Research and Innovation for Future European Media 2019

MEDIA CONVERGENCE
SOCIAL MEDIA
STARTS

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Foreword

I am delighted to present a rich portfolio of Horizon 2020 projects covering a wide array of media and social media related topics and our flagship initiative STARTS, merging Science, Technology and the ARTS.

From social media to fact-checking, from radio to media convergence, or from immersive content to accessibility, the underlying themes of these research and innovation projects show our ambition to foster scientific progress across disciplines to match an ever-changing media landscape.

Paolo Cesarini, Head of Unit
Media Convergence and Social Media,
DG Communications Networks, Content and Technology,
European Commission

Our mission is to facilitate the integration of emerging technologies in new interactive media services, enabling immersive, accessible and personalised user experience while promoting research to better understand the functioning of social media, and support innovation for content identification and discovery, veracity checks and flagging of harmful online content.

This research is also a key element of the Commission strategy to tackle the problem of online disinformation. We have the ambition to make tools and services developed by our projects a worldwide reference to contain the spread of false information.

We push the boundaries further by addressing the innovation gap in research and technology development via STARTS that promotes the

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Arts as a catalyst of innovation for European industry and society and across the framework programmes.

The advent of digital technologies is making media more immersive, open, collaborative and global. Simultaneously the pace and spread of media and social media innovation is exponentially increasing.

This publication showcases projects funded by the European Commission that embrace change and strive to reinforce Europe's position as innovator and content creator on the global stage.

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**User-oriented, secure, trustful & decentralised social media**

EUNOMIA addresses three goals, represented by the following questions:

- Which social media user is the original source of a piece of information?
- How this information has spread and been modified in an information cascade?
- How likely is the information to be trustworthy?

Identify PROVENANCE of data and alterations in information cascade

Estimate the TRUSTWORTHINESS score of a social media post

The EUNOMIA concept

Encourage USER INVOLVEMENT with "trust"/"don't trust" functionality

Visualise in DIGITAL COMPANION provenance and trustworthiness

EUNOMIA employs the human-as-a-trust-sensor paradigm, which actively encourages democratic citizen participation by allowing voting on content trustworthiness and influencing the reputation of content generators and sharers. It combines information cascade verification with information trustworthiness scoring, benefitting from blockchain technology to ensure transparency of the scoring process and that information has not been modified in a cascade.

EUNOMIA follows the design principles of open-source intermediary-free decentralised social media and will be evaluated on two of them. It empowers social media users by providing them with tools to improve the quality of information sharing, which in turn can responsibilise them in their engagement with social media. Users will be more certain about the provenance and quality of the content they consume, while the media will be more credible sources of news dissemination, thus challenging the accumulation of power in social media intermediaries, such as Facebook and Twitter.

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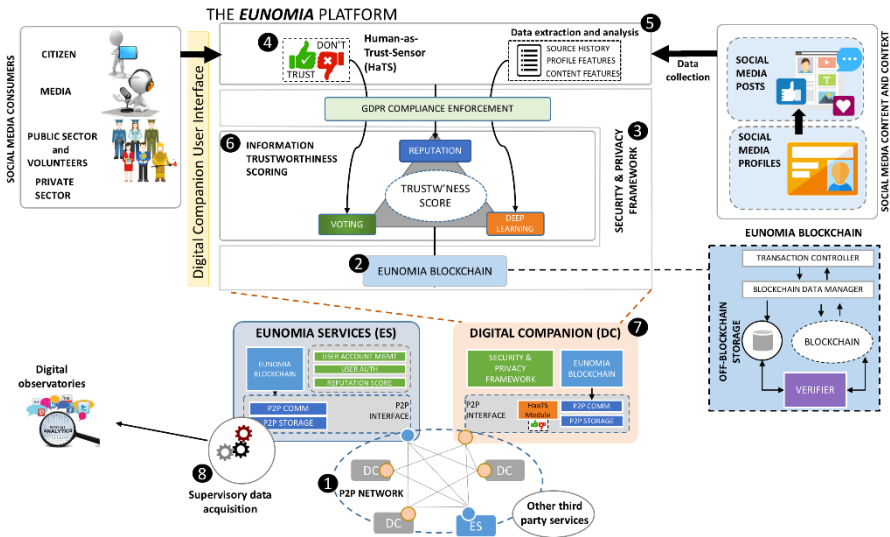
EUNOMIA's versatility will be evaluated on three use-cases: One on social journalism (Blasting News), one on traditional media (ORF) and one on an existing decentralised social media community (Mastodon.Social).

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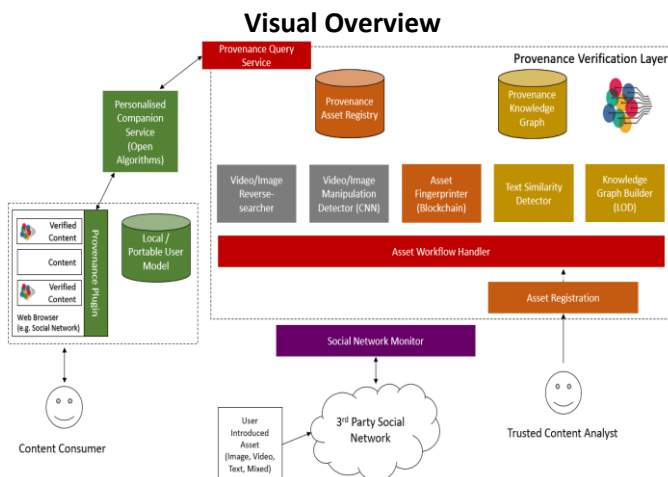

Contact person

Coordinator

Dr. George Loukas
Associate Professor in Cyber Security
University of Greenwich
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PROVENANCE will develop an intermediary-free solution for digital content verification that gives greater control to users of social media and underpins the dynamics of social sharing in values of trust, openness, and fair participation. Specifically, PROVENANCE will use blockchain to record, in a secure and verifiable manner, multimedia content that is uploaded and registered by content creators or identified for registration by the PROVENANCE Social Network Monitor. The PROVENANCE Verification Layer will apply advanced tools for multimedia analytics (semantic uplift, image forensics, cascade analysis) to record any modifications to content assets and to identify similar pieces of content. A personalised Digital Companion will cater to the information needs of end-users. To help consumers navigate content and develop digital literacy competencies, an iconographic Verification Indicator will contextualise individual pieces of content with relevant information including when the content was registered, by whom, and any subsequent transactions. PROVENANCE will be co-created with diverse representatives of civil society across four distinct use-cases in the social media domain (citizen information seekers, citizen prosumers, factual content creators, and creative content creators).

Visual Overview

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Contact persons

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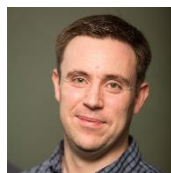
Prof Owen Conlan is an Associate Professor in the School of Computer Science and Statistics at Trinity College Dublin and leader of personalisation research at the ADAPT Centre.

