

Guide for Applicants

XR2Industry 3rd Open Call for use cases

Open date for proposals:

Friday, June 10, 2025, at 13:00
(Brussels Time)

Deadline:

Thursday, August 12, 2025, at 17:00
(Brussels Time)

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List of acronyms

EC: European Commission

Eoi: Expressions of Interest

FSTP: Financial Support to Third Parties

GA: Grant Agreement

XR: Extended Reality

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1. Basic info about XR2Industry

XR2Industry (*[Tailoring eXtended Reality to Industry's needs](#)*) is an EU-funded project aiming to contribute to European sovereignty in the Extended Reality (XR) area. The project will boost the European technological ecosystem and create a European XR reference platform by developing the first European XR headset. Its priorities are data privacy, empowerment, industrial relevance and openness.

The project will empower stakeholders in technology structuration, bring complementary insights on standardisation, and empower industrial users on the human-centric framework. It will bring to the market an alternative, open and transparent solution that respects data privacy concerns which allows companies to handle their data policy. This is essential to pave the way for the future deployment of XR technology in the industry.

The XR2Industry project is coordinated by UPV ([Universitat Politècnica de València](#)) and involves [9 partners](#) (8 partners and 1 affiliated entity) from 4 EU countries. It will support up to 12 beneficiaries in 3 open calls and will leverage impact all over Europe. The project will distribute up to **4,8M€** among beneficiaries that will be selected to participate in the support programmes.

This document summarises the main points of the XR2Industry 3rd Open Call for use cases, which will be **open from 10 June 2025 at 13:00 (Brussels time) with a deadline on 12 August 2025 at 17:00 (Brussels Time)**.

Where to find key information regarding this Open Call?

- **This Guide for Applicants** for the XR2Industry 3rd Open Call for use cases is the main document including the most important requirements that must be met by applicants;
- The [Frequently Asked Question](#) tab includes specific inquiries and might explain some of the concerns;
- **XR2Industry application system** <https://xr2industry.fundingbox.com> through this page is possible to submit an application in this open call;

In case of technical problems or doubts when filling in the online Application Form at the FundingBox platform, it is possible to contact us via e-mail: info.xr2industry@fundingbox.com.

2. What do we offer?

The XR2Industry **3rd Open Call for use cases** will select up to **4 Consortia of 1 research team and 1 end-user** aimed to test the XR platform from an end-user perspective (XR platform uptake for new use cases and exploitation). Applicants **have to focus on addressing one of the challenges outlined in [Section 3.2](#)**.

Each selected Consortia will receive a **maximum of 233,900€** (fixed lump sum), during the 12-month Support Programme which includes the following stages:

- **Stage 1 Individual Mentoring Plan-IMP** (2 months): up to 32,700€,
- **Stage 2 Beta testing** (5 months): up to 107,600€,
- **Stage 3 Analysis** (5 months): up to 93,600€.

3. Eligibility Criteria

To participate in the XR2Industry programme the applicants have to meet all the criteria described in Section 3 of this Guide, positively pass our evaluation process and finally sign the Sub-Grant Agreement with the XR2Industry Consortium.

The projects that do not comply with the criteria described in this section will be excluded. The eligibility criteria will be checked during the whole evaluation process.

3.1 Who are we looking for?

We are looking for a **Consortia** that consists of 2 entities, with one being:

- **Research team:** Research Organisation¹ or the Academia Research Groups² specialised in human-centric assessment of XR technologies.

and the other being:

- **An End user:** any type of legal entity as end-user for the platform. End-user associations are also eligible as long as the end-user actually plans to perform testing in industrial settings within the foreseen activities.

The entities must be legally registered before the start date of the XR2Industry 3rd Open Call for use cases (before June 10th, 2025) in any of the following countries:

- [EU Member States³](#) and its **Overseas Countries and Territories (OCT)**, or
- [Horizon Europe Associated Countries⁴](#).

¹ **Research organisation** means an entity, such as university or research institute, irrespective of its legal status (organised under public or private law) or way of financing, whose primary statutory goal is to conduct fundamental research, industrial research or experimental development and to disseminate their results by way of teaching, publication or technology transfer; all profits are reinvested in these activities, the dissemination of their results or teaching; undertakings that can exert influence upon such an entity, in the quality of, for example, shareholders or members, shall enjoy no preferential access to the research capacities of such an entity or to the research results generated by it." Source: 'Community framework for state aid for research and development and innovation' (2006/C 323/01)

² **Academic sector** refers to (1). public or private higher education institutions awarding academic degrees; (2). public or private non-profit research organisations whose primary mission is to pursue research; (3). international European interest organisations. Source: <https://ec.europa.eu/info/funding-tenders/opportunities/portal/screen/support/glossary> .

