



SPIRIT OPEN CALL 2: ANNOUNCING THE 16 WINNING PROJECTS

PRESS RELEASE

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The SPIRIT Project is excited to announce the winners of its second Open Call, revealing 16 innovative projects selected to advance immersive telepresence applications on the SPIRIT platform.

SPIRIT Open Call 2 was launched with the goal of identifying and supporting applications that push the boundaries of real-time immersive telepresence. The response was outstanding, with 62 proposals submitted by a wide range of applicants from across Europe. This overwhelming participation highlights the rapidly growing interest in telepresence technologies.

The submitted proposals showcased a remarkable diversity of ideas and approaches, covering sectors such as healthcare, education, entertainment, tourism, manufacturing, and more. Participants represented academia, research and scientific organisations, and small and medium-sized enterprises (SMEs), bringing together a rich mix of expertise and innovative thinking.

Announcing the 16 Winning Projects

After a thorough evaluation process, 16 projects from Greece, Italy, Spain, Germany, Poland, The Netherlands, Portugal, Hungary, and Finland have been selected to join the SPIRIT ecosystem. These projects will contribute to the advancement of immersive telepresence across Europe.

- Enhancing Telepresence: Real-Time Avatars in Tourism and culture (ANNETTE) by Aimilia Bantouna from WINGS ICT Solutions and DOTSOFT
- Therapy-based Reduction of Uncomfortable Experiences Safely in Extended Reality Spaces (TRUST-XR) by George Raptis from Human Opsis
- Identity and Access Management for Immersive Ecosystems (IMMERSE) by Nikos Fotiou from ExclD

- QoE evaluations for multi-cloud streaming (QEST) by Simone Porcu from University of Cagliari and SJM TECH
- Electrical Buddy (EBD) by Christos Stefanatos from Parity Platform P.C.
- Exploring Real-time Transcoding of V-PCC Streams as a Service (RABBIT@SCALE) by Prof. Dr. Amr Rizk from Leibniz University Hannover
- Embodied Dialogue by Damian Ciachorowski, Uri Noy Meir, Dr. Anne-Marie Voorhoeve, and Sebastian Jung from Answer42 Sp. z o.o.
- Real-time HYbrid Test for Harmonic Music (RHTYHM) by Natasja Paulssen from Dutch Rose Media
- Virtual Immersive Solutions for Tourism and Architecture in Extended Reality (VISTA-XR) by Isida Karpuzi and Nikhil Mandrekar from The Carbon Games
- QUIC to Enhance SPIRIT's Telepresence (QUEST) by Felicián Németh from HUN-REN Office for Supported Research Groups (HUN-REN TKI)
- Emotion Modeling for Personalized Avatars Telepresence in Heritage Interaction (EMPATHI) by Annalisa Mombelli from RE:LAB
- Audio Rendering for Augmented Reality Telepresence (AURA) by PI Prof. Tapio Lokki from Aalto University
- Eligence Immersive Cognitive Training (ELICT) by Stamatis Poulimenos, Olga Chatzifoti, and Christina Chrysanthopoulou from Maggioli S.p.A. and Alzheimer Athens
- Artificial Intelligence and Video Codec Enhancements for Realistic Avatar Telepresence (AIVATAR) by Alberto Gómez from Fluendo
- Holographic Optimized Processing Engine (HOPE) by Andreas Vasilakis, Nikolaos Vitsas, and Anastasios Gkaravelis from PHASMATIC, and Georgios Papaioannou from AUEB-RC
- Robot teleoperation through immersive environments (ROTIE) by Óscar González Represas and Héctor J. Pérez Iglesias from ITG

The selected proposals cover a wide array of vertical sectors, highlighting the versatile promise of immersive telepresence technology. Some of the chosen projects concentrate on areas like entertainment, VR learning environment, training, and manufacturing, while others address needs in healthcare, retail, education, and tourism.

SPIRIT is proud to support these forward-thinking initiatives and looks forward to seeing their impact on the future of immersive technology.

[Watch the video](#) to get an overview of the winning projects.

About SPIRIT

Telepresence represents the next generation of communication applications that will significantly improve immersive experiences in both human-to-human and human-to-machine interactions by blurring the physical and virtual worlds. While this is already influencing how we work, it will have an even greater impact in the future, contributing to increased resilience to environmental disruptions, industry productivity, and energy efficiency. Due to their complexity, cost, data compression, and bandwidth requirements, these solutions have not been scaled yet.

SPIRIT, which is funded by the European Commission's Horizon Europe programme, researches, develops, and demonstrates low-latency and scalable solutions that will ultimately bring real-time immersive telepresence into practice.

PRESS CONTACT & SOCIAL MEDIA

- E-mail | info@spirit-project.eu
- Twitter | https://twitter.com/SPIRIT_eu
- LinkedIn | <https://www.linkedin.com/company/spirit-eu-project/>



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