Virtual Worlds Connect Brokerage Event

II Edition

October 5-6, 2026

Industry Contact Point Digital Transformation

Industry Contact Point Industry 4.0

Ministry of Science and Higher Education Republic of Poland

XR 4EUROPE

XR POLSKA
POLSKA FUNDACJA RZECZYWISTOŚCI ROZSZERZONEJ

AVRE

PCSS and UJ

Poznan Supercomputing and Networking Center & Jagiellonian University

Type: public / academic

Country: Poland



Building Europe's XR and Virtual Worlds ecosystem together

Two Polish institutions, one shared track record in XR and Virtual Worlds. Complementary expertise.



Maciej Głowiak, PCSS
maciej.glowiak@pcss.pl
www.pcss.pl

Żaneta Żegleń, UJ
zaneta.zeglen@uj.edu.pl
www.uj.edu.pl

Two Horizon Europe projects, two coordinating roles

IMPULSE. Coordinated by **UJ**. Uses Extended Reality to make cultural heritage digitisation more immersive and inclusive, piloting visual-arts and dance use cases with underrepresented communities. (2024–2027, €3.39M)

HERIFORGE. Coordinated by **PCSS**. Builds a network of three XR-driven cultural heritage innovation ecosystems in Poland, Cyprus and Turkey, delivering prototypes and a shared Data Orchestration Platform. FSTP support for 12 projects. (2024–2027, €4.99M)

PCSS in Europe's largest Virtual Worlds infrastructure projects

ViWAS Virtual Worlds Academy of Skills. Builds a Europe-wide skills and training ecosystem for the future Virtual Worlds workforce. PCSS is the only Polish organisation in the consortium. (2026–2029, €17.11M, 39 partners)

V-NODES Virtual Nodes for Open Strategic Autonomy and Digital European Sovereignty. Establishes Europe's first interoperable Virtual Worlds testbed network, advancing XR solutions from TRL4 to TRL8 across five countries. PCSS leads the Polish hub. (2026–2029, €16.96M)

UJ leading Polish research University through its activities

Research University status under Poland's Excellence Initiative and founding member of the **Una Europa** alliance, a direct channel to 11 European universities for outreach and uptake and **EIT Culture & Creativity KIC**, giving direct access to Europe's CCI innovation ecosystem.

CAPHE & PACESETTERS. UJ coordinates CAPHE (MSCA Staff Exchanges, 2023–2026), an 11-partner network on culture production in the Metaverse, spanning Europe and Kenya. UJ is also a partner in PACESETTERS (Horizon Europe RIA, 2024–2027, 15 partners), which develops new business models for cultural and creative industries through real-world living labs.

Where PCSS and UJ build together, beyond single projects

- **DARIAH-PL XR Working Group.** The group defining how XR and Virtual Worlds serve humanities and cultural-heritage research, from content acquisition to visualisation and ethics. Leaders: PCSS + UJ
- **DARIAH-PL (FENG) project.** Will turn the group's roadmap into lasting national XR/Virtual Worlds research infrastructure. (2027–2029, €25M). Leader: PCSS, UJ as partner.
- **XR Landscape Report** (*in progress*). UJ (Leader) and PCSS are jointly mapping the state of XR and Virtual Worlds in Poland.

UJ and PCSS are members of the **VR/AR Industrial Coalition** and **NEM (New European Media)**, staying closely connected to European XR and immersive-media policy and innovation networks.

Our combined capacity to serve European projects

- **New Media & XR Lab**: 8K/high-speed cameras, motion capture, 3D scanning, spatial audio supports VR/AR and immersive media production.
- **Art&Science Lab**: connects art, science and XR through residencies, workshops and exhibitions.
- **HPC & AI infrastructure**: 30+ PFLOPS, 120,000+ cores, 400+ PB storage, quantum computer (20 qubits), AI Factory with 1000+ GPUs (2026).
- **Law & ethics of Virtual Worlds:** IP and copyright, data protection, AI Act and DSA compliance, from the Faculty of Law and Administration.
- **Culture, media & creative industries:** audiences, participation and digital storytelling; museum pilot sites at Collegium Maius and Faculty of Management and Communication
- **Foresight & policy:** ecosystem mapping (XR Landscape Report) and leadership in DARIAH-PL XR.



PCSS & UJ ready for the next HE calls in XR and Virtual Worlds.

We are particularly interested in:

HORIZON-CL4-2027-04-HUMAN-02 *Create a thriving and competitive Virtual Worlds and Web 4.0 ecosystem*

Together, PCSS and UJ are ready to lead work packages on:

- **SRIA review & foresight** (UJ lead): an interdisciplinary update of the Strategic Research and Innovation Agenda grounded in EU values, legislation, inclusion and trust.
- **Ecosystem & infrastructure building, tools implementation** (PCSS lead): connecting testbeds, national hubs and skills initiatives (V-NODES, ViWAS, HERIFORGE) with quadruple helix stakeholders (academia, industry, social org., govenrnment org.)
- **Adoption, acceptance & regulation** (UJ lead): user studies, legal-ethical guidance and uptake in the cultural and creative sectors.
- **Widening & cohesion** (joint): bringing Central and Eastern Europe into the Virtual Worlds Partnership



Poznan Supercomputing and Networking Center & Jagiellonian University

Two nodes, one virtual world: where computing meets culture.