FP7-contract n°: 632738

D3.8- REPORT ON CALL 2 AND ITS OUTCOME

Abstract

This document summarizes the results of the FI-C3 second Open Call to date. The call was opened on 1st June 2015 and closed on 30 June 2015.

Date of publication: 17 September 2015

Document number: FI-C3-031-V1.0

Full project title:	Future Internet Connected Content inCubator
Short project title:	FI-C^3
Contract number:	632738
Document title :	**D3.8- Report on Call 2 and its outcome**
Version:	1.0
Editor:	Johnny Waterschoot
Number and title of work-package:	WP3-Innovative project starter
Deliverable nature:	Report.
Dissemination level: *(Confidentiality)*	Confidential (CO)
Contractual delivery date:	31 August 2015
Actual delivery date:	17 September 2015
Suggested readers:	
File name:	FI-C3-031-V1.0
Estimation of PM spent on the Deliverable	5
Total number of pages:	36
Keywords:	

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List of authors

Company	Author
IMinds	Johnny Waterschoot

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1 FI-C3's Second Open Call statistics

1.1 Submitted Proposals

The FI-C3 2nd Open Call was opened on 1st June 2015 and closed on 30th June 2015.

For the proposals submission, FI-C3 project set up an ad hoc platform which was accessible through the FI-C3 website: www.fic3.eu.

The total number of SMEs and Individual Entrepreneurs registered in the Submission Platform was 657. That means that 657 proposals where registered and started. However, not all of them where submitted to participate in the Call.

At the end of the call, 352 proposals were submitted, which means 49,3% of the total registered.

Among the 352 submitted proposals, 30 European countries were represented. The geographical distribution of the submitted proposals is shown in Figure 1.

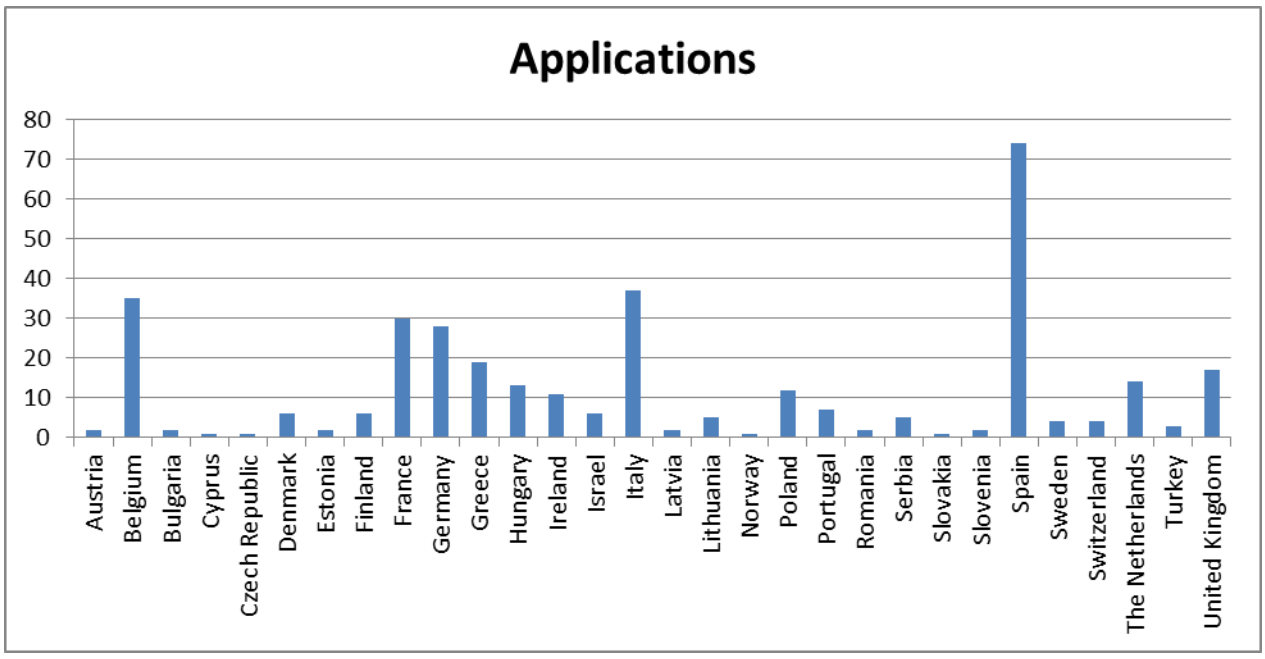

Figure 1 Geographical distribution of the submitted proposals

Spain submitted the maximum number of proposals (74), followed by Italy (37), Belgium (35), France (30), Germany (28) and Greece (19).

FI-C3 Project addresses 3 domains:

- Smart Territories
- Media & Content
- Care & Well-Being

The distribution of the submitted proposals regarding the addressed domain is shown in Figure 2.

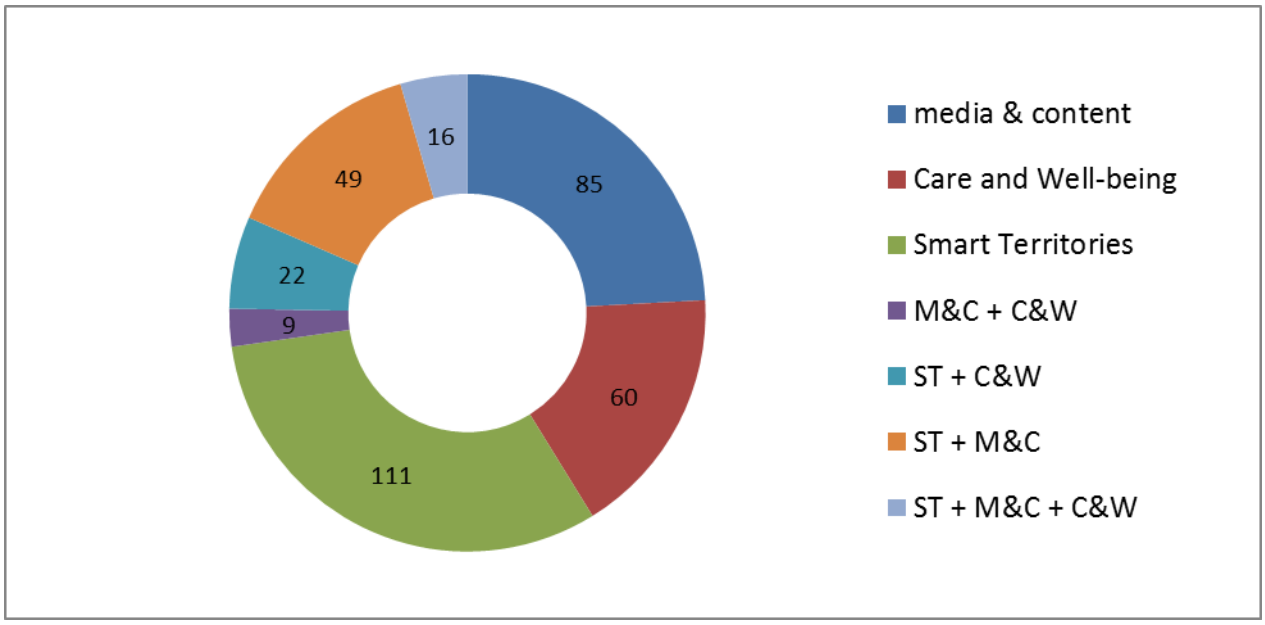

Figure 2 Addressed domains by submitted proposals

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1.2 Selection Phase

The selection process that is used by FI-C3 results from the Grant agreement (DoW) signed with the Commission. However that process was, in the DoW, planned as a single phase (oral presentation in front of the selection committee). In the case of a high number of applications, that single oral procedure would have been time consuming and practically not possible, so another phase has been added consisting into a pre-selection based on the material submitted by the applicants. The selection process is described in the following Figure 3.

