



Horizon 2020 Work Programme 2018-2020

ICT-25

Interactive Technologies

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Mission of the "Data Applications and Creativity" Unit in DG CONNECT

Support the **digital transformation of cultural and education institutions** by:

- ✓ promoting the digitisation of cultural heritage, its wider access and reuse through new technologies and the further development of Europeana as Europe's platform for digital cultural heritage
- ✓ fostering the modernisation of education and training systems in an age of rapid technological changes,
- ✓ supporting policy, research, innovation and the wider take up of interactive technologies, learning technologies and connectivity



Next Generation Internet (NGI) Human Centric

The vision for the future Internet

- ✓ backbone of a hyper-connected society
- ✓ more human-centric
- ✓ internet for the people, that contributes to a more sustainable and inclusive society
- ✓ transform the ways in which people communicate, interact and share information online and beyond.



Supporting the take up of interactive technologies

Such as:

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

to allow users to access, process and deliver information in more natural, efficient and less intrusive ways, providing enhanced and personalized experiences.

Importance of virtual and augmented reality

Growing market from 4b\$ in 2015 to 150b\$ by 2020

The diverse potential of VR & AR

Developing extremely fast

Potential next big computing platform

Challenges due to personalisation & deep immersiveness



H2020 - ICT-25-2018-2020 call



- 1.How**
- 2.What**
- 3.When**

H2020 - ICT-25-2018-2020 call

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 call

Two main objectives:

- Support European industries.
- Support a competitive and sustainable ecosystem of European technology providers in interactive technologies.

H2020 - ICT-25-2018-2020 (RIA) call

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.

Expected impact

- 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.

Types of action – Research and Innovation 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%

WHEN



RIA
Deadline: 14 Nov 2018

H2020 - ICT-25-2018-2020 (RIA) call

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

ICT 25 call - overview

Topics (Type of Action)	Budgets (EUR million)		Deadlines
	2018	2019	
Opening: 31 Oct 2017			
ICT-25-2018-2020 (CSA)	3.00		17 Apr 2018 CLOSED
Opening: 23 Jul 2018			
ICT-25-2018-2020 (RIA)		20.00	14 Nov 2018

H2020 - ICT-30-2019 call

The background features a complex digital interface with a dark blue background and a grid of small white dots. A prominent white wireframe map of Europe is positioned on the left side, pointing towards a central bright blue light source. The interface is composed of various geometric shapes, including concentric circles, dashed lines, and solid lines, creating a sense of depth and movement. Several white arrowheads of varying sizes and directions are scattered throughout the design, suggesting data flow or navigation. The overall aesthetic is clean, modern, and high-tech.

- 1.How**
- 2.What**
- 3.When**

Overall challenge and objective

Challenge :

- Every citizen, from all walks of life, should be able to fully take part in the Digital Single Market .
- Empowerment of users to have access to the same digital learning opportunities

Objective:

To support actions on smarter, open, trusted and personalised learning solutions to optimise digital learning and to allow learners to engage and interact with content and with peers.

ICT-30-2019

Two actions:

a) Innovation Action: Digital Learning Incubator

b) Coordination and Support Action (CSA) in the area of Digital Learning

(1) Digital Learning Incubator (IA)

Advance **personalised and inclusive digital learning** through a fast-paced adoption cycle of technological and methodological solutions:

- fast-track experimentations in form of small scale projects
- open calls for highly promising small scale projects to work on a topic/challenge set out in a roadmap.

(2) CSA in the area of Digital Learning

Dual dimension

- Consolidate past work :

a) 'stimulate the **collaboration** between **all FP7 and H2020 projects** on DL, analyse the **outcomes& best practices**, support the **dissemination of their results**, & ensure their **integration** within the **NGI** Initiative and link with other support measures.'

<https://ec.europa.eu/digital-single-market/en/opening-education>

<https://ec.europa.eu/digital-single-market/en/research-and-innovation-ict-education>

CSA in the area of Digital Learning

Dual dimension

- Forward-looking :

b) 'identify:

- emerging research challenges, notably those arising from digital certification of learning outcomes and blockchain technologies and their uptake for a more inclusive and personalised learning;

- address legal, organisational and technological challenges underpinning the uptake of the proposed solutions, notably in relation to their scalability;

- make policy recommendations in view of the priorities of the next programme for research, innovation and deployment.'



Why blockchain ?

Potential opportunities in the area of education which is:

- Highly procedural, with established organisational structures where trust (authentication and autorisation) are key
- But all of it is manual, based on hours of checking/cross-checking access for students

Blockchain still in its infancy in this area

- Need for informed view of possible challenges for its uptake

Expected impact

- Increase in the overall uptake of technology for personalised and inclusive learning for all, regardless of their age, gender or other socioeconomic factors.
- Increase in the number of distributed learning solutions for children with special educational needs.
- Increase in the number of start-ups/SME's deploying personalised and inclusive learning solutions to the market.

Types of action – Innovation action

Primarily consisting of activities directly aiming at producing plans and arrangements or designs for new, altered or improved products, processes or services. They may include prototyping, testing, demonstrating, piloting, large-scale product validation and market replication..

Innovation action projects may include limited R&D activities.

Funding rate: 70%

Coordination and Support Action

consisting primarily of **accompanying measures** such as standardisation, dissemination, awareness-raising and communication, networking, coordination or support services, policy dialogues and mutual learning exercises and studies, including design studies for new infrastructure and may also include complementary activities of strategic planning, networking and coordination between programmes in different countries.

Funding rate: 100%

WHEN



H2020 - ICT-30-2019- call

When:

Opening date: 16 October 2018

Deadline: 28 March 2019 17:00:00

EU Funding:

Overall call budget: EUR 8 million

IA: expected 1 proposal requesting EUR 7 million

CSA: expected 1 proposal requesting EUR 1 million

ICT 30 call - overview

Topics (Type of Action)	Budgets (EUR million)	Deadlines
	2019	
16 October 2018		
ICT-30-2019-2020 (RIA)	7.00 mln	
ICT-30-2019-2020 (CSA)	1.00 mln	



Thank you for your attention

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