Virtual Worlds
Connect

Brokerage event

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Industry
Contact
Point
Digital
Transformation

Industry
Contact
Point
Industry 4.0

Industry
Contact
Point
Medical
Technologies
and Health

Ministry of Science and Higher Education
Republic of Poland

XR
4EUROPE

I3D Europe

Type: ASBL – Non-profit organisation
Country: Belgium

-European ecosystem building since 2010 in immersive technologies (3D, VR, AR, MR, AI...)

-16+ years of experience in structuring & activating international professional communities

-Stakeholder engagement across industry, research, culture & policy

-Proven expertise in dissemination & communication for immersive technologies

-Event production and management, with UnitedXR Europe as a flagship dissemination platform

-Awarded Horizon 2020 and Creative Europe MEDIA tenders,

demonstrating trustworthiness, and EU compliance.

I3D Europe:
The Gateway to the European XR Ecosystem

Specific contribution / roles:

- Dissemination & outreach towards the European XR ecosystem (and beyond)

- Access to the UnitedXR Europe ecosystem and database (140k+) and event (2400+ attendees)

- Visibility towards XR professionals, industry, research & policy stakeholders

- Support to communication, stakeholder engagement, project representation at industry events, and impact.

I3D Europe:
Expertise and Track Record

Track record

-H2020 – awarded project: XR4ALL > XR4Europe

-Creative Europe MEDIA – awarded projects

-15 editions of Stereopsia + 1 edition of UnitedXR Europe

-Proven interface between EU projects and market-facing events

Dissemination assets

-Flagship European XR event: UnitedXR Europe

-Curated professional audience & international reach

-Proven capacity to deliver visibility, engagement and impact

I3D Europe:
2010 - 2025

I3D Europe:
Calls we are interested in

Digital Europe Programme:

-DIGITAL-2026-AI-09-VIRTUAL-TESTBEDS-STEP

-DIGITAL-2026-SKILLS-09-COMPETITIONS European Advanced Digital Skills Competitions

Horizon Europe Programme:

-HORIZON-CL4-2026-04-HUMAN-01 Developing and demonstrating core technologies for Virtual Worlds and Web 4.0

-HORIZON-CL2-2026-01-HERITAGE-01 - "Artistic intelligence": harnessing the power of the arts to address complex challenges, enhance soft skills and boost innovation and competitiveness

Creative Europe Programme:

-CREA-CROSS-2026-INNOVLAB Creative Innovation Lab