

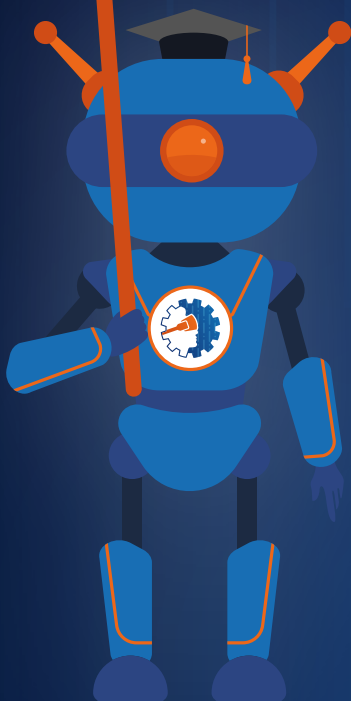


# MASTER

**Boosting** future training  
in **industrial robotics**  
with **XR technology**

**MASTER strengthens  
the XR ecosystem for  
teaching robotics in  
manufacturing.**

It provides an Open XR platform  
for creating safe robotic  
environments, programming  
flexible robotic applications and  
integrating advanced interaction  
mechanisms.



## MASTER will contribute to:

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Develop innovative XR applications for learning, training and education.



Test and support take-up of proven, successful XR tools making Europe a leader in cutting-edge technologies for education.



Increase inclusiveness by supporting a human-centred approach to technology development that is aligned with European social and ethical values, as well as sustainability.



Sustainable, high-quality jobs by targeting skills mismatches, the need to empower workers, and ethical considerations relating to technological progress.

## The Open XR platform is enhanced with key functionalities:



Training libraries to prepare demonstrators for health and safety aspects



XR tools to facilitate the training on robot programming and control



Multimodal interaction mechanisms: active and passive gaze-based interactions



The Open XR platform **enables** non-expert trainers to **create teaching material on manufacturing robotics.**



### 1<sup>st</sup> Open Call

(Execution period: November 2024 - July 2025)

#### Implementation of novel XR technologies for robotic applications

The objective of the First Open Call is to provide innovative technologies for the Open XR platform to create rich XR experiences. In addition, it aims to develop use cases and educational material for a better learning environment for robotics.



### 2<sup>nd</sup> Open Call

(Opening early 2025)

#### Validation of XR technologies in learning environments

The objective of the Second Open Call is to validate the Open XR platform and technologies developed in the project. It also aims to encourage the creation of additional XR content by applicants.

#### Who can apply?

Any type of research or educational institutions providing XR education or content creation services to students, workers or other end users. Their participation should guarantee that the MASTER technologies are tested, validated and improved in an educational environment.

## Follow Us!

Further information about the MASTER project is available on our website.



[www.master-xr.eu](http://www.master-xr.eu)



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## The Consortium



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the European Union