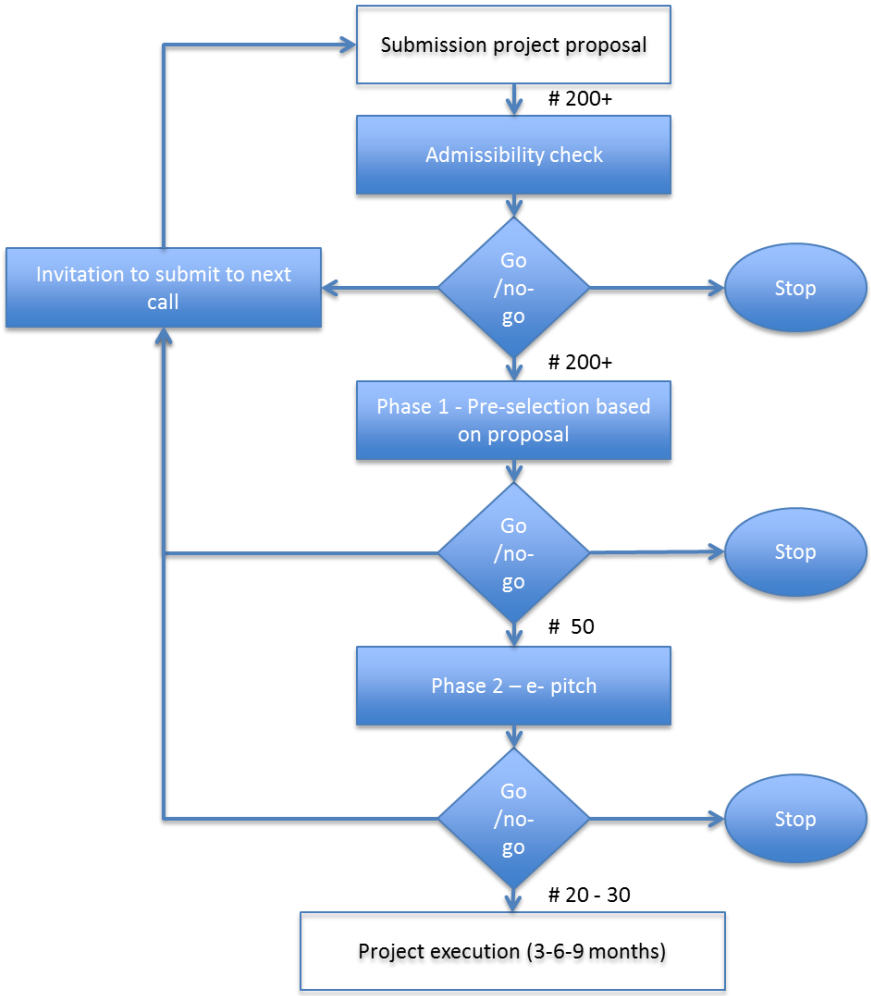

Figure 3 Proposal selection process

The Admissibility check was done by the members of the FI-C3 consortium. They checked the admissibility of the applications, without judging the proposal from a content/business perspective, e.g. company is SME or individual entrepreneur, financial viability, completeness of the proposal, proposal within scope of the call (budget, scope, time), etc.

This weeded out the applications that do not qualify the EU requirements and call objectives. After the eligibility check, 333 companies remained for the pre-selection process (Phase 1).

In Phase 1, a pre-selection took place by independent evaluators (see section 1.3 for the information on these experts), based on the proposal. The goal of the first pre-selection was to reduce the number of proposals to a manageable number for the second phase. Independent evaluators sitting as the Selection committee rated

the proposals based on the pre-defined selection criteria. Three reviewers have evaluated each proposal. If all three reviewer disagreed extremely on the scores they needed to have a consensus meeting afterwards to find an agreement. This discrepancy and the need for a consensus meeting was defined as proposals having a difference of more than 40% between the highest and lowest reviewer score. In addition, proposals that had 2 reviewers with less than 70% were not taken into consideration for consensus meetings. 10 companies needed to have a consensus meeting: SUOP, Kissmyshoe, Planet Media Studios S.L, Xpressomics Labs, Talk About Jack, Eagelscience, Pridiktiv, Digitalilusion, o10tct, OUAT. Based on the ranking of the proposals, the top 52 ranked were admitted to the second round (Phase 2). The consortium defined the number at 52 because the last three companies in position 50 had the same score, so to be correct, all these 3 companies got a chance to e-pitch.

Phase 2 - Final selection by the Selection committee based on face to face pitch. The 52 top ranked proposals were invited to a e-pitch in front of the Selection committee (e.g., 10 minutes pitch, 5 min Q&A). This e-pitch was performed by gotomeeting (audio/video conference) on September 8, 9 and 10.

The e-pitch was performed in front of a committee consisting of 8 members with various expertise. Each committee-member scored the e-pitch on the same evaluation criteria used in phase 1. An average score of the 8 committee-members was computed, and then multiplied by the score of phase 1 to determine the final ranking. In an e-pitch any reviewer cannot give scores, if he/she is from the same nationality than the company performing the e-pitch. As such, the consortium removed these scores from the final numbers.

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1.3 Evaluation Experts

A group of 25 experts was formed (selected by each FI-C3 consortium member). The experts selection was based on criteria such as expertise, business expertise, geographic distribution, knowledge on FIWARE technology and FI-C3 domains expertise. The list of experts is shown in Figure 4. 8 of these experts were selected as part of the Jury in Phase 2 (e-pitches).

Expert	Country	Category
Expert 1	Belgium	care&wellbeing
Expert 2	Belgium	care&wellbeing
Expert 3	Belgium	care&wellbeing
Expert 4	Belgium	Smart Territories
Expert 5	Finland	media&content
Expert 6	Finland	Smart Territories
Expert 7	France	care&wellbeing
Expert 8	France	care&wellbeing
Expert 9	France	media&content
Expert 10	France	media&content
Expert 11	France	media&content
Expert 12	France	Smart Territories
Expert 13	France	Smart Territories
Expert 14	Germany	care&wellbeing
Expert 15	Germany	media&content
Expert 16	Germany	Smart Territories
Expert 17	Germany	Smart Territories
Expert 18	Greece	media&content
Expert 19	Greece	media&content, smart territories
Expert 20	Portugal	care&wellbeing
Expert 21	Spain	care&wellbeing
Expert 22	Spain	media&content
Expert 23	Spain	media&content
Expert 24	Spain	Smart Territories
Expert 25	Spain	Smart Territories

Figure 4 List of experts

As interesting information, regarding expert's gender, the number of male experts was larger than female as shown in Figure 5. The percentages did improve compared to call 1 (24% female in call 2 versus 12% in call 1)

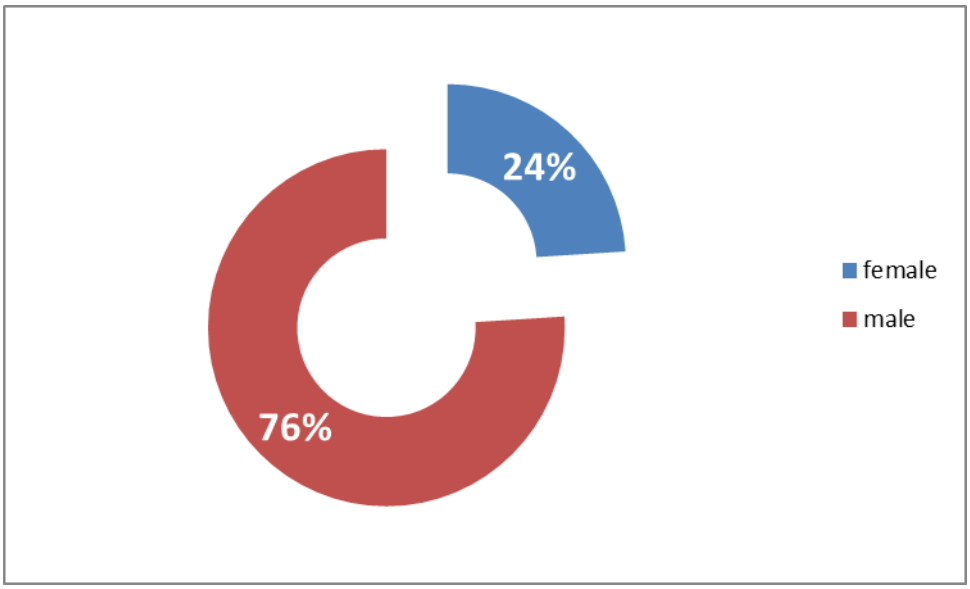

Figure 5 Experts gender

1.4 Results

After the review process, 28 proposals have been selected in the short list and 3 remain as back up. The proposals in the short list request € 2,965,797 out of the € 2,965,797 allocated for the 2nd Open Call. To fit in the last proposal, the committee contacted them to negotiate a contribution request of € 61,277, which they accepted.

