive society

Digital twins, 3D digitalization, blockchain

Testing and validation of a digital heritage management platform and system based on use cases. The solution aims to improve heritage management by advancing the digitalization of resources and optimizing decision-making.



Zentropy MICE

In progress

Universidad Politécnica de València (UPV)

3 years

Palacio de Congresos de Valencia and congress activity

Energy and mobility

Data

Testing of a new sustainable concept for congress tourism under an urban entropy approach. Measurement of elements through an entropy calculator (energy, materials and knowledge) piloted in two different events while a tourism experience monitoring tool is launched.

The participating innovation projects



Service robotics pilot + IoT

In progress Deliverance Enterprises S.L. 6 months

Palacio de Congresos de Valencia Digitalization and telecommunications

Internet of Things (IoT), robotics, sensing

Testing of a business model that combines autonomous service robots including tasks such as cleaning and delivery with sensing, IoT and a platform for planning, supervision and fleet management.



Sustainable eco-terraces

In progress Valencia Innovation Capital and Asociación de Hosteleros de Ruzafa

5 years Ruzafa neighbourhood Climate and environment, health, safety

Materials

Deployment of a pilot of terraces based on eco-sustainable design, respectful of the environment and with innovative elements to improve coexistence, reduce noise effects and improve rest in areas with higher leisure and tourism activity.



Green Motion, sports routes healthy itineraries

In progress Green Urban Data S.L. 6 months

Tourism service offices and route information Tourism, Sport

Data integration, algorithms

Web application for transforming urban sports routes into healthy itineraries through environmental data.

The participating innovation projects



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

In progress

Breinstorm Multimedia S.L.

6 months

Palacio de Congresos de Valencia

Digitalization and telecommunications

Augmented Reality (AR) and Extended Reality (XR)

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



Intelligent system for prevention and tracking of bicycle theft

In progress

RidePetal S.L.

3 months

Policía Local de Valencia and Edificio Municipal de la Junta Municipal de Ciutat Vella

Security for society

Data, Internet of Things (IoT)

Intelligent system for prevention and tracking of bicycle theft using Apple AirTag and automated reporting, a pioneering solution to combat bicycle theft in Valencia in real time.



Municipal Market – TuTurno

In progress

CLOUDSOFT S.L.

4–6 weeks

Markets of the city of Valencia

Digitalization and telecommunications

Data integration, algorithms

Queue management software in retail environments through ticketing via QR scanning and mobile alerts, adapted to a multi-retail environment where there is competition between businesses.

The participating innovation projects



Advanced Interpretation Center

In progress

Valencia Innovation Capital

2 months

Plaza de la Crida and Torres de Serranos

Digitalization and telecommunications

Augmented Reality (AR) and Extended Reality (XR)

It is part of the “Accessible Tourism” project, a winning initiative of the GovTech challenges whose main objective is to overcome the lack of accessibility to historical monuments through cutting-edge technologies.



4.

