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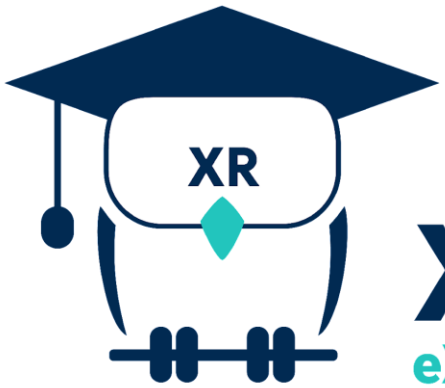

XR4ED
eXtended Reality for EDucation

D6.4
Network of Interest Report (M36)

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List of acronyms

Acronym	Description
EC	European Commission
EdTech	Education Technology
EU	European Union
GDPR	General Data Protection Regulation
KPI	Key Performance Indicator
SME	Small Medium Enterprise
TG	Target group
TRL	Technology readiness level
WP	Work Package
XR	Extended Reality
XR4ED	Extended Reality for Education
NoI	Network of Interest

1. Executive summary

The XR4ED Network of Interest (NoI) Report serves as a pillar in the transition of XR4ED from a funded research initiative to a sustainable, community-driven XR-education ecosystem. Over the project's lifetime, XR4ED has laid the foundations — through platforms, tools, materials, pilots, communications and community building — for a vibrant, pan-European network of educators, developers, institutions, SMEs, policymakers and learners committed to immersive learning and digital transformation in education.

The purpose of this D6.4 report is to document the structure, membership, activities, achievements, and forward-looking plan of the XR4ED NoI. It demonstrates how the NoI has already begun to play a meaningful role in community engagement, stakeholder collaboration, knowledge exchange, and market readiness — while also outlining the roadmap for scaling, sustaining, and leveraging the network in the post-project (commercialization) phase.

Key highlights include:

- Foundation of a diverse and active community: The NoI that brings together multiple stakeholder categories — educators, researchers, XR-developers, EdTech SMEs, training providers, institutions — creating a cross-sectoral network positioned to adopt, test, and co-create XR solutions for education, vocational training, and professional upskilling.
- Structured engagement actions: Through webinars, show-and-tell sessions, thematic working groups, community contribution programmes (assets, lesson plans, content), early-access incentives, and open calls, XR4ED has laid out a clear plan to maintain active participation, gather feedback, and foster co-creation.

- Support for commercialization and sustainability: The NoI functions as both a pipeline for early adopters and first customers and as a community-driven testbed — essential for converting pilot users, generating leads, nurturing content contributors, and facilitating marketplace growth under the subscription model.
- Bridging research, policy, and practical adoption: Thanks to members from academic institutions, public bodies, EdTech SMEs, and vocational/industrial training sectors, NoI provides a fertile ground for aligning XR4ED solutions with educational policies, institutional needs, and real-world training requirements — increasing relevance, uptake, and impact.

In summary, the XR4ED NoI transforms XR4ED from a time-bound funded project into a living, evolving ecosystem: a community and marketplace where XR educational tools, innovations, knowledge and collaborations continue to grow. This Network of Interest ensures that XR4ED's innovations reach the right users, adapt to their needs, and evolve with them — fostering long-term adoption, sustainability, and impact in immersive education across Europe and beyond.

2. Introduction

2.1 Purpose of the Report

This report aims to present a comprehensive overview of the XR4ED Network of Interest, highlighting its structure, membership, and engagement mechanisms. It documents the key activities undertaken throughout the project, including webinars, pilot collaborations, working groups, and content co-creation initiatives, showing how these efforts have supported the adoption and validation of XR4ED's Key Exploitable Results (KERs).

The report also assesses the impact of the NoI on community building, user engagement, and ecosystem growth. It examines how the network has contributed to

marketing, feedback collection, and co-creation, ensuring that the XR4ED tools and services are pedagogically effective, ethically designed, and aligned with European educational policies. This analysis provides a clear understanding of the network's value as both a testing ground and an advocacy channel for XR4ED.

