Abstract
The goal of Laboranova is to create the next generation Collaborative Tools which will change existing technological and social infrastructures for collaborating and support knowledge workers and eProfessionals in sharing, improving and evaluating ideas systematically across teams, companies and networks.

Laboranova will do research to develop and combine models and tools in three specific areas, the three pillars in the project: ideation, connection and evaluation. These pillars will be leveraged by advanced game methodologies in order to improve collaborative work processes.

This seminar will briefly present the project and its objectives. It will also describe the work packages where KEMLG participates along with the results obtained from them. Special attention will be paid to Laboranova Live, an integration framework based on REST web services which will integrate the different tools designed in Laboranova.