Entrepreneurial

administration

and ally

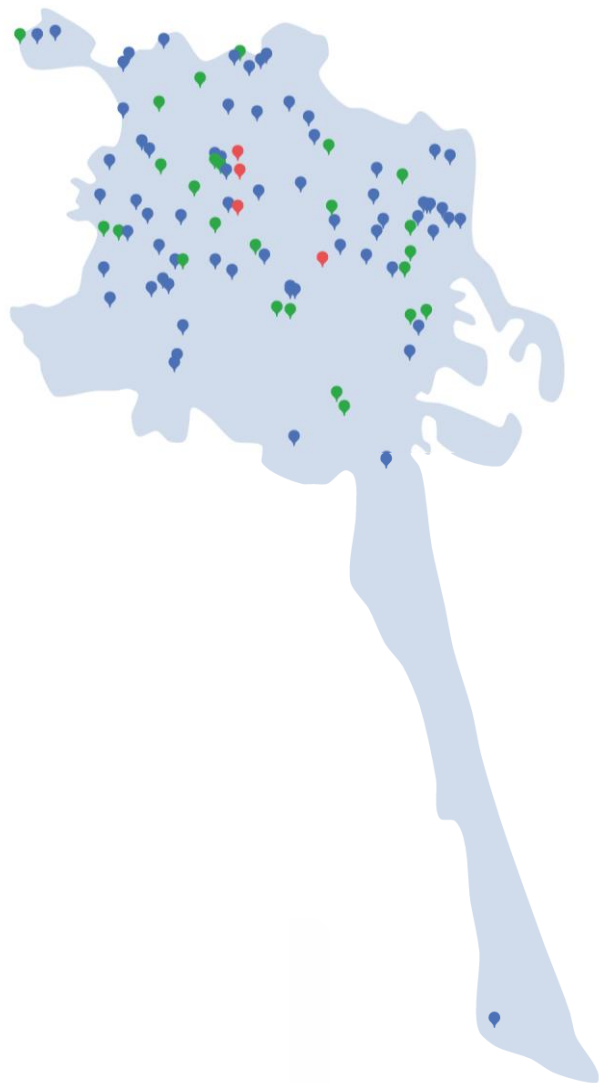
of innovation

More Urban Resources at the service of innovation

The municipal administration is playing an active role as an ally of innovation, expanding during this year the List of pre-authorized Urban Resources and making them available to the ecosystem, such as spaces, infrastructures and events, so that the city consolidates itself as a true living laboratory.

This expansion responds to a clear willingness to anticipate and respond to the needs of the innovation ecosystem, as well as to the new urban challenges that are emerging. At the same time, the foundations are being laid for an internal system of management and continuous updating of these resources, aimed at improving efficiency and agility in their provision, strengthening the capacity of the Sandbox to offer an increasingly robust, organized and accessible framework for experimentation.

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



More than 143 urban resources available



Spaces



Infrastructures



Events



Here you have
the complete list

The Resources available to the ecosystem in figures

In this first year, the Sandbox has significantly expanded its List of Urban Resources, which now amounts to 143 spaces, infrastructures and events made available to the innovation ecosystem. The diversity and versatility of the incorporated resources allow the testing of solutions and challenges ranging from the green transition to urban digitalization. Each building, each public space and each event thus becomes an opportunity to test new technologies and accelerate their adoption.

27

New urban resources incorporated into the List at the request of the innovation ecosystem

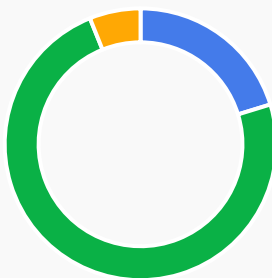
12

Municipal departments facilitating Urban Resources

2

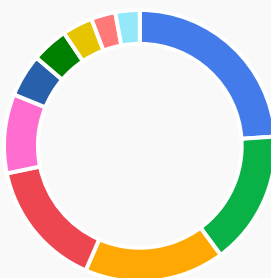
Other local public sector entities facilitating Urban Resources

Typology



- Space
- Infrastructure
- Event

Thematic areas



- Sports
- Cultural action, Heritage, Cultural Resources
- Social Services
- Districts, Participation and Community Action
- Commerce and markets
- Others
- Tourism
- Innovation, Technology
- Integral Water Cycle
- Fallas

THE LIST OF URBAN RESOURCES ONE YEAR LATER: PROACTIVE, MULTIDISCIPLINARY AND DIVERSE INCORPORATION

The Resources available to the ecosystem in figures

En este primer año, el Sandbox ha ampliado notablemente su Relación de Recursos Urbanos, que **asciende ya a 143 espacios, infraestructuras y eventos puestos a disposición del ecosistema** innovador. La diversidad y versatilidad de los recursos incorporados permiten la prueba de soluciones y retos que abordan desde la transición verde hasta la digitalización urbana. Cada edificio, cada espacio público y cada evento es una así una oportunidad para probar nuevas tecnologías y acelerar su adopción.