Finally, the report outlines the roadmap for sustaining and expanding the NoI after the project's completion. It details the planned governance through the XR4ED Association, strategies for long-term community engagement, and mechanisms to support the commercialization of XR4ED products. By doing so, the report ensures that the network continues to drive collaboration, innovation, and marketplace growth, securing the long-term sustainability of the XR4ED ecosystem.erence for guiding the next phase of communication and dissemination actions.

2.2 Target audience and key messages

Below we identify the key messages for each of the pre-identified target groups, as they were all addressed throughout the project and were described in D6.2 and D6.9..

TG1 - XR developers: Users willing to develop XR applications for education

XR4ED:

- Boosted the deployment of innovative XR applications for learning, training, and education;
- provided a single point of access to XR content, tools and solutions based on open standards when possible;
- provided a Developer Space, a ready-to-use development platform dedicated to the development of digital educational XR solutions;
- enabled digital start-ups, SMEs, and industry active in the EdTech sector to further advance early prototypes of digital learning solutions/apps using XR to a market-ready product;
- promoted European digital educational XR solutions by sharing them to existing catalogues and repositories;

- facilitated the cooperation and sharing of XR knowledge between members of EU with the use of a marketplace;
- fostered a sustainable ever-growing ecosystem of collaborating organisations from diverse domains, fully utilising the XR4ED platform and renovating XR in education-related sectors.

TG2 - Business community: SMEs and companies involved in National/European-level industry XR platforms / repositories / libraries, learning and instructional designers, system integrators, investors, XR hardware providers, etc.

XR4ED:

- offered an open marketplace that will allow the EdTech and XR communities to submit and promote their ready-to-market systems for learning and training;
- acted as a place for networking and information exchange between companies, SMEs start-ups and academia;
- promoted sustainable, high-quality jobs by targeting skills mismatches, the need to empower workers, and ethical considerations relating to technological progress;
- fostered a sustainable ever-growing ecosystem of collaborating organisations from diverse domains, fully utilising the XR4ED platform and renovating XR in education-related sectors.

TG3 - Scientific community: Universities (academics, students/researchers), research centres / institutes

XR4ED:

- enhanced existing XR technologies (TRL4-5) and takes them to a TRL7 to enable developers to create innovative XR applications for teaching, learning, and training purposes;
- provided a Developer Space, a ready-to-use development platform dedicated to the development of digital educational XR solutions;

- expanded stakeholders' capabilities to discover, mix and re-use different components and create new learning solutions with XR;
- promoted European digital educational XR solutions by sharing them to existing catalogues and repositories;
- acted as a place for networking and information exchange between companies, SMEs start-ups and academia;
- fostereds a sustainable ever-growing ecosystem of collaborating organisations from diverse domains, fully utilising the XR4ED platform and renovating XR in education-related sectors.

TG4 - Educational community: Schools (teachers, parents, administrators) and non-formal education providers especially, in relevant disciplines such as STEM, history, healthcare

XR4ED:

- offered an innovative sustainable on-demand education platform that provides centralised access to existing XR content, tools and solutions, based on open standards, for learning and training;
- promoted the sharing of European digital educational XR solutions in existing catalogues and repositories;
- offered a user-friendly platform so that any person can create her/his content according to specific needs;
- fostered a sustainable ever-growing ecosystem of collaborating organisations from diverse domains, fully utilising the XR4ED platform and renovating XR in education-related sectors.

TG5 - Young professionals

XR4ED:

- provided training and upscaling of young talents in healthcare and medical, manufacturing, construction and engineering;

- promoted sustainable, high-quality jobs by targeting skills mismatches, the need to empower workers, and ethical considerations relating to technological progress;
- fostered a sustainable ever-growing ecosystem of collaborating organisations from diverse domains, fully utilising the XR4ED platform and renovating XR in education-related sectors.

