



eXtended Reality for All

EU XR Forum – Opening words

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Brussels, 12 December 2019



- Overview of XR4ALL
- Y1 Status
- Quick outlook of Y2 of XR4ALL

Consortium



DE

Europe's largest
application-oriented
research organization



FR

Technology
Research Institute



BE

NFP Association,
international event
dedicated to all forms of
3D / XR / AI



BE

SME – Networking
innovative entrepreneurs,
investors, potential
partners and advisors



BE

SME - WEBXR
Solutions,
Ecosystem mapping

- EU XR landscape faces strong competition and is fragmented
- Lack of a European developer platform
- Difficult to raise enough investment
- No common research agenda
- Weak links between research and market
- Lack of industry knowledge

Objectives

XR4ALL ambitions to forge a competitive and sustainable ecosystem of European Interactive technologies providers and users.

- Establish a Pan-European XR Community and forum to coordinate and foster collaboration
- Provide the XR community with a common platform to ease the development of XR solutions and to facilitate tools and algorithms sharing
- Scoping, organisation and management of an open call with several cut-off dates to provide financial support to research teams to develop new XR solutions using the XR developers platform
- Develop a concrete research agenda for the coming 3-5 years and a vision for the research in the next 5-10 years
- Facilitate technology transfer from research to market, mainly by improving investments in the sector
- Raise awareness about XR4ALL and its activities to attract a maximum number of members and of applications and mobilise the relevant stakeholders

Y1 achievements

500+

Members registered in the Directory

17

Events where XR4ALL was represented

15

SIGs chairs identified

90

Applications for the open call Cut-off date 1

51

Stakeholders interviewed to identify opportunities and barriers

1000+

Followers on Social media channels

2000+

Stakeholders reached out

Y1 Events

First EU XR Forum & XR Tech VF

- Foster collaborations among XR4ALL members (More events and next EU XR Forum)
- Provide support to projects selected after the first call and launch a second cut-off date
- Refine the draft Research Agenda by raising interactions with the Community to share findings and gather input
- Foster technology transfer and investments for XR technologies (2020 Investment event, support XR entrepreneurs to improve their investment and partnering readiness, raise awareness of the potential of interactive technologies among investors)
- Raise awareness about XR4ALL activities, results and the community



www.xr4all.eu

@XR4ALL



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This project has received funding from the European Union's Horizon 2020 Research and Innovation Programme under Grant Agreement N° 825545