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SocialTruth

Open Distributed Digital Content Verification
for Hyper-connected Sociality

SocialTruth creates an open, democratic, pluralistic and distributed ecosystem that allows easy access to various verification services (both internal and third-party), ensuring scalability, and establishing trust in a completely decentralized environment.
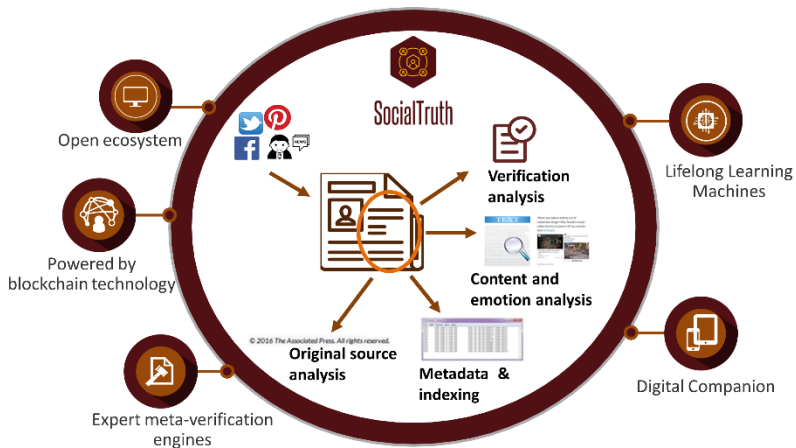
Use cases:
- ➤ Fact-checking in the production process.
- ➤ Digital companion for content verification.
- ➤ Search engine ranking & advertising prevention for fraudulent sites.
- ➤ External sources reliability check in the educational domain.

Consortium Partners

THALES   adnkronos   EXPERT SYSTEM

InfoCons
protectia-consumatorilor.ro   London South Bank University   Qwant   Tecoms

Zanasi & Partners
Security Research and Advisory   DeA SCUOLA

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More information:
http://www.socialtruth.eu/

follow @SocialTruth_

like + follow @SocialTruth

connect @SocialTruth

SOMA: Social Observatory for Disinformation and Social Media Analysis

SOMA is a 30 month Coordination and Support action aiming to provide support to a European community that will jointly fight disinformation! SOMA will support experts in their work against disinformation providing them useful infrastructure and connection with a wide community of experts to collaborate in specific tasks.

What are the expected results?		
The Observatory A network of experts monitoring online disinformation	**Media Literacy** Dedicated training programs	**Excellence** 2 national centres for research around disinformation
Impact assessment A methodology to assess the impact of verification tools and media literacy strategies	**Measurement** Establishment of the Source Transparency Index (STI)	**Benchmarking** Roadmap for best practices in content verification

Consortium Partners

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ATC

Nikos Sarris is the Head of the ATC Innovation Lab, working on new technologies with a focus on the media sector. For the last 20 years he has been working in R&D projects as a researcher, project manager and coordinator of large multinational consortia. Lately he has mainly been involved in projects focusing on the semantic 'understanding' of news content and the assessment of its trustworthiness. He is currently managing two related products on behalf of ATC: TruthNest and TrulyMedia.

Website/Social Media
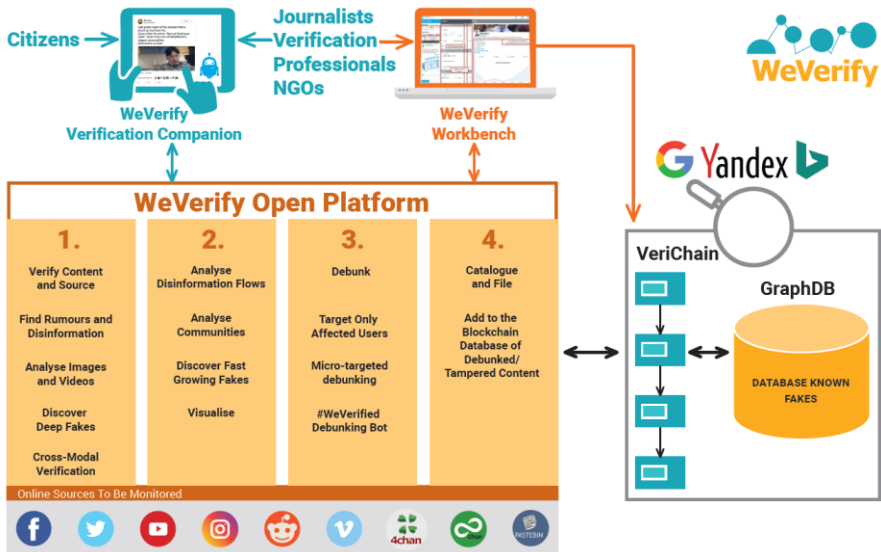
www.disinfobservatory.org

Follow us on **@SOMAObservatory**

WIDER AND ENHANCED VERIFICATION FOR YOU

Online disinformation and fake media content have emerged as a serious threat to democracy, economy and society. Content verification is currently far from trivial, even for experienced journalists, human rights activists or media literacy scholars. Moreover, recent advances in artificial intelligence (deep learning) have enabled the creation of intelligent bots and highly realistic synthetic multimedia content.

WeVerify aims to address the complex content verification challenges through a participatory verification approach, open source algorithms, low-overhead human-in-the-loop machine learning and intuitive visualizations. Social media and web content will be analysed and contextualised within the broader online ecosystem, in order to expose fabricated content, through cross-modal content verification, social network analysis, micro-targeted debunking and a blockchain-based public database of known fakes. A key outcome will be the WeVerify platform for collaborative, decentralised content verification, tracking, and debunking.

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Enabling end-to-end HDR ecosystem

HDR4EU aims to **position EU companies** in the creative sector **as world leaders** in the HDR format by producing, piloting and demonstrating a set of professional tools, techniques and guidelines **allowing for an HDR ecosystem to emerge**

Main Goals

- Produce guidelines on how to shoot and post-produce HDR footage maximizing the expressive capabilities of the HDR medium

- Pilot and demonstrate high quality real-time tools for conversion among HDR and SDR formats

- Produce and demonstrate colour management and grading tools that simplify the mastering process

- Demonstrate and validate a new product: an HDR projection system for movie theatres.

