

VOXReality Open Call – Press release

VOXReality Launches Open Call to Drive Innovation in Extended Reality (XR) Technology



Brussels, 5 April 2024 – VOXReality, the innovative project on the extended reality ecosystem funded by the European Commission, is thrilled to announce the launch of its Open Call, inviting innovators and visionaries to participate in shaping the future of extended reality (XR) experiences.

The Open Call aims to fund external entities with 200K EUR equity-free, with the goal of extending application domains and integrating cutting-edge AI models into new applications. By harnessing the power of AI-driven tools such as Automatic Speech Recognition, Visual Language Models, and Conversation Agents, participants will have the opportunity to revolutionize XR technology across various sectors.

"The main innovation of VOXReality is the application of these technologies and models in actual settings, varying from professional development to networking and cultural entertainment" said Spiros Borotis, from Gruppo Maggioli and Project Coordinator of VOXReality.

The Open Call welcomes applications from Micro, small and medium-sized enterprises (SMEs) working in the field. With a focus on collaboration, VOXReality encourages participation from micro-consortia composed of a combination of two SMEs. Benefits of the Open Call include:

- Funding of 200K EUR equity-free for five selected entities



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- Integration challenges for extending application domains
- Research challenges for extending VOXReality models
- Full-cycle challenges for both research and integration

Applicants are encouraged to visit the VOXReality website to access detailed information about the Open Call, including eligibility criteria, application guidelines, and deadlines. For more information and to apply, please visit voxreality.eu/open-call

About VOXReality:

VOXReality is an ambitious initiative that aims to disrupt the European Extended Reality ecosystem by using AI technologies to create multi-modal XR experiences combining vision and sound. The consortium is formed by 10 industry leaders from 5 European countries (Italy, Greece, Netherlands, Germany, and Ireland).

The initiative, funded by the European Commission, brings together the key partners to tackle the great challenge of innovation. The consortium includes high profile representatives from research and academic institutions, end-users, industry innovators and social XR experts.

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