Developing human-centric Virtual Worlds in Europe: National and regional best practices

January 22nd 15:00 – 17:00 CET

Register here: https://forms.office.com/e/y8cSTqhqaT

Connection details:

Join the meeting now (Microsoft Teams)

Meeting ID: 358 412 130 171

Passcode: SX7xH7PZ

Concept

Virtual Worlds represent a transformative domain with vast potential to revolutionize how people interact, learn, work, and innovate. Across Europe, national initiatives have emerged to drive the development and adoption of Virtual World technologies. However, the landscape remains fragmented, and greater collaboration and community-building efforts are needed to amplify the collective impact of these initiatives.

This workshop aims to address this need by fostering dialogue, collaboration, and knowledge-sharing among key stakeholders from various national and regional initiatives. By learning from existing experiences and collectively shaping the path forward, the workshop seeks to create a strong foundation for the development of human-centric Virtual Worlds across Europe.

During the workshop, the participants will benefit from:

- A presentation of a preliminary landscape of National initiatives
- A joint definition of the steps to organically grow the landscape at European level

- Access to knowledge about running initiatives linked to Virtual Worlds across the EU member States

The participants will be asked to share, in their respective countries, how the uptake of Virtual Worlds technologies is going, what are the actions taken, and if there are national strategies dedicated to this.

Expected Outcomes

By the end of the workshop, participants will gain:

- A first insight into the current landscape of national Virtual World initiatives mapped by the OpenVerse project
- Actionable steps to enhance collaboration and grow this ecosystem at a European level
- Awareness of some successful initiatives and strategies that can be adapted or replicated
- Strengthened networks for fostering community building and innovation

Target Audience

National initiatives on Virtual Worlds are defined as:

- Initiatives in the format of associations, NGOs, technology platforms, or similar structures, that work on the topic of Virtual Worlds as a central topic, or with a dedicated working group (e.g. a working group within an ICT industry association).
- Public-Private Partnerships or running collaborative projects at national level, either publicly or privately funded contributing to Virtual Worlds.
- Skills development initiatives with national and international outreach (e.g. summer schools)
- Multi-country initiatives (e.g. European Digital Infrastructure Consortia).
- Any other initiative (e.g. private collaboration in between several companies) with different collaboration models to the ones described above but of relevance to this exercise.

Agenda

Time (CET)	
15:00 – 15:15	**Introduction** **OpenVerse's strategy, assets, value of collaboration with national initiatives**
15:15 – 15:25	**Introduction** **European Commission (TBC)**
15:25 – 16:00	**National initiatives on Virtual Worlds** **Presentations by a selection of some**
16:00 – 16:40	**Collaborative working session** **Mapping impactful programs and support actions taking place in the participants' national ecosystems**
16:40 – 16:50	**Feedback session** **How can one benefit from the community?**
16.50 – 17:00	**Closing** **Summary and next steps in 2025**