Methodology
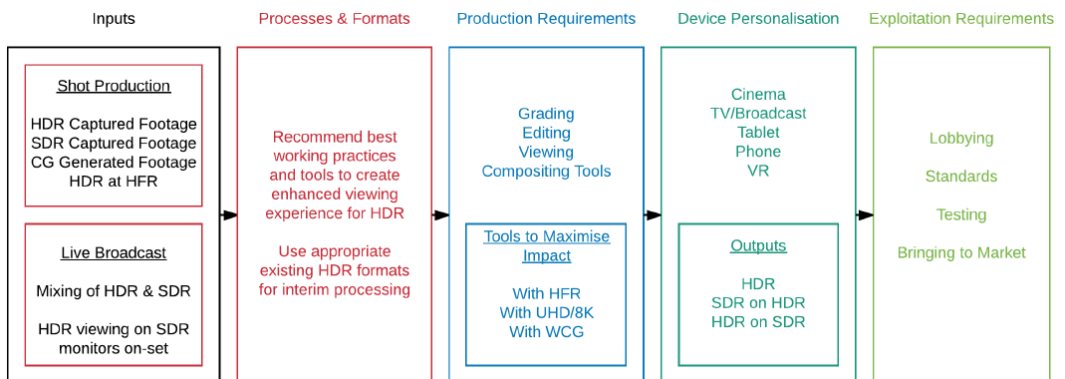
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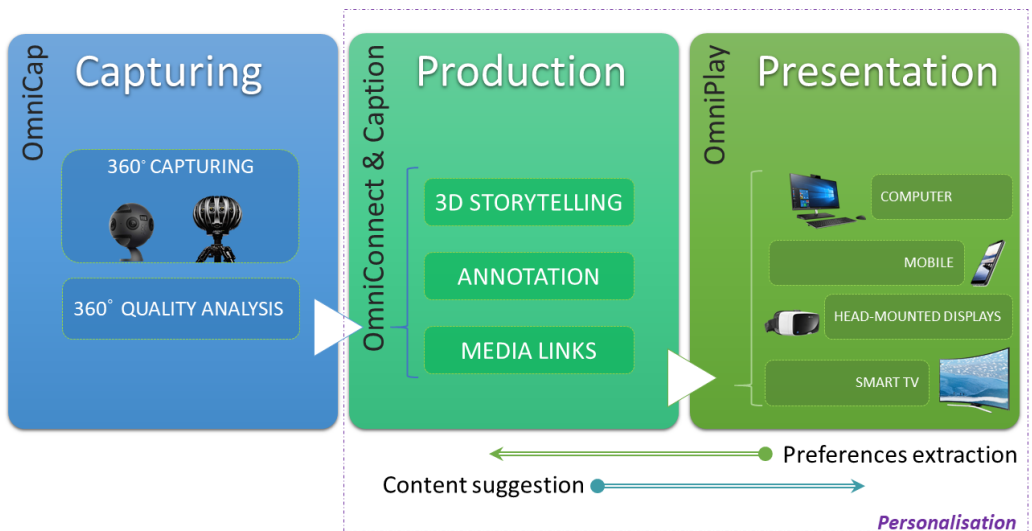
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Hyper360 aims to create a toolset for the creation of interactive 360° video, including a series of advanced personalisation features, such as personalised navigation and storytelling cues within the 360° video as well as targeted placements of 3D items and personas.

The toolset will support the production of high quality 360° video, including the efficient capturing and embedding of 3D moderators or mentors leveraging the power of AI to seamlessly embed 4D human performances captured by multi-view camera systems in 360° media.

The toolset will empower the annotation of interactive videos and the distribution on various platforms including web, mobile, head-mounted displays and SmartTV.

Consortium Partners

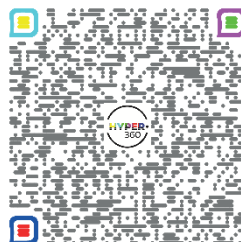## Contact person

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Immersify project is developing the cutting edge tools for the next generation of immersive media. Particular objectives are:

- To improve the quality of immersive media using advanced compression technology.
- To enable immersive media for multiple display environments and multiple devices.
- To support new ways in interactive experiences by providing the required tools for personalized and interactive non-linear storytelling.
- To promote immersive media content and tools in the creative & media industries in Europe by performing real-life demonstrations, creation of new immersive content, sharing experiences on production and make next generation immersive solutions available in the market

Current results of the Immersify project are set of tools for production, encoding and decoding of 8K, 360 and 3D immersive content. The high-resolution content for technical testing and dissemination. Partners of the Immersify project took part in a number trade shows, exhibitions and festivals, including NAB, IBC, Ars Electronica Festival and Festival de Cannes. Next steps are focused on immersive audio solutions, streaming, real-time encoding and interactive content.

Consortium Partners

Contact persons

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Facebook: https://www.facebook.com/immersify.eu/
Twitter: @immersify_eu

MediaRoad: European Media Ecosystem for Innovation promises to help Europe's media sector update the way it approaches innovation by strengthening collaboration between broadcasters and start-ups and by developing a network spanning across the creative sector to shape future research and innovation priorities. Together, project members aim to reap the benefits of media convergence and support the development of creative and innovative media concepts, which bridge the gaps between research and development, content production, technological innovation and related policy-making in the media field.

Project activities revolve around these three hubs:

The **Sandbox Hub** enables media organisations to create a series of interlinked media innovation accelerators (Sandboxes), where start-ups and SMEs can test and scale innovative concepts in operational environments. Connecting these accelerators across Europe creates the necessary scale, multiplying match-making opportunities and accelerating the market deployment of ground-breaking ideas. Up to this date, 11 organisations have officially become Sandbox Hub Members. Also, the Sandbox Hub has facilitated eight pitching events for start-ups at the international level and provided matchmaking between media companies and media tech entrepreneurs.

The **Policy Hub** helps to define a long-term policy vision for the whole radio and AV sector on topics such as the EU research agenda post-2020, data, 5G, security, immersive media, investment, training and regulatory issues. In the first year of the project, the Policy Hub has published four policy-oriented newsletters and the first MediaRoad Vision Document: "The Future of Media Innovation – European Research Agenda beyond 2020", with an aim to help Europe's media sector revamp the way it approaches innovation by shaping future research and policy priorities. In 2019, MediaRoad will be developing its second volume of Vision Document focusing on the future media technologies and will produce a roadmap to their successful uptake, accompanied with the policy recommendations resulting from the stakeholders' consultations.

The **Network Hub** creates a series of events to bring together broadcasters, production companies, R&D institutes and key creative sector players, new media, technology-developing SMEs, journalists and academics to inspire collaborations and share knowledge. The thematic events address key issues for the media sector such as media convergences, social media, policy and research, and challenges in the digital era. In the first year, MediaRoad has organised six successful thematic conferences, gathering in total several hundreds of participants.

<u>Forthcoming 2019 events:</u>

- February – October 2019 series of podcasts - The transformation of the media technology environment: skills that technology professionals need for their media organisations to stay relevant and competitive in the global media market
- 30 March – 2 April 2019, Lausanne - MediaRoad@RadioDays Europe
- 8 – 9 May 2019, Munich - 5G for media production and distribution
- 12 – 16 September 2019, Amsterdam - MediaRoad@IBC
- 8 October 2019, Brussels - Final conference

www.mediaroad.eu / info@mediaroad.eu / Twitter: @mediaroad_eu
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CONSORTIUM PARTNERS

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An end-to-end system for the production and delivery of photorealistic social immersive virtual reality experiences

VR-Together proposes Virtual Reality (VR) experiences that allow a natural social interaction between users represented with photorealistic media formats. It also explores the hybridization of content formats (2D, 3D, point clouds and TVMs) to achieve the highest quality of experience possible while keeping production costs under reasonable limits.

