D8.1

COMMUNICATION AND DISSEMINATION PLAN, REPORTS AND MATERIALS

Grant Agreement Number	**856998**
Project title	Personalised recovery through a multi-user environment: Virtual Reality for Rehabilitation
Project Acronym	PRIME-VR2
Start day of project (dur.)	October 1st 2019 (3 years)
Document Reference	PRIME-VR2_D_WP8_GDIH_D8.1Communication and dissemination plan, reports and materials_v1.0
Type of Report	PUBLIC
Document due date	31/03/2020
Actual date of delivery	31/03/2020
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Document status	reviewed (EB, PF, RB, RR, MD) and completed

Table of contents

VERSION HISTORY

COMMENTS	*RESPONSIBLE*	*VERSION*	*DATE*
First draft of dissemination strategy	Emanuel Balzan	0.10	30/12/2019
Updated with comments from JR, MD and RR	Emanuel Balzan	0.2	15/01/2019
Review of updated document	Jenny Rainbird	0.3	16/01/2019
Additions for sections 2.7 and 2.8 on IP approval and social media	Tim Adlam	0.4	02/02/2020
Review of updated document	Jenny Rainbird	0.5	03/02/2020
Revision of reviewed document	Tim Adlam	1.0	31/03/2020

EXECUTIVE SUMMARY

This dissemination strategy outlines a plan that facilitates the outreach and engagement with stakeholders and the general public. This document also reports on the communication activities and as such is a living document, meaning that it will be regularly updated and summarized during the project such that by the end of the project all Key Performance Indicators are attained.

One of the main goals of Work Package 8 is to widen as much as possible the outreach of the project activities and results to suitable target audiences, at the appropriate times, using the appropriate channels. In the first section of this document, the rationale why a dissemination strategy is needed is explained along with the methodology adopted in order to create the strategy per se. Some basic terms are explained for the reader to facilitate understanding.

The public deliverables, which are part of the main PRIME-VR2 project outcomes, are then listed with respect to the work package and the dissemination and exploitation goals are explained. Such deliverables include demonstrations on how to best 3D scan patients' upper body parts and the respective movements capture, guidelines for designing for manufacturing and assembly of patient-type VR controllers and reports on the design of the patient-specific controllers. The initial stakeholders' categories have been reviewed and more than twenty-five specific stakeholders have been identified to a finer granularity. These range from patents to clinicians, poly makers, game developers and product manufacturers. It was noted that certain stakeholders can have various interests into the project and thus can be classified in more than one stakeholder category. For each stakeholder, exemplar potential organisations/individuals have been identified and provided.

This is followed by a list of dissemination means through which the relevant audiences can be reached. A website and different social media accounts are critical to facilitate dissemination. Such means are low cost and can potentially reach a large number of audiences especially since social media posts can be shared easily. However, technical audiences might only be reached through scientific publications in journal articles or conference proceedings. Several relevant journals have been identified. Then, an extensive list of conferences and events are listed for each of the aforementioned fields.

Moreover, the project's intermediate and final results will be presented in form of papers, presentations and online demos in various events organised with the purpose of finding end users of the PRIME-VR2 results and of identifying potential collaborators and investors for exploitation purposes. The Consortium will also use these channels to present the scientific and technological results to established events by the VR ecosystem such as the VR World.

The Key Performance Indicators (KPIs) are then highlighted. These are a way to measure the expectations of the dissemination effort. It is foreseen that the PRIME-VR2 project will attract thousands of people around Europe and the whole world through the dissemination channels that will be set up, especially after setting up the Helix for Virtual Reality. The latter should attract more than 500 organisations which share interest in VR, Product Design, Healthcare and Rehabilitation. By establishing the KPIs, the audience, the channels and the content, it was possible to devise a plan which highlights month by month the dissemination activities that need to be carried out by the consortium. These activities range from monthly posting news, updates and related articles on the project's website, to videos, attending conferences, setting up workshops and events and publishing articles. All these dissemination activities should include reference to the funding received from the European Commission and should be carefully reviewed not to disclose any critical information that impinges possible patenting and commercialisation plans.

Finally, this document details ways on measuring the effectiveness of the dissemination activities by monitoring the KPIs and quantify the number of people reached and engaged in the project.

BACKGROUND

Dissemination is an integral part of a project which is driven by research and where the end outcome is a product that will help thousands of people requiring rehabilitation from strokes, sports injuries and hyperkinetic movement disorders. A clear dissemination strategy ensures that the consortium adheres to a plan which is purposefully designed to make the appropriate audience aware and engage in the findings that will result from such a project. Hence, this dissemination strategy recognises the most appropriate medium for the PRIME-VR2 stakeholder group and identifies ways to quantitative and qualitatively measure the effectiveness of the dissemination efforts.

1.0 INTRODUCTION

This document outlines the dissemination strategy and activities that the PRIME-VR2 project will follow in order to promote the project to appropriate audiences and stakeholders about the project's progress and outputs. The stakeholders identified in WP2 are reviewed again in order to analyse how it is best to disseminate information and results of the project to the appropriate audience whilst coordinating all the activities between the partners in order to ensure that the Key Performance Indicators (KPIs) mentioned in the proposal are attained and surpassed.

1.1.   WHY? – Main objective and goal

Apart from increasing awareness about the digital platform VRHAB-IT and the applications it can support, the overall objective of the dissemination and communication plan of PRIME-VR2 is to widen as much as possible the outreach of the project activities and results to suitable target audiences, at the appropriate times, using the appropriate channels. The intention of this document is to be a working document which continues to be updated with the dissemination activities as the project progresses.

1.2.   Methodology

To systematically accomplish this, the key steps of the dissemination and communication plan are based on the Dissemination Planning Tool for Healthcare system (Carpenter, Nieva, Albaghal, & Sorra, 2005). This dissemination plan contains five main elements:

- Expected Outcomes (What is going to be disseminated?)

- End Users (Who will apply the VR platform of PRIME-VR2 in practice?)

- Dissemination partners (Individuals, organisations or networks through whom end users can be reached)

- Communication (How to convey PRIME-VR2 outputs?)

- Evaluation (How to determine what worked?)

- Dissemination work plan (Where to start?)

1.3.   Terminology

Term	Meaning
Key Performance Indicators (KPIs)	Key Performance Indicators (KPIs) are the important indicators of progress towards an envisioned result. Having clear intentions, will help the team to focus its efforts and basing decisions on what matters most.
Stakeholder	a person or a group of people that can affect or be affected by the project
VR	Virtual reality (VR) is a simulated experience by which a person wearing VR equipment can look and move in an artificial environment and interact with virtual features.
VRHAB-IT	An end-to-end integrated digital development platform, to facilitate collaboration across stakeholders in the VR ecosystem to produce effective VR rehabilitation (VRR) environments. This consists of a VR gaming space for rehabilitation, user profiling tool, and customised VR controllers.

2 DISSEMINATION STRATEGY

According to the (Erasmus+ Programme Guidelines, n.d.), dissemination is defined as "a planned process of providing information on the results of programmes and initiatives to key actors". This means that PRIME-VR2's outcomes at any stage should be disseminated towards appropriate entities in order to continuously raise awareness of the latest consortium's development. With a clear dissemination strategy that highlights the why, what, how, when, where and to whom dissemination material should reach, it is possible to improve the success of the project and better exploit the achieved results.

Apart from raising awareness about the project and the results, dissemination will increase the profile of each partner in the consortium and potentially trigger new research areas that might extend the goals of the project or create new partnerships. The PRIME-VR2 results should be disseminated to the identified stakeholders so that end-users can easily adopt them, and future policies and practices can be influenced in the appropriate directions. This dissemination strategy lists the objectives and target groups highlighting a timing plan in order to make resources available at the right time.

2.1. WHAT? - Content to be disseminated

A significant aspect of the PRIME-VR2 project is the fact that there is a combination of disciplines within the project, including virtual reality, serious gaming, healthcare and rehabilitation, and additive manufacturing and testing, who are represented by various academic, living labs and the industrial partners. Thus, this dissemination strategy focuses on informing and promoting the progress and outputs of notable aspects of the project to various stakeholders and end-users.

The main outcomes from the project are concrete results which take the form of deliverables. In order to establish what information from the project can be disseminated, all expected deliverables have been identified and the public deliverables have been separated from the confidential deliverables. Table 1 tabulates the public deliverables along with the dates that this dissemination material can be made available and its relative importance to the stakeholders. Furthermore, apart from disseminating the research outcomes listed in the deliverables, the partners must endeavour to communicate the project vision and objectives, news (e.g. PRIME-VR2 achievements, patients' personal experiences of how the VRHAB-IT platform helped them to improve their dexterity), lessons learnt from physiotherapists, VR developers etc. and training material.

Table 1: Public deliverables

Del. Number	Deliverable Title	WP Number	Type	Due Dates	Dissemination and exploitation goal
D1.1	Project Presentation	WP1	Report	M1	To communicate the project's vision, the objectives and expected results. To make the public aware of the partners working in the project and where the team can be contacted
D2.2	Upper body anatomy 3D scanning setup	WP2	Demo	M10	To facilitate the work of researchers and clinicians who would like to carry out 3D upper body scanning by providing details of how it was conducted in PRIME-VR2.

D2.3	Motion Capture setup	WP2	Demo	M10	To facilitate the work of researchers and clinicians who would like to carry out motion caption by providing details of how it was conducted in PRIME-VR2.
D3.3	Three representative ovoid models demonstrating actuation mechanisms	WP3	Demo	M18	To showcase new ways of actuation through the research being carried out4
D3.4	Viable controller housing designs with accompanying workflow documentation	WP3	Demo	M24	To share solutions and knowhow on VR controller housings suitable for 3 different types of patients.
D4.1	A set of DfMA guidelines	WP4	Report	M7	To disseminate knowledge on best practices used when Designing for Manufacturing and Assembly in VR controllers.
D4.2	Three functional prototype controller devices and the optimal assembly routine for each controller	WP4	Demo	M17	To showcase 3 prototype VR controllers suitable for 3 different types of patients.
D5.4	Incorporation evaluation and feedback in controller adjustment or redesign	WP5	Report	M36	To extend the impact of the first design iteration and to further engage stakeholders by sharing the evaluation results and new developments.
D6.1	Platform implementation plan	WP6	Report	M6	To engage stakeholders and develop new partnerships.
D6.3	Integrated prototype demonstration	WP6	Other	M24	To increase the impact, engage stakeholders, share solutions and influence policy and practice.
D7.2	Ethical approval and protocol validation	WP7	Report	M12	To raise awareness about the research methodology and ethical protocol adopted in the project.
D8.1	Communication and dissemination plan, reports and materials	WP8	Report	M6, M12, M24, M36	To increase the effectiveness of the dissemination material and have a clear vision of what, how, when this will be communicated, making the most of the available resources.
D8.2	Virtual Reality HELIX	WP8	Report	M6	To develop new partnerships and sharing of knowledge.
D8.3	Capacity building plan and sustainability framework	WP8	Report	M5, M36	To share knowledge and increase the awareness on the level of standards achieved through the PRIME-VR2 platform.

