



GPPQ – Gabinete de Promoção
do Programa Quadro de ID&I

Oportunidades de Financiamento H2020

José Silva Matos
(Delegado nacional ao Comité de Gestão ICT)

Universidade do Porto Media Innovation Labs

14/12/2017



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- **4 anos de Horizonte 2020**
- **Participação nacional (H2020/ICT)**
- **Oportunidades**
- **Recomendações para sucesso**

Excelência Científica

Bottom up

Conselho Europeu de
Investigação (ERC)

Tecnologias Futuras e
Emergentes (FET)

Ações Marie
Skłodowska-Curie
(MSCA)

Infraestruturas de
investigação

Liderança Industrial

Liderança em
Tecnologias
Facilitadoras e
Industriais (LEIT) –
NMP+B, ICT, KETs,
Espaço

Acesso a financiamentos
de risco

Inovação em PME

Desafios Societais

Top down

Saúde

Bioeconomia

Energia

Transportes

Ação climática

Sociedades inclusivas

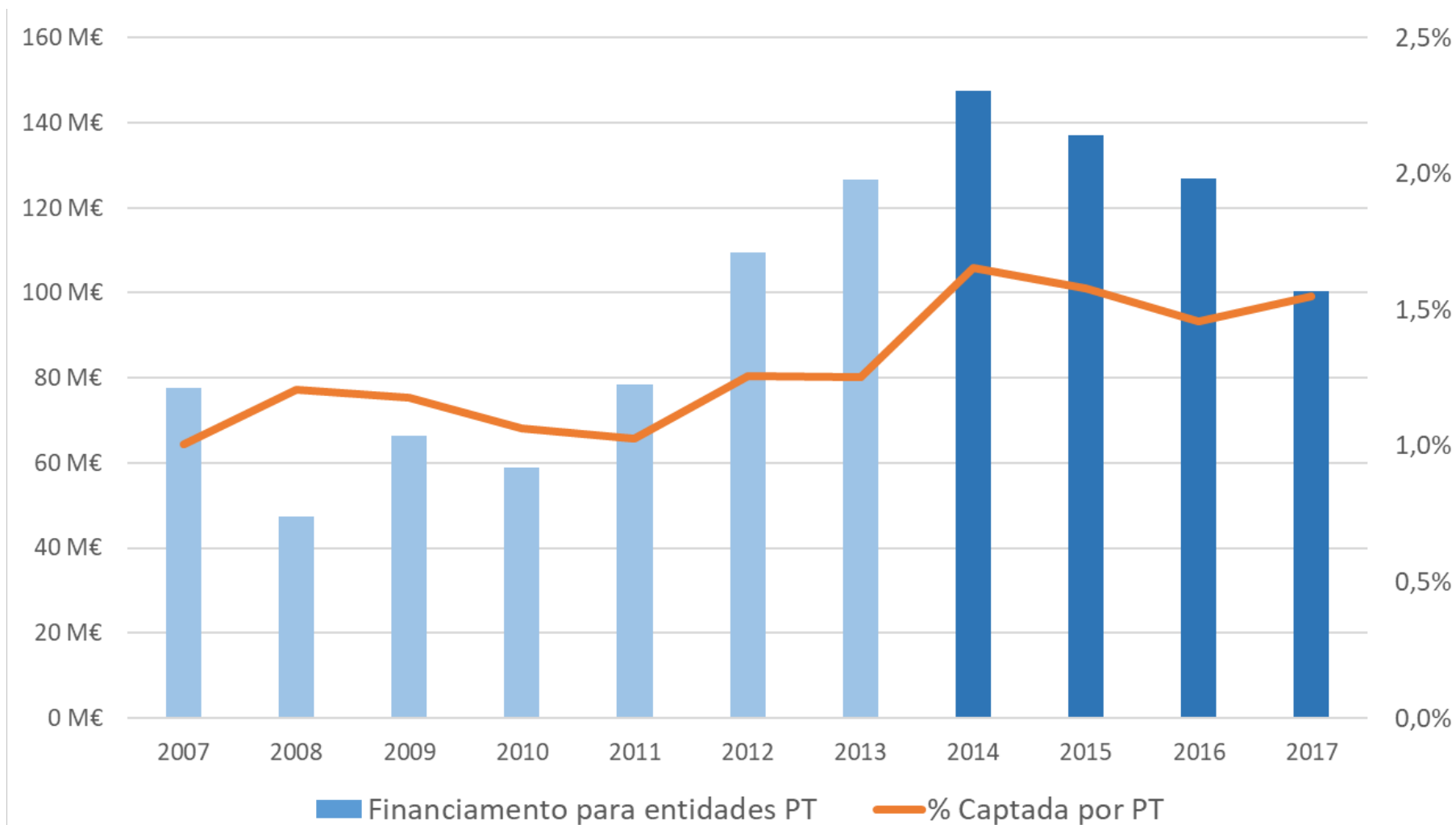
Sociedades seguras

**4 anos de
H2020**

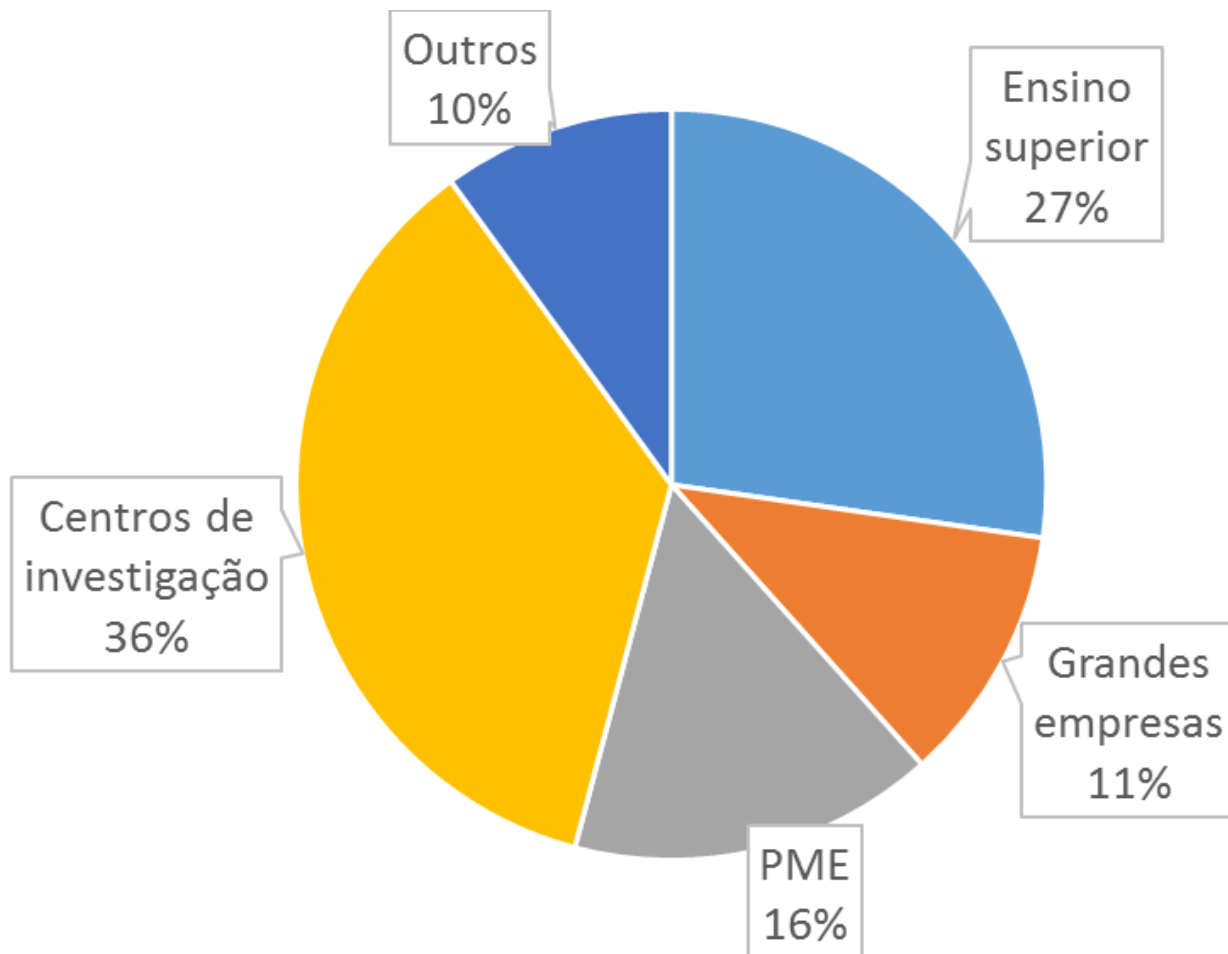
Participação nacional no H2020

- Propostas (c/ participante nacional): **8 410**
- Projetos aprovados: **1 153**
- Projetos coordenados: **325**
- Financiamento: **511M€**
- Orçamento captado: **1,56%**