The main characteristics of the VR-Together platform are:

- ✓ Multimedia delivery chain
- ✓ Workflow development
- ✓ 3D rendering engines
- ✓ 3D characters reconstruction with Time Varying Meshes or Point Clouds

- ✓ Live motion capture
- ✓ Encoding and encapsulation of content stream
- ✓ Data orchestration within the information flow

Platform Architecture
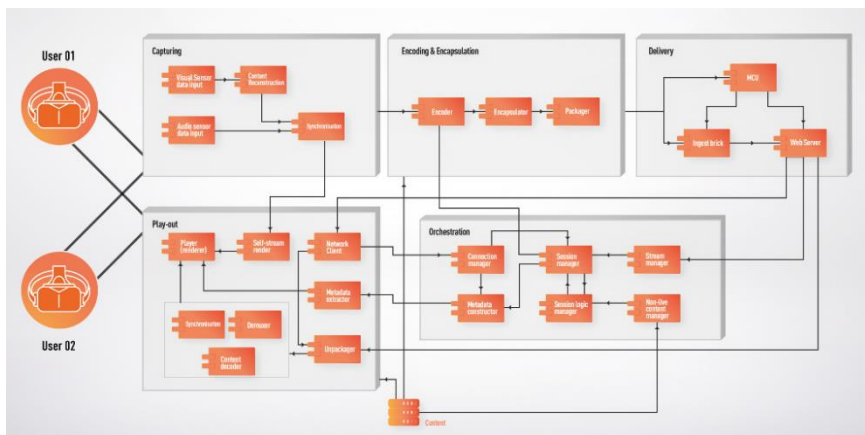
Consortium Partners

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i2CAT

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## Website/Social Media

@VRTogether_EU

http://vrtogether.eu/

Blockchains in the new era of participatory media experience

Bloomen is designed for the media industry. The main goal is to extend the use of the **blockchain technology** to different types of online user transactions, and to provide an innovative way for content creation, sharing, personalized consumption, monetization and copyrighting.

In particular, Blockchains within the Bloomen project are used as distributed databases for **media copyright information**, fast **micropayments** for media content, and transparency in **copyright management** and **monetization**.

The Bloomen overall architecture is structured into three core layers - "**Application Layer**", "**Middleware Layer**", and "**Blockchain Layer**", including a Bloomen API that will facilitate the implementation of "third party" applications.
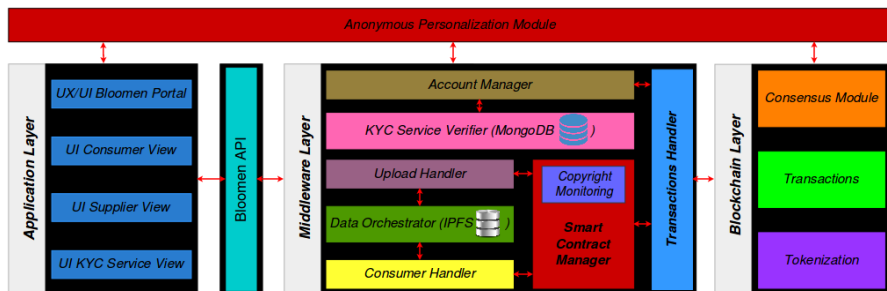
Use cases

Bloomen is being validated in **three pilot use cases**.

A global **music information database** for rights management and claims that engages all relevant interested parties

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An **acquisition and management tool for news picture content** that aims to improve visual journalism and collaboration with external picture contributors

NEWS MEDIA CONTENT

How can we better handle creative content – ensure that every photo used has data to identify ownership rights and compensation?

WEBTV

Can we utilize blockchain technology to protect copyrights and enhance access?

An audiovisual **content acquisition, copyright management and sales solution** for TV streaming services

Consortium Partners

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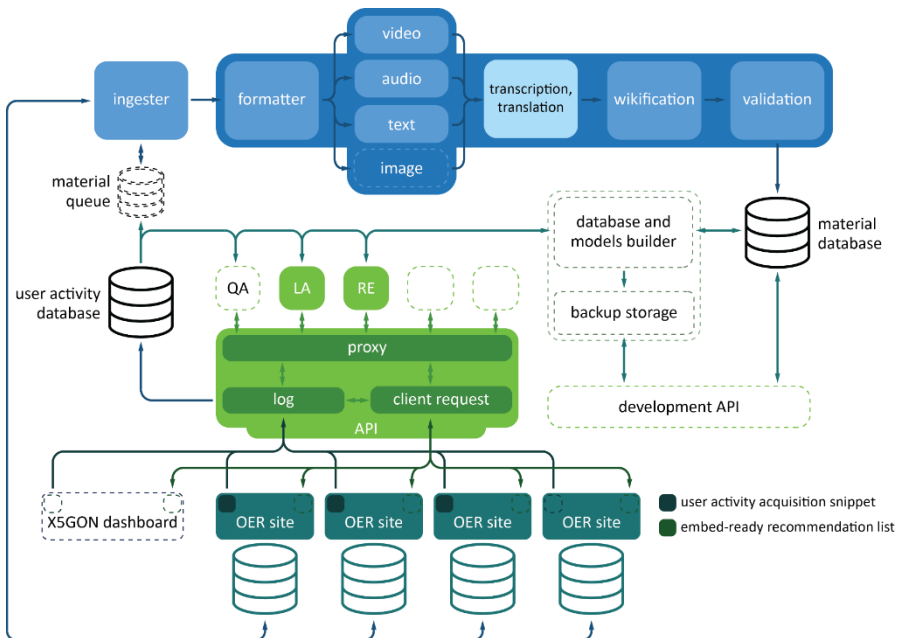*E-mail: info@bloomen.io*

Website and Social Media

http://bloomen.io/

Cross Modal, Cross Cultural, Cross Lingual, Cross Domain &Cross Site Global OER Network Artificial Intelligence & Open Educational Resources

Summary and main goals

X5GON aims to create a platform for conversion of scattered OERs available in various modalities across Europe and the globe:

Our plan is to develop an extensive architecture, where state-of-the-art machine learning and recommender algorithms are deployed to crawl, classify and understand these resources so that we can then determine how best to help people learn in a way most suited to them.

The X5GON project therefore aims at harvesting OER data and creating the first AI powered platform for OERs that will allow teachers and students, businesses and educational institutions to access OER from everywhere at any time in various formats such as video, text or pictures, different topics and languages.

Consortium Partners

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Europe's media market is a trove of cultural diversity offering millions of news items every day. How do you match those items to the millions of people out there?

The Content Personalisation Network project (CPN) is working on building a new, trustworthy approach to personalise digital content, delivering the right information, at the right time, in the right context.

CPN tested the first prototype in Germany, Belgium and Cyprus in October 2018. More features will be added during the project, and the system will be refined through evaluation with end users and media partners.
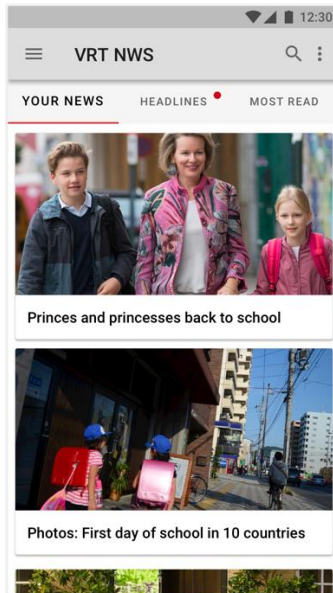
Wireframe first pilot round (October 2018)

Consortium Partners

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Visit our website!

SOCIAL MEDIA AND CONVERGENCE

COMPACT is to increasing awareness of the latest technological discoveries among key stakeholders in the context of social media and convergence.

The project delivers the following key outputs:

Research agendas and roadmaps

The mission is the analysis and development of research agendas and roadmaps within Convergence and Social Media space with the aim to raise awareness about findings and research trends, thus helping to integrate and promote research and its findings within EU and beyond.

