



VOXReality

VOICE DRIVEN INTERACTION IN XR SPACES

**Open Call
Guidelines for Applicants**

5 April 2024



Funded by
the European Union

Version History

Version	Date	Description
1.0	2024-04-05	Official document released

List of Abbreviations & Acronyms

AI	:	Artificial Intelligence
API	:	Application Programming Interface
AWU	:	Annual Work Unit
CV	:	Computer Vision
DSS	:	Digital Signature Services
EC	:	European Commission
ESR	:	Evaluation Summary Report
EU	:	The European Union
GDPR	:	General Data Protection Regulation
HE	:	Horizon Europe
IPR	:	Intellectual Property Rights
ISR	:	Individual Evaluation Report
KPIs	:	Key Performance Indicator(s)
ML	:	Machine Learning
MS	:	Member States
NLP	:	Natural Language Processing
ONNX	:	Open Neural Network Exchange
QSCD	:	Qualified Signature Creation Device
R&D	:	Research and Development
SMEs	:	Small and Medium Size Enterprise(s)
VR	:	Virtual Reality
XR	:	Extended Reality

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1. Introduction

This document outlines the Open Call for Proposals for the VOXReality project, offering 200,000 EUR in equity-free funding to extend application domains and integrate cutting-edge AI models into new applications.

1.1 Context

VOXReality stands at the forefront of extended reality (XR) innovation, merging natural language processing (NLP) and computer vision (CV) to pioneer immersive experiences. This initiative marks a pivotal moment in XR technology evolution, heralding a new era of interactive storytelling and educational simulations. By leveraging cutting-edge Artificial Intelligence (AI) models, VOXReality aims to redefine human-computer interaction, offering developers, researchers, and innovators a unique opportunity to explore the vast potential of XR applications.

In fostering collaboration and innovation within the XR community, VOXReality's Open Call invites enthusiasts worldwide to partake in shaping the future of immersive technology. With access to a comprehensive suite of pretrained XR models, participants are empowered to push the boundaries of creativity across various domains. Together, we embark on a journey towards a future where XR technologies enrich our lives in unprecedented ways, unlocking limitless possibilities for immersive experiences.

Joining forces with VOXReality in this open call not only accelerates the adoption of XR technologies but also cultivates a vibrant ecosystem of collaborative development. By harnessing shared expertise and collective creativity, participants play a crucial role in advancing the frontier of human-computer interaction. Together, we strive to realise the full potential of XR and redefine the landscape of human experience.

1.2 The VOXReality project

The VOXReality project represents an innovative initiative that integrates NLP and CV technologies to develop next-generation XR models and innovative applications across various sectors. With recent advancements in machine learning (ML) and AI, VOXReality aims to seamlessly integrate language- and vision-based AI models to revolutionize XR experiences. By harnessing the synergies between these domains, VOXReality seeks to create a new paradigm in immersive technology.

Central to the VOXReality project is the development of next-generation XR models, which will serve as the cornerstone for richer, more immersive experiences. These pretrained models will encompass various levels and modalities of language and vision AI, providing developers and innovators with a robust foundation for XR application development. Moreover, the project will foster innovation across diverse sectors by showcasing the practical implications of integrating language and vision AI in XR environments.

To validate the efficacy and versatility of the developed technologies, VOXReality will undergo rigorous testing across three distinct use cases. These include enhancing personal assistants to assist humans in daily tasks, enriching virtual conferencing platforms for remote collaboration, and revolutionizing the theatrical experience through language translation and

AR visual effects. Through these use cases, VOXReality aims to demonstrate the transformative potential of integrating language and vision AI in XR environments, paving the way for immersive and interactive experiences.

1.3 Terms and definitions

For easy reading of the VOXReality Open Call Guidelines for Applicants and its annexes, and understanding of the Open Call process, a glossary of terms and definitions is given below in Table 1.

Table 1:VOXReality Open Call glossary

Term	Definition
VOXReality Consortium	Group of legal entities cumulatively responsible for implementing the VOXReality project as defined in Grant Agreement number 101070521.
Applicant	An organisation/ consortia that intends to submit or has submitted a proposal to the funding programme.
Beneficiary/ Third-Party	An individual or organisation that has submitted a proposal to the funding programme that has been accepted for funding and has signed or is in the process of signing a sub-grant agreement.
Contract preparation and signing phase	The period when the selected proposals and the consortium complete the administrative procedures to sign the sub-grant agreement and prepare administrative documents.
Evaluation phase	The period when the consortium evaluates and ranks the applications. At the end of the phase, all proposals are notified of the evaluation results.
External Evaluator	An expert whom VOXReality has invited to assist in the evaluation of the proposal submitted to the funding programme. Experts cannot have conflicts of interest and are bound by their confidentiality agreement.
Implementation sprint	Period of 12 months, implementing 3 and 6-month sprints, depending on the sub-project progress and evaluation.
Proposal phase	The period when applicants can submit proposals to the open call. Each open call has a fixed deadline that is automatically enforced.
VOXReality funding programme	Programme under which the present open call is run. It is defined by the documents and templates provided by the VOXReality consortium as defined in section 5, Open call specification. The funding programme considers several phases: open call for proposals, evaluation, contract preparation and signing, and implementation with three sprints (for selected beneficiaries).

2. General information

This chapter outlines general information about the VOXReality Open Call.

2.1 Objectives

The main objective of the VOXReality Open Call is to empowering innovators and visionaries to shape the future of XR experiences. Through this initiative, VOXReality aims to extend application domains and integrate cutting-edge AI models into new applications within the XR ecosystem. By leveraging technologies such as Automatic Speech Recognition, Visual Language Models, and Conversation Agents, beneficiaries will have the opportunity to revolutionize XR technology across various sectors.

The key innovation of VOXReality lies in the application of these technologies and models in real-world settings, ranging from professional development to networking and cultural entertainment. Through the Open Call, VOXReality seeks to foster inclusivity and collaboration, encouraging participation from SMEs.

2.2 Main characteristics

The main characteristics of the VOXReality Open Call are presented in Table 2.

Table 2: VOXReality Open Call main characteristics.

VOXReality OC characteristics	
Eligible applicants	<ul style="list-style-type: none"> • Single entities: SMEs • Consortium of maximum of 2 entities: 2 SMEs
Open call timeline	05/04 – 05/06
Activities to be funded	With the goal of extending application domains and integrating cutting-edge AI models into new applications, VOXReality Open Call will promote: <ul style="list-style-type: none"> • The XR Integration challenges for extending application domains; • Research challenges for extending VOXReality models; • Full-cycle challenges for both research and integration.
Duration of activities	12 months
Total funding available	1 000 000 EUR
Funding per project	200 000 EUR
Number of proposals to be selected	5 projects
Milestones/ payments for selected applicants	3 Sprints. Payments are associated with release results and divided equally among the releases, according to the sub-project work plan based on the successful completion of specified results and reviews.

2.3 Challenges

VOXReality Open Call offers three challenges to be addressed by the applicants as described below.

Integration Challenge

Integration of VOXReality models to new XR applications

Description	Applicants are expected to use the VOXReality models/services/tools mentioned in the call for proposals as they are (in a black-box manner) in order to develop new XR applications, such as developing new use cases for additional sectors or developing new types of applications for the sectors VOXReality consortium is focusing on (conference, theatre, training).
Expected results	<ul style="list-style-type: none"> • At least one of the VOXReality models (ASR, NMT, VL, CA) integrated into an XR application for a fully operational functionality (Software tests such as load testing, unit tests, etc. completed) • A scenario for user testing prepared, including user testing protocols with at least 30 users • A comprehensive report detailing the development, software test results, updates/fixes made according to the tests, protocols, user tests, and their outcomes.