With such a broad spectrum of dissemination material, it is expected that project team members will gain knowledge, experience and skills in the respective fields of the project which will increase their awareness in the available technology within the field of rehabilitation of the patient groups. It is important that any research conducted has followed sound methodologies and respected ethical guidelines. Moreover, all generated knowledge and findings should be supported by evidence and any material to be disseminated should be complete and well-reviewed before launching a dissemination effort.

2.2.   WHO? Target Audience

For a dissemination strategy it is more of relevance to consider the Stakeholder category based on the initial taxonomy listed in the proposal (End Users, Exploiters and Knowledge Contributors). However, to better map the impact of the KPIs with the respective users, a finer granularity is presented in Table 2.

Table 2: List of Stakeholders

Stakeholder	Role	Sector	Stakeholder category	Examples
Patients (Stroke, Sports Injured and Hyperkinetic movement disorder)	Receiving and/or benefitting healthcare	Healthcare Stakeholders	End-users / Knowledge Contributors	Patients from the LLs willing to participate in the project
Family				Close relatives of patients
Employers				Employers of patients
Wider society and communities				VR related communities such as International Society for Virtual Rehabilitation
Taxpayers	Paying for healthcare			Random
Contributors to private healthcare insurance				Random
Insurance companies				Prudential; Legal & General; Aviva; Swiss Life Holding; NN Group; Post Italiane; Banco Mediolanum; Phoenix Group Holding
Healthcare commissioners	Commissioning healthcare		Exploiters	Commissioner for Health and Food Safety: Vytenis Andriukaitis (Lithuania)
Clinical Commissioning Groups				East Lancashire CCG; Oxfordshire CCG; Other CCGs in UK
Trainers/Teachers	Provide healthcare related training		End users	Lecturers, Physiotherapists, etc.
Learners	Receive healthcare related training		End users	Students from Learning Hospitals
Healthcare managers	Managing Healthcare		Exploiters	Healthcare Managers in Public/Private

				Hospitals/Clinics
Health-related manufacturers (incl. engineers and other personnel working to develop healthcare devices)	Supplying to healthcare			GE Healthcare and Siemens AG
Rehabilitation environment designers			Knowledge Contributors	Clinicians, architects and engineers
Clinicians (incl. Occupational therapists and physiotherapists), carers and support staff	Providing healthcare			Clinicians working in the LLs
Academia – research, knowledge and skills	Improving healthcare	Healthcare / Gaming Stakeholders	End users / Knowledge Contributors/ Exploiters	Universities such as: Futuristic Interactive Technologies Research Group at Turku University of Applied Sciences, Finland and Delft University of Technology, Netherlands; Cost Actions
European/International organisations which are running similar projects on VR and rehabilitation.	Improving healthcare			Funded H2020 Projects in the Area of VR European or international private/ public or PPP-type of organisations concerned with the provision of technology-based
Competitors	Competition and setting standards			VR System Manufacturers
Standardisation bodies & regulators	Setting rules and standards	Healthcare / Gaming Stakeholders	Exploiters	ANSI, ISO
Policy makers	Reforming healthcare			Governments or directors of organisations
Consultants and Accreditation bodies	Improving Healthcare			Cost Actions, UK Accreditation Services, European Association of VR/AR (EuroVR) International Society for Virtual Rehabilitation
Media (journalists)	Report technology updates and experiences of people	Healthcare / Gaming Stakeholders	Facilitators / Disseminators	The Medical Futurist Road To VR VR Scout

Game Development Companies	Develop games for rehabilitation	Gaming Stakeholders	End users / Knowledge Contributors / Exploiters	Flying Squirrel Games; Visartech Inc.; Qutech; Hedgehog Lab; VironIT; MobiLab; Skywell Software
VR for Rehab providers specifically for clinics/end-users				VAST Rehab, Poland, VR-Rehab Denmark, Immersive Rehab, Neuro Rehab VR
VR System Manufacturers	Develop platforms and controllers by which to play/perform rehabilitation activities		Exploiters, Knowledge Contributors	HTC, Samsung, Play Station, Oculus
Hosting providers	Provide a depository for game developers and a place from which users can download games		Exploiters	Steam

2.3. HOW & WHERE? Dissemination means

Dissemination channels/partners

The project can be disseminated in a variety of ways. The team, being a multidisciplinary and multinational, can exploit its contacts and daily activities to disseminate project's public details, such as during national or academic events that attract large audiences.

Typical events in which the team can publicise the project in person include:

- Conferences;
- Helix events;
- Portfolio presentations and press releases;
- TV programmes that spread local and international news for the wide general public.

As listed in the original proposal (Table 1 of section 2.1), the communication format of the dissemination activities can take various forms, including flyers/posters, social media ads, newsletters, presentations, demonstrations, reports and conference and/or journal papers.

The dissemination channels are explained below:

2.3.1. Website

Internet is becoming the most important dissemination channel and will keep increasing in the future as it is used for a lot of purposes. Perhaps, websites are the mostly used Internet facility. As defined in the Best Practices in Designing Websites for Dissemination of Statistics (2001), a website is made up of a number of Web pages that have to be linked together. This document also provides guidelines on how to what content to place to attract the relevant audience to the website.

In order to assess the effectiveness of a website, one should distinguish between, visitors who accesses a website normally by accident, and users of a website, users who want to be specifically informed about the content of the website. The PRIME-VR2 website should be designed in such a way that captures the intended audience. There are analytics software purposely designed to provide estimates of statistics on who is accessing the website. Such tools will be useful when evaluating whether the project's dissemination milestones have been

reached or not. For instance, one should carefully select the appropriate metadata in order to increase the website's chance to appear when surfing the internet through search engines.

2.3.2. **Press kit**

A press kit or a media kit is a pre-packaged set of promotional materials. The PRIME-VR2 press kit will provide information about the project, cause, objectives, partners, etc. which can be distributed to members of the media for promotional use and make it available on the website.

2.3.3. **Press Releases**

A press release is an official statement originating from the party that needs its information to be reached by the wider audience by delivering it to the news media. The PRIME-VR2 press releases will include information such as: a technical background summary, partners' background and role in the project, information of the next milestones in the project, pictures, screenshots and user video's, and at a later stage one should include reviews of tested potential end-users (patients).

A press release is mostly used by organisations by which they make important announcements. Press releases are generally coupled with a press kit, which allow journalists to save a lot of time in capturing and writing the story. Additionally, it might be the case that a certain amount of press won't be able to attend the press release but despite this is interested in sharing an article then a complete press kit is very useful. A video news release is a type of press release but in the form of a video which is pre-recorder so that it can be edited and aired by the TV station or website.

2.3.4. **Social Media**

Social media are web-based technologies used to connect people around the globe through the creation and sharing of information, ideas, and other forms of expressions.

There exist seven types of social media which are very common nowadays, the most famous one being the *Social Network* type such as Facebook, Instagram and LinkedIn where people with similar backgrounds and interests connect. Social networks are mostly used to connect families and friends whilst also used by brands and famous people to keep their fans updated.

Bookmarking sites like Pinterest and StumbleUpon allow users to save online resources and organise them based on their preference. *Social News*, like Reddit, is a type of social media which allows people to share news links from external articles, promote discussions and build communities. Articles that receive the highest number of votes are displayed more prominently to the other users.

Pinterest is also an example of the *Media Sharing* type, such as YouTube and Vimeo. These social media allow users to share different types of media such as images, music and videos, and at the same time offering users social features such as commenting on the uploaded content. Twitter is an example of a *Microblogging* social media, which allows users to post photos and short written entries enough to capture people's interest. *Blogging sites* or *Forums* are social media types which allow users to post comments, questions in relevant topics. *Social Review* sites and apps such *TripAdvisor* and *FourSquare* permit users to rate places and give reviews based on their experience.

From this list of social media types, it is suggested that the most suitable ones for the PRIME-VR2 project are the Social Network, Media sharing and Microblogging types. Typical platforms are Facebook, LinkedIn, Instagram, YouTube and Twitter.

2.3.5. **Flyers**

The PRIME-VR2 flyer should be in the form of an advertising leaflet explaining the problem that the project is tackling, the objectives and the partners. Infographics should be used to make communication easier. The team can either design a general flyer that captures any audience, or else design stakeholder-specific flyers to target the interest of different stakeholders. For instance, the clinician is the service provider whilst the patient is the service receiver. Also, dissemination can be improved if the flyers are printed in different languages.

2.3.6. **(e)Newsletter**

The newsletter should always have basic details of the project, including the project name, list of partners and some information, vision, objectives website address, social media icons and links, and other content which details the progress of the project, any recent publication of a deliverable or of a paper, future events dates and ways of registering, outcomes from consortium meetings and any curiosities from the worlds of healthcare, rehabilitation, virtual reality and serious gaming.

2.3.7. **Participation in public events and networking meetings**

Conferences, *Breakfast Networking*, *Industry-Specific Speaking Engagement*, *Roundtable Events*, *company portfolio presentations* and other *Networking Events* are good opportunities in which the project can be disseminated and potentially attract people to join the cloud helix of PRIME-VR2. When one gets the opportunity to pitch on a particular topic which is related to the project, one should mention the project along with its objectives and area of research. Project team members are also encouraged to take note of the communication channels that such event organisers utilise for their event.

2.3.8. **Journal Publications**

When writing scientific articles for conference, journal and magazines, it is important to acknowledge the fact that the project is funded by the EU Commission by stating the following: "*the research is part of PRIME-VR2 project which was funded by the EU Commission as part of the Horizon2020 programme, under grant agreement number 856998*"; and also to clearly display the EU emblem so that it is clearly visible to the public.

See: https://europa.eu/european-union/about-eu/symbols/flag_en

The logo and text will be included in all the previously mentioned dissemination material, for example in the About section of the Website or of the Social Media page. The objective and purpose of publication with respect to the project must be clearly listed in order to inform the readers about the project.