³ Following the Council Implementing Decision (EU) 2022/2506, as of 16th December 2022, no legal commitments can be signed with Hungarian public interest trusts established under Hungarian Act IX of 2021 or any entity they maintain. Affected entities may continue to apply to calls for proposals. However, in case the Council measures are not lifted, such entities are not eligible to participate in the XR2Industry 3rd open call. In the case of a consortium, co-applicants will be invited to remove or replace that entity. Tasks and budget may be redistributed accordingly.

⁴ AC as of 10.04.2025: Albania, Armenia, Bosnia and Herzegovina, Canada, Faroe Islands, Georgia, Iceland, Israel, Kosovo, Moldova, Montenegro, North Macedonia, Norway, Serbia, Türkiye, Tunisia, Ukraine, United Kingdom, New Zealand for the most up-to-date list please refer to the first part of this document.

The applicants who are subject to [EU restrictive measures](#) under Article 29 of the Treaty on the European Union (TEU) and Article 215 of the Treaty on the Functioning of the EU (TFEU)⁵ are not eligible to participate in this open call.

The XR2Industry partners and their affiliated entities, their employees and associates - including persons working under an employment contract or contract equal or similar to an employment contract and board members are not eligible to act as applicants in the XR2Industry 3rd Open Call for use cases.

3.2 What types of activities can be funded?

XR2Industry is looking to provide a human-centric assessment framework and enable testing of the platform in near-to-operations in collaboration with end users from relevant industrial ecosystems. Activities must include relevant scale testing in industrial settings, including fleet management and specific XR activities. A focus on Social sciences and humanities (SHS) is expected, with public deliverables, so the outcome of the work performed can benefit the XR and research communities.

What are the challenges to be addressed by Consortia?

Each applicant must address **only one** of the following challenges:

Challenge 1: Mixed-Reality Training for Industry

Development of a Mixed-Reality application that accelerates hands-on industrial training

Context

Industrial employees must master procedures quickly and safely. Mixed Reality (MR) head-mounted displays can overlay intuitive 3-D cues and text onto real equipment, turning any shop-floor station into an interactive classroom. Compared with manuals or videos, MR training shortens learning cycles, improves retention and minimises the risk of damaging assets while practising.

Requirements

1. XR2Industry platform integration

The prototype must run on the XR2Industry standalone headset and use the XR2Industry software platform and tools to design and perform training activities. The platform captures

⁵ Please note that the EU Official Journal contains the official list and, in case of conflict, its content prevails over that of the EU Sanctions Map.

learning data which can be used to analyze training results and effectiveness and to generate digital credentials.

2. **Design stepwise training scenarios, including learning objectives**
Using the authoring tools of the XR2Industry platform, design one or more sets of instructions for representative industrial tasks (e.g. tool calibration, routine machine start-up) relevant for the selected EU industrial ecosystem and occupation profiles as defined in ESCO.⁶ The learning content must be associated to skills metadata from (and achievements/qualifications documented in) ESCO, which will serve as learning objectives.
3. **Provide prototype digital credentials/badges** according to European Digital Learning Credentials⁷, which will be used to reward/assert that a trainee has completed/passed a training activity with its goals.
4. **Apply the training at scale** with a representative group of end-users
5. **Design a human-centric analytical framework and apply it** to evaluate the effectiveness/strengths/weaknesses of XR for human-centric training in the given EU industrial context.

Optional enhancements (nice-to-have)

1. Include integration with a corporate LMS to plan training and to provide analytics, dashboards and other interesting training management functionalities.
2. Design and apply blended learning paths, combining other learning methods with XR training activities (this may require integration with an LMS).

The XR2Industry platform will provide

- MR headsets Lynx R2 prototypes supporting both VR and MR activities.
- Relevant modular HW extensions from OC1 and OC2, to be agreed by the respective OC providers.
- Support for basic environment anchoring for user-friendly MR content alignment.
- No-code authoring tools and development SDKs to create XR content and a content repository for XR content, training scenarios, apps, etc.
- Integration of XR activities with an enterprise LMS or skills management platform.
- Planning and performing XR activities (with or without LMS).
- Passing learning data and accomplishments to support (semi)automated generation of

⁶ https://pact-for-skills.ec.europa.eu/about/industrial-ecosystems-and-partnerships_en
<https://esco.ec.europa.eu/en/about-esco/escopedia/escopedia/international-standard-classification-occupations-isco>
https://esco.ec.europa.eu/en/classification/occupation_main
https://esco.ec.europa.eu/en/classification/skill_main
<https://esco.ec.europa.eu/en/classification/qualifications>

⁷ <https://europass.europa.eu/en/europass-digital-tools/european-digital-credentials-learning>

qualifications/credentials.

