



2019 XR4ALL Annual Event

European Commission 's perspective about the future of XR technologies

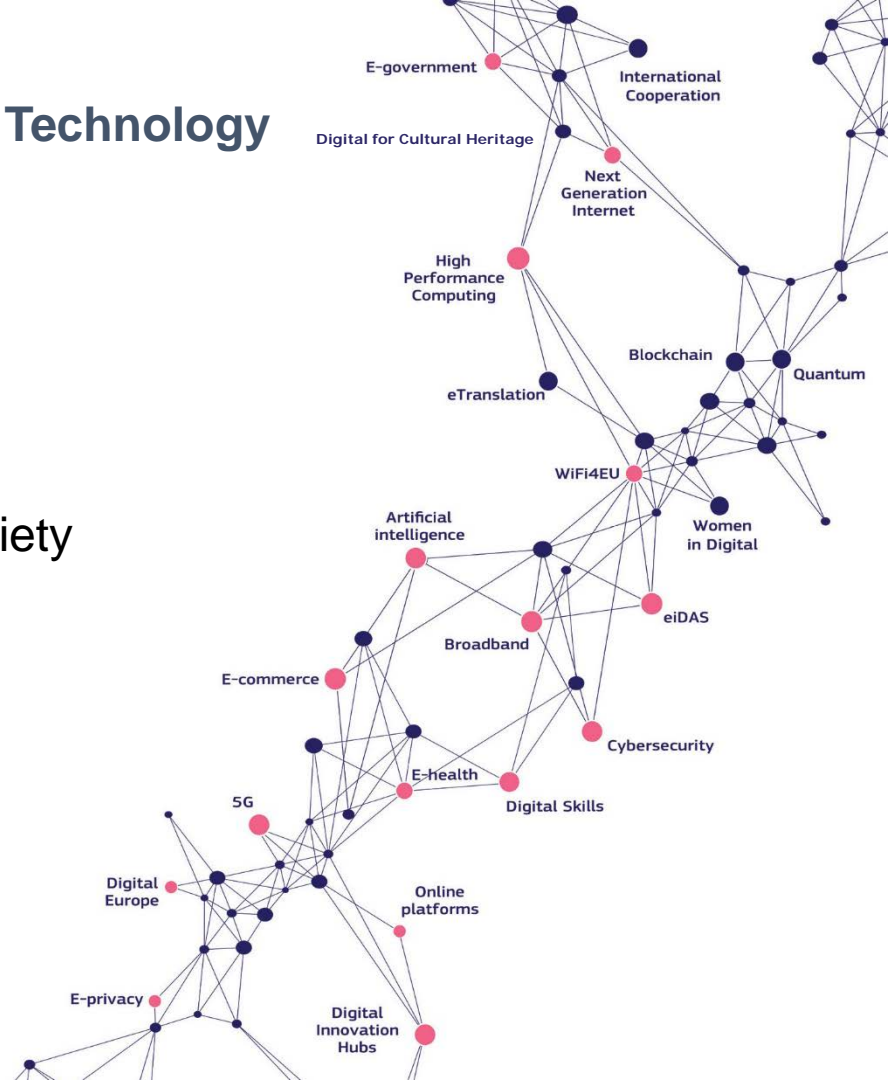
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Education and Culture

DG CONNECT

Communications Networks, Content and Technology

WHAT WE DO

- Digital single market
- Modern, secure, open, and pluralistic society
- Digital transformation
- Technology breakthroughs and flagships



CONNECT G.2 – Interactive Technologies, Digital for Culture and Education



BRINGING EUROPEAN CULTURAL HERITAGE INTO THE DIGITAL AGE

- Digitisation, online access, digital preservation
- Digital transformation
- Europeana



EDUCATION SYSTEMS FIT FOR THE DIGITAL ERA

- Connectivity and digital capabilities in schools
- Student mobility
- EU Student eCard