Partners will need to prepare and publish articles in Open Access scientific journals. Under Horizon 2020, **each beneficiary must ensure open access to all peer-reviewed scientific publications relating to its results**. The accepted manuscripts will be available in the internal document repository of the Consortium. Those with appropriate copyright permissions will be publicly available through the project's website. The following is a list of journals in different fields related to the project.

The WP8 leader will liaise with WP and task leaders to coordinate the project partners' participation in international events and in the submission of papers. This approach is crucial it ensure that there is no duplication of resources and duplication of dissemination results. Table 5 to Table 9 in appendix 6 list several journals where PRIME-VR2 partners can publish the outcomes of this project.

2.3.9. **Conferences & Events**

Table 10 to Table 13 in appendix 7 list several conferences and events that are suitable for the PRIME-VR2 project according to the related fields. This table will be revised as the project evolves.

Scope of attending/presenting in conferences and events;

- Scientific dissemination
- Project exposure to potential investors:
- Depending on event one can provide demos of the controllers for potetnial investors.

Although the lists are non-exhaustive, they list conferences that take place outside the EU. Travel outside EU is permitted. However, it requires approval from the Project Officer (via coordinator). Beneficiaries should contact the Commission to ask whether a particularly expensive travel plan is acceptable, whether the destination is in the EU or elsewhere, and at least three months in advance of the conference date or paper submission deadline.

2.3.10. **Face-to-Face Meetings**

Face-to-face-meetings are effective with stakeholders that have a prominent role in the future of VR for Rehab practices such as policy makers, equipment manufacturers and potential users. Such meetings permit both parties to explain, and understand, their needs whilst being close to them. Having prototypes of the product or effectiveness reports may further help for a stakeholder to understand the importance and suitability of the project.

2.4. **Stakeholder vis-a-vis dissemination material**

It is important to mention that not every dissemination method is appropriate for all the stakeholders. In Figure 1 below, a graphical illustration of the different types of dissemination methods that can be used with each respective stakeholder is provided. This list is broad and should be used to ensure each stakeholder is reached. For example, the suggested dissemination channels for the stakeholder group 'teachers and students' are: Face-to-face meetings, journal articles, website, flyers and videos. However, the same stakeholders have been grouped with respect to their influence and their interest towards the project in a stakeholder matrix shown in Figure 2 below.

Stakeholders with low influence and low interests such as the general public, employers of target users and VR users, have a "low priority" and so need to be somewhat motivated to increase their interest towards the project. Their level of influence remains low due to their lenient position with respect to the project. As a general note, in this figure, next to each group of stakeholders, the most adequate dissemination materials are listed. For example, for the Low Priority group, it is suggested to use social media, videos and flyers/newsletter to engage with these stakeholders. The "handle with care" group is composed of designers, manufacturers and VR developers. These represent entities that although their interest is not commonly associated with problem of the project, their involvement can be a game changer to the project and the wider society. These stakeholders look for reliable information and therefore, the website, the flyer and any scientific papers are good resources for them to start developing interest in the project.

Stakeholders such as target users and their families, clinicians and hospital staff, and educators and learners, whose interest in the project is crucial but unless they are specifically consulted/recruited to have their voice heard, they "need help to participate". The newsletter, flyer, website and social media are effective means of reaching this category of stakeholders. The "top priority" stakeholders are composed of big influencers such as academics, researchers and policy makers, whose interest in the field of VR for rehabilitation is part of their work. The media is also categorised in this group because their dissemination channels are well established and can reach all the stakeholders.
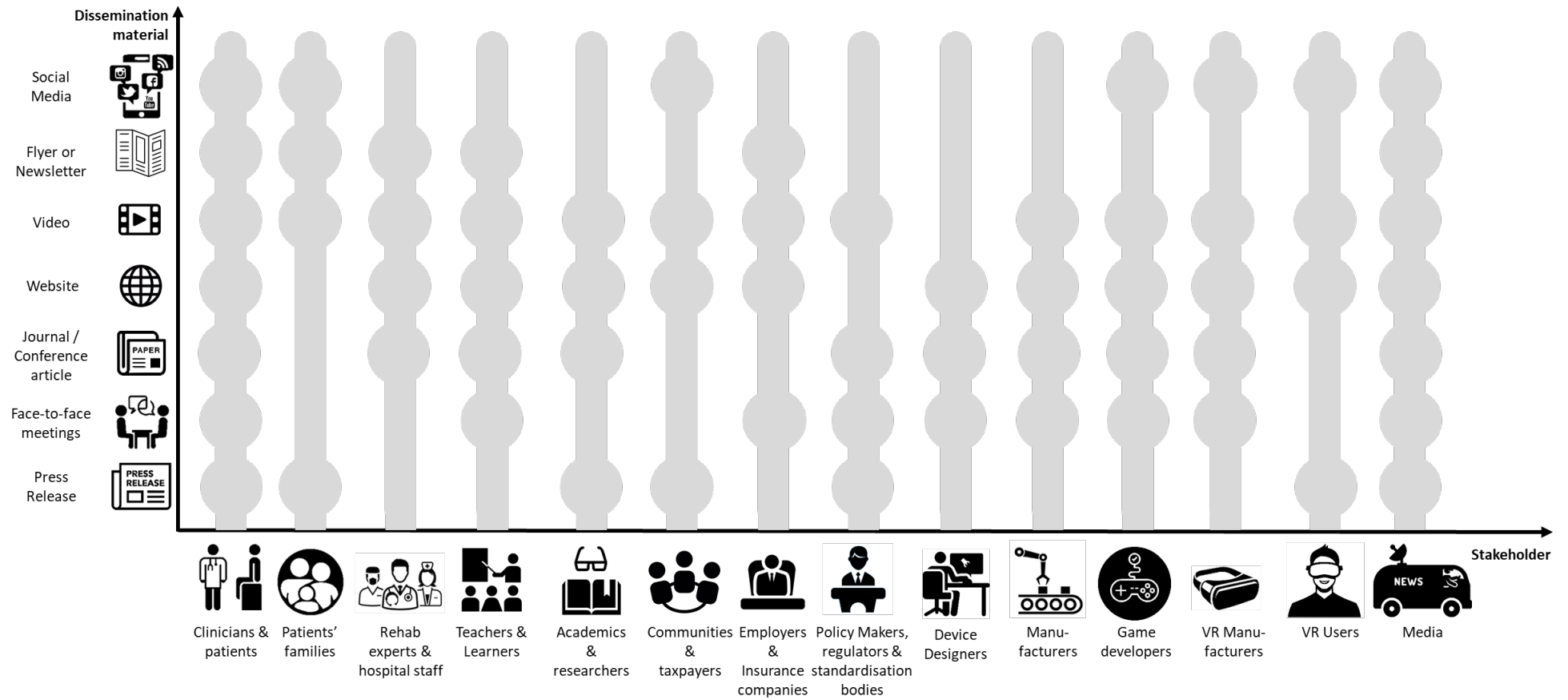
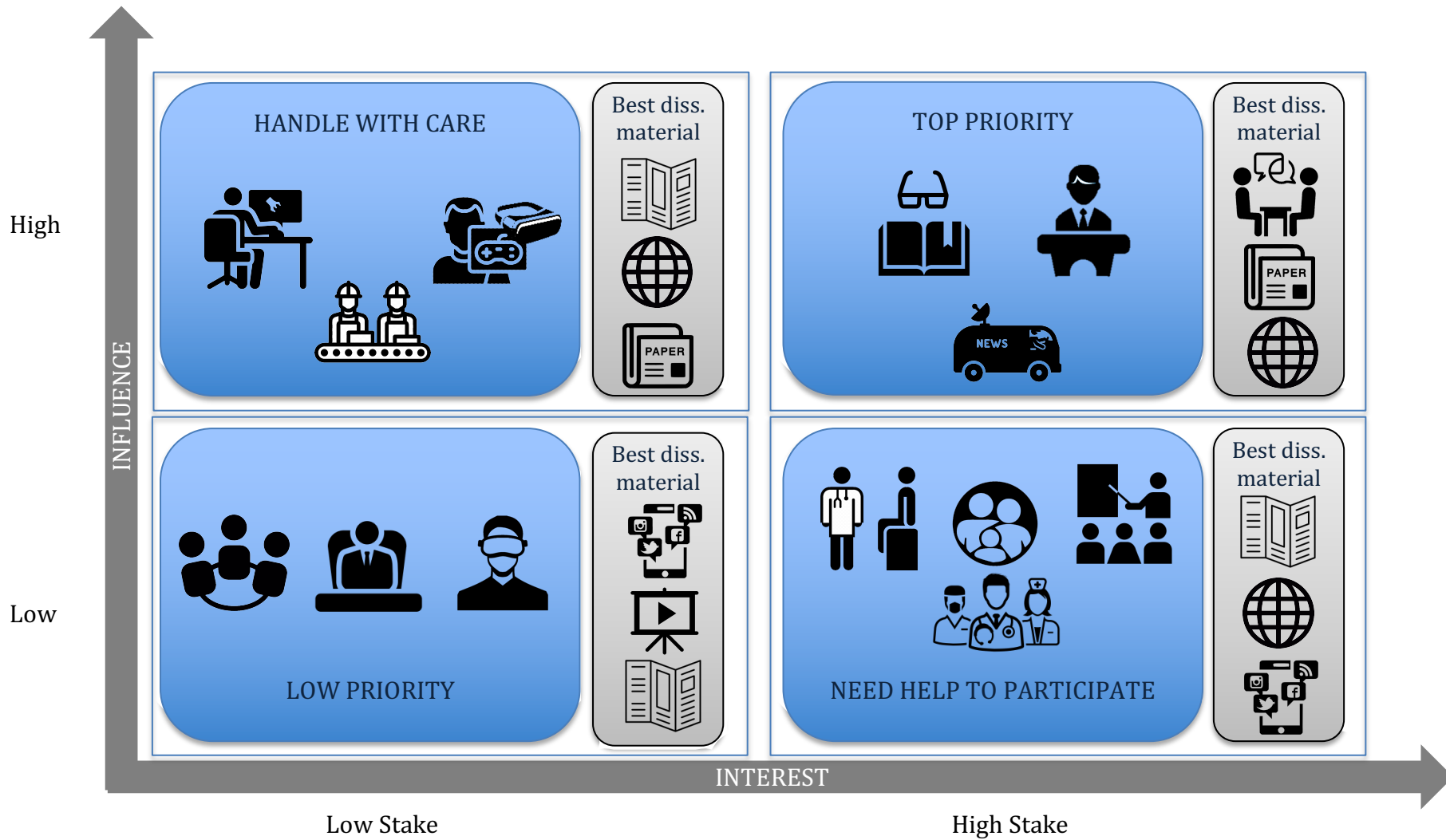*Figure 1: Stakeholder Dissemination Strategy Matrix*

Figure 2: Stakeholder Matrix

2.5. Key Performance Indicators (KPIs)

Table 3 shows the PRIME-VR2 dissemination and communication KPIs and targets which must be reached by the end of the project. These KPIs set the expectations that this dissemination strategy should attain at every stage of the project.