Challenge 2: MR Guidance for Assembly & Maintenance

Real-time MR workflow support that reduces errors and task duration

Context

Technicians performing assembly or maintenance often juggle printed checklists, tablets and tools, which slows progress and increases cognitive load. MR-enabled Digital Work Instructions (DWI) can put the next instruction, torque value or wiring diagram directly where the technician is looking, letting both hands stay on the job and keeping attention on the equipment.

Requirements

1. **XR2Industry platform integration.** The prototype must run on the XR2Industry standalone headset, exhibiting smooth frame-rate, low perceived latency and a clean interface that does not obstruct the worker's view of critical parts. It must use the XR2Industry software platform and tools to design and perform guidance activities.
2. **Design stepwise guidance procedures.** Using the authoring tools of the XR2Industry platform, design one or more sets of instructions for representative industrial assembly/maintenance tasks relevant for the selected EU industrial ecosystem as defined in ESCO⁸. At each step, concise text, icons, translucent 3-D models, basic 3D animations can be shown, anchored to the actual component (e.g. highlight the bolt that must be tightened and show the required torque).
3. **Apply the guidance at scale** with a representative group of end-users on a relevant product assembly and/or maintenance case.
4. **Design a framework for quality impact analysis and for human-centric technology acceptance assessment, and apply it.** Compare the quality of the performed work with/without MR guidance. Evaluate the acceptance of the MR guidance technology by the involved technical workers.

Optional enhancements

- **Use CAD models and supporting materials to generate draft MR guidance procedures with reduced effort.** The XR2Industry platform includes an optional CAD-to-DWI processing pipeline that significantly reduces the required effort to create and maintain (dis)assembly procedures. It can generate stepwise guidance from an existing product design model, including advanced 3D assets and animations.
- **Compare MR guidance with other formats of DWI** (e.g. tablets, ...). The platform represents guidance procedures in a standardised format that can be used on other wearables/devices.

⁸ https://pact-for-skills.ec.europa.eu/about/industrial-ecosystems-and-partnerships_en

Depending on the work context, headsets may not be applicable/accepted, and other devices may be appropriate.

- **Include (quality) inspection steps/checklists.** The platform provides options to capture and report on user input during a guided task.
- **Evaluate the impact on user focus and cognitive load.** The platform supports obtaining eye-tracking data from the results of OC1 and OC2.
- Other biometric sensors may also be used. These can be used to assess user focus, stress and other human-centric parameters.

The XR2Industry platform will provide

- MR headsets Lynx R2 prototypes supporting MR guidance activities.
- Relevant modular HW extensions from OC1 and OC2, to be agreed by the respective OC providers.
- Support for basic environment anchoring for user-friendly MR content alignment.
- No-code authoring tools to create XR content and a content repository for XR content, guidance procedures, apps, etc.
- Planning and performing XR guidance activities.
- Capturing task performance data including step timings, user input, (optional) video stream/recording, (optional) biometric data (based on results from OC1 and OC2)

Challenge 3: MR Safety Awareness & Hazard Training

An MR tool that reinforces safe behaviour and visualises workplace hazards

Context

Accidents frequently arise from lapses in situational awareness. MR can superimpose safety zones, PPE reminders and emergency routes directly in a worker's line of sight, and can immerse employees in realistic "what-if" drills without stopping production or exposing them to actual danger.

Requirements

1. Dual-mode operation

Training mode: at least one interactive scenario (e.g. simulated spill or hot-surface alert) that guides the user through correct response steps.

Live mode: persistent overlays such as colour-coded hazard lines or simple status indicators driven by a local JSON configuration file.

2. Entirely on-device logic – All detection and rendering should run on the headset; cloud services are optional but not mandatory.

3. Editable safety rules – Non-developer staff must be able to update warning texts, colours or trigger distances via a human-readable config file or simple desktop utility.

Optional enhancements

- **Countdown timer** during evacuation drills to visualise safe-exit time.
- **Basic completion dashboard** that shows the last date each employee ran the MR drill.

Challenge 4: MR Workflow in Regulated (Pharma/Bio) Environments

Step-controlled MR assistant that helps operators follow SOPs exactly

Context

Pharmaceutical, biotech and health-tech production lines operate under strict GMP and clean-room rules. Operators must execute every Standard Operating Procedure (SOP) precisely and record each action for audits. MR can project each procedural step into the operator's view, leaving hands sterile and free while automatically building an execution log.