Extension Challenge

Extension of the VOXReality models / tools

Description	The applicants are expected to extend the VOXReality models mentioned in the call for proposals, in terms of new languages and/or directions, further training of the models to achieve better results, or adaptation of the models to new tasks.
Expected results	<ul style="list-style-type: none"> • At least one of the VOXReality models (ASR, NMT, VL, CA) are utilized as a pre-trained model to enhance the capabilities • A literature investigation (background, related works and benchmark datasets and models) is completed on one of the selected tasks: <ul style="list-style-type: none"> ◦ Adding new languages and directions to improve the scope of the models ◦ Integrating new architectural components to improve the performance of the models ◦ Adapting the models to new down-stream tasks to improve the capabilities of the models. • The new models are trained/fine-tuned/adapted and the new versions are tested against the benchmark datasets (with appropriate metrics) and uploaded to VOXReality open-access repositories. • The new models are tested with the original VOXReality tasks to investigate if the models forgot their initial task, which ideally should not (slight performance drops are acceptable as long as they stay competitive with the previous results) • A comprehensive report detailing the development, methodology, hyperparameters, test results, and discussion of their outcomes

Full-cycle Challenge

Full-cycle challenge to both extend the VOXReality models and integrate them into new XR applications

Description	The applicants are expected to both extend the VOXReality models in terms of new languages and/or directions, new tasks and better results and present the performance of the new models in a new XR application. The applicants are free to also integrate other VOXReality models/tools/services without extension (in a black-box manner).
Expected results	<ul style="list-style-type: none">• At least one of the VOXReality models (ASR, NMT, VL, CA) are utilized as a pre-trained model to enhance the capabilities• At least one of the VOXReality models (ASR, NMT, VL, CA) integrated into an XR application for a fully operational functionality (Software tests such as load testing, unit tests, etc. completed)• A scenario for user testing prepared, including user testing protocols, with at least 5-10 users• A literature investigation (background, related works and benchmark datasets and models) is completed on one of the selected tasks:<ul style="list-style-type: none">○ Adding new languages and directions to improve the scope of the models○ Integrating new architectural components to improve the performance of the models○ Adapting the models to new down-stream tasks to improve the capabilities of the models.• The new models are trained/fine-tuned/adapted and the new versions are tested against the benchmark datasets (with appropriate metrics) and uploaded to VOXReality open-access repositories.• A comprehensive report detailing the development, software test results, methodology, hyperparameters, model test results, protocols, and user tests.

2.4 Ethical considerations

VOXReality commitment to ethical standards in research involving human subjects is paramount, and VOXReality consortium recognizes the importance of safeguarding the well-being and rights of participants. Therefore, in case the Applicant project includes any type of human testing, aiming to evaluate the usability, effectiveness, and safety of the XR applications, it is imperative to obtain approval from an Ethics Commission.

In addition, applicants shall provide information on how during implementation sub-projects will adhere to all relevant regulations and guidelines, including obtaining informed consent, ensuring confidentiality, and prioritizing participant safety throughout the study.

The approval of the Ethics Commission to proceed with human testing in full compliance with contractual requirements and ethical standards, and will be required upon completion of Design Sprint.

2.5 Timeline

Submitting proposals to the VOXReality Open Call will be enabled via the [F6S platform](#) from 5 April 2024 to 5 June 2024. The current tentative dates for the different phases of the open call process is represented in Figure 1 below. The dates can be subject to change in case of any modifications in the VOXReality project's schedule.

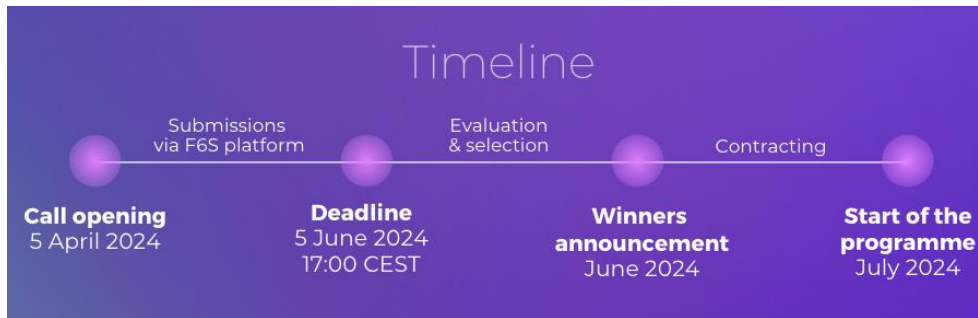


Figure 1: VOXReality Open Call timeline.

2.6 Data protection

In order to process and evaluate applications, the VOXReality consortium will need to collect Personal and Industrial Data. F6S Network Ireland Limited, will act as Data Controller for data submitted through the F6S platform for these purposes. A Data Protection Officer (DPO) has been appointed by F6S generally, to ensure compliance with data protection regulations, such as the General Data Protection Regulation (GDPR), and that personal data is collected, processed, and stored in a secure manner.

The F6S platform's system design and operational procedures ensure that data is managed in compliance with the General Data Protection Regulation (EU) 2016/679 (GDPR). Each applicant will accept the F6S terms to ensure compliance. Please refer to <https://www.f6s.com/privacy-policy> to review the F6S platform's privacy policy and data security policy.

Apart from the F6S platform, data will also be stored in the F6S Google Drive, and in the project repository on MS Teams managed by the project coordinator Gruppo Maggioli.

Please note that the VOXReality consortium must retain generated data until five years after the balance of the VOXReality project is paid or longer if there are ongoing procedures (such as audits, investigations or litigation). In this case, the data must be kept until they end.

3. The VOXReality technology framework

The VOXReality technology framework is a ground-breaking innovation merging advanced AI with immersive multi-modal XR environments. Designed to push the boundaries of XR technology, it seamlessly integrates visual and auditory elements, promising transformative experiences across various sectors.

The VOXReality technology framework offers a comprehensive solution to revolutionise industries such as professional development and cultural entertainment. Its key components and capabilities include:

- Speech recognition and machine translation models;
- Vision-language models;
- Conference agent models;
- Training agent models;
- Model inference optimisation tool.



Figure 2: VOXReality technologies.

3.1 VOXReality's AI Models Overview

1. **Speech recognition and machine translation models:** these models support automatic speech recognition and neural machine translation across six languages (English, Dutch, Greek, German, Spanish and Italian), enabling seamless communication and translation of audio and text.
2. **Vision-language models:** these models facilitate scene-graph extraction, image and video captioning and image question answering, enhancing visual understanding and communication in XR environments.
3. **Conference agent models:** fine-tuned models aid in text generation for conference agents, providing navigation instructions and understanding user intent to offer assistance throughout conferences.
4. **Training agent models:** dialogue agent supporting textual response generation for training manuals and enhancing user interactions and engagement in training applications in XR environments.
5. **Model deployment optimization tool:** this tool assists in optimizing model deployment by providing options for exporting models into the ONNX framework with speed and memory optimizations.

More detailed description about the models can be found in [Advanced AI multi-modal for XR analysis V1 report](#), while the description about the optimization tool is provided in [Model deployment analysis V1 report](#).