The selected proposals distribution by FI-C3 domains (Figure 6) shows that 7 of them addressed Smart Territories, 10 of them Care & Wellbeing, 4 Media & Content, 3 a mix between Smart Territories and Care & Well-Being, 3 a mix between Smart territories + Media & Content and 3 a mix between Media & Content and Care & Wellbeing.

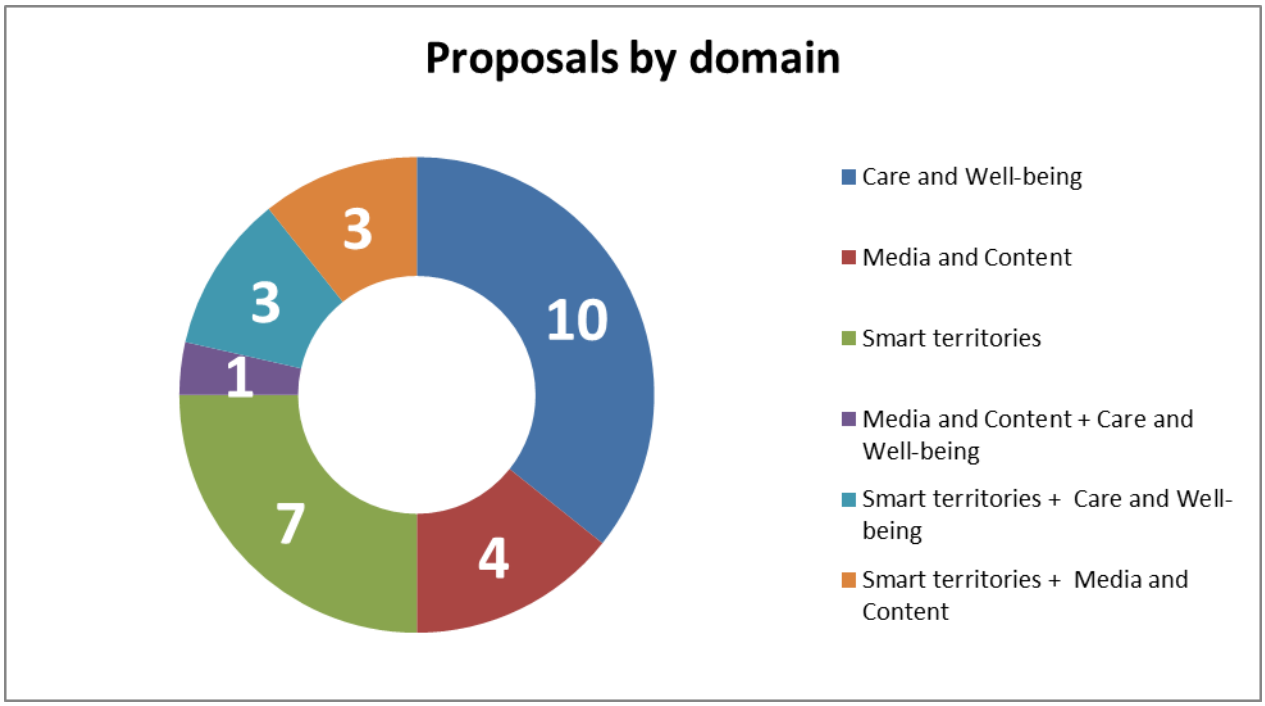

Figure 6 Selected proposals by FI-C3 domains

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- The selected proposals where all submitted by SMEs. No proposals submitted by individual entrepreneurs were awarded in this second Open Call.
- The selected proposals claim to utilise an average of 5.7 GEs and SEs, with 13 being the maximum and 2 the minimum.
- The average funding request is 105 921 € being 112 500 € the maximum and 56950 € the minimum.
- All projects indicated a duration of 9 months.
- Finally, the distribution per country is shown in Figure 7.

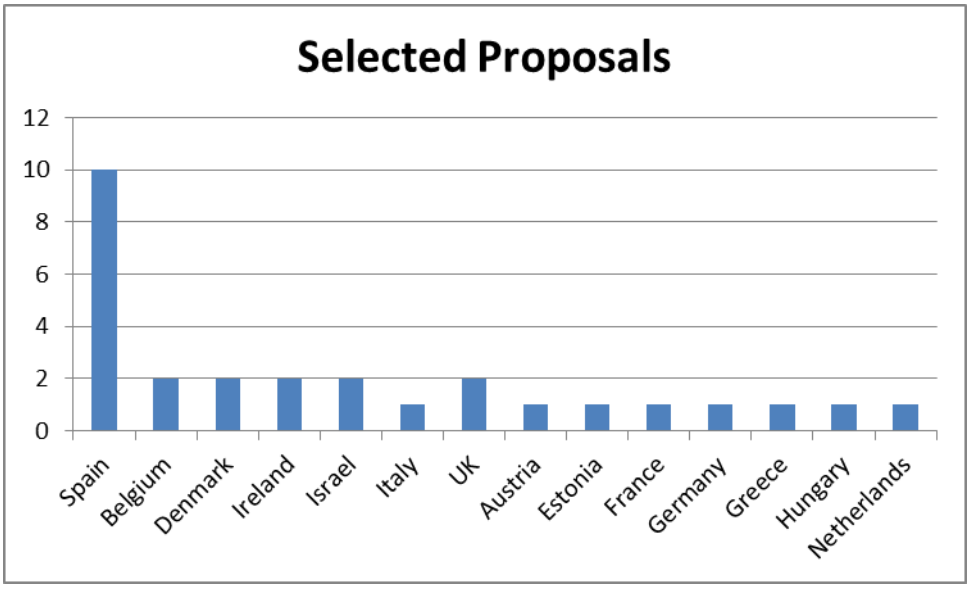

Figure 7 Selected proposals per country

2 Awarded proposals

In the following points we provide some information about the selected proposals. At the time of writing, negotiations are on progress with those projects so that sub-grants may be given to them. However no contract has been completed to date.