Financiamento nacional no H2020



Financiamento nacional por tipo de entidade



taxa de sucesso por proposta



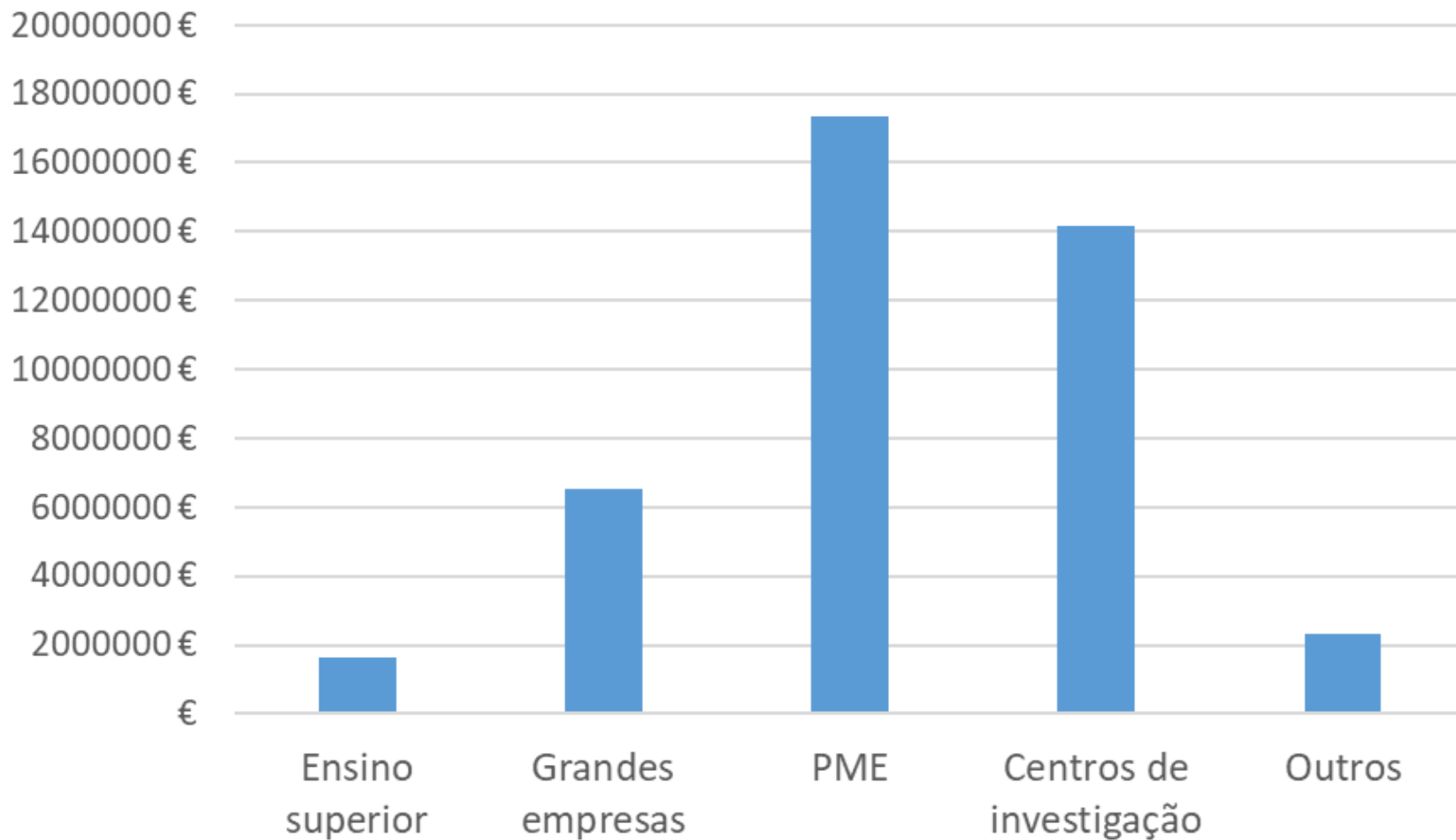
ICT

2014-2017

Participação nacional no tema ICT

- **Propostas (c/ participante nacional): 996**
- **Projetos aprovados: 104**
- **Projetos coordenados: 13**
- **Financiamento: 42M€**
- **Orçamento captado: 1,46%**

Financiamento por tipo de participante



**preparar
2018-2020**



**Easiest way to
beat 50% of the
other proposers?**



Read the Work Programme!

(and follow it)

5 concursos no WP ICT (2018/2019):

- **Information and Communication Technologies**
- Digitising and transforming European industry and services
- Cybersecurity
- EU-Korea
- EU-Japan

Concursos (2018/2019):

- Information and Communication Technologies
 - Technologies for Digitising the EU Industry
 - European Data Infrastructure
 - 5G
 - **Next Generation Internet**
 - **Cross-cutting activities**

4 tópicos particularmente relevantes:

- Information and Communication Technologies
 - Next Generation Internet
 - » ICT25 - Interactive Technologies
 - » ICT28 - Future Hyper-connected Sociality
 - » ICT29 - A multilingual Next Generation Internet
 - Cross-cutting activities
 - » ICT32 - STARTS The Arts stimulating innovation

ICT25
Interactive Technologies

ICT25: Interactive Technologies

- **CSA: Community and ecosystem building in Interactive Technologies – 3M€** APRIL 2018
- **RIA: Improve Interactive technology – 20M €**
NOV 2018



CSA
Deadline: 17 Apr 2018

ICT-25-2018-2020 Interactive Technologies (CSA)

What are we looking for?

Community and ecosystem building in Interactive Technologies

- Augmented Reality, Virtual Reality, Speech Recognition, Haptics,...
- Coordinate stakeholders
