First Open Call

# Highlights and Winners Announcement

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## PRESS RELEASE

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## SPIRIT Open Call 1 concludes successfully, paving the way for the next generation of immersive telepresence applications

The Open Call garnered an impressive response, receiving a total of 61 proposals. These submissions highlighted the innovative approaches and groundbreaking advancements being made in immersive telepresence technology. Out of these, 44 proposals were deemed feasible, demonstrating strong potential for real-world application while providing valuable insights into the evolving landscape of this technology.

The proposals came from across Europe, reflecting a wide array of interests and sectors. Participants represented a diverse cross-section of industries, including manufacturing, entertainment, healthcare, education, civil security, government, public sector, security, tourism, and more.

Among the participants were SMEs, research and scientific organisations, and academic institutions, all contributing their unique expertise and perspectives. The committee is encouraged by the level of participation and the quality of the proposals, which collectively represent a significant step forward in the development of immersive telepresence applications.

# Announcement of Open Call 1 Winners

We are also delighted to announce the winners of Open Call 1, who were selected based on their innovative approaches, thorough preparation, and the potential impact of their projects. The 11 winning proposals below stood out for their exceptional quality and promise in advancing immersive telepresence technology:

- *Open-Source ULL-DASH-PC for Multi-Party Real-Time Communication* by Irene Viola from Centrum Wiskunde en Informatica (CWI) and MotionSpell

- *Simulations for Immersive Telepresence Enhancement* by Carlos Peña-Monferrer from SIMULATION ZERO, S.L. (SimZero)

- *Enhanced Training over Holographic Scalable Communications* by Gianluca Cernigliaro from The Netherlands Organization for Applied Scientific Research (TNO)

- *Eating together through immersive telepresence* by Sergio Cabrero from Vicomtech and Ramón Perisé from Mugaritz

- *Mixed-Reality Augmented Networks for Teleoperated Robotics Applications* by Daniel Saez Domingo and Andrés Meseguer Valenzuela from Instituto Tecnológico de Informática

- *Distributed Platform for Immersive Orchestration of Mobile Robot Fleets* by Saverio Mascolo from Quavlive s.r.l.

- *Scalable Telepresence with Real-time EnhAnced Multimedia* by Jorge Zapata from Fluendo

- *Scalable Neural Articulated Representations* by Nikolaos Zioulis from Moverse

- *Telepresence-Enhanced Network Music Performance* by George Xylomenos from Athens University of Economics and Business (AUEB)

- *Genba Safe Virtual Reality Platform* by Gabriel Danciu from Transilvania University Brasov

- *Remote, digital assistant and training system* by Gloria Ruiz Sanchez and Victor Murillo from Skylife

The winning proposals span a diverse range of vertical sectors, showcasing the broad applicability and potential of immersive telepresence technology. Among the selected projects, several focus on Manufacturing, while others target Education, Entertainment, and Healthcare sectors. One of the winning projects is universal in its approach, offering outcomes that will benefit all vertical sectors. This diversity reflects the versatility of immersive telepresence technology and its capacity to drive innovation across various industries.

**Watch the video for more insights on the Open Call winners.**

Applications for the **second round of the Open Call** will open soon, inviting innovative projects to apply for a new opportunity to receive support and gain recognition.

## 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.

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