Table 3: KPIs

KPI	Targets
Website visits	at least 5000 visits
VR CH members	at least 150 affiliates + 500 in combination with other Helixes
No. of circulated flyers	at least 2000 (digital) copies
No of conferences attended	at least 10 conferences
Outreach of newsletter	at least 1000 followers
Social media followers	at least 2000 followers
Videos views	at least 1000 views each
Press Releases	at least 5/year
Workshop/Conferences	80-120 participants 80% of which must enrol in the VR CH
Training Material downloads	more than 1000 times
Journal/Conference Publications	at least 3 during the project

2.6. WHEN? Dissemination work plan

Based on this analysis, Table 4 tabulates a dissemination strategy which indicates the month, the activity/deliverable that should be disseminated, the channel and to which audience. The KPI measures have been spread out over the whole duration of the project. However, it is important to note that every six months, the KPIs shall be measured and reviewed to see how much the team has managed to disseminate.

Table 4: Dissemination Plan

Date (when)	Deliverable or Activity	Dissemination material (how)	Audience (who)	Expectations	KPI Monitoring method
M1	D1.1 – Project's presentation used for the PRESS RELEASE	• Website, • Email footers • Newspapers • PRESS RELEASE each partner	Partners' contacts + Media, academics & researchers, policy makers, VR users, clinicians and target users	5 Press Releases in the media (local channels, etc.)	Confirmed distributions + Links
M2	Setup of Social Media channels–2 posts/month e.g.: • Facebook • LinkedIn • Twitter • YouTube • Research Gate (project) • Reddit	• All social media channels	Key stakeholders, especially families, communities, employers, learners and educators, and manufacturers.	Target to have over 2000 followers across all social media channels by M36	Followers tracker on social media
	Update website + post 2 project related news on Social Media	• Website • All social media channels	Academics & researchers, manufacturers, Designers, educators & learners, target	To engage followers	Website - Google Analytics

			users and their families and policy makers		Social media posts information
	Create a Press Kit and make it available on the website	• Press/Media Kit	Media	To provide media with readymade material about the project	Link in the footer of the website
M3	Create Flyers, and circulate >2000 Flyers to Living Labs, Academic Partners and Industry partners	• Flyers	Target users, clinicians, researchers, manufacturers, communities	To promote the project	Analytics on the number of people reached.
	Update website + post 2 project related news on Social Media	• Website • All social media channels	Key stakeholders, especially families, communities, employers, learners and educators, and manufacturers.	To engage followers	Website - Google Analytics Social media posts information
M4	Issue newsletter #1	• Newsletter	Manufacturers, target users, clinicians, hospital staff, educators & learners, and communities	To engage followers	Number of people reached - counting emails sent and total reach through social media
	Update website + post 2 project related news on Social Media	• Website • All social media channels	Target users, clinicians, rehab experts and staff, VR users, families and communities, manufacturers, educators & learners		Website - Google Analytics Social media posts information
M5	Amsterdam Workshop Promotion - Circulation of Flyers (Save the date) - Newsletter	• Workshop / Conference • Flyers	Relevant stakeholders & other people with general interest	Flyers to reach > 150 people	Number of people reached - counting emails sent and total reach through social media
	Update website + post 2 project related news on Social Media	• Website • All social media channels		To engage followers	Website - Google Analytics Social media posts information
M6	D8.1 – Communication and dissemination plan, reports and materials	• Report	EC	3 Press Releases in media (local channels, etc.)	
	D6.1 – Platform Implementation plan	• Report	EC, target users, clinicians, academics		

	Update website + post 2 project related news on Social Media	• Website • All social media channels	Target users, clinicians, rehab experts and staff, VR users, families and communities, manufacturers, educators & learners		Website - Google Analytics Social media posts information
	Preliminary schedule for conference – tbc as project progresses				
	Attend (or present in an) International Conference **#1** - Distribution of Flyers (min. 100) - Inform participants about CH	• Conference • Flyers	Academics and researchers, clinicians, learners and educators, media, policy makers, rehab experts, VR and equipment manufacturers.	Flyers to reach around 100 people Increase members in VR Helix	Monitor number of members in VR Helix Dissemination tracker update
	D8.2 – Virtual Reality HELIX Launch of VR Helix Cluster	• Crowd Helix	VR/Rehabilitation industrial experts	Setup of the helix with 10 – 20 affiliates	Monitor number of members in VR Helix
	KPIs Monitoring				
	D4.1 – A set of DFMA guidelines	• Report	Relevant stakeholders & other people with general interest	To spread knowledge	
M7	Update website + post 2 project related news on Social Media	• Website • All social media channels	Target users, clinicians, rehab experts and staff, VR users, families and communities, manufacturers, educators & learners	To engage followers	Website - Google Analytics Social media posts information
	Preliminary schedule for conference – tbc as project progresses				
	Attend (or present in an) International Conference **#2** - Distribution of Flyers - Inform participants about CH	• Conference • Flyers	Academics and researchers, clinicians, learners and educators, media, policy makers, rehab experts, VR and equipment manufacturers.	Flyers to reach around 100 people Increase members in VR Helix	Monitor number of members in VR Helix Dissemination tracker update
M8	Issue newsletter #2	• Newsletter	Manufacturers, target users, clinicians, hospital staff, educators & learners, and communities	To engage followers	Number of people reached - counting emails sent and total reach through social media
	Update website + post 2 project related news on Social Media	• Website • All social media channels	Academics and researchers, clinicians, learners and educators, media, policy makers, rehab		Website - Google Analytics

			experts, VR and equipment manufacturers.		Social media posts information
M9	Update website + post 2 project related news on Social Media	• Website • All social media channels	Academics and researchers, clinicians, learners and educators, media, policy makers, rehab experts, VR and equipment manufacturers.	To engage followers	Website - Google Analytics Social media posts information
	Amsterdam Workshop Promotion - Circulation of Flyers (Save the date) - Newsletter	• Workshop • Flyers	Academics and researchers, VR game developers, manufacturers, VR users, hospital staff, clinicians, target users and families, educators and learners.	Flyers to reach > 150 people	Number of people reached - counting emails sent and total reach through social media
M10	D2.2 – Upper body anatomy 3D scanning setup	• Demonstration (Training Material)	Target users, clinicians, Rehab environment designers, VR game developers, designers, manufacturers, academics and researchers	3 Press Releases in the media (local channels, etc.)	
	D2.3 - Motion Capture setup	• Demonstration (Training Material)	Target users, clinicians, Rehab environment designers, VR game developers, designers, manufacturers, academics and researchers		
	Update website + post 2 project related news on Social Media	• Website • All social media channels	Target users, clinicians, rehab experts and staff, VR users, families and communities, manufacturers, educators & learners	To engage followers	Website - Google Analytics Social media posts information
M11	Amsterdam Workshop Promotion - Circulation of Flyers (Save the date) - Newsletter	• Workshop Flyers	Academics and researchers, VR game developers, manufacturers, VR users, hospital staff, clinicians, target users and families, educators and learners.	Flyers to reach > 150 people	Number of people reached - counting emails sent and total reach through social media
	Update website + post 2 project related news on Social Media	• Website • All social media channels	Target users, clinicians, rehab experts and staff, VR users, families	To engage followers	Website - Google Analytics

			and communities, manufacturers, educators & learners		Social media posts information
		Preliminary schedule for conference – tbc as project progresses			
	Attend (or present in an) International Conference **#3** - Distribution of Flyers - Inform participants about VR Helix - Promote Amsterdam's Workshop	• Conference • Flyers	Academics and researchers, clinicians, learners and educators, media, policy makers, rehab experts, VR and equipment manufacturers.	Flyers to reach around 100 people Increase members in VR Helix	Monitor number of members in VR Helix Dissemination tracker update
	D8.3 – Capacity Building Plan, reports and materials	• Report	EC		
	D7.2 – Ethical approval and protocol validation	• Report	EC		
	Amsterdam Workshop Promotion - Circulation of Flyers (Save the date) - Newsletter	• Workshop • Flyers	Academics and researchers, VR game developers, manufacturers, VR users, hospital staff, clinicians, target users and families, educators and learners.	Flyers to reach > 150 people	Number of people reached - counting emails sent and total reach through social media
M12	Update website + post 2 project related news on Social Media	• Website • All social media channels	Target users, clinicians, rehab experts and staff, VR users, families and communities, manufacturers, educators & learners	To engage followers	Website - Google Analytics Social media posts information
	Issue newsletter #3	• Newsletter	Manufacturers, target users, clinicians, hospital staff, educators & learners, and communities		Number of people reached - counting emails sent and total reach through social media
	VR Helix Event	• Event	VR/Rehabilitation industrial experts	Target to reach VR Helix 50 actors by end of year	Analytics on members joining the VR Helix + Attendance list
	KPIs Monitoring				
	Preliminary schedule for conference – tbc as project progresses				
M13	Journal Publication(s)	• Articles	Academics and researchers, manufacturers, policy makers, designers,	To spread knowledge / findings	Dissemination tracker update