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TG6 - Social innovators: Ethics and policy regulators in XR for education at national (or regional) level

XR4ED:

- is based on a human- centred approach that creates an ecosystem of trust compliant with the EU rules to protect users' fundamental rights;
- provided an Ethics Observatory that includes privacy, ethics and inclusiveness standards for XR EdTech;
- fostered a sustainable ever-growing ecosystem of collaborating organisations from diverse domains, fully utilising the XR4ED platform and renovating XR in education-related sectors;

3. Establishment of the Network

As part of XR4ED effort to optimise the dissemination, communication and exploitation strategy and to maximise its effects amongst the European XR community, including the educational, scientific and business communities, XR developers, social innovators and young professionals, we have established a dissemination and collaboration system amongst our existing networks and ecosystem (existing partnerships/projects, participations in clusters and relevant associations, etc.), as well as amongst relevant platforms and Horizon Europe projects that can contribute towards our aim (e.g. sister projects) and other networks of interest.

3.1 Networks of Interest

XR4ED focused on bringing together relevant stakeholders not only disseminating the project results but also setting an interactive network of interest, aiming at discussing challenges and opportunities arising in the XR community's domain. A multi-actor engagement approach was followed aiming at reaching both specific and broad audiences covering commercial as well as scientific, policy and socio-economic aspects.

Participation in the Network of Interest of XR4ED was heavily promoted through the dissemination activities of the project with all partners actively participating in the development of the network. All members of the Network received a semiannual newsletter (Section 3.2.2.3.2 E-Newsletter) depicting the project progress and will be encouraged to participate in technical/scientific discussions via the project portal/website and other communication means. Additionally, six learning/training/informative workshops were implemented to share lessons learnt and serve as basis for recommendations in all consortium countries, aiming to utilise XR applications to potential operators and stakeholders how to efficiently apply the proposed XR tools and methodologies, the technical specifications and SW/HW requirements (Section 3.2.2.5 XR4ED stakeholder workshops and targeted meetings).

3.2 Liaison with existing partner networks

The Table 10 below presents the existing network of XR4ED linking to other national and international Research and Innovation Actions.

Table 10: *Existing XR4ED partner networks*

PROJECT / NETWORK / INITIATIVE NAME	RELEVANCE TO XR4ED	COMMON PARTNERS	SHORT DESCRIPTION
NEWTON	Expertise in platform development	SIMAVI	NEWTON developed, integrated, and disseminated innovative technology enhanced learning (TEL) methods and tools, to create or inter-connect existing state-of the art teaching labs and to build a pan-European learning network platform that supports fast dissemination of learning content to a wide audience in a ubiquitous manner
BEACONING	Integration of multiple eLearning and eTraining solutions deployed for large scale projects	SIMAVI	BEACONING sets a forefront in multifaceted education technologies through large-scale piloting of a digital learning platform that blend physical and digital spaces
DRYADS	Integration of state of the art services and tools in a holistic marketplace for specific end-users groups	SIMAVI	Considering the socio-ecological transition of Europe 2030, and towards a more resilient and informed community, focusing on the forests that are near wildfire risk, DRYADS aims to build upon state-of-the-art high TRL products and unite them in a holistic Fire Management platform that optimise and reuse per phase the available Socio- technological Resources in all three main phases of Wildfires
MSCA_ITN 2020_CLIPE	Facilitating the generation and integration of virtual humanoids in VR to populate large environments	UPC	Development of tools that can facilitate the generation and integration of avatars within VR applications. Its focus being on generating avatars and mocaps from video, animation that can adjust the gait to different terrain types, avatars that

