Current Funded Projects - Cyprus Interaction Lab

Current Funded Research Projects

The STM Validation Project encompasses 39 partner (private, public and academic) from 13 countries and with a total budget of 43 million Euro. The project duration is 2015-2018. EU has decided to contribute with €21 million to the Sea Traffic Management Validation Project, a Motorways of the Sea project. Test beds in Northern Europe and Mediterranean Sea will engage 300 vessels, 10 ports of different sizes and 3 shore centres. These will validate the Sea Traffic Management (STM) concept and pave the way for smooth deployment of new collaborative services previously unknown to sea transport but existing for many years in other transport sectors.

STM will overcome many of the challenges of communication and information sharing between stakeholders in the maritime transport industry and create significant added value to, in particular, ship- and cargo-owners as well as ports.
The preceding MONALISA projects have brought advancements in technology and digital innovation to the maritime sector, a base for asustainableshipping industry, reducing the environmental impact while improving safetyand efficiency.
The STM Concept has been defined within the MONALISA 2.0 project. A technical protocol for route exchange has been developed and is in the phase of international standardization. This is a huge achievement and a pre-requisite for further development and deployment of Sea Traffic Management.

RISE is funded by EU through the TEAMING program of HORIZON 2020. The consortium consists of the Municipality of Nicosia-Cyprus, the three public Universities of Cyprus — University of Cyprus, Cyprus University of Technology and Open University of Cyprus — and the prestige research institutes Max Plank Institute for Informatics – Saarbrucken, Germany and University College London (UCL) – UK.
The project aims at the establishment of an interdisciplinary Research Centre in Cyprus to integrate research in the Visual Sciences, Human Factors and Design, and Communications and Artificial Intelligence. The grant awarded is 0.5 million EUR for phase 1 with potential funding of 15-20 million EUR in phase 2 of evaluation.

ENCASE is funded by the Horizon 2020, Marie Sklodowska Curie Research and Innovation Staff Exchanges program. The EU budget amounts to 2.16M Euro. The aim of the ENCASE project is to leverage the latest advances in usable security and privacy to design and implement a browser-based architecture for the protection of minors from malicious actors in online social networks. The overall vision of the project is to provide research and innovation contributions to end-user experience assessment, large scale data processing, machine learning and data mining, and content confidentiality. The project coordination is handled by the Cyprus University of Technology (CUT). The following partners participate in ENCASE: University College London, UK; Aristotle University, Greece; Università degli Studi Roma Tre, Italy; Telefonica Investigacion y Desarrollo, Spain; Innovators, SA, Greece; SignalGeneriX, LTD, Cyprus; Cyprus Research and Innovation Center Ltd, Cyprus).

The NOTRE project is funded (total budget: 1 million euro) by Horizon 2020 Twinning programme – TWINN – 2015 and the duration of the project is 36 months (01/01/2016-31/12/2018). NOTRE aims to develop a network that will strengthen and enhance the research and innovation potential and capability of the newly established Social Computing Research Centre (SCRC) at the Cyprus University of Technology (CUT) for stimulating scientific excellence and innovation capacity in the area of Social Computing.

The Cyprus Interaction Lab participats in NOTRE in colaboration with two other research labs at the Cyprus University of Technology: Microsoft Computer Games and Emerging Technologies Research Lab (http://getlab.org) and Visual Media Computing Lab (http://cut.ac.cy/mga/research/vmc).

The advanced partners are four of most prominent European centres of excellence (FORTH-ICS, Greece; iMdea, Spain; MIRALab, Switzerland; University of Dusseldorf, Germany). They complement the NOTRE concept in different ways as they have strong research groups in areas related to Social Computing.

Capabilities are not only abilities that reside inside humans, but they also comprise the political, social, and economic environment. Literacy is a capability whose fulcrum is far away from the individual, depending crucially on societal forces that can hinder or promote human development. The efficiency of this promotion is critically constrained by the availability of accurate knowledge. Knowing about literacy is contingent upon an interdisciplinary web of expertise that can, within a reasonable timeline, produce that sort of knowledge. Such networks already exist in Europe, but needs to be sustained so that it can face the demands of the new digital era. Through this Action, reading and writing research communities across Europe are joining, integrating their findings, and aligning their agendas so that they can: 1) develop an integrated and inclusive approach to foundational literacy across Europe; 2) devise a comprehensive framework of developmental aspects of literacy and education in a digital world; and 3) further improve literacy technologies. This will be valuable for promoting citizens' interdependence, participation, and innovation, which are key assets to a united and diverse Europe. For that, Europe needs a Literacy Network via which capabilities can be strengthened to all of its citizens.

The "LUDI" COST Action aims at the creation of a novel and autonomous field of research and intervention on play for children with disabilities.The network has three main objectives: a) collecting and systematizing all existing competence and skills: educational researches, clinical initiatives, know-how of resources centers and users' associations; b) developing new knowledge related to settings, tools and methodologies associated with the play of children with disabilities; c) disseminating the best practices emerging from the joint effort of researchers, practitioners and users.

Play for children with disabilities is the object of a fragmented set of studies and it has given rise, in different countries and at different times, to niche projects (i.e. social robotics for autistic children, adapted toys for children with cognitive and motor disabilities, accessible playground areas). This theme is not yet a recognized area of research because of two main factors: a) disability represents a set of heterogeneous functioning frames; b) play is not leading the educational and rehabilitation contexts.

The multi-disciplinary cooperation of researchers and practitioners in the fields of psycho-pedagogical sciences, health and rehabilitation sciences, humanities, assistive technologies and robotics as well as the contribution of end-users' organizations will grant the right to play even for children with disabilities, and finally establish play as the main element for children's development.

LUDI will devote specific attention to the societal challenges identified in Horizon 2020 (i.e. the transfer of knowledge to clinical practice, the enhancement of the functionalities of children with disabilities through the implementation of technologies and practices). The main objective of the Action is to spread awareness on the importance of giving children with disabilities the opportunity to play, while ensuring equity in their exercise of the right to play and by putting play at the centre of the multidisciplinary research and

intervention regarding the children with disabilities.

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