27

Nuevos recursos urbanos incorporados en la Relación a solicitud del ecosistema de innovación

12

Delegaciones municipales facilitadoras de Recursos urbanos

2

Otras entidades del sector público local local facilitadoras Recursos urbanos

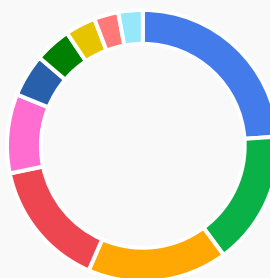
Tipología



LA RELACIÓN DE RECURSOS URBANOS UN AÑO DESPUÉS: INCORPORACIÓN PROACTIVA, MULTIDISCIPLINAR Y DIVERSA

- Espacio
- Infraestructura
- Evento

Ámbitos temáticos



- Deportes
- Acción cultural, Patrimonio, Recursos Culturales
- Servicios Sociales
- Pedanías, Participación y Acción Vecinal
- Comercio y mercados
- Otros
- Turismo
- Innovación, Tecnología
- Ciclo Integral del Agua
- Fallas

Some of the Urban Resources included this year



Maratón València



Circuito de Carreras
Populares de València



Auditorio La
Mutant



Biblioteca y Hemeroteca
Histórica Municipal



EDAR El Saler



La Mascletà



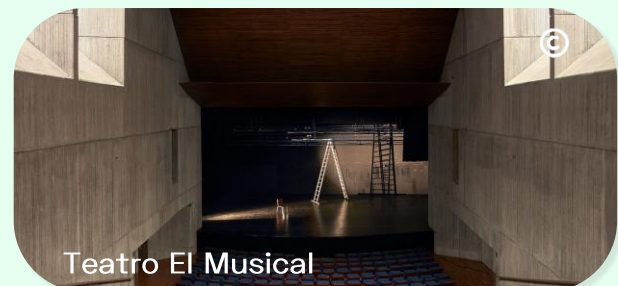
Sistema municipal de francos,
marjales y extremales



La Rambleta



Biblioteca Joanot Martorell



Teatro El Musical

Innovating in spaces, infrastructures and events

WHERE IS IT BEING TESTED?

1. Plaza de la Reina
2. Mercado Central surroundings
3. Torres de Serranos
4. Torres de Quart
5. Museo Fallero
6. Museo Antiaéreo de Serranos
7. Lonja and consulado del mar
8. L'almoina
9. Almudín
10. Museo Blasco Ibañez
11. Crypt of the prison of San Vicente
12. Galería del Tossal
13. Las Naves
14. La Harinera
15. Biblioteca María Moliner
16. Biblioteca Eduard Escalante
17. Biblioteca Clara Santiró i Font
18. Biblioteca Joaquim Martí Gadea
19. Biblioteca Carola Reig
20. Biblioteca Casa de la Reina
21. Biblioteca Nova Al-Russafi
22. Biblioteca La Petxina
23. Biblioteca Tomás Vicent Tosca
24. Biblioteca Luis Fullana i Mira
25. Surface parking of the Palacio de Congresos
26. Irrigation network of Acequias, Francos, Marjales and Extremales
27. Extremales, western area Carretera en Corts
28. Monument to Marqués de Campo
29. Monument to José Ribera
30. Biblioteca Azorín
31. Biblioteca Joanot Martorell
32. Monument to the poet Teodoro Llorente
33. Sculptural complex Doctor Moliner
34. Escultura Palas Atenea
35. Playa de la Malvarrosa
36. Palacio de Congresos de Valencia
37. Tourist Information Office (OIT) at Plaza del Ayuntamiento
38. Tourist Information Office (OIT) at Valencia Airport
39. Tourist Information Office (OIT) in the Valencia beach area
40. Tourist Information Office (OIT) at Joaquín Sorolla station
41. Ruzafa neighbourhood
42. Municipal Building of the Junta Municipal de Ciutat Vella

MOST REQUESTED



Natural spaces and green and blue infrastructures

Conference, event and administrative infrastructure spaces



Squares, neighbourhoods and open urban space

Monuments and elements of historical heritage



Tourist information offices and visitor services

Historical heritage, museums, conferences and exhibition centres



Proactive and innovative public management

Development of an Innovative methodology of indicators and automated document management

The Innovation Service of Valencia is developing an automation system for data acquisition and processing that allows **better monitoring of the functioning and results and impacts** of the Sandbox. With a technological approach, the initiative seeks to develop a methodology of indicators and automate information flows generated in the operational processes of processing, monitoring and completion of projects.