	as well as small groups that interact with the user.		can learn from their interaction with the user, and authoring tools to populate large virtual environments.
iProduce	Development of XR tools for the manufacturing sector; F6S in charge of FSTP management, communication, and dissemination	F6S	Knowledge of the potential of XR tools for the manufacturing sector; F6S in charge of FSTP management, communication, and dissemination
Media Motor Europe	Development of XR tools for the new digital media sector; F6S in charge of FSTP management, communication, and dissemination	F6S	Monitored experiments based on XR for the creation of new channels for content delivery based on BR; developed by the programme's beneficiary startups.
VOXReality	Project that F6S is a partner in; there is a community that could be leveraged.	F6S	VOXReality is an initiative that aims to facilitate the convergence of Natural Language Processing (NLP) and Computer Vision (CV) technologies in the Extended Reality (XR) field. The project will develop innovative Artificial Intelligence (AI) models that will combine language as a core interaction medium supported by visual understanding to deliver next-generation applications that provide comprehension of users goals, surrounding environment and context.

SERMAS	Project that F6S is a partner in; there is a community that could be leveraged.	F6S	SERMAS lays the foundations of next-generation XR systems, looking at how people relate and interact with the technology.
XR2Learn	Project that F6S is a partner in; there is a community that could be leveraged. XR4ED sister project.	F6S	XR2Learn aims to establish cross-border creation of human-centric XR applications in education. The project will deliver its one-stop-shop platform, organised as a Digital Innovation Hub, for all actors involved in the XR-based educational applications supply chain, aimed at enhancing training in manufacturing and distance learning scenarios.
CORTEX 2	Project that F6S is a partner in; there is a community that could be leveraged.	F6S	The mission of CORTEX2 is to bridge the divide between widespread video-conferencing tools and state-of-the art XR-based solutions, democratising the uptake of next-generation eXtended Reality tele-cooperation among a large number of industrial segments and SMEs.
eSELLER	Digital transformation of the retail sector, engaging current digital technologies	KAINOTOMIA	The project aims to foster the retail sector's digital transformation, focusing on the EU's rural areas, where the retail workforce lacks the needed digital skills and competencies to meet emerging e-retail demands. Through the results, the project will explore the use of the current technologies (eCommerce, AR in e-retail, etc) and will provide to the participants digital training material in order to expand their capacity on using digital technologies.

Erasmus for Young Entrepreneurs	Collaboration with entreprises in the field of technology	KAINOTOMIA	Through the exchange program we offer to young people the opportunity to work at businesses in Europe in order to develop entrepreneurial skills, as well as to expand their expertise in their field of work. The project results will be shared to all the technological organisations that have hosted young entrepreneurs in order to expand their services.
AR/VR Association in Greece	Development of the XR technologies in Greece	KAINOTOMIA	The AR/VE Association in Greece operates under the umbrella of the AR/VR association. It promotes the latest updates in the sector of AR/VR technologies, hosts events as well as operates a network of organisations/members related to XR. KAINOTOMIA will share the project results and news with the association.
Eurodesk	Dissemination of the project to the European Levels	KAINOTOMIA	Eurodesk is an European information network, operating in 37 European countries. Eurodesk cooperates with organisations, while it provides educational, volunteering and internship opportunities to young people. By sharing the XR4ED project, Eurodesk will not only disseminate it to young people but also to its networking organisations.
Europe Direct Thessaly		KAINOTOMIA	Europe Direct Thessaly collaborates with the Region of Thessaly and local organisations promoting European initiatives. KAINOTOMIA will share the project with the Europe Direct office in Thessaly, aiming to expand its recognition and the utilisation of its results by more organisations.

3.3 Sister projects

3.3.1 Overview and general strategy

XR4ED has established a liaison with its sister projects, which have been approved under the same topic - "eXtended Reality Learning – Engage and Interact" (HORIZON-CL4-2022-HUMAN-01-19). The sister projects are XR2Learn and MASTER and have a dedicated tab in XR4ED's website[1].

The sister projects XR4ED, XR2Learn and MASTER have agreed to collaborate in some parts of their communication campaigns, namely sharing social media channels (Linkedin) and organising joint events to increase the impact of their activities. Like this, It will be easier to reach out to the common audience, giving a richer overview of different approaches in extended reality and education and enhance the envisaged societal impact and outreach.

