



The EU Framework Programme for Research and Innovation

HORIZON 2020

**H2020 – Interactive
Technology**



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Interactive technologies

Technology is nothing. What's important is that you have a faith in people, that they're basically good and smart, and if you give them tools, they'll do wonderful things with them.

Steve Jobs

Interactive technologies

Human-centred interactive technologies such as:

- virtual and augmented reality
- conversational systems
- wearable technologies
- brain machine interaction
- affective computing
- haptic technologies
- etc.

are set to transform the ways in which people communicate, interact and share information on the internet and beyond.

H2020 - ICT-25-2018-2020 call

Two main objectives:

- a) Establish a sustainable competitive ecosystem of European technology and solution providers for interactive technologies.
- b) Strengthening European research and industrial capacities to develop future interactive devices.

H2020 - ICT-25-2018-2020 call

How. Two calls:

- a) support a pan-European coordination effort to strengthen the collaboration among the constituency; (**CSA**) (call already closed)

- b) increase the European innovation capacity through the development of new authoring tools and the access to a broader community. (**RIA**)

H2020 - ICT-25-2018-2020

Research and Innovation Action

What. To strengthen European research and industrial capacities the research and innovation actions should focus either on:

- Better exploiting opportunities offered by **multi-user interactions**, researching and developing technologies augmenting human interaction in groups within both professional and private contexts.
- Or developing future interactive systems offering **higher quality experiences**, for instance through systems which are mobile, support additional senses, have higher accuracy or incorporate bio or environmental sensors.

Research and Innovation action

Description: Action primarily consisting of activities aiming to establish new knowledge and/or to explore the feasibility of a new or improved technology, product, process, service or solution. For this purpose they may include basic and applied research, technology development and integration, testing and validation on a small-scale prototype in a laboratory or simulated environment.

Projects may contain closely connected but limited demonstration or pilot activities aiming to show technical feasibility in a near to operational environment.

Funding rate: 100%

H2020 - ICT-25-2018-2020

Research and Innovation Action

When:

Opening date: 26 July 2018

Deadline: 14 November 2018 17:00:00

EU Funding:

Expected proposals between EUR 2.0 and 4.0 million. This does not preclude submission and selection of proposals requesting other amounts.

Call budget: EUR 20.0 million