3.2 Use Cases Overview

The VOXReality AI models are utilized in three main use cases:

1. **VR Conference:** simulating realistic conference experiences in VR spaces with real-time multilingual translation and virtual assistants.
2. **Augmented Theatre:** revolutionizing theatrical experiences by integrating AR technologies with language translation and visual effects, offering personalized experiences to audiences.
3. **Training Assistant:** providing machine assembly training using AR glasses, offering interactive learning experiences with voice and gesture interactions.

More detailed description about the use cases can be found in [Definition and Analysis of VOXReality Use Cases V1 report](#) and [Development infrastructure and integration guidelines](#), while comprehensive description about the implementation of XR applications is provided in [Model deployment analysis V1 report](#).

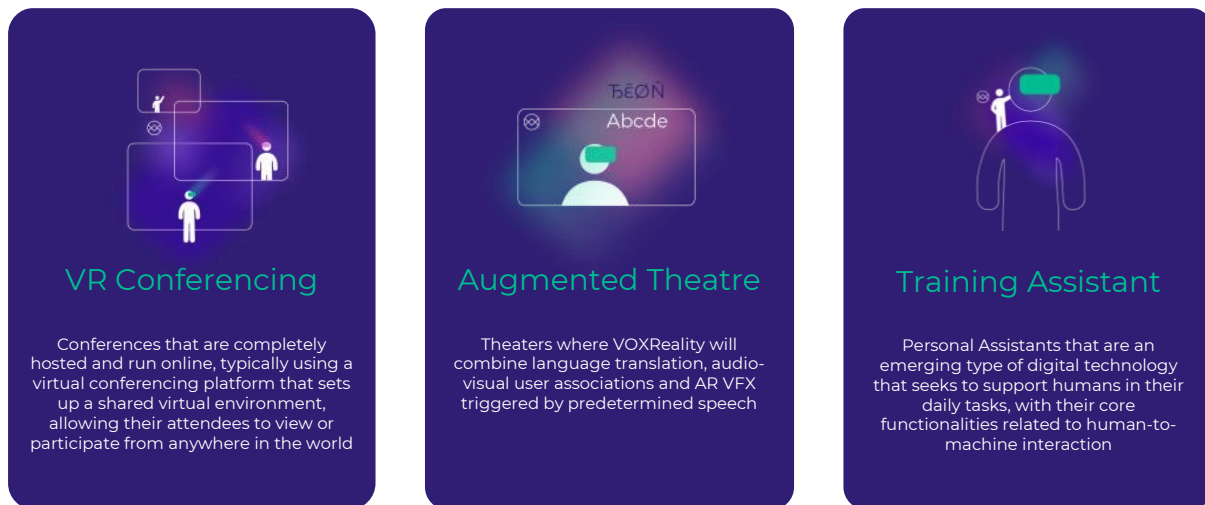


Figure 3: Overview of VOXReality's use cases.

In each use case, VOXReality components are strategically integrated to enhance immersion, accessibility, and engagement, showcasing the potential of XR technology across diverse applications.

The VOXReality technology framework represents a significant advancement in XR innovation, promising transformative experiences and applications across industries. With its AI models and optimized deployment tools, VOXReality offers accessible and efficient solutions, paving the way for the future of immersive technologies.

4. Eligibility criteria

All applicants must abide by all general requirements described in this section to be considered eligible for VOXReality Open Call. Therefore, please read this section carefully.

4.1 Beneficiaries

The VOXReality Open Call will fund consortia composed of one or two partners:

1. **Single entities:** Micro, small and medium-sized enterprises (SMEs);
2. **Consortium of maximum of 2 entities:** Micro, small and medium-sized enterprises (SMEs).

Micro, small and medium-sized enterprises (SMEs) are eligible only if complying with the European Commission Recommendation 2003/361/EC¹ and the SME user guide². In summary, the criteria which define an SME are:

- a) Headcount in Annual Work Unit (AWU) less than 250.
- b) Annual turnover less or equal to EUR50 million OR annual balance sheet total less or equal to EUR43 million.

¹ <http://eur-lex.europa.eu/legal-content/EN/TXT/?uri=CELEX:32003H0361&locale=en>

² <https://ec.europa.eu/docsroom/documents/42921>

Start-ups that do not yet have annual turnover or balance sheets are also considered eligible, given that they fulfil criteria (a) and (b) of section 6.1.1 at submission time.

If an SME is awarded, it will remain eligible even if, at a certain point during the execution of VOXReality activities, it does not fulfil criteria (a) or (b) of section 4.1.

Please note that a signed version of the [Annex 4: Declaration of Honour](#) or [Annex 5: Consortium Declaration of Honour](#) and an [Annex 6: SME Self-Declaration \(for each SME\)](#) are mandatory for contract signing.

In addition, the following conditions apply:

- The applicants should not:
 - have convictions for fraudulent behaviour, other financial irregularities, and unethical or illegal business practices.
 - have been declared bankrupt or have initiated bankruptcy procedures.
 - be under liquidation or an enterprise under difficulty according to the Commission Regulation No 651/2014, art. 2.18.
 - be excluded from the possibility of obtaining EU funding under the provisions of both national and EU law or by a decision of both national or EU authority.
- Proposals from Linked SMEs³ must demonstrate no risk of double funding. The fundamental principle underpinning the rules for public expenditure in the EU states that no costs for the same activity can be funded twice from the EU budget, as defined in Article 111 of Council Regulation (EC, Euratom) No 1605/2002 of 25 June 2002 on the Financial Regulation. In the case of proposals submitted by linked SMEs, all must clearly state the differences between them, including but not limited to technical aspects, market strategy and team composition, so that it remains no doubt that there is no risk of double funding. To properly assess these concerns, VOXReality may assign all proposals to the same set of evaluators and, should any doubt remain, exclude all submissions.

4.2 Eligible countries

Only applicants legally established in any of the following countries are eligible to participate in the VOXReality Open Call:

- The Member States (MS) of the European Union (EU), including their outermost regions.
- Horizon Europe associated countries (those that have signed an agreement with the EU as identified in the HE Programme Guide) according to the [updated list published by the EC](#)⁴.

³ Please check the definition of Linked SME in the “User guide to the SME definition” available at <https://op.europa.eu/s/n3t1> and include the relevant information in [Annex 6: SME Declaration](#).

⁴ List of Participating Countries in Horizon Europe available at https://ec.europa.eu/info/funding-tenders/opportunities/docs/2021-2027/common/guidance/list-3rd-country-participation-horizon-euratom_en.pdf

4.3 Language

English is the official language for VOXReality Open Call. Submissions done in any other language will not be evaluated. English is also the only official language during the whole execution of the VOXReality programme. This means any requested submission of deliverables will be made in English to be eligible.

4.4 Multiple submissions

Only one proposal will be accepted for funding per applicant. In the case of multiple submissions, all applications will be declared as non-eligible and will not be considered for evaluation in any case.

4.5 Documentation format and signatures

Any document requested in any of the phases must be submitted electronically in PDF format without restrictions for printing.

VOXReality will use qualified digital signatures exclusively in all documents included in the proposal and subsequent Subgrant Agreements.

A qualified electronic signature is an advanced electronic signature which is additionally: created by a qualified signature creation device (QSCD); and is based on a qualified certificate for electronic signatures.

Applicants may use any Digital Signature Services (DSS) that support qualified digital signatures.

The EC proposes [a demo of DSS](#), a tool enabling, among other features, the signature of documents. More information about qualified digital signatures is available [here](#).