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

From the Valencia City Council, different contents have been developed with the aim of providing the **ecosystem with clear and accessible tools** that reduce barriers, clarify the application process and facilitate participation, thus making the most of their journey through the Sandbox, focusing on generating solutions and obtaining **maximum performance from the learnings and results** generated in the city.

Development of the Sandbox ToolKit



Proactive and innovative public management

More than **40**
meetings with
the ecosystem

The vision of the administration as a facilitator of innovation has been based on an **active strategy of support and assistance in procedures.**

Throughout this year, more than 40 meetings have been held with companies, startups, research centres and other interested entities, aimed at explaining how the Sandbox works and addressing queries to contribute to a **better orientation of proposals and innovation testing towards the city's resources and challenges.**

The management of applications to the Urban Sandbox of Valencia has remained within agile timeframes: the processing time, from the submission of the application into the system to its resolution, has stood at 70 days, **below the three months established by the regulation.**

This data highlights the City Council's willingness to **adapt administrative timelines to the pace of innovation**, reducing uncertainty for participating entities and facilitating that projects can begin their testing in the city more quickly and safely.

70 days average
processing
time

Dissemination and public value: sharing knowledge and exploring opportunities

The effort to share, communicate and inspire has been key in this first year of the Urban Sandbox of Valencia. Through an intense dissemination effort across media, networks and national and international events, the public value of this instrument has been strengthened, opening opportunities for knowledge exchange and the exploration of new partnerships.

More than **378**
publications (in
press, radio and digital)
sharing the
activity of the Urban
Sandbox of Valencia



More than **161** posts
on social media
disseminating
innovation

Participating in events to Exchange knowledge around urban innovation

Sandbox Reddit, DLD Future Hub, VDS, 4YFN, TNW, The Gap in Between, Euroasian Economic Forum, Foro Green Cities Málaga, Sports Summit Madrid.



5.

The voice of

the innovation

ecosystem

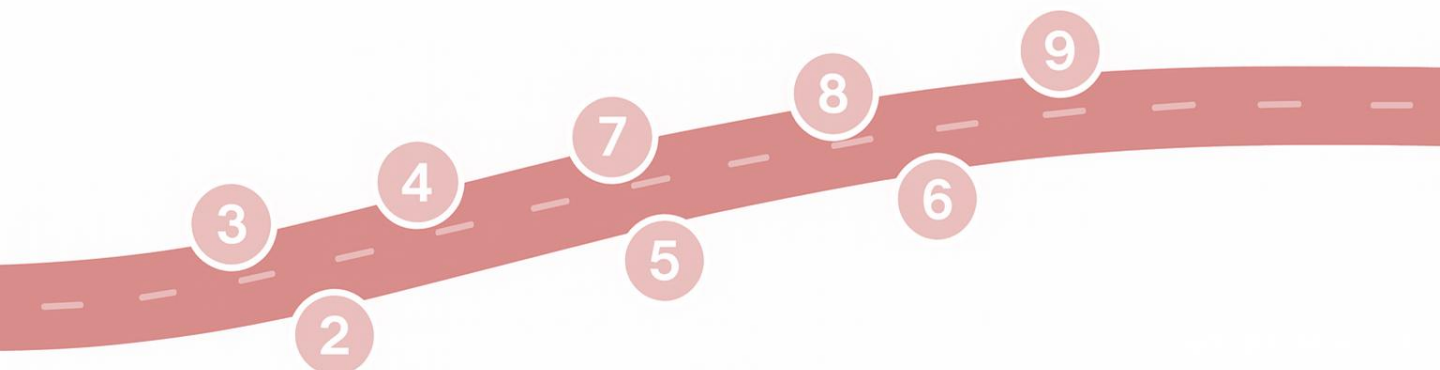
Promoting entities, the best prescribers

PARTICIPATING IN THE SANDBOX HAS MADE IT POSSIBLE TO SCALE THE MATURITY LEVEL OF SOLUTIONS

The experience of participating entities confirms that the **Urban Sandbox of València acts as a maturity accelerator for innovative solutions**. Projects have leveraged testing in real environments to identify improvements in the design and configuration of equipment, verify the proper functioning of digital platforms, validate operational security protocols with users, and generate new datasets that allow refining algorithms and reducing margins of error.