Requirements:

1. **Clean-room friendly interaction** – The UI must be operable with gloved hands using gaze-dwell selection and/or a limited set of voice commands; complex multi-gesture libraries are not required.
2. **SOP checklist overlay** – Present numbered steps, required materials and in-process timers. The user must explicitly confirm completion before the next step appears, the checklist should act like a timeline, users should be able to repeat or skip to certain steps (depending on the SOP it can be activated or not). Confirmations are stored locally as a lightweight audit file (CSV, XML or SQLite).
3. **File importer** – The solution must have the possibility to import files that can be project into the operator view. Files could be still images, videos or sound. Based on imported files, the solution should also be able to procedurally create well-defined steps or redefine existing ones.
4. **Operation recording** – A screen recording video of the operation can be recorded for audits. It should also be possible to reuse it to serve as a guide for future operations.
5. **Offline-first design** – The solution must function without permanent internet. Any cloud sync can occur once the headset reconnects to the facility Wi-Fi after a session.

How mature does a solution need to be?

Solutions submitted to the XR2Industry project must have a Technology Readiness Level (TRL)⁹ of **7 or 8 at the time of application**.

⁹TRL, Technology Readiness Level. Technology Readiness Levels (TRLs) are indicators of the maturity level of particular technologies. This measurement system provides a common understanding of technology status and addresses the entire innovation chain. There are nine technology readiness levels; TRL 1 being

3.3 Ground rules

When applying to XR2Industry 3rd Open Call for use cases, please also note that:

- **The proposal needs to be submitted through the [online form](#) before the deadline** of July 31, 2025, at 17:00 Brussels time. If the form is submitted correctly, the system will send a confirmation of submission. Any proposal sent after the deadline and submitted outside the dedicated form will not be evaluated.
- **The proposal must be written in English** in all mandatory parts to be eligible. Only parts written in English will be evaluated. If the mandatory parts of the proposal are in any other language, the entire proposal will be rejected.
- **All mandatory sections - generally marked with an asterisk - of the proposal must be completed.** The data provided should be actual, true, and complete and should allow assessment of the proposal. Additional material, not specifically requested in the online application form, will not be considered for the evaluation.
- **The completeness of the form must be verified** as it won't be possible to add any further information after the deadline. After the proposal is submitted, you will be able to **modify the form until the deadline.**
- It is an eligibility requirement that the SHS aspects issued from testing during your project execution are open source. The **public deliverables are mandatory** (open source) on SHS aspects issued from testing. This is because the outcomes of the work performed can benefit the XR and research communities.
- **Only one proposal to XR2Industry 3rd Open Call can be submitted.** If more than one proposal is identified and submitted by the same applicant, only the last proposal which has been submitted will be evaluated.
- **The Project should have a clear European Dimension,** meaning it has to demonstrate the project's contribution towards environmental, social and

the lowest and TRL 9 the highest. In our project, we refer to Annex B of the [General Annexes for Horizon Europe Work Programme 2023-2024](#) for a full description of TRLs.

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economic impacts to support sustainable development, Green Deal and other European Union policies. The proposal should significantly contribute to Europe's technological sovereignty and competitiveness in XR, fostering market development, technological leadership, and talent development. It should be aligned with European Union policies, social inclusion, and economic growth.

- **It will be taken into consideration the existence of a potential conflict of interest** between the applicant and one or more XR2Industry Consortium partners. The consortium partners, their affiliated entities, employees, board members and permanent collaborators cannot take part in the XR2Industry programme. All cases of potential conflict of interest will be assessed on a case-by-case basis.
- **There will not be accepted entities that are under liquidation or enterprises in difficulty**¹⁰ according to the Commission Regulation No 651/2014, art. 2.18, or those that are excluded from the possibility of obtaining EU funding under the provisions of both national and EU law or by a decision of both national or EU authority. We also don't accept entities that are meeting national regulations regarding bankruptcy.
- **The project must be based on original work**, or, if the project is not based on

¹⁰ An enterprise will be considered an undertaking in difficulty if more than half of the capital has disappeared. This refers to the loss of "subscribed share capital". If profit and loss reserves deficit more than 50% of share capital, there is a potential problem with the company. (Article 2, item 18 point a) and b))

(a) In the case of a limited liability company (other than an SME that has been in existence for less than three years [...]), where more than half of its subscribed share capital has disappeared as a result of accumulated losses. This is the case when the deduction of accumulated losses from reserves (and all other elements generally considered as part of the own funds of the company) leads to a negative cumulative amount that exceeds half of the subscribed share capital. For the purposes of this provision, 'limited liability company' refers in particular to the types of company mentioned in Annex I of Directive 2013/34/EU (1) and 'share capital' includes, where relevant, any share premium.