4.6 Deadline

Only applications submitted before the deadline will be accepted. After the call closure, no additions or changes to received applications will be considered. **The deadline for this call is 5 June 2024 at 17:00 Central European Summer Time (CEST).**

4.7 Absence of conflict

Applicants shall not have any actual or/and potential conflict of interest with the VOXReality selection process and during the whole project. All cases of conflict of interest will be assessed case by case. In particular, applicants cannot be VOXReality Consortium or associated partners, affiliated entities, or their employees or co-operators under a contractual agreement.

5. Open call specification

This chapter details the open complete process, including submission, selection and negotiation.

5.1 Open call documentation

The following documentation, available at <https://voxreality.eu/open-call/>, supports the VOXReality Open Call.

- Guidelines for applicants, the present document, with the scope, objectives and complete process of the open call;
- [Annex 1 Application form template](https://www.f6s.com/voxreality-open-call/apply), available at the F6S platform at <https://www.f6s.com/voxreality-open-call/apply>;
- [Annex 2 Proposal Technical Annex \(template\)](#), a Word template specifying the information that must be provided as part of the application;
- [Annex 3 Sub-Grant Agreement \(template\)](#) presents the contract framework that selected third parties will sign;
- [Annex 4 Declaration of Honour SME \(template\)](#) declares the acceptance of all open call conditions by an individual participant;
- [Annex 5 Consortium Declaration of Honour \(template\)](#) declares the acceptance of all open call conditions by consortia; and
- [Annex 6 SME Self-Declaration \(template\)](#) confirms the SME status of applicants;
- [Annex 7 Bank account information \(template\)](#).

5.2 Proposal preparation and submission

Those interested in submitting a proposal to VOXReality Open Call must be registered on the F6S platform: <https://www.f6s.com/>

Applicants must consider the following steps when preparing their proposal:

1. For proposal preparation, applicants must apply online and answer all mandatory questions (with no exception) at: <https://www.f6s.com/voxreality-open-call/apply>
2. Applicants that do not accept the terms and conditions and that do not sign and upload to the F6S platform the completed and signed annexes (as below) will not be eligible:
 - For single entities: [Annex 2](#), [Annex 4](#), [Annex 6](#) and [Annex 7](#).
 - For consortia: [Annex 2](#), [Annex 5](#), [Annex 6](#) and [Annex 7](#).
3. Be specific and concise. Questions in the online form have character limitations.
4. It is strongly recommended that applicants submit their proposal well before the deadline. If the applicant discovers an error in the proposal, and if the call deadline has not passed, the applicant may request the VOXReality team to re-submit the proposal (for this purpose, please contact support@f6s.com). However, VOXReality only guarantees that a resubmission will be feasible in due time if the request for resubmission is received by the VOXReality team at least 48 hours before the open call deadline.

It is strongly recommended that applicants not wait until the last minute to submit their proposal. The failure to submit a proposal on time for any reason, including network communications delays or working from multiple browsers or browser windows, is unacceptable as an extenuating circumstance. The time of receipt of the application, as recorded by the submission system, will be definitive. Only applications submitted through the Open Call submission tool (F6S platform) at <https://www.f6s.com/voxreality-open-call/apply> and within the Call duration will be accepted. Applications submitted by any other means will not be evaluated. Only the documentation included in the application will be considered by evaluators.

The regular functioning of the F6S platform limits to one application submission per F6S user in each call. If an F6S user wishes to submit multiple applications, for example, on behalf of

different SMEs, the F6S user should request support from the F6S support team (support@f6s.com) at least ten days before the open call deadline.

5.3 Proposal evaluation and selection

The evaluation process defined by VOXReality takes about 3–5 weeks and considers the following procedure.

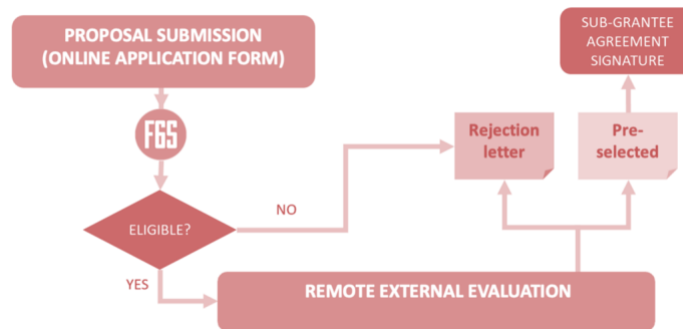


Figure 4: VOXReality Open Call process.

5.3.1 Step 1: Proposals reception

A complete list of proposers will be drafted containing their basic information for statistical purposes and clarity (which will also be shared with EC for transparency). It is expected that 30 proposals will be submitted to VOXReality Open Call.

5.3.2 Step 2: Eligibility filter

Automatic filtering to discard non-eligible proposals will follow the shortlist. The eligibility criteria check will verify the following:

- the existence of a legal entity in an eligible country,
- the uniqueness of the proposal,
- the alignment with VOXReality call for proposals and challenges.

Initial eligibility verification will be done to filter out and discard non-eligible proposals. Proposals must meet ALL following eligibility criteria:

- The proposing entities are legally eligible for funding under Horizon Europe rules [Y/N].
- The rules in [section 4 Eligibility criteria](#) are followed [Y/N].
- All required sections of the proposal have been completed [Y/N].
- The proposal is aligned with the defined open call challenges [Y/N].
- The complete proposal is written in the English Language [Y/N].
- All required documentation, depending on the applicant type, is submitted correctly: *Annex 2: Proposal Technical Annexe*, *Annex 4: Declaration of Honour* (for single entities), *Annex 5: Consortium Declaration of Honour* (for consortia) and *Annex 6: SME Self-Declaration* (for each SME involved).

Proposals marked as non-eligible (for not meeting one or more of the eligibility criteria) will get a rejection letter with a justification. No additional feedback on the process will be given.

5.3.3 Step 3: External remote evaluation

An external evaluation board with experience in XR/AR/VR and business/market development will review each proposal, bound by a contract and confidentiality agreement. At least two different experts will evaluate each proposal. The criteria for evaluation will be:

- **Alignment:** applicants must align with each call's objectives/ challenges.
- **Excellence:** projects must demonstrate a clear set of objectives aligned with the definition of the VOXReality Open Call and with the general objectives of the project.
Excellence is evaluated according to the following criteria:
 - Clarity and pertinence of the objectives;
 - Excellence, innovation and quality of the objectives.
- **Impact:** applicants must define a clear set of deliverables aligned with the objectives of the call.
Proposals must demonstrate impact on VOXReality and its contribution to meeting the overall project objectives.
The impact is evaluated according to the following criteria:
 - i. Strengthening the competitiveness and growth of and stimulating innovation/disruption that meet the needs of European and global markets;
 - ii. Demonstrate the European dimension of the proposal;
 - iii. Effectiveness of the proposed measures to exploit and disseminate the project results (including management of IPR), to communicate the project, and to manage research data where relevant.
- **Value:** proposals must also include a clear budget definition; applicants must detail how they intend to take the best use of the grant fund and their ambition toward accessing other funding sources.
- **Implementation:** applicants must provide credible evidence that the project delivery team has the necessary skills, infrastructure and management experience to be able to deliver the project in the timescales and budget specified. The quality and the efficiency of the implementation will be evaluated according to the following criteria:
 - i. Coherence and effectiveness of the work plan, including appropriateness of the allocation of tasks and resources, justification of resources;
 - ii. Appropriateness of the skills and experience of the project delivery team

Each criterion will be scored between 0 and 5. Half point scores are not given. For each criterion under examination, score values will indicate the following rationale:

Table 3: Evaluation scores

Score	Result	Rationale
0	Fail	Proposal fails to address the criterion or cannot be assessed due to missing or incomplete information
1	Poor	Criterion is inadequately addressed, or there are serious inherent weaknesses
2	Fair	Proposal broadly addresses the criterion, but significant weaknesses exist.
3	Good	Proposal addresses the criterion well, but several shortcomings are present.
4	Very good	Proposal addresses the criterion very well, but a few shortcomings are present
5	Excellent	Proposal successfully addresses all relevant aspects of the criterion. Any shortcomings are minor.