Table 11: *Cooperation between sister projects*

Individual project	- Each project has its own website - Each project has its own social media channels - Each project has its own communication tools (e.g. newsletters) - Each project has its own visual identity which is visible on all their social media posts and the newsletter articles; - Each project has their own individual and collective statistics (making sure every project meets their individual targets and more).
Joint communication activities	- Reference to this cooperative effort in the project pages - Sharing a Linkedin page (possibility of adding another social media channel, like Twitter); - Organising joint events, namely regular webinar - Organising joint workshops

3.3.2 Communication objectives

The joint communication activities with the sister projects aimed to disseminate the state of the art in Extended Reality (XR), with a particular focus on its applications in education, training, and lifelong learning. Emphasis was placed on presenting the real conditions of technology use in educational settings, including what XR solutions are already being implemented, the benefits they offer, the challenges faced by institutions and educators, and concrete case studies from schools, higher education, and vocational training contexts. In parallel, the communication strategy seeks to highlight opportunities for XR developers by showcasing emerging needs, pedagogical requirements, and pathways for developing and scaling XR solutions in the education sector. Finally, these activities ensured continuous visibility of the progress, results, and impact of the projects involved in the joint initiative, strengthening cross-project synergies and fostering a shared European narrative around immersive learning.

3.3.3 Target groups

The communication activities addressed a broad and diverse set of stakeholders across the XR and education ecosystems. These included the education community—such as students, teachers, school leaders, higher education institutions, vocational education and training providers, non-formal education organisations, and parents—as well as XR developers interested in designing and building immersive learning applications. The strategy also targeted the business community, including SMEs, start-ups, and companies active in XR and EdTech platforms, content repositories, system integration, investment, and hardware provision at national and European levels. In addition, young professionals seeking training, reskilling, and upskilling opportunities in sectors such as healthcare, manufacturing, construction, and engineering were actively engaged. Finally, social innovators, including policymakers, ethics experts, and regulators at national or regional level, were addressed to promote responsible, inclusive, and human-centred approaches to XR in education.

3.3.4 Communication tools

Joint communication activities were implemented through a combination of social media engagement and interactive online events. A dedicated LinkedIn group serves as the primary social media channel, supported by a shared editorial calendar among the sister projects, whereby each project assumes responsibility for content publication on a rotating basis, ensuring regular and coordinated outreach with an average frequency of two posts per week. In parallel, a series of joint webinars titled *"eXtended Reality Learning Community Meet Ups"* has been organised, with a total of five sessions delivered during the project. These webinars aimed to share good practices, challenges, tools, and resources, while actively fostering dialogue and interaction among XR developers, young professionals, and members of the educational, scientific, and business communities.

4. XR4ED Dissemination and Promotional Events

From the outset of the project until its completion, XR4ED has actively participated in a wide range of events and conferences aimed at showcasing project outcomes, disseminating key messages, and engaging with relevant stakeholders. These activities have played a vital role in raising awareness, fostering collaborations, and promoting the uptake of Extended Reality (XR) technologies in education.

It should be noted that all events organised and attended by project partners are comprehensively documented in Deliverables D6.2 and D6.9, which provide detailed descriptions of partner contributions, audiences reached, and dissemination outcomes.

Overall, XR4ED's active participation in events and networks of interest has positioned the project as a key contributor to the advancement and adoption of XR technologies in education, while reinforcing its role within a growing European ecosystem of immersive learning innovation.

4.1 Highlight: Development of new XR cluster collaborating with Sister projects and AI/XR projects

Over the course of its implementation, XR4ED has continued to lead and coordinate the development of an XR-focused cluster in collaboration with several EU-funded sister projects. This effort aimed to create a collaborative ecosystem of XR initiatives aligned with human-centric, AI-boosted, and educational innovation.