	Activity	Channel	Target audience	Target	Monitoring
			manufacturers and game developers		
	Preliminary schedule for conference – tbc as project progresses				
	Attend (or present in an) International Conference **#4** - Distribution of Flyers - Inform participants about VR Helix - Promote Amsterdam / Malta's Workshop	• Conference • Flyers	Academics and researchers, clinicians, learners and educators, media, policy makers, rehab experts, VR and equipment manufacturers.	Flyers to reach around 100 people Increase members in VR Helix	Monitor number of members in VR Helix Dissemination tracker update
	Amsterdam Workshop Promotion - Circulation of Flyers (Save the date) - Newsletter	• Workshop • Flyers	Academics and researchers, VR game developers, manufacturers, VR users, hospital staff, clinicians, target users and families, educators and learners.	Flyers to reach > 150 people	Number of people reached by counting emails sent and total reach through social media
	Update website + post 2 project related news on Social Media	• Website • All social media channels	Target users, clinicians, rehab experts and staff, VR users, families and communities, manufacturers, educators & learners	To engage followers	Website - Google Analytics Social media posts information
M14	Amsterdam Workshop - Training Material - Dissemination - Flyers (min. 100) - CH Information Session	• Workshop / Conference	Academics and researchers, VR game developers, manufacturers, VR users, hospital staff, clinicians, target users and families, educators and learners.	To have 80-100 participants	Attendance list
	Malta Workshop / Conference Promotion	• Website • All social media channels • Flyers	Academics and researchers, VR game developers, manufacturers, VR users, hospital staff, clinicians, target users and families, educators and learners.	Flyers to reach > 150 people	Number of people reached by counting emails sent and total reach through social media
	Update website + post 2 project related news on Social Media	• Website • All social media channels	Target users, clinicians, rehab experts and staff, VR users, families and communities, manufacturers, educators & learners	To engage followers	Website - Google Analytics Social media posts information

	Preliminary schedule for conference – tbc as project progresses				
M15	Attend (or present in an) International Conference **#5** - Distribution of Flyers - Inform participants about VR Helix - Promote Malta's Workshop1	• Conference • Flyers	Academics and researchers, clinicians, learners and educators, media, policy makers, rehab experts, VR and equipment manufacturers.	Flyers to reach around 100 people Increase members in VR Helix	Monitor number of members in VR Helix Dissemination tracker update
	Update website + p1ost 2 project related news on Social Media	• Website • All social media channels	Target users, clinicians, rehab experts and staff, VR users, families and communities, manufacturers, educators & learners	To engage followers	Website - Google Analytics Social media posts information
M16	Issue newsletter #4	• Newsletter	Manufacturers, target users, clinicians, hospital staff, educators & learners, and communities	To engage followers	Number of people reached - counting emails sent and total reach through social media
	Update website + post 2 project related news on Social Media	• Website • All social media channels	Target users, clinicians, rehab experts and staff, VR users, families and communities, manufacturers, educators & learners		Website - Google Analytics Social media posts information
M17	D4.2 – 3 functional prototype controller devices and the optimal assembly routine for the controllers.	• Demonstration (Training Material)	Relevant stakeholders & other people with general interest	3 Press Releases in the media (local channels, etc.)	
	Update website + post 2 project related news on Social Media	• Website • All social media channels	Target users, clinicians, rehab experts and staff, VR users, families and communities, manufacturers, educators & learners	To engage followers	Website - Google Analytics Social media posts information
M18	Create & upload Video 1	• Video	Relevant stakeholders & other people with general interest	100 views	
	Update website + post 2 project related news on Social Media	• Website • All social media channels	Target users, clinicians, rehab experts and staff, VR users, families and communities, manufacturers,	3 Press Releases in the media (local channels, etc.)	Website - Google Analytics

			educators & learners		Social media posts information
	D3.3 – Three representative ovoid models demonstrating actuation mechanisms	• Demonstration	Clinicians, target users, policy makers, academics, educators, hospital staff, VR game developers.		
	Malta Workshop / Conference Promotion	• Website • All social media channels • Flyers	Academics and researchers, VR game developers, manufacturers, VR users, hospital staff, clinicians, target users and families, educators and learners.	Flyers to reach > 150 people	Number of people reached (emails sent) and total reached through social media
**KPIs Monitoring**				
M19	Update website + post 2 project related news on Social Media	• Website • All social media channels	Relevant stakeholders & other people with general interest	To engage followers	Website - Google Analytics Social media posts information
Preliminary schedule for conference – tbc as project progresses				
M20	Attend (or present in an) International Conference **#6** - Distribution of Flyers - Inform participants about VR Helix - Promote Malta's Workshop	• Conference • Flyers	Academics and researchers, clinicians, learners and educators, media, policy makers, rehab experts, VR and equipment manufacturers.	Flyers to reach around 100 people Increase members in VR Helix	Monitor number of members in VR Helix Dissemination tracker update
	Issue newsletter #5	• Newsletter	Manufacturers, target users, clinicians, hospital staff, educators & learners, and communities	To engage followers	Number of people reached - counting emails sent and total reach through social media
	Update website + post 2 project related news on Social Media	• Website • All social media channels	Target users, clinicians, rehab experts and staff, VR users, families and communities, manufacturers, educators & learners		Website - Google Analytics Social media posts information
M21	Update website + post 2 project related news on Social Media	• Website • All social media channels	Target users, clinicians, rehab experts and staff, VR users, families and communities,	To engage followers	Website - Google Analytics

			manufacturers, educators & learners		Social media posts information
M22	Update website + post 2 project related news on Social Media	• Website • All social media channels	Target users, clinicians, rehab experts and staff, VR users, families and communities, manufacturers, educators & learners	To engage followers	Website - Google Analytics Social media posts information
	Malta Workshop / Conference Promotion	• Website • All social media channels • Flyers	Academics and researchers, VR game developers, manufacturers, VR users, hospital staff, clinicians, target users and families, educators and learners.	Flyers to reach > 150 people	Number of people reached by counting emails sent and total reach through social media
M23	Update website + post 2 project related news on Social Media	• Website • All social media channels	Target users, clinicians, rehab experts and staff, VR users, families and communities, manufacturers, educators & learners	To engage followers	Website - Google Analytics Social media posts information
	Malta Workshop / Conference Promotion	• Website • All social media channels • Flyers	Academics and researchers, VR game developers, manufacturers, VR users, hospital staff, clinicians, target users and families, educators and learners.	Flyers to reach > 150 people	Number of people reached by counting emails sent and total reach through social media
M24	D6.3 Integrated prototype demonstration	• Demonstration (Training Material)	Relevant stakeholders & other people with general interest	3 Press Releases in the media (local channels, etc.)	
	Issue newsletter #6	• Newsletter	Manufacturers, target users, clinicians, hospital staff, educators & learners, and communities	To engage followers	Number of people reached - counting emails sent and total reach through social media
	Update website + post 2 project related news on Social Media	• Website • All social media channels	Target users, clinicians, rehab experts and staff, VR users, families and communities, manufacturers, educators & learners		Website - Google Analytics Social media posts information
	Helix Event	• Event	VR/Rehabilitation industrial experts	Target to reach 100 actors by end of year	Analytics on members joining the VR

					Helix + Attendance list
	Malta Workshop / Conference Promotion	• Website • All social media channels • Flyers	Academics and researchers, VR game developers, manufacturers, VR users, hospital staff, clinicians, target users and families, educators and learners.	Flyers to reach > 150 people	Number of people reached by counting emails sent and total reach through social media
KPIs Monitoring					
M25	Malta Conference - Training Material - Dissemination - Flyers (min. 100) - CH Information Session	• Design for Additive Manufacturing (DfAM) for Future Interactive Devices	Academics and researchers, VR game developers, manufacturers, VR users, hospital staff, clinicians, target users and families, educators and learners.	5 Press Releases in the media (local channels, etc.)	Attendance list
	Pisa Workshop / Conference Promotion	• Website • All social media channels • Flyers	Academics and researchers, VR game developers, manufacturers, VR users, hospital staff, clinicians, target users and families, educators and learners.	Flyers to reach > 150 people	Number of people reached by counting emails sent and total reach through social media
	Preliminary schedule for conference – tbc as project progresses				
	Journal Publication(s)	• Articles	Academics and researchers, manufacturers, policy makers, designers, manufacturers and game developers	To spread knowledge	
	Update website + post 2 project related news on Social Media	• Website • All social media channels	Target users, clinicians, rehab experts and staff, VR users, families and communities, manufacturers, educators & learners	To engage followers	Website - Google Analytics Social media posts information
M26	Update website + post 2 project related news on Social Media	• Website • All social media channels	Target users, clinicians, rehab experts and staff, VR users, families and communities, manufacturers, educators & learners	To engage followers	Website - Google Analytics Social media posts information
	Preliminary schedule for conference – tbc as project progresses				
M27	Attend (or present in an) International Conference **#7**	• Conference • Flyers	Academics and researchers, clinicians, learners and educators,	Flyers to reach around 100 people	Monitor number of members in VR Helix

	- Distribution of Flyers - Inform participants about VR Helix - Promote Pisa's Workshop		media, policy makers, rehab experts, VR and equipment manufacturers.	Increase members in VR Helix	Dissemination tracker update
	Update website + post 2 project related news on Social Media	• Website • All social media channels	Target users, clinicians, rehab experts and staff, VR users, families and communities, manufacturers, educators & learners	To engage followers	Website - Google Analytics Social media posts information
M28	Issue newsletter #7	• Newsletter	Manufacturers, target users, clinicians, hospital staff, educators & learners, and communities	To engage followers	Number of people reached - counting emails sent and total reach through social media
	Update website + post 2 project related news on Social Media	• Website • All social media channels	Target users, clinicians, rehab experts and staff, VR users, families and communities, manufacturers, educators & learners		Website - Google Analytics Social media posts information
M29	Update website + post 2 project related news on Social Media	• Website • All social media channels	Target users, clinicians, rehab experts and staff, VR users, families and communities, manufacturers, educators & learners	To engage followers	Website - Google Analytics Social media posts information
M30	Preliminary schedule for conference – tbc as project progresses				
	Attend (or present in an) International Conference **#8** - Distribution of Flyers - Inform participants about VR Helix - Promote Pisa's Workshop	• Conference • Flyers	Academics and researchers, clinicians, learners and educators, media, policy makers, rehab experts, VR and equipment manufacturers.	Flyers to reach around 100 people Increase members in VR Helix	Monitor number of members in VR Helix Dissemination tracker update
	Pisa Workshop / Conference Promotion	• Website • All social media channels • Flyers	Academics and researchers, VR game developers, manufacturers, VR users, hospital staff, clinicians, target users and families, educators and learners.	Flyers to reach > 150 people	Number of people reached by counting emails sent and total reach through social media

	Update website + post 2 project related news on Social Media	• Website • All social media channels	Target users, clinicians, rehab experts and staff, VR users, families and communities, manufacturers, educators & learners		Website - Google Analytics Social media posts information
**KPIs Monitoring**