For each section, the minimum threshold is 3 out of 5 points. The default overall threshold, applying to the sum of the five individual scores, is 15. That means if a proposal receives less than 3 in one criterion or less than 15 in the overall score, it is automatically rejected. At the end of this phase, the proposals will be ranked in one final list.

Each evaluator will record their assessment of each proposal using an Individual Evaluation Report (ISR). The evaluators will then hold a consensus meeting to prepare a single consensus Evaluation Summary Report (ESR) for each proposal, representing opinions and scores on which the evaluators agree and which they will sign. When a consensus cannot be reached, an additional evaluator will be assigned to the proposal.

All evaluators will receive the evaluation guidelines and templates and be duly informed about the timing for an agile process and conflict of interest issues. Also, all external evaluators and technology/ sector-wide experts will sign a declaration of impartiality and no conflicts of interest.

As a result of the Independent Evaluation, a ‘Ranking List’ will be produced.

5.3.4 Step 4: Pre-selection

At the end of the remote evaluation process, all proposals will be ranked based on their scores. The criteria for the ranking of the proposals will be semi-automatic following the rules below:

- Rule 1: The proposals will be ranked based on their overall score.
- Rule 2: In case following Rule 1, there are proposals in the same position, priority will be given to proposals with higher scores on the Excellence & Innovation award criterion.
- Rule 3: In case following Rule 2, there are proposals in the same position, priority will be given to proposals with higher scores on the Impact award criterion.
- Rule 4: In case following Rule 3, there are proposals in the same position, priority will be given to proposals with higher scores on the Implementation award criterion.

- Rule 5: In case following Rule 4, there are proposals in the same position, priority will be given to proposals with higher scores on the Team award criterion.

5.3.5 Step 5: Ranking and final selection

The proposals with higher scores will be selected until reaching the available funding. Up to 5 proposals will be selected and invited to the contract negotiation step.

Every applicant will receive via e-mail:

- An Evaluation Summary Report (ESR), and
- A letter informing the rejection decision or invitation to enter the negotiation phase.

5.4 Redress process

If, at any stage of the evaluation process, the applicant considers that a mistake has been made or that the evaluators have acted unfairly or have failed to comply with the rules of this VOXReality Open Call, and that their interests have been prejudiced as a result, the following appeal procedures are available.

A complaint should be drawn up in English and submitted by email to info@voxreality.eu. Any complaint made should include the following:

- contact details;
- the subject of the complaint;
- information and evidence regarding the alleged breach.

Anonymous complaints or those not providing the mentioned information will not be considered. Complaints should also be made within five (calendar) days since the evaluation results are presented to the applicants. As a general rule, the VOXReality Team will investigate the complaints to arrive at a decision to issue a formal notice or close the case within no more than twenty days from the date of reception of the complaint, provided that the complainant has submitted all required information. Where this time limit is exceeded, the VOXReality Team will inform the complainant by email.

Please note:

- This procedure is concerned only with the evaluation and eligibility checking process. The VOXReality Team will not question appropriately qualified experts' scientific or technical judgement.
- A re-evaluation will only be carried out if there is evidence of a shortcoming affecting the final decision on whether to fund it. This means, for example, that a problem relating to one evaluation criterion will not lead to a re-evaluation if a proposal has failed anyway on other criteria.
- The evaluation score following any re-evaluation will be regarded as definitive. It may be lower than the original score.

5.5 Sub-project negotiation and onboarding

5.5.1 Sub-grant agreement preparation

After the Open Call evaluation conclusion and project selection, the VOXReality coordinator will start the contract preparation in collaboration with the selected proposals' coordinators. Based on evaluators' comments, contract preparation will go via administrative and financial

checking (and potentially into technical or ethical/security negotiations). A phone call or teleconference may be needed for clarification on a case-by-case approach.

The contract preparation objective is to fulfil the legal requirements between VOXReality Consortium and every beneficiary of the Open Call. The items covered will be:

- Inclusion of the comments (if any) in the ESR of the proposals and mapping to the Sub-grant agreement (contract).
- To validate the status information of each beneficiary, the following documents will be required:
 - SME declaration: digitally signed. If the applicant declares being nonautonomous, the balance sheet, profit and loss account (with annexes) and Headcount (AWU) documentation for the last period for upstream and downstream organisations should also be provided.
 - Legal existence. Company Register, Official Gazette or other official document per country showing the organisation's name, the legal address and registration number and a copy of a document proving VAT registration (in case the VAT number does not show on the registration extract or its equivalent).
 - In cases where the number of employees and the ownership is not identified: any other supporting documents demonstrating headcount and ownership, such as payroll details, annual reports, national, regional association records, etc.
 - Bank account information: The account where the funds will be transferred will be indicated via a form signed by the legal and bank representatives. The account should be a business bank account of the company.

The request by VOXReality Consortium for the above documentation will be made within the deadlines. In general, the sub-project negotiation should be concluded within two weeks. The VOXReality Coordinator may provide an additional week in case of a significant reason. If negotiations have not been completed within the above period, the proposal is automatically rejected, and the following proposal in the reserve list is invited.

5.5.2 Sub-grant signature

At the end of the negotiation phase, a Sub-Grant Agreement (Contract) will be signed between the VOXReality Consortium, represented by its Coordinator and Treasurer (Gruppo Maggioli), and the selected consortia, represented by its leader. The consortium leader and the other consortium partners are responsible for making an agreement covering the rights and obligations between them.

Please note:

- The sub-grantee funding agreement/contract will cover the maximum sub-project duration (12 months). No additional sub-grant agreement will be signed.
- The sub-grant agreement will automatically expire at the end of each release without any further notice from the VOXReality Consortium in case the concerned consortium does not enter or qualify for the next release or if the Consortium Declaration of Honour has been violated.
- The VOXReality Treasurer (Gruppo Maggioli) will only transfer funds to the selected consortium leaders. The consortium leaders must transfer the respective funds to the other consortium partners based on the budget established in the Consortium Declaration of Honour.

6. Implementation and reporting

This section is dedicated to VOXReality Open Call awarded projects follow-up.

6.1 VOXReality support / Mentoring

At the beginning of the Projects implementation, VOXReality will assign a mentor to each sub-project, who will be the main contact and responsible for following their progress and provide any necessary support. The sub-projects will meet monthly with their mentor.

In addition, VOXReality will provide mentoring in topics relevant to the sub-projects, including technical domain, users perspective and adoption, and integration with the VOXReality AI models.

6.2 Sprints evaluation and payments approval

Each funded project will be divided into three (3) Sprints.

Sprint 1: Design Sprint

Duration: 3 months

In the first sprint, selected applicants will need to stipulate, with support of the dedicated mentor, on the workplan they presented at the proposal stage to detail and finalize the milestones that will be achieved and the KPIs that will be used to measure the performance of the project. This sprint will include the requirement and needs analysis, design specifications, literature review, benchmark identification, final timeline and details of the milestones and the KPIs, and alignment plan for the VOXReality components. Furthermore, the applicants who will perform user studies (pilots) are required to apply for ethical approval from appropriate committees.