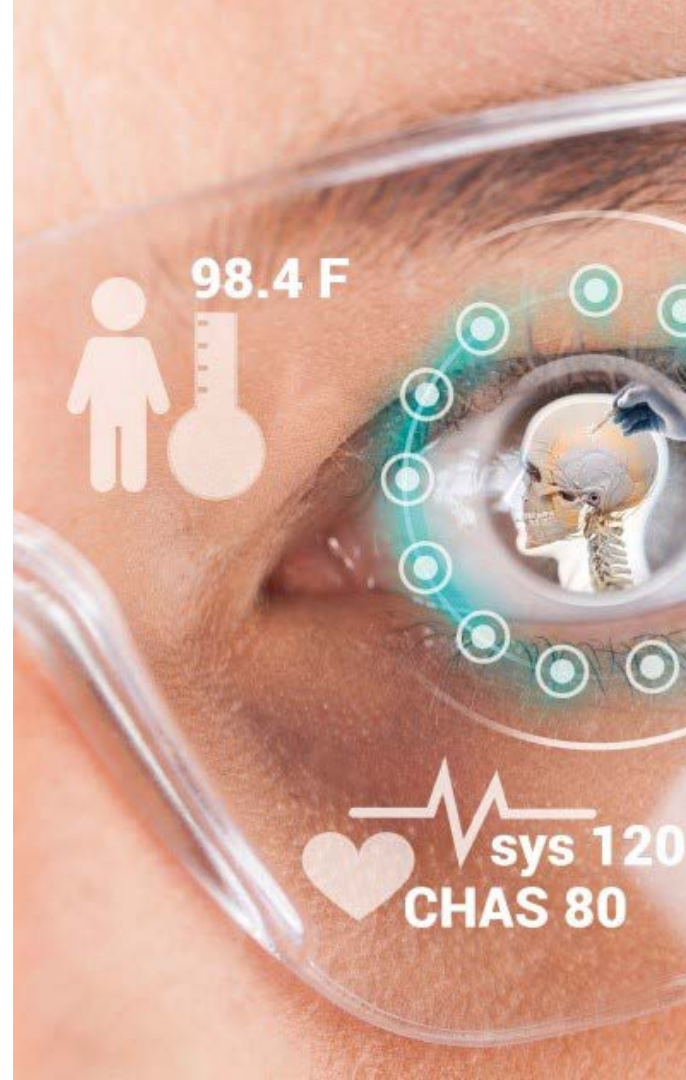


TRANSFORMING DIGITAL EXPERIENCES WITH VR/AR

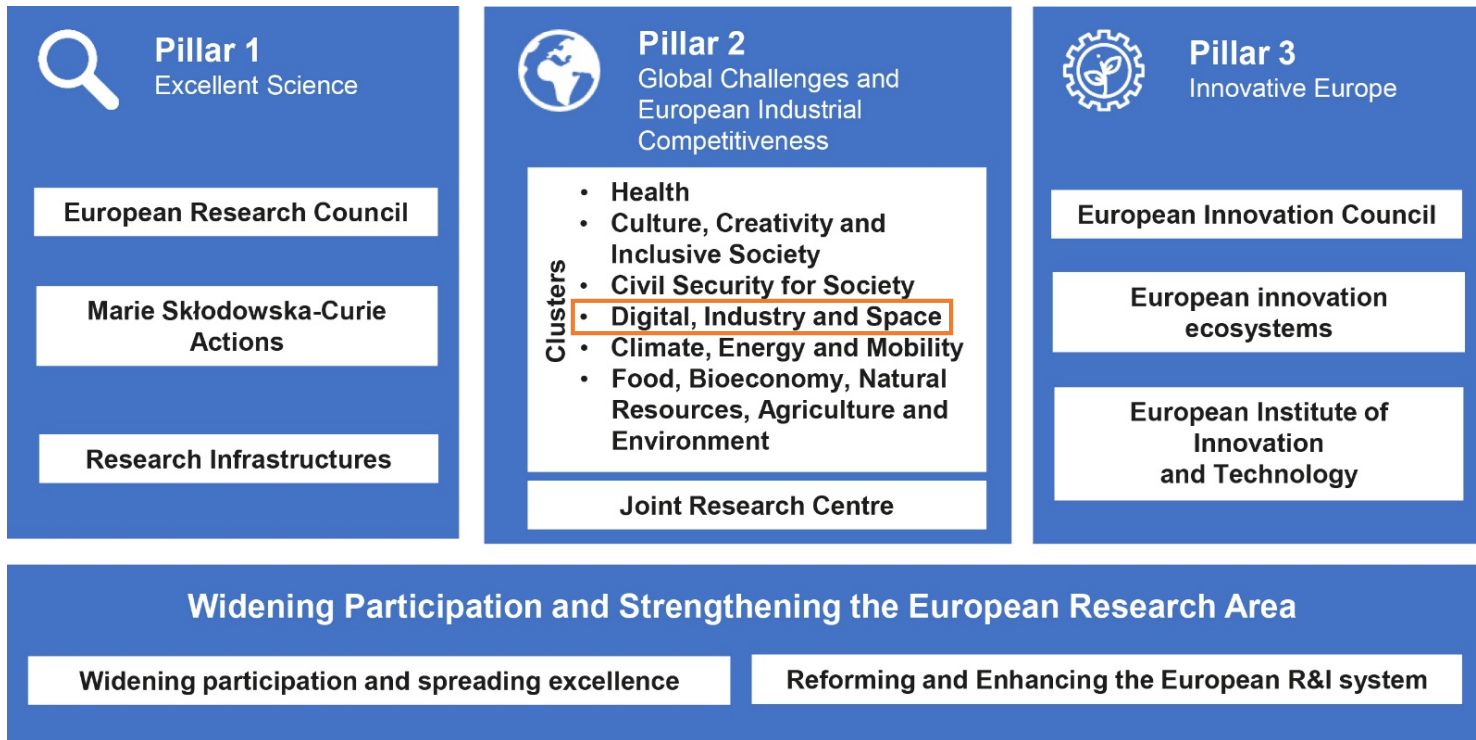
- Supporting wider adoption
- Encouraging applications in all areas

The challenge

“to forge a competitive and sustainable ecosystem of European technology providers in interactive technologies”



HORIZON EUROPE (2021-2027)



Total budget proposed
EUR 100 billion

Digital, Industry and Space (AI, Big Data, Advanced Computing, Robotics, Interactive Technologies)
EUR 15 billion

HORIZON EUROPE (2021-2027)

STRATEGIC ORIENTATIONS

PILLAR 2 - GLOBAL CHALLENGES AND EUROPEAN INDUSTRIAL COMPETITIVENESS

CLUSTER 4 - DIGITAL, INDUSTRY AND SPACE

KEY DIGITAL TECHNOLOGIES

- Progress in software technologies, new computing and programming concepts
- Advances in modelling and simulation

ARTIFICIAL INTELLIGENCE AND ROBOTICS

- EU Research and Innovation Agenda for AI, human-centric, ethical and trustworthy AI, explainable AI
- Hardware and algorithms, adaptive learning, applications
- Common AI platforms and reinforced collaboration

EUROPEAN PARTNERSHIPS

- Key Digital Technologies, Artificial intelligence, data and robotics, Smart networks and services, HPC

ADVANCED COMPUTING AND BIG DATA

- Next-generation computing capabilities
- Software, algorithms, programming models, simulations and integration tools
- Extreme performance data analytics and prediction methods for Big Data
- Methodologies and tools for interoperability and traceability of data sets

NEXT GENERATION INTERNET

- Smart networks and services (including IoT, cloud/edge computing continuum, and cognitive cloud)
- Interactive technologies, including immersive technologies and language technologies

Thank you

It's time for **Q&A**

CONNECT.G2 – Interactive Technologies

 ec.europa.eu/digital-single-market/en/next-generation-internet-interactive-technologies

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