M31	Update website + post 2 project related news on Social Media	• Website • All social media channels	Target users, clinicians, rehab experts and staff, VR users, families and communities, manufacturers, educators & learners	To engage followers	Website - Google Analytics Social media posts information
M32	Issue newsletter # 8	• Newsletter	Manufacturers, target users, clinicians, hospital staff, educators & learners, and communities	To engage followers	Number of people reached - counting emails sent and total reach through social media
	Update website + post 2 project related news on Social Media	• Website • All social media channels	Target users, clinicians, rehab experts and staff, VR users, families and communities, manufacturers, educators & learners		Website - Google Analytics Social media posts information
M33	Helix Event	• Event	VR/Rehabilitation industrial experts	Target to reach >150 affiliates & >500 combinations with other Helixes by end of year	Analytics on members joining the VR Helix + Attendance list
	Pisa Workshop / Conference Promotion	• Website • All social media channels • Flyers	Academics and researchers, VR game developers, manufacturers, VR users, hospital staff, clinicians, target users and families, educators and learners.	Flyers to reach > 150 people	Number of people reached by counting emails sent and total reach through social media
	Update website + post 2 project related news on Social Media	• Website • All social media channels	Target users, clinicians, rehab experts and staff, VR users, families and communities, manufacturers, educators & learners	To engage followers	Website - Google Analytics Social media posts information
M34		Preliminary schedule for conference – tbc as project progresses

	Activity	Channels	Target Audience	KPIs	Monitoring
	Attend (or present in an) International Conference **#9** - Distribution of Flyers - Inform participants about VR Helix - Promote Pisa's Workshop	• Conference • Flyers	Academics and researchers, clinicians, learners and educators, media, policy makers, rehab experts, VR and equipment manufacturers.	Flyers to reach around 100 people Increase members in VR Helix	Monitor number of members in VR Helix Dissemination tracker update
	Pisa Workshop / Conference Promotion	• Website • All social media channels • Flyers	Academics and researchers, VR game developers, manufacturers, VR users, hospital staff, clinicians, target users and families, educators and learners.	Flyers to reach > 150 people	Number of people reached by counting emails sent and total reach through social media
	Update website + post 2 project related news on Social Media	• Website • All social media channels	Target users, clinicians, rehab experts and staff, VR users, families and communities, manufacturers, educators & learners	To engage followers	Website - Google Analytics Social media posts information
	Preliminary schedule for conference – tbc as project progresses				
M35	Attend (or present in an) International Conference **#10** - Distribution of Flyers - Inform participants about VR Helix - Promote Pisa's Workshop	• Conference • Flyers	Academics and researchers, clinicians, learners and educators, media, policy makers, rehab experts, VR and equipment manufacturers.	Flyers to reach around 100 people Increase members in VR Helix	Monitor number of members in VR Helix Dissemination tracker update
M35	Pisa Workshop / Conference Promotion	• Website • All social media channels • Flyers	Academics and researchers, VR game developers, manufacturers, VR users, hospital staff, clinicians, target users and families, educators and learners.	Flyers to reach > 150 people	Number of people reached by counting emails sent and total reach through social media
	Update website + post 2 project related news on Social Media	• Website • All social media channels	Target users, clinicians, rehab experts and staff, VR users, families and communities, manufacturers, educators & learners	To engage followers	Website - Google Analytics Social media posts information
	KPIs Monitoring				
M36	Create & upload Video 2	• Video	Relevant stakeholders & other people with general interest	100 views	Website - Google Analytics

					Social media posts information
	Issue newsletter #9	• Newsletter 9	Manufacturers, target users, clinicians, hospital staff, educators & learners, and communities	To engage followers	Number of people reached - counting emails sent and total reach through social media
	Preliminary schedule for conference – tbc as project progresses				
	Journal Publication(s)	• Articles	Academics and researchers, manufacturers, policy makers, designers, manufacturers and game developers		Dissemination Tracker
	D5.4 – Incorporate evaluation and feedback in controller adjustment or redesign	• Report	EC		
	Pisa Workshop / Conference Promotion	• Website • All social media channels • Flyers	Academics and researchers, VR game developers, manufacturers, VR users, hospital staff, clinicians, target users and families, educators and learners.	Flyers to reach > 150 people	Number of people reached by counting emails sent and total reach through social media

	Pisa Conference
	  - Training Material
	  - Dissemination
	  - Flyers
	  - CH Information Session
		• User Experiences Design for VR Rehabilitation	Academics and researchers, VR game developers, manufacturers, VR users, hospital staff, clinicians, target users and families, educators and learners.	Flyers to reach around 100 people
				
				5 Press Releases in media (local channels, etc.)
				
				Identification of 10 potential investors for sustainability + project maturity (1:1 discussions)
					Attendance list

	Update website + post 2 project related news on Social Media	• Website • All social media channels	Target users, clinicians, rehab experts and staff, VR users, families and communities, manufacturers, educators & learners	To engage followers	Website - Google Analytics Social media posts information
M37	Update website + post 2 project related news on Social Media	• Website • All social media channels	Target users, clinicians, rehab experts and staff, VR users, families	To engage followers	Website - Google Analytics

			and communities, manufacturers, educators & learners		Social media posts information

2.7. Protecting Intellectual Property

It is part of the project's deliverables to disseminate results through appropriate means. It is important to keep in mind that disseminated material should not divulge confidential information which could potentially risk exposing material that has commercial value and/or be protected via a fileable patent. Material to be published or communicated must be shared within the consortium for feedback at least two (2) weeks in advance before publication. Therefore, partners will be consulted with regards to publishing material to ensure there is agreement as to what information can be disclosed, and how long confidentiality obligations will be upheld from public disclosure. Sensitive information should not be shared via social media where pre-approval is not practical.

Lastly, with regard to tackling of IP issues, conflicts related to IP may arise between partners, it is suggested that the project consortium agreement is referred to.

To prevent the accidental disclosure of intellectual property belonging to the project members, media to be published that contains images or text describing PRIME-VR2 technology will be first submitted to a QUARANTINE folder where it will reside for 2 weeks before being filed in the APPROVED folder and then the MATERIALS folders on Strathcloud.

Files in the quarantine folder should be named with their submission date as the first part of the file name as in: YYYYMMDD-PARTNER-meaningful_filename.xxx. This will enable files for transfer to be easily identified.

For example: **20201103-GDIH-dissemination_strategy-v1.docx**

When new material is submitted to the QUARANTINE folder, the submitter should email prime-vr2_all.ing@listgateway.unipi.it to notify the other partners that they have done so. If no objection to publication is noted in the DISSEMINATION_APPROVAL_SHEET in 2 weeks, then the material will be deemed acceptable for publication and will be transferred to the 'APPROVED' folder and then filed.

NOTE: It is the responsibility of all partners to check the QUARANTINE folder at least every 2 weeks to endure that they do not miss a document that should not be published.

File and folder links:

QUARANTINE folder	https://strathcloud.sharefile.eu/f/foc67c7c-dc22-49fc-8db0-2a92ad0a5199
APPROVED folder	https://strathcloud.sharefile.eu/f/fod19701-a7df-453b-b315-40147d2e8e2b
MATERIALS folder tree	https://strathcloud.sharefile.eu/f/fob09914-bbd7-4e7b-a047-f374c083351c
DISSEMINATION_APPROVAL_SHEET	https://strathcloud.sharefile.eu/home/shared/fob09914-bbd7-4e7b-a047-f374c083351c

2.8.   Social Media guidelines

The EU commission has provided a guidelines to follow when submitting communication or disseminating any results from the project (2018). The European Commission has produced excellent practical social media guidelines for the use and exploitation of social media which are available here:

https://strathcloud.sharefile.eu/home/shared/fo84d33f-cddd-4f8c-8cdf-162f4a36e5ab

All partners should read and take note of the guidelines when publishing on social media and developing social media campaigns.

Active PRIME-VR2 social media accounts are as follows:

Twitter account: **@PRIMEVR2, https://twitter.com/primevr2**
#tags: #vr #VirtualReality #PRIMEVR2 #VRHABIT #disability #TherapeuticVR

LinkedIn account: **PRIMEVR2 - Personalised recovery through a multi-user environment: VR for Rehabilitation - H2020, https://www.linkedin.com/groups/8879498/**
Tags: #vr #VirtualReality #PRIMEVR2 #VRHABIT #disability #TherapeuticVR

Facebook Page: **https://www.facebook.com/PrimeVr2-103726687901739/**
To post, visit the page and request to join. Posts are moderated to prevent unwanted posts from unknown people.

These are overseen by the T8.1 lead (Tim Adlam) and managed by the partners on a rotating month-by-month basis.

3 DISSEMINATION EVALUATION

By evaluating the dissemination and communication efforts it is possible to assess the project performance, the effectiveness of the communication strategy and provide evidence that they have been carried out and reached the expected stakeholders, and also to help improve any future dissemination activities. Based on the established KPIs, the team is able to measure tangible results. Therefore, by constantly reviewing the target KPIs with the actual results will help the team to establish in which areas it needs to work harder. It is also imperative to keep an eye on intangible results which are more difficult to measure. After all, PRIME-VR2 is a research project from which team members and participants are expected to gain new knowledge and experience. It is true that such results are more difficult to measure, however, people working on the project can provide testimonials on the videos that must be prepared as part of the dissemination activities. Other examples of ways in capturing intangible results are through self-assessment tests and observations.

KPIs will be monitored by the task leaders, T8.1 GDIH and T8.2 UoM and by the WP leader Inlecom. A Dissemination Tracker will be available to all partners to record activities and track progress. The dissemination strategy will be reviewed to ensure that it is supporting the attainment of the KPIs. The results will be included in an appendix and periodically updated in revisions of this deliverable. Documenting the lessons learned will ultimately help readers understand how and where dissemination activities were carried out and placed into practice. The report should include any risk mitigation activities for any KPIs which were not reached by the end of that year such that by the end of the project all KPIs are achieved.

At the end of the three years of the project, a more detailed report will be included in the final management report, critically outlining all the dissemination achievements whilst reflecting the learning that took place over the life of the project.

Measuring tools

Outreach monitoring tools such as Google Analytics and Social Media Analytics allow for direct outreach measurement for channels that are controlled by the partners. Some social media analytical tools also provide outreach measures if an article included the appropriate referencing using hashtags. Furthermore, the number of people attending events and workshops/conference organised by the consortium can easily be measured through attendance lists. Such tools allow for precise outreach measurement through dissemination. Other monitoring tools include keeping track of community engagement and people attending, say, Crowdhelix events and face to face meetings among others. Feedback forms or verbal feedback may be collected in order to gather qualitative feedback, thus allowing for the measurement of engagement between the project and the external community through direct interaction from a qualitative perspective.