At the end of the Sprint 1, Beneficiary(ies) will have to provide:

1. a deliverable detailing the design procedures mentioned before and,
2. where necessary, the proof of application to an ethical committee as the verification of work performed.

Sprint 2: Implementation Sprint

Duration: 6 months

During the second Sprint, lasting up to 6 months, projects will focus on executing the development tasks outlined in the implementation plan crafted during Sprint 1. Beneficiaries are required to integrate the design specifications and milestones into their development process, ensuring alignment with the established KPIs. Additionally, projects undertaking user studies (pilots) must obtain ethical approval from relevant committees prior to conducting any tests.

At the culmination of this phase, the coaches will evaluate each project's progress by assessing the percentage of KPIs executed.

Beneficiaries are expected to deliver:

1. a report demonstrating tangible results in development including but not limited to, adherence to the workplan, KPIs achievement, and workplan for the demonstration sprint
2. proof of ethical committee approval for any conducted tests. This ensures adherence to ethical standards throughout the implementation process and reinforces the commitment to responsible project execution.
3. exploitation agreement for the foreground between the third party and the consortium.

Sprint 3: Demonstration Sprint

Duration: 3 months

During the third Sprint, spanning a period of 3 months, the emphasis shifts towards leveraging the outcomes of the preceding phases to demonstrate the technology effectively. Projects will focus on showcasing the tangible results achieved through the implementation of the design and development plans from Sprint 1 and Sprint 2. Pilots and prototypes will undergo rigorous evaluation against predefined KPIs, ensuring alignment with project objectives.

Beneficiaries will be tasked with delivering a comprehensive demonstration of the technology, highlighting its functionality, performance, and potential impact. This phase serves as a crucial opportunity to validate the efficacy of the developed solutions and gather feedback for further refinement.

At the conclusion of the demonstration Sprint, beneficiaries must provide the designated deliverable as evidence of the work accomplished, reinforcing accountability and transparency in project execution. This marks the final stage of the sprint process, paving the way for potential scalability and implementation of the technology in real-world scenarios.

6.3 Advancing to sprints and payments approval

The payment to third-parties is made in instalments which are released following positive assessment of deliverables provided by the third-parties; meaning that to trigger payments third-party projects must comply with the set of performance KPIs and deliverables that will be defined at the beginning of their projects.

The milestones, KPIs and deliverables will be evaluated at the end of each Phase. A remote review will take place after each phase to evaluate the progress of the Beneficiary(ies).

The sub-granted project must submit to the VOXReality consortium the deliverable(s)/report(s) corresponding to each Sprint by the day of the end of the respective Sprint, unless otherwise indicated by the VOXReality consortium.

6.3.1 Milestone Review

At the end of each Sprint (3/6/3-month period), a remote Milestone Review will take place to assess the work performed by the Third Party(ies). One week before each review, the consortia should submit a Project Progress Report (following a template provided by VOXReality) describing the activities performed. The review will be remote via teleconference (e.g., Skype or Zoom). The consortia will present the work done, and answer questions from VOXReality internal experts.

After the review meeting, the consortia will receive a Quality Review Report, including comments and potential recommendations. The Quality Review Report will also state if the Project Progress Report is accepted or not.

- Upon acceptance of the Project Progress Report, the consortia will be requested to submit a financial statement (template will be provided) requesting the funding of the corresponding phase.
- Payments will be released no later than thirty (30) natural days after the notification by the Contractor.
- On rejection of a Project Progress Report, or in case of unsatisfactory review, at the end of a release, the consortia will be requested to continue to the next release without receiving the corresponding funding. The rejected Project Progress Report

must be (re-) submitted within 30 calendar days of the review results. The evaluators will assess the Project Progress Report, decide if a new review meeting is necessary or decide to evaluate the Project Progress Report offline. The consortia qualify for the associated payment if and when the Project Progress Report is approved. If the re-submission is not accepted, the project will be terminated.

The following criteria will be evaluated:

- Deliverables' quality. To be scored based on the Deliverables established in the 'Individual Mentoring Plan'.
- Technical performance indicators. To be scored based on the KPIs established in the 'Individual Mentoring Plan'
- Deadline Compliance.

Each criterion will be scored from 0 to 10 and the weight of each one of these criteria, in the final score, will be as follow:

- Deliverable quality (30%).
- Technical performance indicators (60%).
- Deadline Compliance (10%).

According with this final score:

- Beneficiaries over threshold (which is 7 points) will successfully receive the next payment and become candidates to continue in the program.
- Beneficiaries under threshold. The beneficiaries which have not reached the threshold will be proposed as candidates to leave the Program. And, if this decision is finally ratified by the 'Selection Committee', they will have to leave the Program and will not receive the payment.

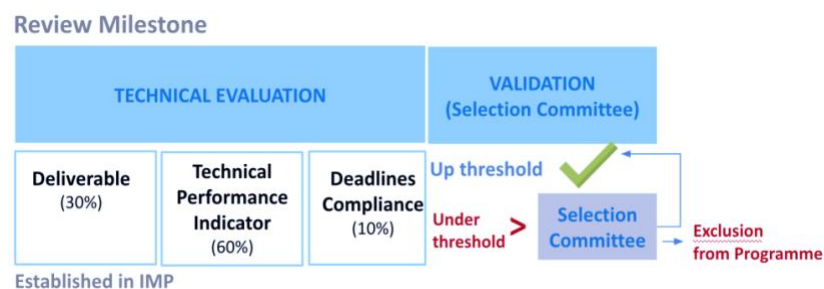


Figure 5: VOXReality Review Milestone

6.4 Events participation

During the phases, the selected Beneficiary(ies) should participate in various types of events (audio calls, video calls, webinars, online training, virtual conferences, etc.) organized or suggested by the VOXReality Consortium, to support their sub-projects implementation in the VOXReality framework and extend their knowledge regarding VOXReality project.

Beneficiaries shall attend four (4) physical meetings organized in EU to show case results of funded third party projects.

7. Financial support

VOXReality has allocated an overall funding of EUR 1 000 000 for the Open Call. The maximum amount of funding that a consortium may receive from VOXReality Open Call is EUR 200 000.

The maximum amount of funding that a consortium member, i.e. a third party, may receive from VOXReality is EUR 200 000 via any mean, in the scope of any open call during the full duration of VOXReality.

VOXReality funding is results-driven, provided as a lump sum grant. As such, there is no need for a traditional administrative-justification system (e.g. counting hourly dedication or calculating workload), but receiving the funding is associated with the full achievement of the relevant milestone.

Selected consortia will become part of VOXReality Open Call activities and will go through an exhaustive sequential process which will last up to twelve (12) months and will be composed of up to three (3) sprints. Payments will be done in up to three (3) instalments based on concrete results, sub-project progress report and review of each sprint.

Table 5 presents the financial support VOXReality will provide to the sub-projects in its Open Call.

Table 4: Summary of VOXReality Open Call funding.

Number funded projects	Deployment stage	Duration (months)	Funding (%)	Funding (EUR)/ project (up to)	TOTAL EUR (up to)
5	Design Sprint	3	30	60.000	300.000
	Implementation Sprint	6	40	80.000	400.000
	Demonstration Sprint	3	30	60.000	300.000
					1.000.000

Detailed payment schedule and payment conditions will be settled in the Sub-grant Agreement.

