



Virtual
Innovation
Consortium



Co-funded by
the European Union

Virtual Innovation Consortium

Newsletter ::::::::::::::
June - October 2025

Welcome to the VIC Project

The Virtual Innovation Consortium (VIC) officially launched in June 2025 with a mission to strengthen Europe's capacity in Virtual, Augmented, and Mixed Reality (XR) and AI-driven innovation. Co-funded by the Digital Europe Programme, VIC addresses one of Europe's most pressing digital challenges — the shortage of skilled professionals in immersive technologies.

The project brings together 11 partners from 8 countries — Portugal, Spain, Italy, Denmark, France, Estonia, Bulgaria, and Kosovo — uniting academia, research, and industry to build an integrated educational ecosystem for Europe's digital future.

Master's Degree Programme in Immersive Technologies and Artificial Intelligence

During Q1, the VIC consortium initiated the design of a cutting-edge Master's Degree Programme in Immersive Technologies and Artificial Intelligence (120 ECTS, ISCED Level 7). This includes:

- Defining the curriculum structure, core and elective modules.
- Integrating both theoretical and practical components relevant to XR design, development, and application across multiple sectors.
- Preparing the programme for delivery across three leading European universities:

- ISTECH (Portugal): Expertise in computer science and strong industry connections.
- EUNEIZ (Spain): Focus on technology and digital media aligned with job market needs.
- UNINT (Italy): Global outlook and specialization in XR in education and cybersecurity.

Needs Assessment

A detailed needs assessment was conducted to identify the facilities, hardware, software, and resources required to deliver the Master's programme.

This review is helping partners evaluate current capacities and determine necessary upgrades and new installations — including XR labs, headsets, and collaboration platforms.

Recruitment and Outreach Strategy

The consortium also began developing a student recruitment strategy to attract a diverse pool of learners for the Master's programme, advanced training modules, and the annual VIC Summer School.

Efforts focus on:

- Promoting inclusion of non-ICT backgrounds (target: 60%).
- Ensuring gender balance (at least 30% women).

- Supporting students from lower socio-economic backgrounds (at least 20% by Year 1).

VIC Online Presence

The official VIC website and social media channels are now live, serving as the primary platforms for sharing news, events, and resources. Visit us at www.vic-eu.com

VIC Conference 2025 - Unlocking the Power of XR Across Sectors

The project celebrated its inaugural event on 29 October 2025 in Lisbon, followed by an online press conference on 30 October. Over 200 participants joined the launch event, marking the beginning of a transformative European collaboration.

Keynote speakers included: Prof. Gisela Canelhas (ISTEC), Prof. Pe-

dro Brandão (ISTEC), Prof. Marco Romano (UNINT), Dr. Óscar García-Pañella (EUNEIZ), Prof. Cecilia Bolognesi (PoliMI), Pietro Carratù (Youbiquo), Dr. Maria Mateeva-Kazakova (RAS Institute), Associate Professor Stefan van der Spek (Delft University of Technology).

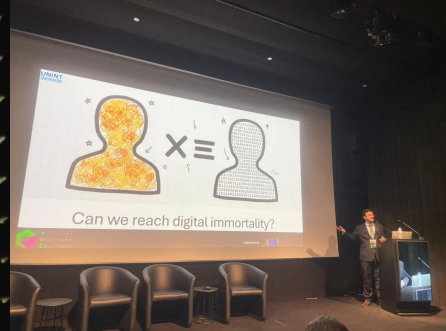
Their discussions explored how immersive technologies and AI can transform sectors such as education, healthcare, culture, diplomacy, and sustainability.

Looking Ahead

As VIC moves into Q2, the focus will be on:

- Finalising the Master's curriculum and accreditation process.
- Upgrading XR laboratories across partner institutions.
- Attract the first cohort of students.





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