2.1 Aximit Pro Ltd. - Real-time source selective noise monitoring and mapping

Project Name	Real-time source selective noise monitoring and mapping
SME/Individual	SME
Nationality	Hungary
Funding Request	112500
Project Duration	9 months
Project Domain	Smart territories
Number of GEs/SEs to be used	4

Proposal Executive Summary

The project called ReSoNo aims to provide an innovative smart city service and extended quality of life possibilities for cities based on intelligent source selective noise measurement and evaluation method which supports the convenience, lifestyle and healthy way of life. To realize the concept we implement the FIWARE technology that helps to extend our solution on EU level.
From a business perspective we offer an effective product in more countries for areas of constructions, transportations, entertainment facilities, manufacturing environments and for people who are working or living there. This way Resono has impact on everyday life of governments, companies and related workers or citizens. The value of ReSoNo is shown in time and cost saving, exponential growth of noise related data and a brand new service: the real-time noise map. The main pillar of the financial stability is that the organizations and business units spend money always to the connected people.
As a consequence, the lack of a permanent, continuous supply of source selective noise information makes the refreshment of strategic noise maps – available in all large cities in the EU – difficult. Even if refreshment is delivered through automated monitoring systems, the result is uncertain especially in densely populated urban spaces. Cities are dynamic, quickly changing environment, which makes a strategic noise maps quickly outdated and useless.
ReSoNo is a concept for an automated audio event recognition system that aims to complement conventional automated noise monitoring systems with information about individual noise sources. Source information would enable the separation of the measured noise level into source selective components, which can be used for monitoring specific sources in urban spaces and refreshing strategic noise maps in real-time.

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2.2 CortechsConnect - Making Mind Matter - behaviour modification using brain powered play

Project Name	Making Mind Matter - behaviour modification using brain powered play
SME/Individual	SME
Nationality	Ireland
Funding Request	112500
Project Duration	9 months months
Project Domain	Media and Content and Care and Well-being
Number of GEs/SEs to be used	2

Proposal Executive Summary

Cortechs wants to develop a mobile brain fitness dashboard that acts as the FitBit platform equivalent for digital brain health. Our technology solution proposed here can support brainwave activity trackers and life logging apps for focus, relaxation and more behaviours as well as integrating evidence-based, drug-free behaviour modifying tools for children and adults with attention deficit and stress-related behaviours.
The Cortechs tech proposed as part of this FIC3 call will be a fully-configurable app (visual design and features-set) for iOS, and Android smartphones and tablets. It will measure, monitor and modify brainwave activity in real-time using the headset for brainwave input. Our system will be customised with an identity management service to pirvatise, customise and streamline the development of content provider and end user identification. Our data analytics would allows (i) real-time logging and (ii) backward and forward logging systems to provide brain health metrics that would transform peoples lives by providing valuable metrics and neurofeedback algortithms to self-refulate and reinforce more resilient behaviours.

2.3 Digitalilusion - Outbarriers: Cities 4 All Citizens

Project Name	Outbarriers: Cities 4 All Citizens
SME/Individual	SME
Nationality	spain
Funding Request	107750
Project Duration	9 months

Project Domain	Smart territories and Care and Well-being
Number of GEs/SEs to be used	2

Proposal Executive Summary

Outbarriers is a universal system to improve self-mobility and accessibility to blind and visual impaired by sound advises to mobile. This information can be from an alert of a risky point in the street/building to detailed information of a room/environment or a near trade/business. That's possible thanks to beacons BLE devices strategically placed. Businesses are visible for them now. Possibilities are endless for all.

2.4 Eglu Living - Safe mobility of Citizens with mild dementia or acquired brain damage by a novel GPS navigation system.

Project Name	Safe mobility of Citizens with mild dementia or acquired brain damage by a novel GPS navigation system.
SME/Individual	SME
Nationality	Danmark
Funding Request	112463
Project Duration	9 months
Project Domain	Care and Well-being
Number of GEs/SEs to be used	4

Proposal Executive Summary

Today with the rapid rate of growth in population ageing, governments and civil society explore opportunities to improve long term care services. New healthcare technology can support people to take more control and responsibility for their own health and well-being. Main goal with this project is to test, adjust to the user's needs and market mature the prototyped Go Pro Self-service software to provide structure and guidance in the daily life, increase the level of life quality and self-reliance of Citizens suffering from disorientation and isolation as a result of e.g. mild dementia or acquired brain injury. It is a decision-making support system, which measures e.g. Citizen's activity- and isolation levels, derived from our application data (e.g. time, distance, location) helping the determination of Citizen's wellbeing, their capability of taking care of themselves and being active. Furthermore it aims to reinforce the interactions between informal and formal caregivers and services and to support to the information circulation and coordination needed between the elderly and their network and caregivers in relation to activities and services taking place in the housing area, so as to;
1) Ensure an optimal integration of informal partners within the formal caregiving ecosystem
2) Facilitate emergence of new services stemming from the informal network complementary to the already existing ones

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3) Prioritize prevention and health promotion efforts
4) Provide advice and guidance on activities and opportunities of support
5) Draw attention to existing support and relief measures and activation offers, so to strengthen empowerment to cope with daily life, maintain and strengthen social networks
5) Provide security by eliminating uncertainty and fear of getting lost and motivate for participation in activities outside home.

2.5 Encore Lab - SEIZSAFE: A patient-auto adaptive system for detection, recording and alert to caregivers of night-time seizures, linked to private cloud platform for patient tracking and big data exploitation.

Project Name	SEIZSAFE: A patient-auto adaptive system for detection, recording and alert to caregivers of night-time seizures, linked to private cloud platform for patient tracking and big data exploitation.
SME/Individual	SME
Nationality	Spain
Funding Request	112500
Project Duration	9 months
Project Domain	Care and Well-being
Number of GEs/SEs to be used	3

Proposal Executive Summary

Approximately 50 million people worldwide have epilepsy, an illness characterized by recurrent seizures. The estimated proportion of the general population with active epilepsy is between 4 and 10 per 1000 people. Globally, an estimated 2.4 million people are diagnosed with epilepsy each year.
When patients suffer generalized convulsions there is a risk for them of being injured or having a cardiac arrest. Caregivers (usually patients' relatives) reduce this risk by being alert and applying techniques such as holding the patients, putting them in a certain stance or providing them with the prescribed drugs. The problem worsens when seizures occur at night-time. Caregivers usually sleep in the same bedroom as patients and cannot rest due to the constant concern, leading to inconveniences such as loss of privacy, bad resting and higher risk for patients. This project aims to improve the lives of people affected by epilepsy, both patients and caregivers, providing them with an effective and unobtrusive device to monitor patients and alert caregivers during night-time seizures.
This project consists on a patient-auto adaptive system to detect, video-record and alert caregivers of night-time seizures, linked to private cloud platform for medical tracking of patients and big data exploitation. The main innovative characteristics of SEIZSAFE are:

- Patient-auto-adaptive and self-learning algorithm for seizure detection.
- Camera and cloud platform for doctors.
- Reduced-cost technology.
- Medical validation.

2.6 EUROB CREATIVE - M-Shop: Your mobile social shopper

Project Name	M-Shop: Your mobile social shopper
SME/Individual	SME
Nationality	SPAIN
Funding Request	112500
Project Duration	9 months
Project Domain	Smart territories and Media and Content
Number of GEs/SEs to be used	9

Proposal Executive Summary

M-Shop aims to deliver a complete disruptive experience for shopping from smartphones. It is based on an innovative concept for social shopping, anywhere, anytime, especially in urban environments. This objective is achieved by integrating geolocation; building an advanced personal profile; embedding urban information; empowering the social components and using a personal recommendation algorithm for each user. M-Shop allows users to enjoy personalized e-commerce experiences (offers and discounts) as they live and enjoy their cities. Moreover, on the provider side, it does not only target empowering mobile e-commerce but also boosting traditional brick and mortar commerce possibilities.

Our recommendation algorithm matches services and goods with M-Shop users depending on the user's location, the user's profile (shopping lists, wish lists, preferences, historic, etc.), real time sensor data (pollution, weather, traffic, etc.), the points of interest near the user (sports centres, stadiums, main city attractions, supermarkets, clothing stores, etc.) and, of course, the different kind of products (city events, clothes, trips, groceries, etc.).

Our value proposition for M-Shop final users relies on 4 key aspects:

Social Shopping (lists).
Full personalization and tailored urban experience.
User-friendly and seamless experience integration.
Security and privacy by design.