7.1 Origin of the funds

Selected applicants will sign a dedicated sub-grant funding agreement with the VOXReality Coordinator and Treasurer (Gruppo Maggioli), representing the VOXReality consortium. The funds attached to the Sub-grant funding agreement come directly from the funds of the European project VOXReality and therefore remain the property of the EU until the payment of the balance, whose management rights have been transferred to the project partners in VOXReality via European Commission GA no. 101070521.

As detailed in [the Sub-Grant Agreement Template](#), this relation between the sub-grantees and the EC through the VOXReality project carries a set of obligations to the sub-grantees with

the EC. The sub-grantee's task is to achieve them and the VOXReality consortium partners to inform about them.

8. Responsibilities of beneficiaries

The selected consortia are indirect beneficiaries of EC funding. As such, they are responsible for appropriately using the funding and ensuring that the recipients comply with obligations under HE specific requirements described in HE Main Work Programme 2021-2022. The responsibilities that apply to the recipients include⁵:

8.1 Conflict of interest

The selected consortia must take all measures to prevent any situation where the impartial and objective implementation of the VOXReality Open Call activities is compromised for economic interest, political or national affinity, family or emotional ties or any other shared interest ('conflict of interests').

They must formally notify the VOXReality coordinator without delay of any situation likely to lead to a conflict of interests and immediately take all the necessary steps to rectify this situation.

The VOXReality coordinator may verify that the measures taken are appropriate and may require additional steps to be taken by a specified deadline.

If the sub-contract member breaches any obligations, the sub-contract may be automatically terminated. Moreover, costs may be rejected.

8.2 Data protection and confidentiality

During the implementation of the VOXReality Open Call activities and for four years after the end of the VOXReality Open Call activities, the parties must keep confidential any data, documents or other material (in any form) that is identified as confidential at sub-contract signing time ('confidential information').

If a selected consortium requests, the Commission and the VOXReality Consortium may agree to keep such information confidential for an additional period beyond the initial four years. This will be explicitly stated in the sub-contract.

If the information has been identified as confidential during the sub-project execution or only orally, it will be considered confidential only if accepted by the VOXReality coordinator and confirmed in writing within 15 days of the oral disclosure. Unless otherwise agreed between the parties, they may use confidential information only to implement the Agreement.

The selected consortia may disclose confidential information to the VOXReality Consortium and the selected reviewers, whom a specific Non-Disclosure Agreement will bind.

⁵ The obligations described here are not binding and may be modified, refined or additional obligations may be inserted during the sub-project negotiation if needed.

8.3 Promoting the action and giving visibility to the EU funding

The selected consortia must strategically and effectively promote the VOXReality Open Call activities, the VOXReality project and its results by providing targeted information to multiple audiences (including the media and the public) to highlight the EU's financial support.

Unless the EC or the VOXReality coordinator requests or agrees otherwise or unless it is impossible, any communication activity related to the action (including in electronic form, via social media, etc.), any publicity, including at a conference or seminar or any information or promotional material (brochure, leaflet, poster, presentation etc.), and any infrastructure, equipment and significant results funded by the grant must acknowledge EU support and display the European flag (emblem) and funding statement (translated into local languages, where appropriate).

The emblem must remain distinct and separate and cannot be modified by adding other visual marks, brands or text.

Apart from the emblem, no other visual identity or logo may be used to highlight EU support.

When displayed in association with other logos (e.g. of beneficiaries or sponsors), the emblem must be shown prominently and visibly as the different logos.

Any publicity made by selected consortia in respect of the project, in whatever form and on or by whatever medium, must specify that it reflects only the author's views and that the EC or VOXReality project is not liable for any use that may be made of the information contained therein.

The EC and the VOXReality Consortium shall be authorised to publish, in whatever form and on or by whatever medium, the following information:

- the name of the selected consortia members;
- contact address of the selected consortia members;
- the general purpose of the project;
- the amount of the financial contribution foreseen for the project; after the final payment and the amount of the financial contribution received;
- the geographic location of the activities carried out;
- the list of dissemination activities and patents (applications) relating to the foreground;
- the details/references and the abstracts of scientific publications relating to the foreground and, if funded within the VOXReality project, the published version or the final manuscript accepted for publication;
- the publishable reports submitted to VOXReality;
- any picture or audio-visual or web material provided to the EU and VOXReality in the framework of the project.

The selected consortia shall ensure that all necessary authorisations for such publication have been obtained and that the publication of the information by the EC and VOXReality does not infringe any rights of third parties.

Upon a duly substantiated request by a selected consortium coordinator on behalf of any consortium partner, the VOXReality Consortium, if the EC provides such permission, may agree to forego such publicity if disclosure of the information indicated above would risk compromising the beneficiary's security academic or commercial interests.

8.4 Financial audits and controls

The EC will monitor that VOXReality beneficiaries and the selected consortium members comply with the financial support conditions to third parties, as set out in Annex 1 of the VOXReality grant agreement. It may take any action foreseen by the grant agreement in case of noncompliance vis à vis the selected consortium members concerned.

Moreover, the EC may at any time during the implementation of the VOXReality project and up to 5 (five) years after the end of the VOXReality project, arrange for financial audits to be carried out by external auditors or by the EC services themselves, including the European Anti-Fraud Office (OLAF). The audit procedure shall be initiated upon receipt of the EC's relevant letter. Such audits may cover financial, systemic and other aspects (such as accounting and management principles) relating to the proper execution of the grant agreement. They shall be carried out on a confidential basis.

The selected consortia shall make available directly to the EC all detailed information and data that may be requested by the EC or any representative authorised by it to verify that the grant agreement is adequately managed and performed by its provisions and that costs have been charged in compliance with it. This information and data must be precise, complete and effective.

The selected consortia shall keep all sub-project deliverables and the originals or, in exceptional cases, duly authenticated copies – including electronic copies – of all documents relating to the sub-project contract for up to five years from the end of the project. These shall be made available to the EC where requested during any audit under the grant agreement.

To carry out these audits, the selected consortia shall ensure that the EC's services and any external body(ies) authorised by it have on-the-spot access at all reasonable times, notably to the subproject applicant offices, to their computer data, to their accounting data and to all the information needed to carry out those audits, including information on individual salaries of persons involved in the project. They shall ensure that the information is readily available on the spot at the moment of the audit and if requested, that data be handed over in an appropriate form.

A provisional report shall be drawn up based on the findings made during the financial audit. It shall be sent by the EC or its authorised representative to the consortium member concerned, who may make observations within one month of receiving it. The Commission may decide not to consider observations conveyed or documents sent after that deadline.

The final report shall be sent to the consortium member concerned within two months of the deadline's expiry. Based on the audit's conclusions, the EC shall take all appropriate measures necessary, including issuing recovery orders regarding all or part of the payments made by it and applying any applicable sanction.

The European Court of Auditors shall have the same rights as the EC, notably the right of access, for checks and audits, without prejudice to its rules.

In addition, the EC may carry out on-the-spot checks and inspections by Council Regulation (Euratom, EC) No 2185/96 of 11 November 1996 concerning on-the-spot checks and inspections carried out by the Commission to protect the European Communities financial interests against fraud and other irregularities.

9. Intellectual Property Rights (IPR)

Applicants will remain the sole owners of their respective IPRs and retain the IPR for their solutions. The VOXReality Consortium will not keep an equity stake in any applicant's company or IPR. Licensing model of the foreground, to be agreed by the end of the Development Sprint, will follow the general principle that results free to use for research purposes but must be paid for commercial use.