(b) In the case of a company where at least some members have unlimited liability for the debt of the company (other than an SME that has been in existence for less than three years [...]), where more than half of its capital as shown in the company accounts has disappeared as a result of accumulated losses. For the purposes of this provision, 'a company where at least some members have unlimited liability for the debt of the company' refers in particular to the types of company mentioned in Annex II of Directive 2013/34/EU.

Please note, if SME exists for less than three years, it won't be considered as undertaking any difficulties.

original work, the right to use the Intellectual Property Rights (IPR) must be clearly defined (the applicant must have a licence agreement or the IPR must be transferred from somebody who created the work). In particular, any work related to the implementation of the project described in the application may not violate the IPR of beneficiaries, and the IPR of the application project may not be the subject of a dispute or proceedings for infringement of beneficiary IPR.

- **Gender Equality Plan** public bodies, higher education institutions, and research organisations from EU countries and associated countries must have a Gender Equality Plan (GEP)¹¹
- **To apply for this open call, the rules and regulations detailed in this Guide for Applicants have to be accepted.**

XR2Industry plans two online webinars on “How to apply” about this Open Call.

4. How will we evaluate the proposal?

Our evaluation process is transparent, fair and equal to all our participants.

¹¹ For more details please check: https://research-and-innovation.ec.europa.eu/strategy/strategy-2020-2024/democracy-and-rights/gender-equality-research-and-innovation_en

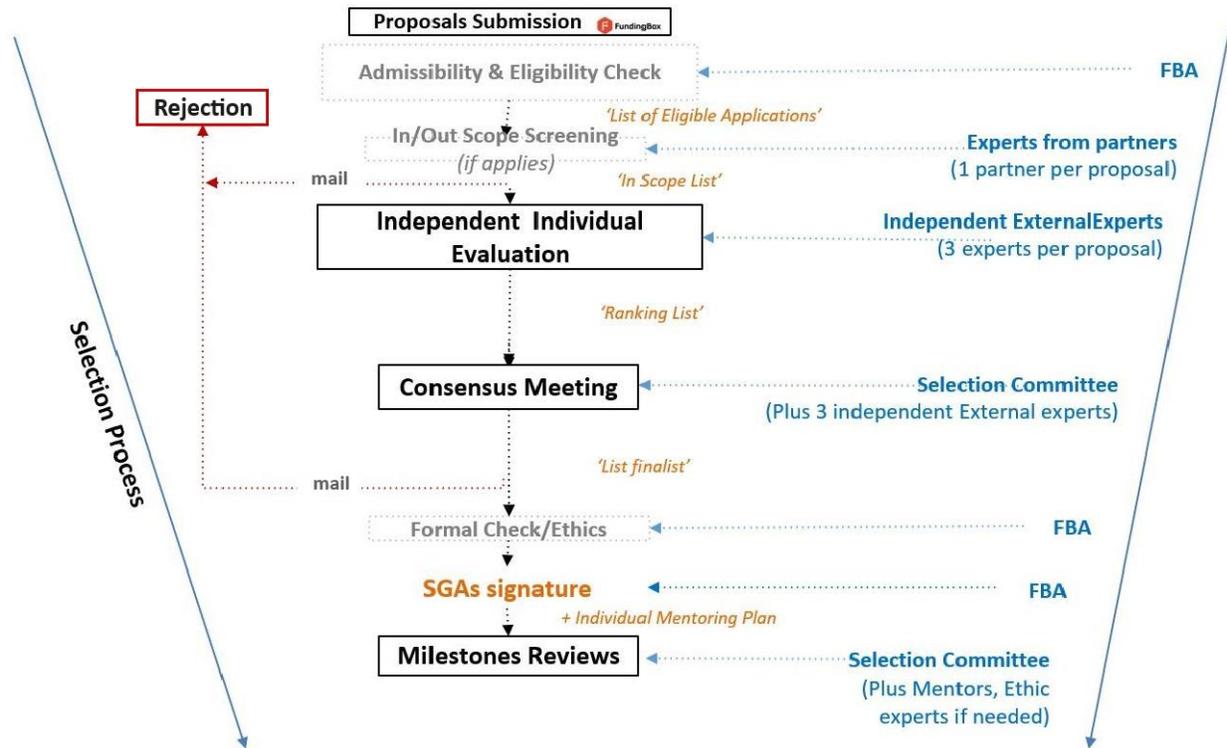


Figure 1 Selection Procedure
(Source: FundingBox)

The applications will be evaluated in several phases. A high number of applications is expected, and emphasis will be placed on the quality of submissions. Applicants are encouraged to present their projects comprehensively, providing detailed information to facilitate evaluation and demonstrate alignment with the overall scope of XR2Industry.

4.1 Step 1: First Check

Once an open call is closed, it will be checked whether the proposal meets the conditions set up in Section 3. It will be done based on the statement included in the submissions.