- Design, build, use and promote a platform to gather and share knowledge, algorithms and tools
- Supporting research and development teams (50k€)

ICT-25-2018-2020 Interactive Technologies (RIA)

What are we looking for?

Future interaction

focus either on:

- **multi-user interactions**
researching and developing technologies augmenting human interaction in groups within both professional and private contexts.
- **higher quality experiences**
mobile, additional senses, higher accuracy, bio or environmental sensors...



ICT-25-2018-2020 Interactive Technologies – Key actors

Who are the leading players?

- The community is sparse (reason for the call)
- Mostly small EU SMEs with high added values
- Existing supporting communities:
 - New European Media (NEM ETP)
 - Euro VR (Academics)
- Industries:
 - Automotive, Media, Health,...

What do we NOT want?

CSA:

- Travel agencies.
- Closed club.

RIA:

- Incremental product

- Follow @ICTCreativityEU twitter account.
- <https://ec.europa.eu/digital-single-market/events/cf/ict-proposers-day-2017/item-display.cfm?id=19935>

ICT28

Future Hyper-connected Sociality

Facebook has more active users than any population in the world

+ EU talents in deep tech: AI, VR, IoT, crypto centers, blockchains, decentralised and embedded systems, IoT, video gaming

+ Specialised Social media platforms for video and music (Spotify, Viadeo, Skyrock), and professional/academia (Xing, etwinning)

- no large scale European-based Social Media & Networks

	Facebook (2 Billion)
	China (1.387 Billion)
	India (1.340 Billion)
	Whatsapp (1.2 Billion)
	Youtube (+1 Billion)
	Tencent (877.1 Million)
	Instagram (+700 Million)
	Tumblr (550 Million)
	E.U (508 Million)
	LinkedIn (+500 Million)