4 CONCLUSION

This document has outlined the dissemination strategy for the PRIME-VR2 project which will help all the partners working in WP8, especially Inlecom who are leading this work package. This report has shown why it is important to have a dissemination strategy, reviewed the involved stakeholders and the means by which the project's findings and outcomes can be disseminated to the appropriate audiences, and when these should be disseminated. Several events, conferences and journals have been listed in this document which facilitate the identification of relevant events. A dissemination plan has been defined which covers all the KPIs over the whole duration of the project. Furthermore, this strategy also defines ways in measuring the outreach of the dissemination efforts to be able to evaluate the engagement and impact.

Note that this document should not be confused with the Stakeholders Analysis document from WP2 as the latter focuses more on how relevant stakeholders can be involved into the project as 'input' rather than as 'output'.

5 REFERENCES

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6 APPENDIX A – JOURNAL PUBLICATIONS

Virtual Reality and Serious Gaming

Table 5: Journals on Virtual Reality and Serious Gaming

Journal Name	Description	Issues per year	Impact factor
Journal of Medical Internet Research (JMIR) Serious Games (Open Access)	A multidisciplinary journal on gaming and gamification including simulation and immersive virtual reality for health education/promotion, teaching, and social change	Quarterly (4 times a year)	3.351
International Journal of Virtual Reality	IJVAR presents interdisciplinary research on the technological, social, legal, and policy implications of virtual and mixed reality integration and how the division between real and virtual worlds is becoming less distinct.	Yearly	
International Journal of Serious Games (Open Access)	The IJSG publishes original, peer-reviewed, scientific articles addressing theoretical, experimental and operational aspects in all areas related to design, development, engineering, deployment and assessment of digital Serious Games (SGs).	Quarterly	
Virtual Reality by SpringerLink (Open Access)	The journal, established in 1995, publishes original research in Virtual Reality, Augmented and Mixed Reality that shapes and informs the community.	Quarterly	2.096
IEEE Computer Graphics and Applications	IEEE CG&A bridges the theory and practice of computer graphics. From specific algorithms to full system implementations, CG&A offers a unique combination of peer-reviewed feature articles and informal departments, including product announcements.	Bi-monthly (6-times a year)	1.725

Rehabilitation and Therapy

Table 6: Journals on Rehabilitation and Therapy

Journal Name	Description	Issues per year	Impact factor
Journal of Hand Therapy (Open Access Option)	The Journal of Hand Therapy is designed for hand therapists, occupational and physical therapists, and other hand specialists involved in the rehabilitation of disabling hand problems.	Quarterly	1.532
Journal of Rehabilitation Medicine			
American Journal of Occupational Therapy (Open Access Option)	The primary mission of AJOT is to publish peer-reviewed research examining the effectiveness and efficiency of occupational therapy practice so that occupational therapy professionals can make informed, evidence-based decisions about best practice. In addition, the journal aims to publish (1) research documenting the reliability and validity of occupational therapy instruments; (2) studies demonstrating a relationship between occupational engagement and the facilitation of community participation and health; and (3) articles that provide	Bi-monthly	2.868

Journal Name	Description	Issues per year	Impact factor
	a forum for scholars to debate professional issues that affect education, practice, and research.		
Journal of Sport Rehabilitation (Open Access Option)	JSR is completely devoted to the rehabilitation of sport and exercise injuries, regardless of the age, gender, sport ability, level of fitness, or health status of the participant.	8 per year	1.500
Journal of Neuro Engineering and Rehabilitation	Journal of NeuroEngineering and Rehabilitation considers manuscripts on all aspects of research that result from cross-fertilization of the fields of neuroscience, biomedical engineering, and physical medicine and rehabilitation.	1-2 times a year	4.632
Journal of Physiotherapy (Open Access)	The journal's mission is to publish significant research which has important implications for physiotherapy (also known as physical therapy). Our vision is for the journal to be the pre-eminent international publication of the science and practice of physiotherapy.	Quarterly	5.551
IEEE Transactions on Neural Systems and Rehabilitation Engineering	Rehabilitative and neural aspects of biomedical engineering, including functional electrical stimulation, acoustic dynamics, human performance measurement and analysis, nerve stimulation, electromyography, motor control and stimulation; and hardware and software applications for rehabilitation engineering and assistive devices.	12 issues	3.478
Journal of Neurology and Neuroscience (Open Access)	Journal of Neurology & Neuroscience aims to promote research communications and provide a forum for doctors, researchers, physicians and healthcare professionals to find most recent advances in all areas of Neurology & Neurological Sciences.	Bi-monthly (6-times a year)	1.45

Sports Medicine

Table 7: Journals on Sports Medicine

Journal Name	Description	Issues per year	Impact factor
Sports Medicine and Exercise Science (Open Access)	Medicine & Science in Sports & Exercise (MSSE), ACSM's flagship monthly journal, is the leading multidisciplinary original research journal for members. Each issue features original investigations, clinical studies and comprehensive reviews on current topics in sports medicine and exercise science.	Monthly	4.478
Journal of Science and Medicine in Sport (Open Access Option)	The Journal of Science and Medicine in Sport is an international refereed research publication covering all aspects of sport science and medicine.	Monthly	3.623

Design and Human Computer Interaction

Table 8: Journal on Design and Human Computer Interaction

Journal Name	Description	Issues per year	Impact factor
International Journal of Design (open-access journal)	The International Journal of Design is a peer-reviewed, open-access journal devoted to publishing research papers in all fields of design, including industrial design, visual communication design, interface design, animation and game	Halfyearly	1.938

	design, architectural design, urban design, and other design related fields.		
Design Studies (Open Access Option)	Design Studies is a leading international academic journal focused on developing understanding of design processes. It studies design activity across all domains of application, including engineering and product design, architectural and urban design, computer artefacts and systems design.	Bi-monthly	2.780
Human Computer Interaction Journal	This journal is aimed at professionals with an interest in the scientific implications and practical relevance of how computer systems should be designed and/or how they are actually used.	Bi-monthly	3.36
International Journal of Interactive Communication Systems and Technologies (IJICST)	The International Journal of Interactive Communication Systems and Technologies (IJICST) covers a broad spectrum of existing and emerging Internet-based social interaction technologies, including their applications, functions, and impact on people's digital communication.	Half yearly	Not available
Quality and User Experiences Journal	This journal presents research on the human experience and quality perception of digital media, telecommunication and Information Communications Technology (ICT) products and interactive services. Coverage includes mobile and pervasive applications, augmented and virtual reality, gaming, video conferencing, telepresence, and video-on-demand.	Yearly	Not available

Additive Manufacturing

Table 9: Journals on Additive Manufacturing

Journal Name	Description	Issues per year	Impact factor
Journal of Additive Manufacturing (Open Access Option)	Additive Manufacturing is the peer-reviewed journal that provides academia and world-leading industry with high quality research papers and reviews in additive manufacturing. The journal aims to acknowledge the innovative nature of additive manufacturing and its broad applications to outline the current and future developments in the field.	Bi-monthly (6-times a year)	7.173
Journal of Manufacturing Systems	The Journal of Manufacturing Systems publishes state-of-the-art fundamental and applied research in manufacturing at systems level. Manufacturing systems are comprised of products, equipment, people, information, control and support functions for the economical and competitive development, production, delivery and total lifecycle of products to satisfy market and societal needs.	6-7 a year	1
CAD Computer Aided Design (Open Access Option)	Computer-Aided Design is a leading international journal that provides academia and industry with key papers on research and developments in the application of computers to design.	Monthly	3.049
Materials and Manufacturing Processes (Taylor & Francis)	Materials and Manufacturing Processes deals with issues that result in better utilization of raw materials and energy, integration of design and manufacturing activities requiring the invention of suitable new manufacturing processes and	16 issues per year	Not available

	techniques, unmanned production dependent on efficient and reliable control of various processes including intelligent processing, introduction of new materials in industrial production necessitating new manufacturing process technology, and more.		
International Journal of Advanced Manufacturing Technology (Open Access Option)	The International Journal of Advanced Manufacturing Technology bridges the gap between pure research journals and more practical publications on advanced manufacturing and systems. It therefore provides an outstanding forum for papers covering applications-based research topics relevant to manufacturing processes, machines and process integration.	12 issues per year	2.496
Journal of Industrial Engineering International (Open Access)	Journal of Industrial Engineering International is a peer-reviewed open access journal published under the brand SpringerOpen, covering all aspects of industrial engineering.	25 issues per year	Not available
3D Printing and Additive Manufacturing (Open Access Option)	3D Printing and Additive Manufacturing is the only peer-reviewed journal on the rapidly moving field of 3D printing and related technologies.	≥4 per year	3.259
Progress in Additive Manufacturing (Open Access Option)	The journal publishes the advances in the processing of different kinds of materials by well-established and new Additive Manufacturing (AM) technologies.	Quarterly	Not available
International Journal on Interactive Design and Manufacturing (IJIDeM) (Open Access Option)	The International Journal on Interactive Design and Manufacturing (IJIDeM) presents interdisciplinary research, technical issues, and original industrial implementations. It examines the development, handling, and design of highly realistic, multi-sensorial virtual prototypes for improving decision-making in product design and manufacturing.	Quarterly	Not available
Advances in Manufacturing (Open Access)	As an innovative, fundamental and scientific journal, Advances in Manufacturing aims to describe the latest regional and global research results and forefront developments in advanced manufacturing field.	Quarterly	1.603
European Journal of Industrial Engineering (Open Access Option)	EJIE is an international journal aimed at disseminating the latest developments in all areas of industrial engineering, including information and service industries, ergonomics and safety, quality management as well as business and strategy, and at bridging the gap between theory and practice.	Bi-monthly	1.217