Pre-standardisation initiatives

The aim is to provide information, analysis of of pre-standardisation initiatives and stakeholders´ coordination within social media and convergence domain

Policies and Regulatory Frameworks

The aim is to identify, analyse, make accessible the national and regional policies and regulatory frameworks and judicial approaches on social media and content convergence and evaluate their alignment with the European ones.

Stakeholder Seminars

The aim is to increase awareness of the latest technological developments among policy stakeholders, making researchers aware of the current and future policy and regulatory framework and monitoring the state of the art of the European Media and Content sector in a digital single market.

Consortium Partners

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http://compact-media.eu
TWITTER: @projectcompact

EASY TV

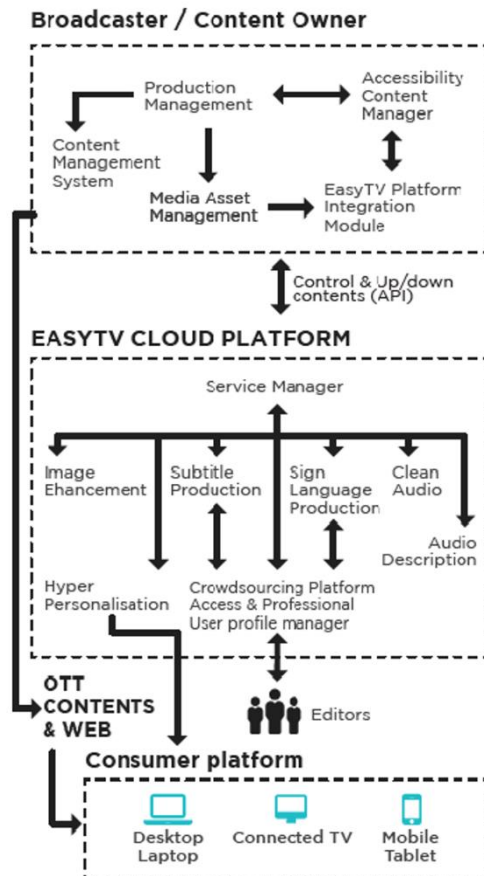Easing the access of Europeans with disabilities to converging media and content.

EasyTV aims at defeating marginalization of people from the information society, by improving access to mainstream multimedia products and services for people with visual or hearing impairment.
In order to achieve this goal, the EasyTV project has developed a system to offer novel media delivery mechanisms and accessibility features with enhanced visual and sound experiences.

The heart of EasyTV is an improved personalisation of content and interaction towards a hyper-personalised experience to all on a cost-efficient, flexible, and easy to use solution.
The overall implementation strategy of EasyTV covers three multidisciplinary and interdependent areas:

· The design and specifications of system architecture and operation conditions
· The development of new scientific knowledge and technical solutions
· The validation of results at reduced or real scale

Broadcaster / Content Owner

- Production Management
- Accessibility Content Manager
- Content Management System
- Media Asset Management
- EasyTV Platform Integration Module

Control & Up/down contents (API)

EASYTV CLOUD PLATFORM

Service Manager

- Image Ehancement
- Subtitle Production
- Sign Language Production
- Clean Audio
- Audio Description
- Hyper Personalisation
- Crowdsourcing Platform Access & Professional User profile manager

OTT CONTENTS & WEB

Editors

Consumer platform

- Desktop Laptop
- Connected TV
- Mobile Tablet

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Consortium Partners

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CONTENT4ALL

**Personalised Content Creation for the
Deaf Community in a Connected Digital Single Market**

CONTENT4ALL aims to make more content accessible to the Deaf community by developing the necessary technologies and algorithms to capture a sign interpreter in a broadcaster remote studio, process it and render it making use of a state-of-the-art photorealistic 3D virtual human, who will look like a real sign language interpreter.
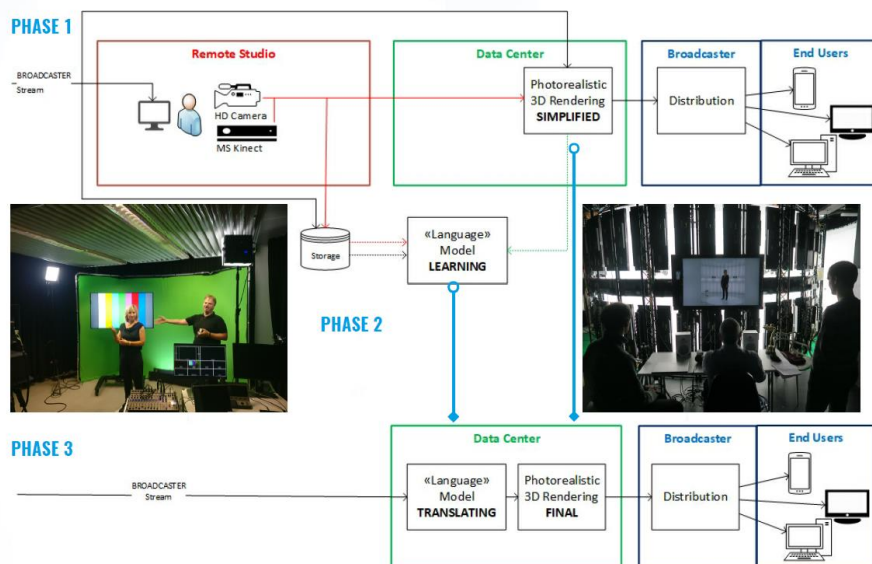

Phase 1 (2017-2018) HW/SW to capture a human signer in real-time: remote studio; photo-realistically reproduce posture, gesture and facial expressions of the human sign interpreter via a 3D virtual human; generate and distribute separate stream for Deaf people (server-side mix).

Phase 2 (2018-2019) Database of data captured during remote studio operation used for training machine learning models for automatic translation into sign language and improving the 3D virtual human.

Phase 3 (2019-2020) generate and distribute a separate stream with signing 3D virtual human, mixed server or client side with the original content; PoC to automatic translate a limited domain into sign language.

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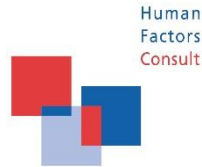
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Immersive Accessibility

ImAc provides an end-to-end system to create, distribute and display accessible content as part of omnidirectional video and virtual reality. ImAc will provide new tools for the content industry to create immersive and adaptive sign language, enhanced audio and subtitling services.

Consortium Partners

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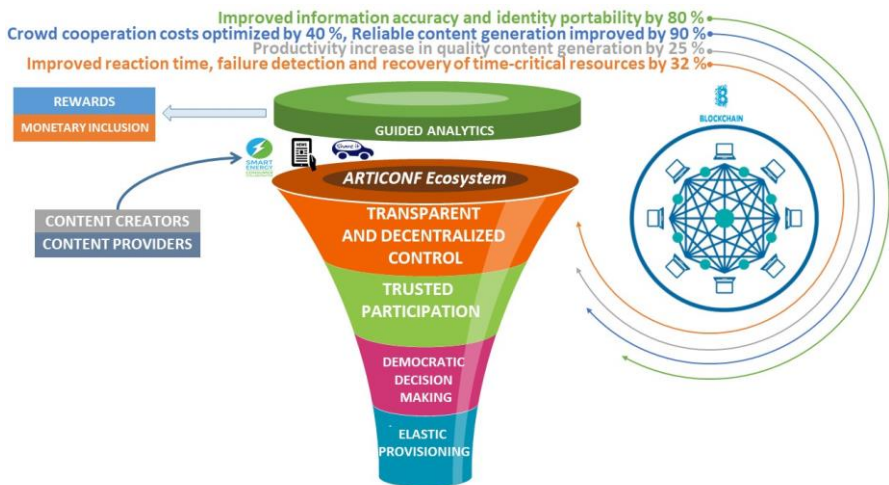sergi.fernandez@i2cat.net
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smART socIal media eCOsystem in a blockchaiN Federated environment

ARTICONF researches a next generation social media ecosystem with a novel set of trustworthy, resilient, and globally sustainable decentralized services.

