

EU grants for news media collaboration

Webinar 5 July 2021

Policy context

Media & Audiovisual Action Plan (in particular, the “[News initiative](#)”)
European Democracy Action Plan (more information [here](#))

Overview: current grant opportunities

1. Collaboration / innovation

Collaboration: Journalism partnerships (yearly calls under Creative Europe)

Innovation: Open call in Horizon Europe

Pilot: media platforms

2. Media freedom & pluralism

Support for self-regulation through media councils (+ more calls in autumn)

3. Citizens engagement and public sphere

Support for cross-border media literacy (in autumn) & projects tackling disinformation

Multimedia Actions to support coverage of European affairs

Pilot project to support youth media

Pilot project on media representation for refugees and migrants



HORIZON EUROPE

THE EU RESEARCH & INNOVATION PROGRAMME

2021 – 2027

ADELINA DINU

Webinar: EU grants for news media collaboration

5 July 2021



HORIZON-CL4-2021-HUMAN-01-06

Innovation for Media, including eXtended Reality (IA)



DESTINATION 6: A HUMAN-CENTRED AND ETHICAL DEVELOPMENT OF DIGITAL AND INDUSTRIAL TECHNOLOGIES

eXtended Reality (XR)

- HORIZON-CL4-2021-HUMAN-01-13 – XR Modelling (RIA)
- HORIZON-CL4-2021-HUMAN-01-14 – XR for All – Haptics (RIA)
- HORIZON-CL4-2021-HUMAN-01-25 - eXtended Collaborative Telepresence (IA)
- **HORIZON-CL4-2021-HUMAN-01-06 - Innovation for Media, including XR (IA)**
- HORIZON-CL4-2021-HUMAN-01-28 – XR Ethics, Interoperability and Impact (CSA)





TWO TYPES OF ACTIONS

1) Modular tools/components/services

- Addressing technical, organisational, commercial and legal aspects of **data management** & usage
- Innovative solutions should be proven useful for the creation and distribution of **new formats**, in particular those using **XR**
- Applicable to the **media industry at large**
- Have potential to be consumed in **new environments** (e.g. self-driving cars, intermodal transport and tourism)
- Cooperation within **media sector** and across **other industrial sectors**
- Collaboration with Digital Europe programme **Media Data Space** (encouraged at initiation phase, highly recommended full interoperability/deployability once operational)

2) Dedicated **VR Media Lab** (FSTP grants)

- Develop/prototype solutions for **creation, distribution and consumption** of new immersive VR/AR media products
- Foster innovation by exploring **novel VR/AR uses**
- Bring together **skills** from several disciplines, including technology and creatives
- Develop new solutions for **consumers, business and society**
- Support creative cooperation on new ways of storytelling and interacting through **immersive media**
- **FSTP:**
- Content for entertainment, culture and news
- VR/AR applications in other fields (such as tourism and education)
- Could result in new business models, technological solutions, spinoff companies or partnerships



EXPECTED OUTCOME

- Prototyping of **advanced solutions**
 - Creation, distribution and consumption of new immersive media
- Support **innovation** in media, including XR
 - Interdisciplinary cooperation (arts, design, journalism/media, film, gaming, academia)
- Creation of a **European VR MediaLab**
- **Media Action Plan**: Recovery, transformation and enabling-empowerment
- Creation of a **European VR/AR Industrial Coalition**



SPECIFIC CONDITIONS & BUDGET

- **Type i - Modular tools/components/services**
 - TRL 4 (start) - TRL 8 (end)
 - At least one project to be funded
- **Type ii - Dedicated VR Media Lab (FSTP grants)**
 - Only one project to be funded.
 - Min 70% EU contribution dedicated FSTP
 - Max 500K€ to each 3rd party
- **Total budget: 26M€**
 - 8-9M€ expected EU contribution per project
 - 3 projects expected to be funded





Thank you!

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Towards a news media innovation agenda

Open [call for proposals](#) under Horizon Europe: € 26 million for 1 or 2 projects covering “modular tools/components/services” and one “European VR MediaLab” - deadline 21 Oct 2021 (more info, see [presentation](#) at Horizon Europe info days).

Study on Artificial Intelligence in creative sectors

Study on “Digital European Platform of Quality Content Providers” (phase [1](#) and [2](#))

Preparing a “media outlook” to analyse media trends

Towards a “media data space” (action 4 of the [MAAP](#)) in 2022

European News Media Forum in autumn, date tbc soon (on twitter.com/mediaeu)

Recap: current grant opportunities

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Pilot: media platforms

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Pilot: Media platforms

Aim: Help increase the variety and diversity of factual content available to EU citizens, work towards sector-wide digital media infrastructures that build on multilingual repositories, involving broadcasters and publishers.

Launch foreseen in **July 2021**, deadline October 2021

Budget: 6 M €

Targets: News media companies and other organisations active in the sector, media technology developers.

[Stay tuned](#)

Support for media freedom/pluralism

Open [call](#) to support “**media councils** in the digital age”, promoting journalistic standards & engaging self-regulatory bodies (one project expected, max 90% / 500.000 € EU co-financing, deadline 27 Aug 2021)

This autumn: Calls for proposals for a Media Ownership Monitor, rapid response mechanism (providing legal support) & emergency support fund

[Stay tuned](#) on the Commission’s approach to media freedom & pluralism

Citizen engagement & public sphere

Support for **media literacy**: previously through [pilots](#), soon through Creative Europe (in work programme 2022, calls foreseen by end-2021, on Creative Europe [funding portal](#))

Diverse action to **tackling disinformation** (incl. open [call](#) under Horizon Europe cluster 4: AI to fight disinformation, 2 x 6.5 M € to support projects by media professionals & for citizens, deadline 21 Oct 2021. For details see [this](#) presentation)

Latest [news](#) on the Commission response to disinformation

Citizen engagement & public sphere: pilots

Support for **youth media** (2 M €, foreseen in July 2021) - [Stay tuned](#)

Open [call](#) on media representation & inclusion for **refugees and migrants** (one project, max 75% / 500k € EU co-financing, deadline 10 August 2021)

Public sphere: Multimedia Actions

Aim: strengthen **coverage of European affairs** from pan-European points of view

Support for TV, radio, data journalism, multilingual EU affairs

Full respect of editorial independence

Currently open: call for proposals on “[multilingual EU affairs using European media platforms](#)” - One project, max 80% / 1,76 M € EU co-financing, deadline: 15 Sept 2021

Soon: Support for radio content on EU affairs - [Stay tuned](#)

[More information on Multimedia Actions](#)

Other relevant calls

Cross-sector innovation labs under Creative Europe (currently [open](#), 6.3 M €, 60% EU co-financing, deadline 5 Oct 2021)

Research on media for democracy (e.g. in Horizon Europe [cluster 2](#), deadline 20 April 2022, see [this](#) presentation).

Yearly [DG REGIO grants](#) for **reporting on cohesion policy** (up to 80% / 300k € per project, budget 5 million € last year) & new [call](#) to support journalism education (1 project, max 95% / 1 M € EU co-financing, deadline 24 Aug 2021)



Thank you

<https://twitter.com/mediaeu>



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