Since its early steps with XR5.0, the cluster has expanded significantly. Regular monthly meetings have been held to share updates, coordinate joint actions, and foster cross-project learning. New projects have joined the cluster, making the final cluster to include:

- CORTEX2: Revolutionizing cross-industry collaboration through a cutting-edge XR platform designed to break down barriers and facilitate seamless interaction across sectors.
- XR5.0 Project: Building, demonstrating, and validating a novel person-centric and AI-based XR paradigm tailored to Industry 5.0 applications.
- MASTER: Enhancing robotics training in manufacturing by providing immersive, hands-on learning experiences for the automated workplace.
- HECOF: Transforming higher education through AI-driven, personalized, and adaptive learning, with a focus on Chemical Engineering and advanced student assessment tools.
- augMENTOR: Integrating emerging technologies into a pedagogical framework that builds both foundational and 21st-century skills. Using an AI-enhanced toolkit, the project offers personalized learning pathways tailored to individual learners.
- XR2Learn: Supporting cross-border development of human-centric XR educational applications through a Digital Innovation Hub aimed at training in manufacturing and distance learning.

- SERMAS: Exploring the social dimensions of XR by designing next-generation systems that promote coherent interaction, social acceptance, and user-centered design.
- TRANSMIXR: Advancing immersive media for the creative sector through XR and AI, enabling new narrative formats and socially impactful media production.
- SPIRIT: researches, develops, and demonstrates low-latency and scalable solutions that will ultimately bring real-time immersive telepresence into practice.
- MotivateXR: contribute to a novel generation of XR collaborative authoring, publishing, and experiencing tool suite for training and assistance to industrial operations such as the assembly, manufacturing, maintenance, and dismantlement of industrial goods.
- OPENVERSE: lay the foundational framework for these Virtual Worlds, combining user co-creation with extended reality technologies, addressing legal and ethical challenges, and guiding future policy and industry standards for globally influential Virtual Worlds.
- XR2INDUSTRY: aims to the creation of a European reference platform aiming to develop and prototype advanced interoperable XR solutions to solve common challenges encountered by the industry (in areas such as assembly, maintenance, remote operation, training, design, logistics, etc.), placing the wellbeing of workers at the centre of the production process.

The collaboration with the projects has been highlighted at D6.2 and D6.9.

5. Conclusions

The XR4ED Network of Interest (NoI) has been a central mechanism for ensuring that the project's technical, pedagogical, and market-oriented innovations were continuously informed by real stakeholder needs and aligned with broader European

priorities in digital education. Over the course of the project, the NoI evolved from an initial dissemination-oriented network into a structured, multi-actor ecosystem supporting collaboration, co-creation, validation, and early adoption of XR4ED solutions.

By actively engaging educators, researchers, XR developers, SMEs, policy actors, and young professionals, XR4ED successfully bridged research, innovation, and practical deployment. The Network enabled meaningful knowledge exchange, supported pilot activities, gathered valuable user feedback, and strengthened the relevance and usability of the project's Key Exploitable Results. Through targeted communication actions, workshops, webinars, and participation in national and international events, the NoI significantly enhanced the project's visibility and impact across Europe and beyond, while partner-led dissemination activities were systematically captured in Deliverables D6.2 and D6.9.

Importantly, the Network of Interest also played a strategic role in supporting XR4ED's sustainability and exploitation objectives. Acting as a pipeline for early adopters, contributors, and potential customers, the NoI has laid the groundwork for the post-project phase, where the XR4ED platform and marketplace will continue to grow under a community-driven and commercially viable model. The close collaboration with sister projects and participation in emerging XR clusters further reinforced XR4ED's positioning within a wider European XR ecosystem.

In conclusion, the XR4ED Network of Interest has successfully transformed the project from a time-bound research initiative into a living, scalable, and future-oriented ecosystem. It provides a solid foundation for long-term collaboration, innovation, and uptake of XR technologies in education and training, ensuring that the impact of XR4ED extends well beyond the project's lifetime.