Specific Challenge & Scope for ICT-28-2018

- [Foundation for next generation Social Media platforms towards a "Global Social Sphere", based on peer-to-peer/decentralised, community approaches and free/open source principles, and integrating new technologies
- [Positive vision as to the role of Social Media & Networks
- [Provide measures against fake news and stimulate trust

- [Enhance the role of prosumers, communities and small businesses
- [Contribute to overcome the current accumulation of power by central intermediaries

Expected impact

- ┌ Increased trust and improved governance and value for Social Media and Media
- ┌ New federated Social Media platforms and innovative media data driven services
- ┌ Societal change towards digital literacy and citizen participation

<https://ec.europa.eu/digital-single-market/events/cf/ict-proposers-day-2017/item-display.cfm?id=19950>

ICT28: Future Hyper-connected Sociality

- **IA** - Trustful and Secure Data Ecosystem for Social Media - 10M€
 - Content verification
 - Secure Data Ecosystem
- **RIA** - Support of new Social Media initiatives - 10M€
- **CSA** - Support of Social Media ecosystem community building - 1M€

APRIL 2018

ICT29

A multilingual Next Generation Internet

Cultural and Linguistic Diversity

24 official EU languages and over 60 regional or minority languages spoken by approximately **400 million** people

Language technologies are key

- to seize the opportunities and benefits of the Digital Single Market
- to cross-border provision and access to online content and services
- inclusiveness - access to knowledge and information



Language Technologies:

- Embedded in mobile communications, social media, intelligent assistants
- Enable innovative IT products and services for ecommerce, e-government, education, healthcare, media, tourism...
- Bridge barriers to cross-border online services (commercial & public)
- Achieve high quality technological solutions for all European languages
- Allow all European citizens and businesses to fully participate in and benefit from the Digital Single Market



ICT29: A multilingual Next Generation Internet

- **IA** - An European Language Grid - 7M€
- **RIA** - Domain specific/challenge-oriented Human Language Technology - 18M€

APRIL 2018

<https://ec.europa.eu/digital-single-market/events/cf/ict-proposers-day-2017/item-display.cfm?id=19949>



ICT32

STARTS – The Arts stimulating innovation

Innovation at the nexus of Science, Technology and the ARTS
How artists can stimulate innovation in H2020

Ambition of STARTS:

- Make inclusion of artistic creativity in R&I projects a standard practice.
- Encourage project coordinators to include artists in their proposals across all of H2020.

Scope:
What we want –What we do not want



We want that proposals put forward ways how artists can be successfully included in research consortia to achieve clearly defined, ambitious and socially relevant goals in selected areas

We want proposal to address two technology areas and how they can contribute to tackling urban issues (including e.g. mobility, regional innovation, inclusion....):

- Interactive human-centred environments (smart environments, media....)
- Urban manufacturing

No art for the art's sake: We do not want projects that simply use technology to create art works.

No technology for technology's sake: We do not want projects that simply use art in the end of the project cycle for esthetical, branding or 'make technology acceptable' purposes.

Art must be an integral part of the way the project tries to find solutions.

ICT32: STARTS – The Arts stimulating innovation

- **RIA - 2 Lighthouse projects - 8M€**
 - **Art-inspired interactive human-centred environments** - created by digital objects and novel media, like IoT, augmented reality or social media. The pilot will explore how these digital objects and media can lead – via artistic exploration – to novel experiences and new models for creativity for challenges in the city, in the home or for mobility.
 - **Art-inspired urban manufacturing** - driven by de-centralised digitally enabled production systems and co-creation in urban environments. The pilot will explore how digitally-enabled small-scale production/ manufacturing systems and networks combined with artistic exploration and creativity in design and process - can revive the social, ecological and economic urban space.

APRIL 2018

<https://ec.europa.eu/digital-single-market/events/cf/ict-proposers-day-2017/item-display.cfm?id=19975>





ICT
PROPOSERS' DAY
9-10 NOV. 2017
BUDAPEST

<https://ec.europa.eu/digital-single-market/events/cf/ict-proposers-day-2017/programme.cfm>

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