



theLisborncouncil
think tank for the 21st century



POLITECNICO
MILANO 1863

DIPARTIMENTO DI DESIGN



OLLSCOIL NA GAILLIMHE
UNIVERSITY OF GALWAY



BRUBOTICS
HUMAN ROBOTICS
RESEARCH CENTER



**INTERNATIONAL DATA
SPACES ASSOCIATION**



BDV BIG DATA VALUE
ASSOCIATION



COMMpla
Communication Platforms
and Online Solutions



OPEN AND CO-CREATED
VIRTUAL WORLDS FOR EUROPE

 open-verse.eu

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 OpenVerse

 OPENVERSE project



Funded by
the European Union



Project funded by

Schweizerische Eidgenossenschaft
Confédération suisse
Confederazione Svizzera
Confederaziun svizra

Swiss Confederation

Federal Department of Economic Affairs,
Education and Research EAER
State Secretariat for Education,
Research and Innovation SERI

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What is OPENVERSE?

OPENVERSE is a Coordination and Support Action (CSA), funded under the Horizon Europe programme. It's rooted in the ambition to elevate the European Union's landscape, responding to the global tech competition and fostering technological sovereignty.

Our Mission

The vision of the OPENVERSE project is to create **inclusive, open, and ethically responsible European Virtual Worlds**, enhancing the European Union's technological sovereignty in the global arena. Its strategy involves integrating diverse technological expertise, fostering collaborative innovation, and ensuring interoperability, privacy, and security in digital environments. OPENVERSE aims to lay the foundational framework for these Virtual Worlds, combining user co-creation with extended reality technologies, addressing legal and ethical challenges, and guiding future policy and industry standards for globally influential Virtual Worlds.

Outcomes



- ▶ **The Observatory:** Discover organisations, researchers, and experts active across the XR/VW ecosystem in Europe, and make yourself discoverable.
- ▶ **The Technology Framework:** A constellation of interlinked technologies, bringing all domains of European Virtual Worlds together under a common vision: an open, interoperable, and human-centric digital continuum.
- ▶ **The Roadmap:** Open to experts' input with the aim to deliver key recommendations and align with the EU's strategy on Virtual Worlds in the coming years.
- ▶ **The Co-creation Toolkit:** 48 tools to empower a diverse range of stakeholders—designers, developers, educators, Virtual Worlds consumers, and citizens—to run meaningful co-creation processes in immersive environments, using a shared methodology grounded in field experimentation and design research.

Discover them all on our website