On the other hand, our value proposition for our customers (e-commerce and traditional brick and mortar sites), comprises:

Being able to reach Smartphone customer's segment in a superior and natural way.
Market intelligence: To know in real time their products demand, market trends, etc
No need for additional IT investments, costly customized developments, risk for vendor lock-in or obsolescence.
Higher conversion rates thanks to the superior user experience.

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2.7 EverImpact

Project Name	EverImpact
SME/Individual	SME
Nationality	Denmark
Funding Request	112500
Project Duration	9 months
Project Domain	Smart territories
Number of GEs/SEs to be used	3

Proposal Executive Summary

EverImpact helps Cities reduce pollution and make money out of it. EverImpact is a Big Data solution that monitors Greenhouse Gas Emissions (GHG) for Cities in real-time, so they can certifiy and transform their Greenhouse Gas Emissions' reductions into multi-million dollar revenues on emissions trading markets.

Benefits for Cities are:

1) Reduce More Emissions with a 60% more accurate solution than with the traditional approach (current monitoring relies on rough estimates). Our data is collected near real-time (space and ground-based sensors), and emissions can be verified and traded by Cities.
2) We bring revenues to cities. On average, a medium-size city can generate revenues on GHG emissions markets of $21M in 5 years, $84M in 10 years, and $189M in 20 years.

The idea started in Sep 14 and was presented to Arnold Schwarzenegger (via his R20 foundation). R20 led a market test with several cities (Europe, Africa and Asia) and partners (UN & World Meteorological Organization) and received tremendous positive feedback. As a result, R20 offered to create a partnership to deliver the solution to its network of cities, and brought the European Space Agency (ESA) and the Group On Earth (GEO) network of Space Agencies in the partnership.
We are currently close to sign our first customer i.e the City of Oran for an estimated $ 100,000 annually.

2.8 FaRaLogistic GmbH - VeloCARRIER Metropol Software System

Project Name	VeloCARRIER Metropol Software System
SME/Individual	SME
Nationality	Germany
Funding Request	112500

Project Duration	9 months
Project Domain	Smart territories
Number of GEs/SEs to be used	6

Proposal Executive Summary

VeloCARRIER was founded to address a global problem of environmental policy regarding the fact that many cities have to cope with fine particulate air pollution. To avoid further strain it developed a city –E-bike with a trailer capable of loading up to 250kg and even bulky goods to provide a service for intra-urban transport, that is both most eco-friendly and effective.

With a background of 20 years of experience in logistics and 10 years of knowhow in software optimization VelCARRIER realized a well operating and economic same day delivery system as a smart city service that meets the needs of a CEP service in cities in a most optimal way.

With the VeloCARRIER-E-Cargo-Hub-System VeloCARRIER will reduce Traffic, Parcel-Service-Visits per consumer, ecological damages, energy consumption, Waste and death of local commerce.

The benefits are:

- o Eco-sensitive: less CO2 emissions
- o Less cars and delivery vehicles in historical city centres
- o Including delivery time according to your wishes
- o Increase of sales of the local commerce
- o Same day delivery, that really works
- o Gives local businesses a chance against internet commerce

- o VerloCARRIER is an ecosensitive and economic reasonable partner for the local commerce and the selling industries
- o Private customers receive full-service shipping including time of delivery according to own wishes

VelCARRIER started in Tübingen and is now expanding with the VC-Franchise-System in more than 40 medium sized cities all over Germany.

Also VeloCARRIER will expand to all German - and in a second step European - metropoles.

2.9 FIRST QUARTER COMPANY LIMITED - TIME SQUATTERS

Project Name	TIME SQUATTERS
SME/Individual	SME
Nationality	UK, GREECE
Funding Request	111994

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Project Duration	9 months
Project Domain	Media and Content
Number of GEs/SEs to be used	5

Proposal Executive Summary

We propose to create an Augmented Reality App that comes to upgrade our existing MVP (a novel in electronic and printed format already released as well as a soundtrack) of our transmedia project: TIME SQUATTERS. Our first MVP can be found at: http://www.amazon.com/dp/B00UB3K5Z6
Within the AR App the audience will be able to watch and interact with the novel characters to gain info and interact. (www.timesquatters.com)
THE FIRST QUARTER COMPANY is a new (start-up) limited company based in the UK (London) that owns all the copy-rights of the Unique story of TIME SQUATTERS, transferred to it by its creators: Jánnos Eolou & Dimitrios Mourtzopoulos. The story of TIME SQUATTERS is told via innovative transmedia methods, cross-platform products involving web technologies, social media, 3D animation, on-line computer gaming, and many many more. With traditional distribution of feature film declining and 'smart' TV being more popular but still not interactive enough for today's audience, and with video gaming needing more realistic and cinematic (story-telling) approach, the time is right to produce stories, characters and immersive universes that audience relates and connects to.

Please watch a short video about our project at: https://youtu.be/jN2LYxmkhFQ

Competitive Advantages of the transmedia project:

Solid Story with characters you want to follow and interact

Project Purpose-designed for seamless integration between media to quickly multiply penetration effect

Penetration to many markets quicker that traditional distribution & marketing

Endless expansion capabilities leading to many successful applications

The uniqueness of the story concept makes it very hard to be copied.

2.10 Flow - MINZE - Lower Urinary Tract Assessment at Home

Project Name	MINZE - Lower Urinary Tract Assessment at Home
SME/Individual	SME

Nationality	Belgium
Funding Request	112500
Project Duration	9 months
Project Domain	Care and Well-being
Number of GEs/SEs to be used	5

Proposal Executive Summary

Context of Urinary tract assesment today

In the health domain, Urology is a surgical specialty involving the male and female urinary system. It deals with conditions related to child-birth, prostate and bladder cancer, difficulty or inability to void, bladder pain and more.

Currently non-invasive functional assessment of the urinary system consists of uroflowmetry and voiding diaries and is used to explain symptoms or dysfunctions and to initiate proper treatment. Beyond urology, these tests are also used by nephrologists (kidney) or perineologists (pelvic floor).

The biggest issues with these tests are that they are taken a single time in a hospital environment which inherently creates stress to the patient and often results in unreliable test results.
A uroflow and voiding diary service for children and adults at home

We create Internet-connected medical services for the home. Today our focus lays on the development of connected services within the field of Urology, for both adults and children.

2.11 fuseami -- the smarter networking app

Project Name	fuseami - the smarter networking app
SME/Individual	SME
Nationality	Ireland
Funding Request	112500
Project Duration	9 months
Project Domain	Smart territories
Number of GEs/SEs to be used	4

Proposal Executive Summary

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fuseami is the only networking app for events that uses intelligent search and leverages a users existing profile to find the most relevant people. fuseami solves the problem of business networking at conferences by recommending relevant connections based on an in-depth analysis of users profiles. We make business networking more efficient in order to help delegates establish the connections that was their primary goal in attending the event. Organisers will pay for our service as it improves the networking experience and ensures delegates will re-attend. Plus, by providing deep insight into the networking activity they have the ability to improve their event.

fuseami has been rolled out to events on a trial basis since March 2015. The adoption to date has been impressive with conferences across the globe choosing to use fuseami to improve the networking at their events. 11 successful trials have been run, with another 17 future events confirmed, incl the European Commission's ICT2015 event in October and IEEE Globecom San Diego in December. There is a patent pending on the underlying relevance technology.

In this FI-C3 project we plan to develop additional key functionality for our service, by leveraging three main tranches of enablers, namely POIs (for the identification of exhibitors, meeting rooms, services etc), Context Mgmt and Visualisation (for detailed data analytics and display), and Security (for protection of the service and users' private data). In addition to technical work, the FI-C3 program will will support fuseami while we continue running extensive trials and the mentoring aspects of the program will provide valuable guidance to help us develop our business model and move towards commercialising the service.