At this stage, the eligibility criteria are checked against a Declaration of Honour or self-declaration included in the application form, and they will be continuously verified through the evaluation process, including the final formal check.

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The projects that do not comply with these criteria will be rejected.

4.2 Step 2: In/out scope screening

In case of a large number of applications or special needs of the XR2Industry project, the Selection Committee might decide to apply the In/Out Scope Screening.

The overall summary/general objectives of all proposals included in the 'List of Eligible Applications' will be reviewed to evaluate the following items:

- **Scope.** The objectives of the proposal must fit within the scope of the XR2Industry project as described in the Guide for Applicants. In particular, the proposal should directly address only one of the challenges proposed by the XR2Industry in Section 3.2.
- **European Dimension.** The project should have a European dimension, as described in Section 3.3.

The Selection Committee will assess if the proposal complies with the aspects above on a YES/NO basis and will provide reasoning in the cases where no compliance evidence is found.

Each proposal will be reviewed by one partner from the Selection Committee and, once reviewed, the Selection Committee will review and validate the ones proposed to be excluded, generating an 'In Scope List'.

Proposals that do not comply with any of the aspects described above will be rejected. The ones complying with all of them will move on to the experts' independent individual evaluation phase. We will inform the applicants about the results of the first check and in/out scope screening.

4.3 Step 3: External Evaluation

In this phase, each project will be evaluated by **3 external** and **independent** evaluators appointed according to the specific characteristics of the submitted applications.

The project will be evaluated within the following awarding criteria:

(1). **EXCELLENCE** will evaluate:

- **Ambition:** The applicants have to demonstrate to what extent the proposed project contributes to the XR2Industry scope, has a **European dimension** and is beyond the State of the Art. The applicant's project has to describe the innovative approach behind it (e.g. ground-breaking objectives, novel concepts and approaches, new products, services or business and organisational models).
- **Innovation:** The applicants should provide information about the level of innovation within their market and about the degree of differentiation that this project will bring.
- **The soundness of the approach** and credibility of the proposed methodology.
- **Gender dimension:** The applicants have to demonstrate to what extent the gender dimension has been integrated into the research and innovation content.

(2). **IMPACT** will analyse:

- **Market opportunity:** The applicants have to demonstrate a clear idea of what they want to do and whether the new/improved product has market potential, e.g. because it solves a problem for a specific target customer.
- **Competition:** The applicants have to provide information about the degree of competition for their particular product/service and if the idea is disruptive and breaks the market. i.e. the products/services to be brought to market can be clearly differentiated from the competition.
- **Commercial Strategy and Scalability:** The applicants have to demonstrate the level of scalability of the new/improved product, meaning by not addressing a specific problem but being able to be commercialised to solve a structural problem in a specific sector/process/etc.
- **Environmental and social impact:** The applicants have to demonstrate the project contribution towards environmental, social and economic impacts to contribute to sustainable development, Green Deal and other European policies.

(3). **IMPLEMENTATION** will consider:

- **Team:** The applicants have to demonstrate their management and leadership qualities, their ability to take a concept from ideas to market, their capacity to carry through their ideas and understand the dynamics of the market they are trying to tap. The team should be a cross-functional team with a strong background and skills base and taking into account its gender balance.
- **Resources.** Demonstrate the quality and effectiveness of the resources assigned to the project implementation to get the proposed objectives and deliverables. The applicants will have to upload a project's budget estimation by detailing the corresponding information per category cost. A final budget will be developed during the Individual Mentoring Plan phase.

The evaluators will score each criterion on a scale from 0 to 5:

- 0 - **The proposal fails to address the criterion** or it cannot be assessed due to missing or incomplete information.
- 1 - **Poor** – The criterion is inadequately addressed or there are serious inherent weaknesses.
- 2 - **Fair** – The proposal broadly addresses the criterion, but there are significant weaknesses.
- 3 - **Good** – The proposal addresses the criterion well but there are a certain number of shortcomings.
- 4 - **Very good** – There are a small number of shortcomings but overall, the proposal addresses the criterion very well.
- 5 - **Excellent** – The proposal successfully addresses all relevant aspects of the criterion with no or minor shortcomings.

Each evaluator will produce an **Individual Evaluation Report**. The final score for each individual criterion will be calculated as the average of the scores provided by each evaluator. The final score per application (proposal) will be calculated as the sum of the scores for each individual criterion.

For each section, **the threshold for individual criteria is 3** out of 5 points. The total maximum score is 15 points, with a minimum total threshold of 10 points.

Once we have an **initial ranking**, ties (if any) will be solved using the following criteria in order of priority:

- The highest score in the Impact Section,
- Gender balance among the personnel responsible for carrying out the activities (the team with a higher percentage of female team members will be prioritised),
- The highest score in the Implementation Section.