In terms of Technology Readiness Levels (TRL), most initiatives have advanced one or several levels to reach stages close to market, and in cases where they already started from a high TRL, participation in the Sandbox has helped reinforce their robustness and reliability under real conditions of use. Overall, **entities agree that the main added value of the Sandbox lies in the ability to test their solutions in real-life situations in the city, with end users and public services, obtaining evidence that would be difficult to generate in a laboratory or simulated environments**.

This **technical and operational learning becomes a key asset for making product evolution decisions, preparing its commercial scaling and opening new opportunities** for collaboration with the administration and other agents of the ecosystem.



Promoting entities, the best prescribers

ASSESSMENT OF THE FUNCTIONING OF THE SANDBOX: STRENGTHS AND AREAS FOR IMPROVEMENT

Overall, the assessments of the promoting entities present a very positive balance of the Sandbox's functioning.



Three elements stand out in particular: the support and guidance provided by the Sandbox team, perceived as close and solution-oriented; the ease of testing in a real urban environment, with users and authentic operating conditions; and agile access to infrastructures and municipal spaces that, under normal circumstances, would be difficult to use for pilot testing. Added to this is the public visibility and projection associated with the pilots, as well as the possibility of accessing new potential clients and gathering direct feedback from citizens and users, which strengthens the positioning of solutions in the market.



Among the areas for improvement, entities mainly point to the need to continue reducing response and authorization times, as well as simplifying and clarifying certain administrative procedures associated with the process. They also mention the convenience of expanding the list of available urban resources and having a clearer procedure when requesting resources not initially included. These observations can be interpreted as a shared roadmap to continue refining the model, reinforcing the role of the Sandbox as an increasingly agile, understandable and accessible instrument for the entire innovation ecosystem.

6.

Impact of

innovation

The footprint of the Sandbox and the innovative projects

Projects that have completed their participation have confirmed the opportunity to, through the development of innovative solutions, contribute to positively impacting the city and its local public sector.

For citizens



From a citizen perspective, the tested solutions can contribute to **improving the daily experience in the city** through cleaner spaces, less crowded tourist environments and safer mobility, reinforcing the consolidation of València as an innovative city oriented towards quality of life. At the same time, digital tools for listening and participation allow people to express their opinions in a direct and structured way, influencing the improvement of urban services and spaces.

In the city and its surroundings



The set of projects presents a positive urban impact. The progressive replacement of conventional equipment with electric or lower-consumption solutions, the optimization of mobility and urban flows, the reduction of “noise” from physical infrastructures and the improvement of road safety contribute to **reducing emissions, decreasing congestion and improving air quality and public space**. In addition, the systematic generation of data on uses, mobility and perceptions becomes a valuable resource for **designing more refined environmental policies**, aimed at reducing the carbon footprint, protecting sensitive areas and promoting a more sustainable city. If these pilots are scaled up, the environmental impact of the Sandbox can be considered high in terms of contribution to the city’s green transition.

The footprint of the Sandbox and the innovative projects

Within the regulatory framework



The projects tested in the Urban Sandbox of València point to an emerging but significant regulatory impact. The introduction of vehicles and autonomous equipment in public space, the intensive use of urban data and the incorporation of new digital supports and codes put existing regulatory frameworks to the test, especially in areas such as mobility, occupation of public domain, signage and use of urban furniture. In a cross-cutting manner, **pilot experiences highlight the need to clarify and update municipal ordinances**, as well as to **harmonize criteria** between local, regional and national administrations in areas such as the circulation of autonomous vehicles, the management of public space or the integration of new graphic and digital elements in urban environments.