2.12 Gociety - Quantified Self Ambient Assisted Living Ecosystem

Project Name	Quantified Self Ambient Assisted Living Ecosystem
SME/Individual	SME
Nationality	The Netherlands
Funding Request	112063
Project Duration	9 months
Project Domain	Care and Well-being
Number of GEs/SEs to be used	7

Proposal Executive Summary

Smartphones will become even more important for seniors than they already are for the younger generation. Thanks to sophisticated sensors that are embedded in the phone or are wirelessly connected to it, data can be continuously captured and general health-related metrics can be derived. This empowers people to take a more active role in the management of their personal well-being, and contributes to a model of prevention, early diagnosis and continuous care.
Gociety today offers the GoLiveEngine, consisting of the GoLivePhone and the GoLiveAssist web portal, that captures objective data from sensors in the smartphone, performs basic activity recognition and estimates number of steps and calorie consumption, intelligently uses data for fall risk assessment &

detection, and basic wandering and inactivity detection, and visualises data through dashboards, mostly in a passive and static way.

In this project, Gociety will integrate selected FIWARE enablers into the GoLiveEngine in order to provide the user and his caregiver with more added-value insights and advanced functionalities for remote monitoring, prevention and early diagnosis. This will be achieved by:

- capturing additional objective data through the integration of extra sensors into the platform, i.e. the GoLiveWear, a weighing scale and blood pressure meter
- complementing the objective data with subjective data captured through questionnaires, i.e. optimally-timed feedback on overall wellbeing status, recognized activities and lifestyle patterns
- further exploiting the data by using it actively for prevention and early diagnosis, i.e. personalized alerts and recommendations, by deriving lifestyle patterns and trends, and detecting anomalies
- providing more intuitive, dynamic dashboards that provide actionable insights, i.e. significant deviations from observed normal behavior

2.13 In.sight srl - Arianna and its open development platform

Project Name	Arianna and its open development platform
SME/Individual	SME
Nationality	Italy
Funding Request	61277 €
Project Duration	9 months
Project Domain	Smart territories and Care and Well-being
Number of GEs/SEs to be used	7

Proposal Executive Summary

Arianna is an innovative navigation system designed to guide visually impaired people in public spaces and increase their autonomy and independence. Social inclusion of blind greatly improves by enhancing their mobility and autonomous life, factors that are a basis for their active involvement in the society. The challenge we are facing is to strengthen people's current and future capacities, and improve their well being and providing more opportunities to participate in society and the labor market.
Arianna uses commercial smartphones to provide high precision localization services against a simple and cheap infrastructure composed of colored paths painted or stuck on the floor (much cheaper than tactile pavements). Through special vibrational signals the user receives feedback for correcting his/her direction. Landmarks can be deployed along the path for coding additional information. Arianna will provide also an SDK and we will build an open platform for all people willing to develop location-based services dedicated to visually impaired people, creating a community of people sharing the same mission and contributing to the success of the project. Arianna fits into the market of pedestrian navigation, which according to all analysts is booming, with an annual increase rate of about 50% until 2020. Despite the interest of several big players in this market, there is a lack of attention to users with visual impairments. Arianna is aimed at this group of

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users, excluded from mass products, through the presence in public places (such as hospitals, airports, stations, museums) where accessibility for blind people is more important.
With Arianna and its community platform, the idea is to make these places "smarter", allowing a better quality of life for visually impaired all-over Europe and possibly in the world.

2.14 JotaWeb Rare Design SL - System for preventing osteoporosis by wearable technologies

Project Name	System for preventing osteoporosis by wearable technologies
SME/Individual	SME
Nationality	Spain
Funding Request	100250
Project Duration	9 months
Project Domain	Care and Well-being
Number of GEs/SEs to be used	7

Proposal Executive Summary

Osteoporosis is characterized by reduced bone mass resulting in increased risk of fracture. It is a major public health problem, affecting millions of people worldwide. The primary goal of osteoporosis treatment should be fracture prevention and non-pharmacological strategies such as diet (mainly calcium, vitamin D and protein) and exercise (weight-bearing exercises that cause force on the bones like jogging, stair climbing or resistance exercises) that can be modified to maintain bone and muscle health throughout life.

Objectively measured activities using accelerometers are an accurate method for studying relationships between physical exercise and bone. Recent studies have examined the relationships between levels of vertical impacts associated with exercise and bone mineral density (BMD) in adolescents or premenopausal women. Taking it together with the fact that the age-related declines in the intensity and quantity of exercise contribute to the increase in risk of osteoporotic fracture, this lead us to the necessity to promote physical activity in order to maintain bone mass.

The use of technology to enhance exercise prescription and understanding the optimal exercise type and dose (duration, frequency and intensity) that have the greatest effect on BMD are common issues that arise. Thus, to address these healthcare needs, sensors can be integrated into wearable technologies and such, so that health information can be acquired in daily living. Therefore, our aim is to develop a system able to acquire health information related to osteoporosis and fragility fractures prevention, detecting accelerations in different activities and also UVB radiation received (important for vitamin D generation) in order to implement an application that allows immediate feedback to the users, avoiding the lack of motivation.

2.15 Kissmyshoe

Project Name	Kissmyshoe
SME/Individual	SME
Nationality	France
Funding Request	110250
Project Duration	9 months
Project Domain	Smart territories
Number of GEs/SEs to be used	3

Proposal Executive Summary

Kissmyshoe (KMS) allows women who love shoes to express their passion and find immediately their favorites anywhere and wherever they want, in stores and on the web.
This goal will be reached by means of 3 approaches :
Technological development to bring together the needs of shoe market stakeholders : customers, SME shops and creators, e-shop actors in one app. We will use Orion context broker, Cosmos Big Data Analysis, 3D Map Tiles, in order to reach this technological objective.

Innovative business model : KissMyShoe implements a crossover approach of business model : Affiliation, Business services subscription

User-driven service for the shoe market stakeholders. Each stakeholder will benefit of high-level features, built from his needs. Users will benefit of dedicated social network, a unique platform to find their crush shoes in webstores and local stores, and benefit attractive gifts from the KMS games. Webstores will be able to upload their almost entire catalog on the app. We allow them to gain customers and make sells. KMS will allow SME shops and creators to benefit of internet and shoe-lovers community potential. They will gain exposure, customers loyalty, market knowledge.

The KMS app is very cost-effective : its technical development cost is above 50K€ (CTO and freelances costs), to address to a € 9 Billions market, taking into account the lone french market. It's easily scalable.
The KMS'app, the cross-over business-model approach, and the high added-value services allow it to overperform the competition, in terms of quality of service, and lower need for capital.
We estimate that :
Break-even will be reached between January and march, 2017

€ 1Million of sales revenue will be reached between January and march 2018

2.16 M4KE.IT - Helpilepsy

Project Name	Helpilepsy
SME/Individual	SME

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Nationality	Belgium
Funding Request	112500
Project Duration	9 months
Project Domain	Smart territories and Care and Well-being
Number of GEs/SEs to be used	5

Proposal Executive Summary

Helpilepsy is a mobile app that detects epileptic seizures and sends accurate and customized instructions to people surrounding the patient. The app connects with most wearable devices and smartwatches, hence allowing reliable detection, and spreads instantaneously a vocal and written message to surrounding caregivers (other people with the app), as well as friends and family.

During the app setup, the patient is able to:
record a customized message containing the exact instructions that the app will relay to caregivers
build his network of friends/family
based on geolocalization, to specify different areas (home, work) that will lead to different types of notifications (e.g. patient at work won't accept that all his surrounding colleagues receive SMS each time he experiences a seizure).

2.17 Oblumi SL - Oblumi tapp

Project Name	Oblumi tapp
SME/Individual	SME
Nationality	Spain
Funding Request	112500
Project Duration	9 months
Project Domain	Care and Well-being
Number of GEs/SEs to be used	7

Proposal Executive Summary

Oblumi tapp is a small device that turns a Smartphone into a medical digital infrared thermometer. It's primarily aimed to parents who want to keep the fever of their children under control. But Oblumi is much more than a thermometer. The exclusive mobile app and the web cloud platform gives to the user a set of unique and very useful features.