Objectives

Transparent and decentralised infrastructure creation and control through federated blockchain consortium.

Improved and trusted participation through a novel Pareto-trust metric by quantifying relativization of truth in trust-less systems.

Democratic decision making with incentivization through smart reasoning and decentralized reputation mechanism.

Elastic resource provisioning through co-located and orchestrated network fabric seamlessly integrated in a Cloud-edge infrastructure.

Cognitive analytics for improved collaborative economy with intelligent insights and risk quantification in a data-driven ecosystem.

Use case	Scenario
Crowd journalism with news verification	Transparent monetization through collaborative content creation and propagation
Co-creation of financial value with video	
Car sharing	Collaborative and participatory consumption in a sharing economy
Smart energy	Migration to a human-agent based utility platform in a consumer-to-consumer data-driven ecosystem

Consortium Partners

UNIVERSITÄT KLAGENFURT   UNIVERSITY OF AMSTERDAM   THE UNIVERSITY *of* EDINBURGH   ST. PAUL THE APOSTLE UNIVERSITY

mog   agilia   vialog   bitYoga
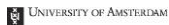
Contact Person
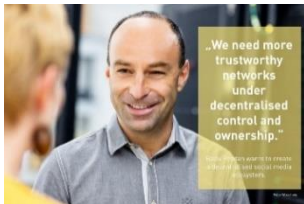
Coordinator: Univ.-Prof. Dr. Radu Prodan

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Follow @articonf

Empowering Meaningful Relationships

HELIOS: A Context-aware Distributed Social Networking Framework.

HELIOS will **develop, implement and validate a decentralized social media platform** that will reflect the dynamic nature of human communications in three dimensions: contextual, spatial and temporal. This platform is an extension for mobile operating systems (first Android), providing easy-to-apply peer-to-peer social media functionality for social media developers.
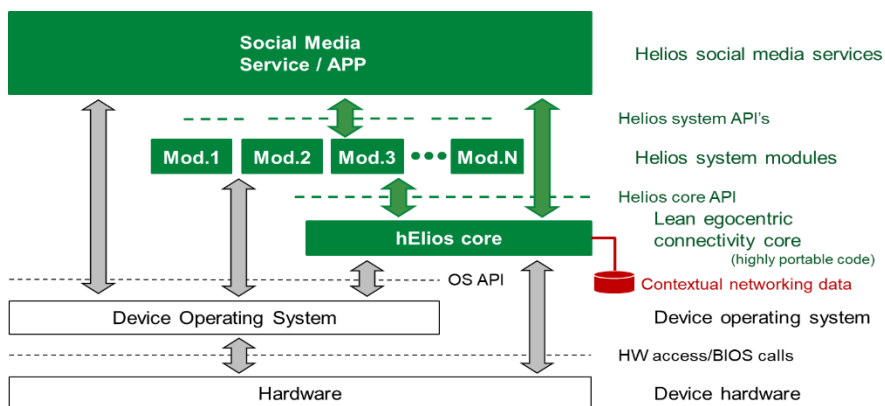
For human networking, HELIOS will introduce **novel concepts for social graph creation and management, which are grounded in trust and transparency**. These **concepts will be validated** in project piloting **together with novel social media features**, such as innovative feedback technology and shared spaces.

Furthermore, HELIOS will be modular, extensible and built upon open source, ensuring that social media designers can easily create novel **social media apps on top of HELIOS** in the future, beyond the end of the project.

Consortium Partners

VTT

Atos

ESCOLA *MASSANA*. CENTRE D'ART I DISSENY.

GRASSROOTS ARTS

LINKS — LEADING INNOVATION & KNOWLEDGE FOR SOCIETY

CERTH — CENTRE FOR RESEARCH & TECHNOLOGY HELLAS

UNIVERSITÀ DI PISA

UNIVERSITY OF HELSINKI

ADAPT — Engaging Content Engaging People

Nagoon

SWISS TXT

Worldline

UNIVERSITAT POLITÈCNICA DE VALÈNCIA

UAB Universitat Autònoma de Barcelona

UNIVERSITY OF PASSAU

Contact person

Coordinator

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MindSpaces – Art-driven adaptive outdoors and indoors design

MindSpaces is a STARTS lighthouse project that aims to create the tools and develop the solutions for adaptive and inclusive spaces that dynamically adapt to emotional, aesthetical and societal responses of end users, creating functionally and emotionally appealing architectural design.
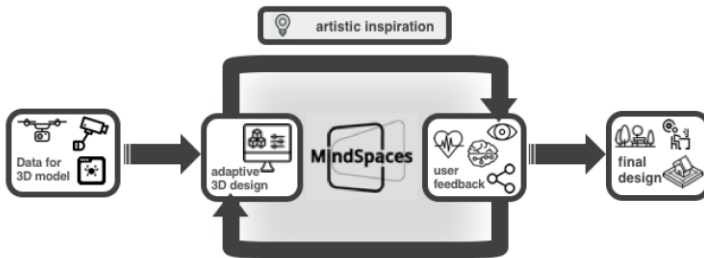
Original 3D models of spaces to be developed by architects and artists will be used as a basis to propose innovative, art-inspired outdoors environments for a city, indoors workspace and house re-design. The design ideas will be integrated artistically in VR (Virtual Reality) environments, which will be modified in real time in response to EEG (Electroencephalography), physiological and environmental measurements of end users. This will lead to dynamic designs that immediately adapt to users' emotional and functional needs. The platform will be showcased in three main use cases:

- improved, attractive city spaces
- inspiring and productive work environments
- functional home interiors

Consortium Partners

Contact person

Coordinator

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Twitter: @MindSpacesEU   LinkedIn: MindSpaces EU

S+T+ARTS
LIGHTHOUSE
REFREAM

Re-Thinking of Fashion in Research and Artist collaborating development for Urban Manufacturing

