MASTER

Bring Learning to the Next Dimension:
Design Your Educational Material and Implement It Into the MASTER Platform

The first Open Call (OC1) focused on creating proven digital learning solutions using XR technology. Now, these solutions need to be validated. The second Open Call (OC2) invites applicants to **design educational materials, integrate them into the MASTER platform, and validate their effectiveness.**

Why the MASTER Open Calls?
The Open Calls expand our reach, attracting organizations to enhance our impact. By encouraging applicants to align with our approach, we amplify our efforts, delivering significant benefits to the European industry.

## The Goals Behind the Second Open Call
The OC2 aims to:

- Validate cutting-edge XR technology with students in schools or professional training settings.
- Create innovative educational content for integration into the MASTER platform.
- Gain technical, educational, and business mentoring from the MASTER consortium.

Who Can Apply?
Eligible applicants include:

- Educational institutions that provide education and content creation services and can involve students in the testing of XR applications; SMEs or large companies (as challenge providers only).
- Applicants based in EU Member States, OCTs, and Horizon Europe-associated countries.
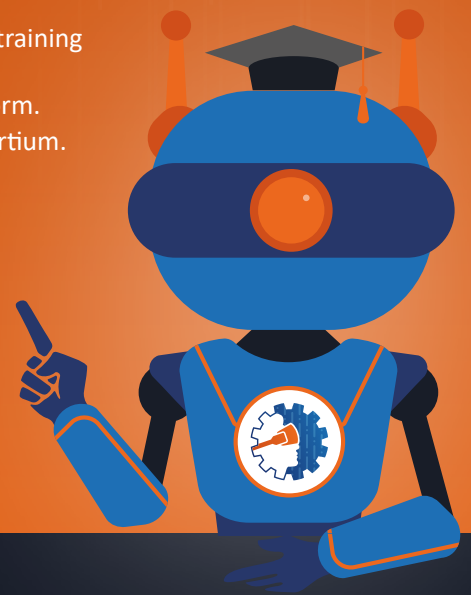
Educational challenges addressed in OC2:
OC2 focuses on advancing industrial robotics education through three key areas:

Industrial Applications
Creating XR-based educational experiences that enhance industrial robotics training by simulating real-world manufacturing processes.

Get to Know the Robots
Providing fundamental knowledge on robotic systems themselves such as programming and maintaining the robot as well devices that are integrated to it such as safety machines, making it more accessible to students and professionals.

Open Challenge – Innovative applications on training of industrial robotics
Encouraging applicants to propose novel solutions that push the boundaries of XR-based robotics education by creating innovative applications more openly, beyond the scope of the two previous pillars.

Benefits for Applicants

Participants will benefit from:

- Financial support of up to €100,000
- The opportunity to bring in their own challenges and have them tested first-hand
- Access for their students to innovative XR tools
- Visibility within the community and the chance to collaborate with other members
- Technical and educational mentoring provided by the MASTER consortium

The Application and Evaluation Process

1 **Eligibility & Assignment** – Proposals are first checked for eligibility by the consortium, then assigned to two independent evaluators.

2 **Expert Evaluation & Scoring** – Each proposal is reviewed remotely by two external experts, who score it based on Excellence, Impact, and Implementation criteria.

3 **Consensus & Final Decision** – In case of major scoring discrepancies, a consensus meeting is held; selected proposals receive funding decisions and feedback.

The review process begins with an eligibility check conducted by the MASTER consortium to ensure proposals meet the formal and thematic requirements. Eligible proposals are then assigned to two independent experts, selected for their expertise in XR, robotics, education, or industry. Experts must sign confidentiality and conflict-of-interest agreements before beginning their review.

Each proposal is evaluated against three criteria: Excellence, Impact, and Implementation. Only proposals above the quality threshold will be ranked and selected, aiming for balanced representation across challenges.

The final decision will be communicated to both the European Commission and the applicants.

The process will conclude with the signing of sub-grant agreements between the MASTER coordinator and the selected third parties, marking the official start of support cases.

The Open Call will be launched on **7 April 2025** and remain open until **12 June 2025**.

www.master-xr.eu