Precision and confort: with a very small size allows taking the temperature (from forehead or ear) accurately, quickly and anywhere. It incorporates a very high precision infrared sensor particularly suitable for medical purposes.

Access to all data online: wherever you are and anytime you can access to the temperature history of your child through the app or the web cloud platform. This data can easily share with your paediatrician to facilitate diagnosis and treatment.

Security: It calculates the recommended doses of some medications (paracetamol, ibuprofen, etc.) based in baby's weight and age.

Notifications and alarms: Set alarms to remind the next temperature taking. Receive notifications when somebody takes the temperature to your baby.

Multiplatform: it plugs to the headphone jack. It's iOS, Android and Windows Phone compatible.

2.18 PRODEVELOP, S.L - Future Internet Platform for the promotion and management of city Events

Project Name	Future Internet Platform for the promotion and management of city Events
SME/Individual	SME
Nationality	Spain
Funding Request	99131
Project Duration	9 months
Project Domain	Smart territories and Media and Content
Number of GEs/SEs to be used	7

Proposal Executive Summary

FI-Event project aims to become a reference global online platform to easily promote, monitor and analyze the social impact of city events as they are happening, through real time geolocated data from top social networks, OpenData portals and other open services, complemented with a mobile app to engaged citizens and tourists into the city events.

2.19 Project-RAY - RAY mobile apps and services for European blind and visually impaired.

Project Name	RAY mobile apps and services for European blind and visually impaired.
SME/Individual	SME
Nationality	Israel

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Funding Request	112500
Project Duration	9 months
Project Domain	Care and Well-being
Number of GEs/SEs to be used	5

Proposal Executive Summary

Project RAY (RAY) goal is to provide blind and visually impaired people with operative solutions that will dramatically improve their day-to-day independence, addressing the barriers that prevent blind people from using today's most popular device: The smartphone.

Blind Touch (BT) objectives for this call are to upscale RAY's current range of solutions for the blind and visually impaired, available for customers in Israel, and to localize it to two European countries.

Smartphones are a huge part of our day-to-day lives. Needless to list all the advantages it entails, but suffice to say it greatly improves our ability to connect, feel safe, independent, provide useful information, knowledge, convenience and all at arm's length. However, blind people encounter obvious difficulties and cannot benefit from all the advantages they entail.
Ray provides a solution based on technology especially designed to facilitate the operation of smartphones by blind and visually impaired people and allow them to actively use smartphones as part of their day-to-day life. Ray technology is operated by touch, sounds, and hepatic feedback allowing - users to use only two senses while operating their smartphone. RAY features a simple, homogenous user interface across all system functions and applications, using three interaction entities. BT brings the benefits of smartphone technologies, into the hands of blind, providing many advanced services such as: voice calls, messaging, calendar, navigation, voice recording, emergency services, integration to audio libraries, colour identification, pictures transcript, and banknote recognition.
BT also provides cloud-based, remote assistance features enabling caregivers and family members of the blind to provide an immediate, interactive remote support if needed.

2.20 S3Transportation LLP - Apertum: A Real-Time Guide to Free-Step Mobility

Project Name	Apertum: A Real-Time Guide to Free-Step Mobility
SME/Individual	SME
Nationality	United Kingdom
Funding Request	112188
Project Duration	9 months
Project Domain	Smart territories

Number of GEs/SEs to be used	6

Proposal Executive Summary

Apertum is a free transport app offering real-time accessible public transport routeing to vulnerable and non-conventional public transport users. Calculating the fastest 'free-step route' from A to B, Apertum provides a service not supplied by any existing routeing apps - which do not actually include any specific information (static or dynamic) on free-step mobility – and makes the Smart City of the Future available to everyone.

Public transport must guarantee 'free-step mobility' to vulnerable mobility users such as the elderly, the disabled and other persons with special mobility conditions (baby strollers, heavy luggage…). Apertum (the Latin word for 'open') is born to meet such challenge.

By using the app, several vulnerable user groups will become aware of the fastest 'free-step route' from A to B, a piece of useful information prior to undertaking any urban trip. Combining i) the information supplied by public transport operators, ii) an on-site assessment of the accessibility conditions of each station in terms of free-step mobility, and iii) gathering open data from cities database through FIWARE, this technology supplies a real-time map of accessible transport stations, including both their geo-localization and a site photograph for an easy visual identification. At the same time the app allows users to share real-time information about incidents/accidents, and in addition displays a user-built database with reviews and ratings of accessible restaurants, hotels, shops and leisure attractions in the proximity of public transport stations (transport app + social app).

2.21 sofasession GmbH - sofasession

Project Name	sofasession
SME/Individual	SME
Nationality	Austria
Funding Request	110699
Project Duration	9 months
Project Domain	Media and Content
Number of GEs/SEs to be used	4

Proposal Executive Summary

Creating and making music is a complicated, technical and time consuming process. It is difficult for musicians to find other musicians, to find out if they fit together and to exchange creative ideas and make music together.

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sofasession is a web application for musicians of all levels. It allows them to find other musicians and collaborate with them on musical content creation online. It works both, for live/real time and asynchronous/recording collaboration.

The company has created proprietary software that allows high quality, low latency audio creation and jamming over the internet. With sofasession, musicians can collaborate and interact musically from remote locations.

sofasession makes musical content creation very easy and monetizes this user generated content. Additionally, users can buy premium features to create private projects and distributing them on their own discretion. The company also licenses its technology music education purposes to music schools, that can connect their music pupils and teacher interactive online.

sofasession is located in Vienna, Austria. The service has recently be presented at Frankfurt Music Fair, as well as Midem in Cannes, with very good reception.

Until the end of 2015, the company will incorporate all necessary technical developments for monetizing the service, as well as grow the user basis to reach breakeven in 2016.

2.22 SUOP - SUOP: The Collaborative Mobile Virtual Network Operator

Project Name	SUOP: The Collaborative Mobile Virtual Network Operator
SME/Individual	SME
Nationality	Spain
Funding Request	56950
Project Duration	9 months
Project Domain	Smart territories and Media and Content
Number of GEs/SEs to be used	6

Proposal Executive Summary

The SUOP Social+ project is part of a larger project to build SUOP, the first European collaborative MVNO (Mobile Virtual Network Operator). In a snapshot, SUOP is the combination of a current trend towards collaborative consumption and its founder´s expertise in the mobile telecom domain.

At SUOP, the customers are in charge of different tasks along the value chain of a mobile provider such as marketing, innovation and customer service. This cost-effective approach gives us a unique positioning in a mature market. We already offer cheap prepaid mobile price plans, both voice and data, to a significant

number of users (delivered more than 4,000 SIM cards), covering among other segments citizens at risk of exclusion that can't afford other alternatives.

The project will allow us to improve the social customer experience in the SUOP community by using different FIWARE technologies, to fine-tune our User Reward Program in order to better measure user contribution to the community, and to create the SUOP app by using several social FIWARE enablers.