Re-FREAM will support **art-driven innovation** by inclusion of artists in research consortia with the aim of creating novel products, processes and services that respond better to human needs in urban manufacturing :
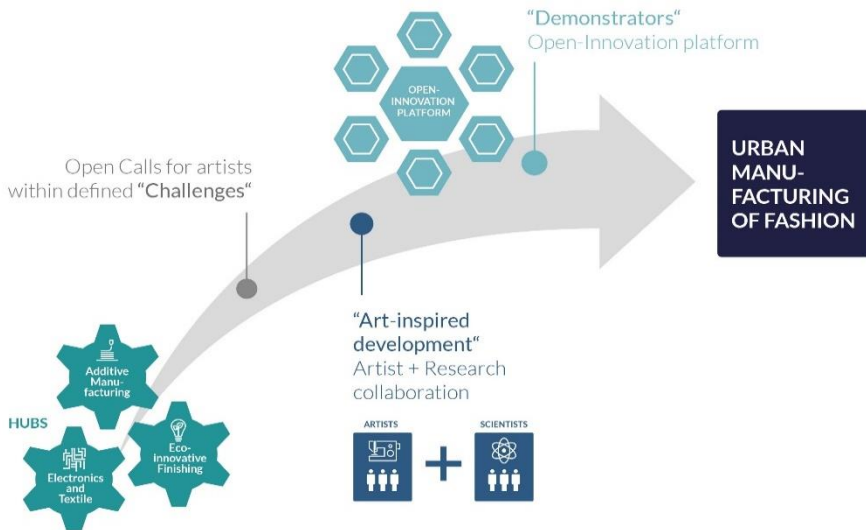
→ The main aim is to establish **urban manufacturing in small lot-sizes of creative fashion**. Re-FREAM enables artists to benefit from the next-gen technologies.

→ **Three technologies** (additive manufacturing, electronics on textiles and eco-innovative finishing of fashion) will be explored together.

→ In **Co-Research**, the three research areas are explored for the future fashion value chain.

→ An **Open-Innovation Platform** will be built up during the project.

Consortium Partners

CREATIVE REGION LINZ & UPPER AUSTRIA

WEAR IT

IED

F∆T FASHION & TECHNOLOGY

PROFACTOR®

stratasys **CARE**APPLICATIONS

Fraunhofer IZM

ar(a

aitex® textile research institute

HARATECH PLASTICS ENGINEERING & SOLUTIONS

Empa Materials Science and Technology

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S+T+ARTS PRIZE

Summary and the main achievements and/or goals of the project

Grand prize of the European Commission honoring innovation in technology, industry and society stimulated by the arts
STARTS is an initiative of the European Commission to foster alliances of technology and artistic practice. As part of this initiative, the STARTS Prize awards the most pioneering collaborations and results in the **field of creativity and innovation at the crossings of science and technology with the arts**. The STARTS Prize of the European Commission is launched by Ars Electronica, BOZAR and Waag.
Two prizes, each with €20,000 prize money, are offered every year to honor innovative projects at the intersection of science, technology and the arts:

- **Grand Prize – Artistic Exploration** Awarded for artistic exploration and art works where appropriation by the arts has a strong potential to influence or alter the use, deployment or perception of technology.
- **Grand Prize – Innovative Collaboration** Awarded for innovative collaboration between industry or technology and the arts that opens new pathways for innovation.

In addition, 10 Honorary Mentions and 18 Nominations are selected every year.
The winners receive the STARTS Trophy, €20.000 of prize money and are prominently showcased at the Ars Electronica Festival in Linz, Austria, at BOZAR in Brussels, Waag in Amsterdam and at exhibitions and shows that Ars Electronica, BOZAR and Waag stage worldwide.

Consortium Partners

Contact persons

Florina Costamoling *studied Time-based and Interactive Media at the Linz Art University, has a background in Informatics and worked independently in the film production sector. Since 2015, she has been producer at Ars Electronica in the FESTIVAL PRIX EXHIBITIONS area and is project manager and researcher for the STARTS Prize since 2017.*

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Veronika Liebl *studied economic and business science at Johannes Kepler University in Linz with study visits at the Harvard University (US) and Université de Fribourg (CH). Since 2013 she is enrolled in the Master of Business Administration program for Innovation Management at LIMAK Linz – Austrian Business School. She is Director of Organization and Finance at the department Festival/Prix/Exhibitions of Ars Electronica and is in charge of cultural management for the department. veronika.liebl@ars.electronica.art*

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https://starts-prize.aec.at/
https://www.starts.eu/

STARTS EU

https://www.facebook.com/STARTSEU1/
https://twitter.com/startseu/
https://www.instagram.com/startseu/

VERTIGO

The European Commission DG CONNECT launched the **STARTS Initiative** to promote inclusion of artists in innovation projects funded in H2020. This initiative merges Science, Technology, and the ARTS. It aims to remove the boundaries between art and engineering to stimulate creativity and innovation.

VERTIGO is a Coordination and Support Action of the STARTS initiative and it manages the **STARTS Residencies program** which forms one of the STARTS Pillars. This programme is supporting and funding 45 artistic residencies that bring original artistic contributions to technology-based research projects between 2017 and 2020. During each STARTS Residency, a tech project collaborates with an artist**,** leading to the creation of an original artwork, and to the development of the innovative aspects of the tech research. A grant (up to 30,000€) is awarded to the artist of each STARTS Residency as a contribution to their involvement in the residencies programme. Additional support to the residency can also be brought by a producer.

Every year a public event takes place at the Centre Pompidou - Paris to exhibit the results of these collaborations.

The STARTS Residencies team also developed a platform, starts.eu, uniting all concerned actors and offering support to their related actions (matchmaking, communication, organization of third parties' artistic residencies programs, etc.

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Consortium Partners

Contact persons

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Facebook: STARTS Residencies
Instagram & LinkedIn: @STARTSEU

FuturePulse

Multimodal Predictive Analytics and Recommendation Systems for the Music Industry

Future Pulse aims to help music companies leverage a variety of music data and content, through sophisticated analytics and predictive modelling services, to make music distribution more effective and profitable.

PLATFORM

Music Broadcast	Music data ingestion & real-time indexing
Music Platforms	Multi-modal music popularity prediction engine
Social Media	Music community analysis & recommendation engine

APPLICATIONS

Records Labels
Live Music
Music Platforms

☑ **Objective 1**: Deliver a single tool for collecting and accessing music data from a diverse set of sources.

☑ **Objective 2**: Deliver a set of data-driven services for estimating the current and future popularity of songs, artists and genres.

☑ **Objective 3**: Deliver a set of services for enhanced audience analysis and management.

☑ **Objective 4**: Integrate music data collection, mining, and visualization in a scalable Software-as-a-Service (SaaS) platform.

☑ **Objective 5**: Perform large-scale pilots on three clearly defined music segments.

☑ **Objective 6**: Develop and execute a comprehensive dissemination and exploitation plan and pave a clear path to market.

8 Partners

3 Pilot partners   2 Research Centers   3 Technology & Data providers

FuturePulse Consortium

Contact person

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@FuturePulse2020

FuturePulse2020

HRADIO))

HRADIO aims to leverage the full potential of hybrid technology for radio – enabling the integration of cost-effective and user engaging live broadcasting with experience-enriching online features on not only mobile applications, but also on portals, connected radios and in the car. This will allow broadcasters to deliver time- and location independent linear radio services seamlessly linked with personalized on-demand content, where, whenever and on whichever device the listener demands it.

