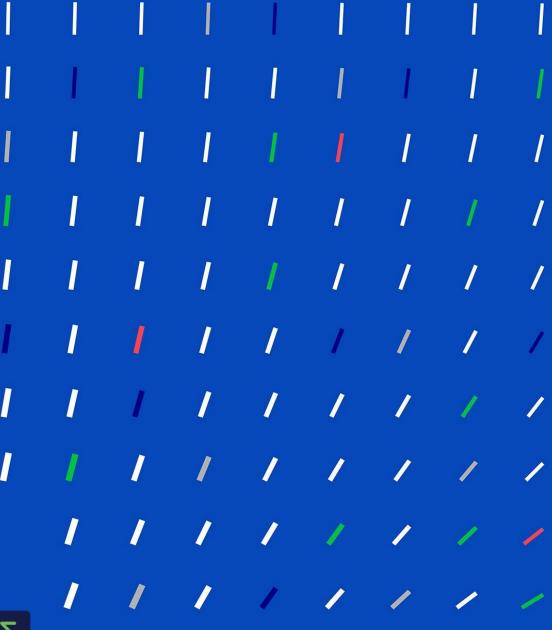
ITEA Award of Excellence winners with Korean participation

Status March 2024







OPTIMUM

Offering greater efficiency, safety and usability in future smart factories

In today's factories, machines such as cranes are typically operated manually using heterogeneous hardware. These are usually not interoperable and diverse control environments are in use; static machine configurations also make evolution hard to achieve. OPTIMUM enables machines of different kinds and from different manufacturers to communicate with each other and their operators, improving the worker's and equipment's safety.

Start date – End date Nov 2017 – June 2021

Website

https://itea4.org/project/optimum.html



OPTIMUM

Examples of impact highlights

- OPTIMUM's innovative assistance functions will significantly reduce assembly times in semi-autonomous processes; an 18% reduction was already achieved during a Proof of Concept.
- DEMAG sold a crane to the Fraunhofer Institute for Factory Operation and Automation (IFF) in Magdeburg for its new research factory (Elbfabrik), which will be enabled with innovative assistance functions from OPTIMUM. Consortia partners will support the implementation of the OPTIMUM functionalities.
- NXP is developing an integrated hardware solution based on OPTIMUM results to serve an Evaluation Kit for the industrial market.
- TARAKOS has extended their software solutions (taraVRbuilder & taraVRcontrol) and has significantly improved the planning of material handling processes with cranes. The roll-out to the market took place in August 2022 and the extended software is also being sold to the Fraunhofer Institute for the Elbfabrik.
- BEIA has developed its IoT telemetry solution with OPC UA for cranes to be used by NAVROM, the biggest river shipping company in Romania.



PARTNER

An innovation engine for integrated BIM and GIS

PARTNER developed a common architecture for health data management and visualisation to support the optimal patient journey for chronic diseases through the health system (including at home) for appropriate personalised care. Thanks to this, data and information collection is continuous, seamless and patient-centric and decision-making is less costly for hospitals and faster for patients.

Start date – End date Oct 2017 – Dec 2020

Website

https://itea4.org/project/partner.html





PARTNER

Examples of impact highlights

- PARTNER demonstrates that a patient-centric approach with an optimised collaborative care team leads to greater efficiency up to a 10% improvement compared to traditional workflows and a knock-on effect of lower healthcare costs.
- For patients, the PARNTER approach should result in better health outcomes and, above all, a higher quality of life even when ill.
- The successful collaboration in PARTNER has resulted in clear commercial opportunities for the consortium; every contributor involved has released new products and services, ready to be installed in several hospitals for further trials.
- Barco's Synergi represents a new business case and has allowed Barco to push further into the health domain. Synergi can lead to a significant improvement in the efficiency of the multi-disciplinary team meetings, as well as a significant reduction in the time between the referral of the patient and the commencement of treatment.
- For iClinic in Canada, participation in the PARTNER project led to three additional full-time employees. In 2021, €200,000 of additional revenue was achieved and much more is expected in the future.
- MEDrecord licensed its platform as a service, enabling four additional sales in 2022 based on the developments done within the PARTNER project. MEDrecord has also become a Microsoft partner in order to sell the MEDrecord APIs via the Azure marketplace.
- The PARTNER experiments impacted the nature of SOPHEON's innovation management products: they are being launched
 to the global market and already have thousands of initial users.
- Barco Healthcare had two startup initiatives, one of which was Synergi. In addition, ETRI also transferred the technology to DATAIZE, a Korean startup.





MOS2S

New forms of engagement in entertainment and society

Engagement and personalised experiences are getting increasingly important nowadays. In society, city representatives no longer take decisions by their own and in the entertainment business, everybody can become a producer of content. To bring this engagement MOS2S has created world-first ways to engage citizens and audiences of live events.

Start date – End date Oct 2016 – Sept 2019

Website

https://itea4.org/project/mos2s.html





MOS2S

Examples of impact highlights

- For the first time in the world, a football match in the Johan Cruijff ArenA was broadcasted in real time, with only 0.3 seconds delay from the pitch in Amsterdam to a viewing area in South Korea.
- Since the MOS2S project, Kiswe has been working with multiple sports leagues, entertainment and media companies worldwide like K-POP group BTS, NBA, Universal Music Group and the Tour of Flanders.
- GameOn's video technology has been licensed to 25 European clubs, with a revenue of almost EUR 700 thousand for GameOn in 2019 (versus roughly EUR 80 thousand in 2016).
- The Inmotio Performance Centre is being rolled out for all 18 teams of the Dutch Eredivisie, potentially leading to millions of users following completion.
- MOS2S's technology was selected, out of 209 applications from 39 countries, to be demonstrated during the Eurovision Song contest of 2020.