Each evaluator will sign a non-disclosure agreement (NDA) before receiving access to the proposal database to protect the applicants' intellectual property. However, VOXReality and the European Commission may ask participants who have received funding to present their work as part of public relations and networking events to showcase the VOXReality project's benefits.

9.1 Access Rights for VOXReality Open Call

VOXReality recognizes the importance of fostering innovation while respecting the rights of creators and collaborators. As part of our commitment to transparency and fairness, this section outlines the access rights granted to Beneficiaries of the VOXReality Open Call.

Definition of access rights

Access rights refer to the permissions granted to applicants to utilise certain resources, facilities, or data provided by VOXReality Consortium for the purpose of their project submission and after award collaboration.

Scope of access rights

Applicants selected to participate in the VOXReality Open Call will be granted access rights to specific resources and facilities necessary for the development and demonstration of their proposed project. This may include access to software tools, hardware devices, datasets, APIs, and other relevant assets provided by VOXReality team.

Duration of access rights

The duration of access rights will be determined based on the timeline of the Open Call and the needs of the selected projects. Access rights will typically be granted for the duration of the project development phase and any subsequent evaluation or demonstration periods.

Limitations and restrictions

While applicants will be granted access rights to certain resources, they are expected to use them solely for the purposes outlined in their project proposal. Any unauthorized use or

dissemination of these resources will result in the termination of access rights and may lead to disqualification from the VOXReality Open Call.

Intellectual Property Rights

Applicants retain ownership of any intellectual property created during the project development phase, subject to the terms outlined in [section 9 Intellectual Property Rights](#) of the Open Call guidelines. However, VOXReality reserves the right to utilize project outcomes for internal evaluation, research, and promotional purposes, with appropriate attribution to the creators.

Confidentiality and non-disclosure

Applicants are required to uphold strict confidentiality and non-disclosure obligations regarding any proprietary information or trade secrets accessed during the Open Call. This includes maintaining the confidentiality of any data or algorithms provided by VOXReality and refraining from disclosing such information to third parties without prior written consent.

Compliance and accountability

By accepting access rights to VOXReality resources, applicants agree to comply with all applicable laws, regulations, and policies governing the use of such resources. Failure to adhere to these requirements may result in the revocation of access rights and other disciplinary actions as deemed appropriate by VOXReality.

Termination of access rights

VOXReality reserves the right to terminate access rights at any time and for any reason, including but not limited to violations of the terms and conditions outlined in the Open Call guidelines or failure to meet project milestones.

Appeals process: In the event of a dispute or disagreement regarding access rights, applicants may request a review of the decision by submitting a formal appeal to VOXReality Coordinator. The appeals process will be conducted in accordance with established procedures and will aim to reach a fair and equitable resolution.

By delineating clear guidelines for access rights, VOXReality Consortium aims to facilitate a collaborative and productive environment for participants in the Open Call, while safeguarding the interests of all parties involved.

9.2 Data ownership

The type of data available for the VOXReality Open Call projects is manifold, representing the contextual diversity of innovative environments which mirrors the complex reality of the AR/VR/XR domain. The type of data selected applicants may use could be open or closed data, with either open or restricted access. VOXReality deals with several data policies and preferences on treating data in their framework.

The selected applicants will be responsible for understanding the conditions of data in each case, as well as associated licences and costs. Selected applicants will also be responsible

for implementing data processing solutions compliant with the EU General Data Protection Regulation (GDPR).

GDPR Considerations:

In the text below “Parties” refers to selected applicants and VOXReality project partners.

Parties must agree that any Background, Results, Confidential Information, and any data and information that is provided, disclosed or otherwise made available during the implementation of the project and for any Exploitation activities (“Shared Information”) shall not include Personal Data as defined by the General Data Protection Regulation 2016/679, from now on referred to as the GDPR. However, Shared Information may contain anonymised data according to applicable protection laws.

Parties shall notify the other affected Parties in writing, without undue delay, any anticipated change affecting such Party’s representation and warranty outlined in the paragraph above. In such a case, neither Party shall deliver or otherwise provide the other Party with access to any data that may include additional Personal Data (beyond the Business Contact Information) that may be subject to the GDPR or other applicable data protection laws until the Parties have reached an agreement in writing on the steps to be taken concerning such data.

The Parties agree that the Business Contact Information will only be processed to the limited extent required to manage the business relation between the Parties and its Affiliated Entities and in compliance with the regulations of the applicable data protection laws.

The Parties acknowledge that each Party has no obligation to review the Shared Information provided by either Party to determine if the Shared Information contains any additional Personal Data beyond the Business Contact information. However, if either Party becomes aware of any additional Personal Data provided by the other Party, it will delete or return it.

No Party shall engage in any activity during or after the project to re-identify the Shared Information by any means whatsoever, including but not limited to singling out, linking back or matching any dataset with any personal or pseudonymous dataset available to a Party.

10. Checklist

1. Does your planned work fit with the call for proposals? Check that your proposed work does indeed address the *objectives of VOXReality Open Call*.
2. Is your proposal eligible? The eligibility criteria are given in [chapter 4 Eligibility criteria](#).
3. Budgetary limits. Check that you comply with any budgetary limits as expressed in [chapter 7 Financial support](#). Any proposal not meeting the eligibility requirements will be considered ineligible and will not be evaluated.
4. Is your proposal complete? Have you completed all mandatory questions?
5. Does your proposal fulfil the requested information? Proposals should be precise, concise and must answer to requested information, which are designed to correspond to the applied evaluation. Omitting requested information will almost certainly lead to lower scores and possible rejection.

6. Have you maximised your chances? There will be strong competition. Therefore, edit your proposal tightly, strengthen or eliminate weak points.
7. Have you submitted your proposal before the deadline? It is strongly recommended not to wait until the last minute to submit your proposal. Failure of the proposal to arrive in time for any reason, including network communications delays, is not acceptable as an extenuating circumstance. The time of receipt of the message as recorded by the submission system will be definitive.
8. Do you need further advice and support? You are strongly advised to communicate with the VOXReality team via the [VOXReality online Q&A](#).

11. Contact information

The VOXReality Consortium will provide information to the applicants via the F6S discussion page, making the information (question and answer) visible to all participants.

- Online Q&A: <https://www.f6s.com/voxreality-open-call/discuss>
- Apply via: <https://www.f6s.com/voxreality-open-call/apply>
- F6S support team: support@f6s.com
- More info at: <https://voxreality.eu/open-call/>
- For extraordinary communication needs, please contact the VOXReality Open Call Help Desk: info@voxreality.eu

Appendices

- [Annex 1 Application form template](#), available at the F6S platform at <https://www.f6s.com/voxreality-open-call/apply>;
- [Annex 2 Proposal Technical Annex \(template\)](#), a Word template specifying the information that must be provided as part of the application;
- [Annex 3 Sub-Grant Agreement \(template\)](#) presents the contract framework that selected third parties will sign;
- [Annex 4 Declaration of Honour SME \(template\)](#) declares the acceptance of all open call conditions by an individual participant;
- [Annex 5 Consortium Declaration of Honour \(template\)](#) declares the acceptance of all open call conditions by consortia; and
- [Annex 6 SME Self-Declaration \(template\)](#) confirms the SME status of applicants;
- [Annex 7 Bank account information \(template\)](#).



VOXReality

Voice driven
interaction in XR spaces



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