In its first year, the project started from the broad concept of "Hybrid Radio". It defined 47 scenarios in 10 categories, which were analysed, checked for user and industry relevance and ranked. This resulted in seven initial features, expanded in a second phase to sixteen, which were first tested separately and will be brought together in an integrated prototype in 2019.
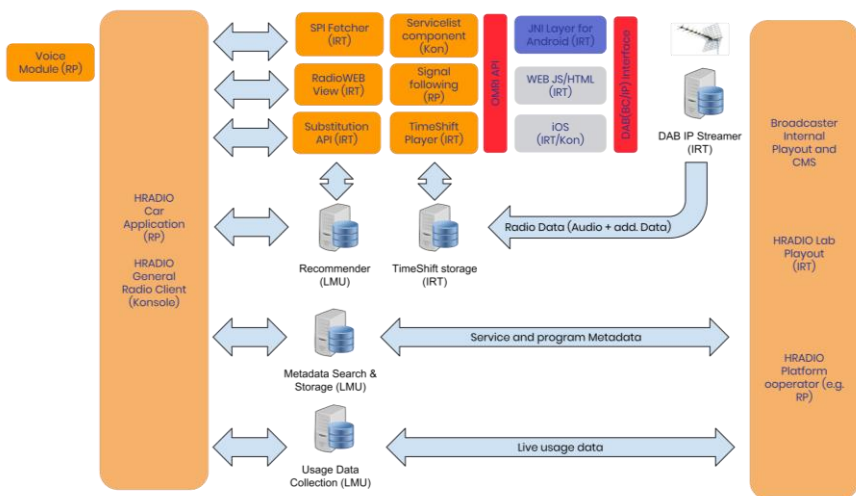
Consortium Partners

Contact persons

Project Coordinator - Simon DELAERE obtained Master degrees in Communication Sciences (VUB) and Communications Policy (Westminster). He joined SMIT, an IMEC research centre at the Vrije Universiteit Brussel, in 2004. There, he became project leader 2010 and is responsible for Policy and Market research since 2016. At SMIT he has been involved in many projects under ICON, IWT SBO, FP6, FP7, H2020 and FI-PPP schemes. Between 2013 and 2016, he was coordinator of SPECIFI, an EU CIP project resulting in the setup of a European Creative Ring of Smart Cities and Regions. - Email: simon.delaere@imec.be

Technical Manager - Alexander Erk studied Computer Science at the University of Applied Sciences in Würzburg. He completed his diploma thesis at IRT in the area of virtual studio technology. Since 1998 he has been active at IRT for projects such as CustomTV (ACTS), HRADIO, IRT's MHP implementation, MHP application development for the German public broadcasters and general DVB engineering. Since 2008, he is leading the Department of Information Services - Email: erk@irt.de

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https://twitter.com/hradioproject
https://www.youtube.com/watch?v=eJ8xCWmWT4o

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Multimedia and Augmented Radio Creation:
Online, iNteractive, Individual

MARCONI takes on the expectations and challenges that radio faces today: engaging users and offering personalised experiences on various digital platforms.

The project aims to enable fully interactive and personalised radio solutions, integrating broadcast radio with digital and social media. Listeners will interact with live radio through their preferred communication channel in various ways. Radio makers are then given an integrated view on audience interactions and will be supported by interaction automation services.

MARCONI uses AI to automate processing of content and interactions. By including a radio redaction solutions provider in the consortium, the project can guarantee smooth integration in real operational workflows. Together with participating broadcasters, MARCONI will organise large-scale pilots with their respective communities. An open piloting phase with external radio organisations is also foreseen in the second half of 2019.

Consortium Partners

Contact persons

Mike Matton, Project Coordinator
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Mike is head of international collaborations at VRT, the public service media company for the Flemish region in Belgium. WithThrough this position, he is strongly engaged in the media and creative industries in Europe. He is Vice Chair for Media Industry Engagement at NEM and vice chair of the EBU strategic programme on Media Information Management. His main areas of expertise are: Media, Computer science and Artificial Intelligence.

Alexandru Stan, Communications Coordinator
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Alex is managing innovation and research at IN2, having been involved in over 20 EC-funded projects over the last 10 years. He is a Steering Board member of NEM.

Website: **https://www.projectmarconi.eu**
Twitter: **@MARCONI_EU**
Newsletter: **bit.ly/projectmarconi**

Notes

MEDIA CONVERGENCE, SOCIAL MEDIA and STARTS
Crossword of project titles
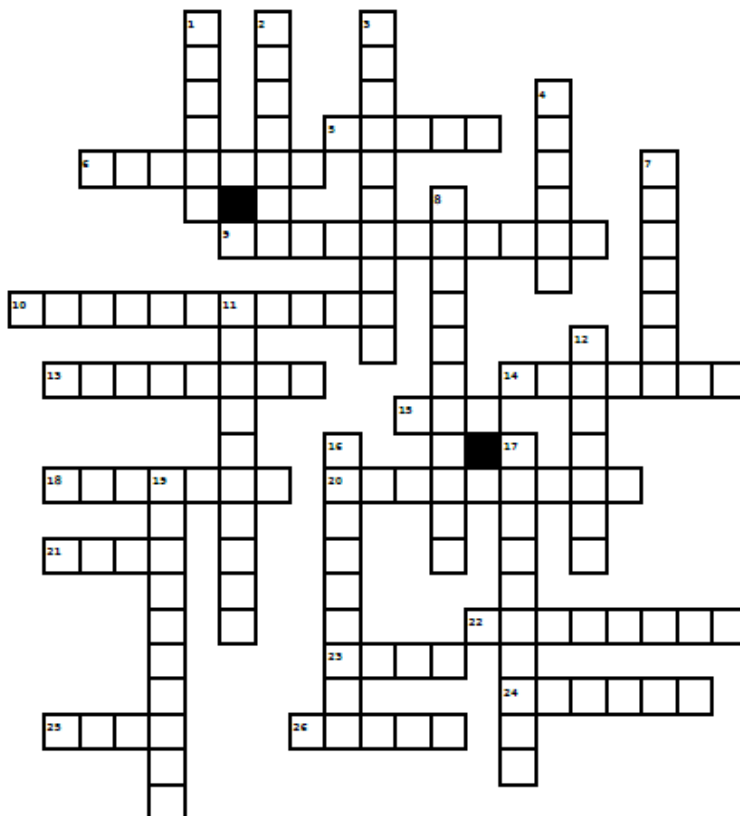
1. Context-aware distributed SM networking framework. **2.** Allows artists and engineers to work together. **3.** Relies on artists for making urban spaces liveable. **4.** Improved access to media services for persons with disabilities. **5.** Fostering HDR ecosystem. **6.** user-oriented, secure, trustful & decentralised social media. **7.** art-triggered urban manufacturing for fashion. **8.** Awards successful art-technology collaborations. **9.** Establishing trust in a completely decentralized social environment. **10.** Analytics and modelling services for music. **11.** intermediary-free solution for digital content verification. **12.** Technological discoveries for social media and convergence. **13.** smART socIal media eCOsystem in a blockchaiN Federated environment. **14.** Online transactions of creative content with blockchain. 15. Trustworthy content personalization**. 16.** Tools for the next generation of immersive media. **17.** Develop and integrate new VR media formats. **18.** New radio experiences. **19.** Content accessibility technologies for the deaf people. **20.** Cooperation and innovation in the media sector. **21.** Open educational resources. **22.** Participatory verification approach. 23. Accessibility of immersive content. **24.** Hybrid radio. **25.** Building a community to fight disinformation. **26.** Personalisation and storytelling toolset for 360 video.