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Council of the European Union
General Secretariat

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LIMITE

TELECOM

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MEETING DOCUMENT

From:	General Secretariat of the Council
To:	Working Party on Telecommunications and Information Society
Subject:	Virtual Worlds on funding opportunities - Additional presentations (TELECOM WP 6/5/25)

Delegations will find in the annex additional presentations "Virtual Worlds on funding opportunities"

Virtual Worlds Skills Academy

INFO DAY
CALL FOR DIGITAL SKILLS ACADEMIES: QUANTUM ARTIFICIAL INTELLIGENCE VIRTUAL WORLDS
16 MAY 2025
9:30 – 12:00 CEST
#DigitalEUProgramme

UNION OF SKILLS (5 March 2025)

Sectoral digital skills academies:

- AI,
- Quantum,
- **Virtual Worlds (VW)** and
- Semiconductors

OVERALL SCOPE
Education and training curricula and programmes for the VW domain of expertise

EXPECTED OUTCOMES

1) A **workforce mastering VW skills** & able to boost Europe's competitiveness and innovation capacity

2) A dedicated **Competence and Qualification Framework** (CFQ) to become a reference for teaching VW skills.

3) A better **balance between the demand and offer of VW skills.**

TARGET GROUPS:

- higher education students & young graduates
- upper secondary & vocational education students
- teaching staff
- professionals in different sectors
- citizens

ESTIMATED BUDGET

10 mil Euro
Lump sum grant – 50% funding rate

EU Funding & Tenders Portal

https://europa.eu/!p6KXPN

+ Important dates
Call opening:
15 April 2025
Deadline for submission:
2 September 2025

+ INFO Day:
16 May 2025

Digital Skills and Jobs Platform

HEurope Work Programme 2025

Cluster 4
DIGITAL, INDUSTRY & SPACE

TOPICS	TYPE OF ACTION	BUDGETS (MEUR)	EXPECTED EU CONTRIBUTION PER PROJECT (MEUR)
HORIZON-CL4-2025-03-HUMAN-14: **Core technologies for virtual worlds (RIA)** (Virtual Worlds and Photonics Partnerships)	RIA	**43.00**	5.00 to 6.00
HORIZON-CL4-2025-03-HUMAN-15: **GenAI4EU: Generative AI for Virtual Worlds: Advanced technologies for better performance and hyper personalised and immersive experience (IA)** (AI/Data/Robotics & Virtual Worlds Partnerships)	IA	**20.00**	4.00 to 5.00
HORIZON-CL4-2025-03-HUMAN-16: **Drive the evolution of the internet towards open and interoperable Web 4.0 and Virtual Worlds: building blocks in priority areas (RIA)** (Virtual Worlds Partnership)	RIA	**14.50**	1.00 to 3.00
HORIZON-CL4-2025-03-HUMAN-17: **Specific support for the Virtual Worlds Partnership and the Web 4.0 initiative** (CSA) (Virtual Worlds Partnership)	CSA	**2.50**	2.50 MEUR

+ Destination 6: Digital and industrial technologies driving human-centric innovation

https://europa.eu/!j4gQ6D

+ HE Cluster 4 info days taking place on 13 - 14 May 2025

https://europa.eu/!jpBR8V

Pre-published

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