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2.23 Tessera Multimedia - Self-management app for diabetics with online database for patients and doctors

Project Name	Self-management app for diabetics with online database for patients and doctors
SME/Individual	SME
Nationality	Greece
Funding Request	102732
Project Duration	9 months
Project Domain	Care and Well-being
Number of GEs/SEs to be used	6

Proposal Executive Summary

Diabetics (type I and II) confront daily the challenge to handle the huge amount of information related to their daily routine, e.g. blood sugar measurements, calories intake, insulin and medication doses, blood pressure, physical activity, mealtime. One of the paramount problems of these people is the emergency note incidents.
Given that diabetes is the fourth most common cause of death in Europe, it is very important to underpin and facilitate patients' daily routine and help them have control of their life. The proposed mobile application targets at the daily self- as well as automated data feed. The application will initially calculate nutrition values and will generate logs to print or sync with an online database and share all these data with doctors. Additionally, in case of patient's emergency it will act as an alarm so as to save his life. What is more, the app will allow access to the patient's authorized doctor enabling him to provide patients with optimum care by accessing real time data, logging on prescriptions and comments.
One of the strong points of the proposed application is its automated function of acquiring data from different devices-applications such as: a) blood glucose laser or invasive meter devices that export digital data, b) GPS
application that calculates the running and walking exercise of the patients and c) heart rate measuring devices that detect fainting episodes that allow the application to activate alarms towards familiars, doctors, ambulances or even nearby persons offering them proper instructions for the patients recovery (e.g. sweets) in cases of life threatening emergency for the patient. This project makes use of FIWARE technologies.

2.24 Unión de Emprendedores de Guadalcanal Mobile S.L. - E-commerce and social community platform for sous-vide cooking device

Project Name	E-commerce and social community platform for sous-vide cooking device
SME/Individual	SME
Nationality	Spain
Funding Request	112000
Project Duration	9 months
Project Domain	Care and Well-being
Number of GEs/SEs to be used	12

Proposal Executive Summary

The goal of this proposal is to create, using FIWARE technology, an application (EApp) and a platform (ECP) that accompanied by a Sous-Vide smart cooking device (EIC) will form ESKESSO, an appliance designed to solve the problem related with the fact the modern lifestyle in big cities does not allow people to eat properly.

Nowadays, if you want to have a healthy diet based on home-made food it is necessary to have cooking skills, time to buy the ingredients and to prepare them, and then, wait the necessary time until everything gets well done. However, none of these is possible if you work out for more than 8 hours a day.

Sous-Vide (SV) is a cooking technique based on keeping a vacuum packed piece of food inside a pot of water at a very stable temperature for a long time. Start by choosing your meal for today in our recipe list, prepare the bag with the ingredients yourself or buy it online through ESKESSO's platform, put the ESKESSO's cooking device and the bag in a pot with water, and go to work. Your mobile device will control the cooking process while you are out by means of the ESKESSO´s App and your meal will be ready by the time you arrive home.

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2.25 VATIA - SmartNoiseCity

Project Name	SmartNoiseCity
SME/Individual	SME
Nationality	Spain
Funding Request	112500
Project Duration	9 months
Project Domain	Smart territories
Number of GEs/SEs to be used	13

Proposal Executive Summary

A disruptive approach in the environmental noise management and prediction, based on a holistic view of the problem, involving all stakeholders and placing the citizen at the centre of policies and tools.

The objective is to involve citizens, and achieve an interaction that makes society aware at all levels. To carry forward this new concept, it is essential to develop a platform for communication and exchange of information based on a dense and extensive network of intelligent measuring points, which would connect the administration to stakeholders continuously.

To create a noise management tool for cities it is necessary to complement existing environmental management tools, while including non-acoustic factors in noise management. To achieve these objectives the project scope comprises:
·Noise metering devices providing the quality needed for this type of application, allowing for a dense network deployment to ensure the desired functionality at reasonable prices covering large areas. This point will involve the development of hybrid solutions that integrate different technologies for measuring noise and other variables such as wireless sensor networks, calibrated noise meters, and smartphones themselves.

· Technologies that allow adding the ability to differentiate between different types of noise

· In addition, long term benefits, allowing detailed diagnosis and prediction of noise pollution, and cost / benefit analysis.

2.26 Videona

Project Name	Videona
SME/Individual	SME
Nationality	Spain
Funding Request	112000
Project Duration	9 months
Project Domain	Media and Content
Number of GEs/SEs to be used	6

Proposal Executive Summary

The number of smartphone users worldwide will be about 1.91 billion in 2015 a figure that will increase another 12.6% to near 2.16 billion in 2016. For the first time, more than one-quarter of the global population will use smartphones in 2015 and video capabilities are being improved with every new feature. Videona is created to reach the next level in video mobile applications. Record, edit, share, co-create… four simple things you will like to do as soon as you have the new Videona app in your smartphone. Videona is much more than a application. It will be a Social Video Platform that will enable users with similar profiles or friends in the Videona social network to share in real time, videos they have recorded and edited (semi- or automatically) with their smartphones through the advanced video features of Videona that you can't find in other apps such as users editing the same video or even use certain parts of that to create a new one turning to be coeditors. The app is mainly addressed to digital natives; young people within 18 to 34 years old.
Videona standalone app is currently in the Android market since 7th May, with more than 8000+ downloads and an incredible retention rate of 35% (average in google play is about 5%) in almost 2 months. The app is providing high quality video recording with functionalities to add filters in real-time, flexible use of functions such as flash and front camera, and a basic media editor, that allow music addition to improve the quality of the video and share in that exact moment without loosing the momentum with their smartphones. In the future any user will have the possibility to edit videos from other users or use some parts of them to make another one. Like this, they turn to be co-editors. In Videona the property of the videos is done through CC licenses. This makes the authors the only ones to decide where, how or when others can use their videos.

Now it's time to go social. To do so FIWARE and FI-C3 will bring us to the next step and allow us to create the full-fledged Videona Social Video Platform. Through the work plan created for the project, Videona will add the social network core, and provide the solution with a new complete set of features such as data model of different entities, activity streams to track and push content, user management or access controls, and the gamifying, key for the Videona Social Video Platform concept. In parallel, the creation of the marketplace will foster the platform monetization. Videona marketplace will allow the users to buy new packs of filters, effects, musics … and to sell their creations. Through the proposal, the tools to promote, showcase and sell their videos and monetize their knowledge and creativity will provided to the users.

FIWARE enablers will help Videona to build the social platform and the marketplace, and to build them faster; additionally, FIWARE capabilities to analyse massive amount of data will provide Videona with very useful information that will be used to monetize. Thus, Videona will count on its own social network where users can interact with each others, and get valuable info.

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2.27 Voiceitt - Talkitt: A Voice2Voice Application for improving the Lives of Individuals with Speech Disabilities

Project Name	Talkitt: A Voice2Voice Application for improving the Lives of Individuals with Speech Disabilities
SME/Individual	SME
Nationality	Israel
Funding Request	95250
Project Duration	9 months
Project Domain	Care and Well-being
Number of GEs/SEs to be used	6

Proposal Executive Summary

TalkItt is a step forward for better social inclusion for people with speech impairments due to motor, speech, and language disorders; allowing users to freely express themselves and be understood with speed and ease. The software application is based on personalized speech recognition technology, which recognizes the user's speech and translates it into understandable language that is displayed on and vocalized by the user's device. TalkItt works on mobile and wearable devices, so it is portable and easy to use and without the stigma attached to clunky, obtrusive existing solutions (AAC). People with speech disabilities will be able to speak, and have TalkItt translate for them with minimal delay. The solution can be integrated to make phone calls, use social media, and activate smarthomes and assistive devices, facilitating communication and control on all levels.

The following short video captures how millions of lives will be dramatically improved with Talkitt: vimeo.com/98136263

2.28 Xpressomics Labs - Real-time machine learning prediction engine for decreasing shopping cart abandonment rates in online stores.

Project Name	Real-time machine learning prediction engine for decreasing shopping cart abandonment rates in online stores.
SME/Individual	SME
Nationality	Estonia
Funding Request	98800
Project Duration	9 months
Project Domain	Media and Content
Number of GEs/SEs to be used	6

Proposal Executive Summary

The problem today for online stores is that 68% of customers who add items to online shopping cart leave before completing the purchase. Our value proposition is to decrease the number of customers who abandon their shopping cart and increase revenue for online stores. By using FIWARE technology we will analyze customer behavior logs and build predictive algorithms from the data. We will implement the prediction engine into the store so that real-time persuasive actions (e.g. pop-ups, chat, emails) can be triggered.

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