As a result of the Consensus Group, a 'Ranking List' will be produced. **All proposals within or above the threshold will move on to the next step.**

Do note that the evaluation phase takes time as it implies a more personal, qualitative and thus non-automated approach.

4.4 Step 4: Consensus Meeting

Following the external evaluation ranking list, the Selection Committee, will formally approve the List of FSTP recipients and Reserve List. The decision will be based on the 'Ranking List' obtained as a result of the previous step.

The Selection Committee reserves the right to vote against the ranking list provided by the external evaluators and object to any FTSP project that does not comply with the Horizon Europe rules (e.g. Conflict of Interest, Ethical Concerns) or that is in commercial competition with Consortium partners.

All decisions are taken by consensus or a minimum of 2/3 majority votes.

4.5 What's next? Sub-Grant Agreement Preparation and Signature

Before the start of the XR2Industry Support Programme, it **is required to sign the Sub-Grant Agreement** with the XR2Industry Consortium (details presented in the [Frequently](#)

[Asked Questions](#) tab). Including the company name on the ranking list and invitation to the formal check process is in no way a promise that the grant will be awarded.

Before signing the Sub-Grant Agreement, the applicant should provide documents regarding formal status. The XR2Industry Consortium will proceed to a **verification of these documents** to confirm eligibility.

Be extremely vigilant with respect to:

- **Document verification:** If the documents the applicant provides us with do not prove his/her eligibility, the applicant's participation will end here.
- **Timely document delivery:** Strict adherence requested to document delivery deadlines is mandatory. Failure to meet deadlines without a clear and reasonable justification will lead to the applicant's exclusion from further evaluation. In such cases, another applicant from the Reserve list will be selected then.

5. Our Support Programme and Payment Arrangements

Once eligibility has been confirmed following the formal check and the Sub-Grant Agreement signed, the applying consortium will be an official beneficiary of the XR2Industry programme.

5.1 Support Programme

The Support Programme will last **up to 12 months**. During this period, beneficiaries will be testing the XR platform from an end-user perspective (uptake for new use cases and exploitation). The XR experts from the XR2Industry consortium will support beneficiaries in integrating and testing the solution, and provide technical mentoring.

At the beginning of the Support Programme, the beneficiary will be invited to participate in an online **Welcome Event** to get matched with mentors and XR resources and start defining the **Individual Mentoring Plan (IMP)**. This document will become an Annex to the Sub-Grant Agreement and will establish the budget planned for execution of the

projects' Key Performance Indicators (KPIs) and Deliverables that will be taken into account when evaluating projects' performance during the following stages:

- **Stage 1. Individual Mentoring Plan-IMP (2 months),**
- **Stage 2. Beta testing (5 months),**
- **Stage 3. Analysis (5 months).**

5.2 Payments

The selected Consortia will receive a **fixed lump sum of up to 233.900€** distributed between the two members of the consortium (Research team and End User).

The distribution of funding between the two members will be determined by them, with the planned distribution being included in the application form (and as an attached Excel other budget file) and, if selected, incorporated into the Sub Grant Agreement.

The **lump sum** is a simplified method of settling expenses in projects financed with Horizon Europe funds. It means that the beneficiary is not required to present strictly defined accounting documents to prove the costs incurred (e.g., invoices), but is obliged to demonstrate the implementation of the project is in line with the milestones set for it. Simply speaking, we will carefully assess progress and the quality of work during Interim Reviews, not accountancy. The milestones (deliverables, KPIs and ethical recommendations) will be defined in the 'Individual Mentoring Plan' elaborated at the beginning of the programme.

The lump sum does not release the beneficiaries from the obligation to collect documentation to confirm the costs under fiscal regulations.

5.3 Payment arrangements

For the sake of simplicity and transparency, the financial support will be paid against the achievement of certain milestones or KPIs (which will be included in the 'Individual Mentoring Plan' annexed to the SGA and based on the results of the Milestone Reviews).

The grant will be disbursed in the following instalments:

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Stage No and Name	Stage duration	Deliverable	Delivery Month	Lump sum
Stage 1: Individual Mentoring Plan - IMP	2 months	Individual Mentoring Plan	M2	Up to €32.700
Stage 2: Beta testing	5 months	Iteration 1 Report	M5	Up to €107.600
		Beta Testing Report	M7	
Stage 3: Analysis	5 months	User's Assessment Framework	M9	Up to €93.600
		User's Assessment Framework Report	M12	
Total:	12 months	-	-	Up to €233.900

The proposed payment tranches and timeline can be changed. All involved applicants will be informed about any modifications.