Impact on municipal public services



The pilots have a high potential impact in terms of learning and improvement of municipal services. The tested solutions 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 changes:

- Operational, by exploring service models that combine traditional equipment with emerging technologies.
- Management, by incorporating control panels and near real-time data to prioritize actions and optimize resources.
- Coordination, by requiring closer collaboration between different municipal areas to deploy new projects.

Although most experiences are still in the pilot phase, the results lay solid foundations for the **evolution of public services towards more proactive, efficient and evidence-based models**.

Regulatory

7.

learning

From urban testing to regulatory improvement

Regulatory learning driven by the Urban Sandbox of Valencia

The Urban Sandbox of València is consolidating itself as a space for regulatory learning: through pilot projects, it is possible to identify, under real conditions, which aspects of regulation facilitate or hinder innovation and what adjustments may be necessary to better support urban transformation, while maintaining legal certainty and protecting the general interest.

How are we doing it?

To make this possible, and in accordance with the provisions of the ordinance, specific mechanisms have been incorporated throughout the entire testing cycle: the testing protocol, monitoring during experimentation and the final report make it possible to systematically collect these learnings and transform them into knowledge that will inform the future review and updating of regulatory frameworks.



The first proposals for regulatory improvement



GRAPHIC ELEMENTS IN MUNICIPAL VEHICLES

Identified limitation

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

What have we learned

There is a clear opportunity for coordination to review these regulations jointly with the involved services, exploring ways for coherent integration across different media and considering possible justified exceptions.

Potential areas for improvement

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



AUTONOMOUS VEHICLES IN PUBLIC SPACE

Identified limitation

Mobility and public space occupation ordinances do not yet explicitly contemplate the circulation, stopping or parking of autonomous vehicles, both in public and private ownership.

What have we learned

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

Potential areas for improvement

Explicitly incorporate into existing regulations the scenarios of circulation, stopping and parking of autonomous vehicles, develop specific regulation when necessary and unify criteria among competent authorities.

The use of data for innovation projects

The consolidation process of the Urban Sandbox of València has made it possible to identify **access, exchange and reuse of municipal data as one of the main areas of regulatory learning**. Although the European framework, and in particular the **GDPR**, establishes clear foundations that allow the use of data under certain guarantees, experimentation in real conditions shows that its practical application still faces uncertainty, differing interpretations, regulatory overlaps and administrative safeguards.

These dynamics, far from being understood solely as a limitation, offer an **opportunity to analyse how regulation is applied in the day-to-day management of local urban governance** and how it can evolve to **better support innovation**. Controlled experimentation thus makes it possible to transform this complexity into actionable knowledge, identifying needs for clarification, improvement of procedures and strengthening of internal coordination, with the aim of consolidating public data as a strategic urban resource while ensuring the protection of rights and legal certainty.



8.

Lessons

learned

and new ideas

Key learnings from this year

Innovation starts from within

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

Support in participation

Technical support from promoting entities is key to ensuring understanding of the Sandbox and its objectives, thus facilitating the alignment of innovation projects.

The importance of clarity and predictability

It has been observed that transparency in procedures, timelines and evaluation criteria is as relevant as the opportunities and resources provided within the Sandbox framework. The clearer the rules of the game, the more and better projects are submitted and the more efficient internal management becomes.

The first year has confirmed the strong interest of the ecosystem in bringing innovation closer to the city.

The Sandbox has effectively functioned as a real driver of innovation and an accelerator for the development of new innovative solutions.

Innovation is the key that distinguishes the Sandbox from a Showroom

Keeping the objectives of the Sandbox always present (generating public value, learning and improving the city) ensures that each pilot goes beyond a one-off demonstration and becomes a real step towards a more innovative and sustainable Valencia.

Sharing and valuing knowledge

The value generated by the Sandbox is not limited to innovation testing; it is necessary to capture learnings that must be shared with the ecosystem and the city. For this, transparency and dissemination of its activity are essential.

VALENCIA DARES, DO YOU?