A delayed payment mechanism will be applied to the payments. The final payment - delayed payment (35% of the total grant amount awarded to each beneficiary) will be paid after the whole XR2Industry Project is completed. The final (delayed) payment is expected to be paid approximately 9 months after the end of the XR2Industry Project. The expected end of the XR2Industry is 30.11.2026. Relevant provisions will be included in the Sub-Grant Agreements.

5.4 Review Milestones

- Beneficiaries' performance during the Support Programme will be reviewed by the Technical Partners (with the support of Ethics Partners when applicable) at the

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Milestone Review (established every time a payment is due), according to the following criteria:

- Deliverable quality (30%),
- Technical performance indicators (60%),
- Deadline Compliance (10%).

Each criterion will be scored from 0 to 10 and, based on the weight of each criterion, the final score will be calculated.

According to this final score, beneficiaries over the threshold (7 points) will successfully receive the corresponding part of the grant and continue the programme. The beneficiaries who haven't reached the threshold (7 points) will be invited to leave the programme without receiving the corresponding payments. The Selection Committee will review and validate the evaluations, paying special attention to the 'under threshold' cases, if any, by taking into consideration all possible objective reasons for underperformance (i.e. external factors which might have influenced the beneficiaries' performance). The 'Selection Committee' will make the final decision, and approve the payments or invite beneficiary projects which have not reached the threshold to leave the programme.

6. Contact us

For any unresolved questions concerning the Open Call process, contact us via email at info.xr2industry@fundingbox.com.

To receive assistance with technical issues, please include the following details in email:

- Username, telephone number and email address,
- The details of the specific problem (error messages that appeared, bug descriptions such as a dropdown list that isn't working, etc.),
- Screenshots of the problem.

6.1 Complaints

If the applicant believes that a mistake has been made after receiving the results of an evaluation phase (when foreseen, a complaint may be submitted at: info.xr2industry@fundingbox.com including the following information:

- The contact details (including email address).
- The subject of the complaint.
- Information and evidence regarding the alleged mistake.

Important note regarding the timeline:

Applicants have **3 calendar days** to submit complaints starting from the day after the communication was sent. Complaints will be reviewed within no more than **7 calendar days** from their reception. If we need more time to assess the complaint, the applicant will be notified by email.

Anonymous complaints and complaints with missing information will not be reviewed.

Evaluations are conducted by experts appointed based on project characteristics and the XR2Industry Consortium does not interfere with expert assessments. Therefore, complaints concerning evaluation results will only be reviewed if they relate to procedural or technical errors.

7. Last but not least - final provisions

Any matters not covered by this Guide will be governed by Polish law and rules related to the Horizon Europe programme and European Union grants regulations.

The XR2Industry Consortium does its best to keep all the applicant data confidential. To ensure clarity, applicants are solely responsible for identifying any confidential information within their submissions. Specific confidentiality obligations will be specified in the Sub-Grant Agreement.

Proposals and all other material sent as applications will be kept confidential. All the XR2Industry Consortium members and staff members who may need to handle the

applications are bound by confidentiality obligations and will need to sign a non-disclosure agreement. The proposals will be also evaluated by external independent experts who will need to sign the non-disclosure agreement.

Intellectual Property Rights (**IPR**) will remain the property of the applicant. Further provisions regarding IPR will be detailed in the Sub-Grant Agreement.

The results obtained by the beneficiaries' projects must be released under an **open-source licence** on a Git-type infrastructure provided and managed by the XR2Industry Consortium.

For the selected beneficiaries, the Sub-Grant Agreement will include a set of obligations towards the European Commission (for example: promoting the project and giving visibility to the EU funding, maintaining confidentiality, IPR, understanding potential controls by the EC/ECA, EPPO and OLAF).

The XR2Industry Consortium might cancel the call at any time, change its provisions or extend it. In such a case we will inform all applicants about such change. The signature of the Sub-Grant Agreement is an initial condition to establish any obligations among selected participants and any Consortium partner. The registration to submit the application is an initial condition to establish any obligations among applicants and the Consortium and external evaluators regarding the confidentiality of the application.

7.1 Extra hints before proposal submission

Developing a comprehensive proposal requires significant time and effort. Here are a few crucial points to consider before submitting the proposal:

- Ensure that the proposed project aligns with the goals and objectives outlined in [section 3.1](#)
- Check if the project responds to one of the challenges indicated in [section 3.2](#).
- Verify that the project meets all eligibility requirements specified in [section 4.1](#).

- Present the project in a compelling manner to attract the attention of evaluators. Refer to [section 4.3](#).
- Assess the organization's capacity to comply with the signature agreement process and payment arrangements for the selected proposals outlined in [section 4.5](#).