7 APPENDIX B – CONFERENCES & EVENTS

Virtual Reality

Table 10: Conferences and Events on Virtual Reality

Topic	Expo/ Conference name	Description	Date	Location
	EUROVR	The focus of the EuroVR conference series is to present, each year, novel Virtual Reality (VR), Augmented Reality (AR) and Mixed Reality (MR) technologies, including software systems, display technologies, interaction devices, and applications, to foster engagement between industry, academia and the public sector, to promote the development of VR & AR technologies in new, emerging and existing fields.	23-25 Oct'19	Tallinn, Estonia
	IEEE VR	IEEE VR 2019 has become the largest in its series featuring around 140 oral talks, 200+ posters, 35 research demos, and 18 workshops etc. We had more than 1000 paid/complimentary participants and more than 1200 people including those with exhibits-only, press and family passes.	23-27 Mar'20	Osaka, Japan
	SPIE	An annual AR, VR, MR Conference, featuring must-see presentations and demonstrations from the biggest names in consumer electronics and up-and-coming XR companies. The event includes a new technical program, invited industry talks, panel discussion, a student Optical Design Challenge, courses, headset demonstrations, and the opportunity to network with leading companies and thought leaders.	2 - 4 Feb'20	San Francisco, California, United States
	ICVR	ICVR 2020 is a forum to discuss new advances and developments in virtual reality by involving researchers, senior technical people, domain experts, and academics together.	8-10 Feb'20	Singapore
	ICDVRAT	As a special theme for ICDVRAT 2020, focus is on papers describing game-based solutions devised to rehabilitate motor and cognitive impairments.	9-11 Sep'20	Serpa, Portugal
	AWE EU	Spatial computing is about to explode. AWE is its epicenter. Hear from industry leaders sharing real-life use cases, solving major technical challenges, bringing	October 17-18, 2020	Munich, Germany

		AR/VR into every vertical such as industrial, healthcare, gaming and entertainment, architecture and construction, training and education, and working on the cutting edge of AR/VR development.		
	Lava Virtual	The Laval Virtual is in celebrating its 21st year as a leading international conference for VR, AR, and Mixed Reality. The main features of this event include an exhibition, conference, and awards ceremony.	22-26 Apr'20	Laval, France
	XRDC	VRST 2019 is the premier international symposium for the presentation of new research results, systems, and techniques among researchers and developers concerned with Augmented, Virtual and Mixed Reality software and technology.	October 2020	San Fransisco, USA
	Virtual Reality Software and Technology (VRST)	VRST 2019 is the premier international symposium for the presentation of new research results, systems, and techniques among researchers and developers concerned with Augmented, Virtual and Mixed Reality software and technology.	12-15 Nov'19	Sydney, Austraila
	VRWORLD	Although VR World takes place over a single day, this event is jam-packed with unique opportunities. Multiple in-depth tracks paired with more than 100 industry speakers help attendees learn all the practical ways they can create, market, and distribute their digital creations.	November 26, 2019	London, UK
	Electronic Entertainment Expo (E3)	E3 is the world's premier event for computer and video games and related products. For three exciting days, leading-edge companies, groundbreaking new technologies, and never-before-seen products will be showcased. E3 connects you with both new and existing partners, industry executives, gamers, and social influencers providing unprecedented exposure to the entire video game industry, all under one roof.	June 9-11, 2020	Los Angeles
	AR & VR World	Augmented & Virtual reality event that showcases technology and business strategies of today	10-11 June 2020	ExCel, London
	SIGGRAPH	An AR/VR event which focuses on computer graphics and interactive techniques	July 28, 2019	Los Angeles, CA, US
	Virtual Reality Strategy Conference (VRS)	VRS has different industry-themed conferences under one roof. One focuses on the big phenomenons in entertainment and while the other	October 16, 2019	San Francisco, California

		conference focuses on the enterprise applications of phenomena. These events typically have an amazing list of attendees from senior level and executive positions in its annual event.		
	Stereopsia	Stereopsia is an international event dedicated to all forms of 3D / XR / AI. It features a series of top-notch conferences, panels with international experts, exhibition and demos, networking opportunities, and awards. This international event is organized in close collaboration with the Hollywood-based Advanced Imaging Society and its EMEA Chapter, and it bestows their prestigious Lumiere Awards to exceptional 3D and 3D VR content makers.	tbc	tbc
	VR Days Europe	VR Days Europe has exhibits on VR, AR, and mixed reality. Their activities include expert speakers, breakout sessions, and hands-on workshops.	November 13, 2019	Amsterdam, Netherlands
	LiveWorx	LiveWorx has disruptive tech demos, tech business strategists, and edgy problem-solvers at their transformative event. In addition to AR and VR, the conference will also cover topics like robotics, IoT, and digital engineering.	June 8-11, 2020	Boston, MA, US
	Digital Transformation Conference	The Digital Transformation Conference brings in digital business leaders to help give insight into the evolving world of AR, VR, and the digital experience as we know it. With the inclusion of detailed case studies, real-world advice, and actionable takeaways, this event is a must-see for anyone interested in accelerating their own digital capabilities.	October 17, 2019	Boston, MA
	VRX Europe	VRX Europe is the first of Amsterdam's many VR-themed events this year but it's definitely towards the top of our wish list. This premiere European event is focused on marketing and business solutions using VR that can be implemented for immediate success in any industry.	April 28-29, 2020	London, UK
	Enterprise Wearable Technology Summit	The Enterprise Wearable Technology Summit (EWTS) is the longest-running and most comprehensive event dedicated to the business and industrial applications for wearables; including smart glasses and other HMDs, Augmented/Virtual/Mixed	October 20-22, 2020	San Diego, CA, US

No:	Expo/ Conference name	Description	Date	Location
		Reality, body-worn sensors, wrist wearables, and exoskeletons.		
	VRX Conference & Expo 2019	Gathering 600+ senior business executives across enterprise, entertainment, gaming, tech and investment, and putting customers at the heart of innovation.	December 12-13, 2019	San Francisco, USA

Healthcare and Rehabilitation

Table 11: Conferences and Events on Healthcare and Rehabilitaiton

No:	Expo/ Conference name	Description	Date	Location
	World Congress on Physiotherapy and Rehabilitation	Physical Medicine and Rehabilitation focus on innovative technologies. This meeting includes motivating logical introductions and keynote speakers who will provide an international platform for discussion of present and future challenges physical medicine and Rehabilitation.	February 12-13, 2020	Osaka Japan
	International Conference on Disability	Disability & Rehabilitation Conference is a premier interdisciplinary platform for researchers, practitioners, policy makers, educators, industry experts, health and disability advocates. It is a great platform to discuss and present the most recent research findings, trends, challenges encountered and solutions adopted in the field of Disability & Rehabilitation by ensuring the rights of individuals with disabilities.	November 7-8, 2019	Bangkok, Thailand

Design and Ergonomics

Table 12: Conferences and Events on Design and Ergonomics

No:	Expo/ Conference name	Description	Date	Location
1	DESIGN2020	The objectives of the DESIGN Conferences tend to be integrative across the various disciplines, to reach the current state-of-the-art, to cover the multidisciplinary aspects of design and to assure high-level review policy.	May, 18-21, 2020	Dubrovnik, Croatia
2	Manufacturing Science and Engineering Conference (MSEC)	The Manufacturing Engineering Division (MED) of ASME sponsors the Manufacturing Science and Engineering Conference (MSEC) every June. MSEC is the foremost annual forum for the scholarly exchange of advanced manufacturing research knowledge.	June 22-26, 2020	Cincinnati, Ohio, USA.

3	International Conference on Engineering, Design and Innovation (ICEDI) series	ICEDI 2020 aims to bring together leading academic scientists, researchers and research scholars to exchange and share their experiences and research results on all aspects of Engineering, Design and Innovation.	June 29-30, 2020	London, United Kingdom
4	International conference on Human-Computer Interaction 2020	HCI 2020 is a Thematic Area of the 22nd International Conference on Human-Computer Interaction (HCI International 2020). HCI is a field in need of significant innovation and breakthroughs towards radically new future forms of interaction. This Thematic Area addresses challenging and innovative topics in Human-Computer Interaction theory, methodology and practice, including, for example, novel theoretical approaches to interaction, novel user interface concepts and technologies, novel interaction devices, UI development methods, environments and tools, multimodal user interfaces, emotions in HCI, aesthetic issues, HCI and children, evaluation methods and tools, and many others.	July, 19-24, 2020	Copenhagen, Denmark
5	International Design Engineering Technical Conferences & Computers and Information in Engineering Conference	IDETC/CIE 2020 will highlight emergent technologies that impact the critical engineering issues of product design and development, manufacturing, and the management and integration of information systems throughout the product life-cycle.	August, 16-19, 2020	St. Louis, USA
6	International Conference on Engineering Design (ICED)	The ICED conference series started in 1981 organized by the Workshop Design Konstruktion (WDK) group and continued by the Design Society since its founding in 2000 as a successor to WDK. ICED is a biennial event bringing together design engineers, scientists, and practitioners presenting new design research, methods, and tools	August, 23-27, 2021	Sweden

Additive Manufacturing

Note that an up-to-date calendar of events related to 3D Printing and additve manufacturing one should refer to All3DP website.

Table 13: Conferences and Events on Additive Manufacturing, adapted from

No:	Expo/ Conference name	Description	Date	Location
1	3D Print Expo	Annual exhibition in Russia dedicated to the advanced 3d printing and scanning technologies and cutting-edge software products.	Oct. 4-5, 2019	Moscow, Russia
2	Toys4 Engineers	Toys4Engineers is a conference on innovation & recruitment. It combines a series of technical presentations and seminars of advanced technologies.	Oct. 10, 2019	Waterford, Ireland

3	TVF User Conference 2019	At the Virtual Foundry User Conference, experts share their knowledge regarding the latest trends and the future of 3D Printing. The 3D Printing Conference offers a meeting place with other additive manufacturing professionals.	Oct. 16-18, 2019	Stoughton, Wisconsin, USA
4	AMCTurkey 2019	AMCTURKEY brings local and international scientists, researchers, and representatives from both academia and industry, where they can present and share their recent scientific discoveries, research activities and emerging applications in Additive Manufacturing and related technologies.	Oct. 17-18, 2019	Istanbul, Turkey
5	Industry	The 3D Printing conference includes four congresses about 3D Printing, Additive Manufacturing, Automation & Robotics, and Cybersecurity.	Oct. 29-31, 2019	Barcelona, Spain
6	Advanced Engineering 2019	Advanced Engineering sources all your product needs under one roof, including R&D, Design, Materials and Technology, and more.	Oct. 30-31, 2019	Birmingham, UK
7	Materials + 3D Printing 2019	The 3D printing conference will draw participants from chemical companies, 3D printing companies, academia and coating experts.	Oct. 31 - Nov. 1, 2019	Houston, Texas, USA
8	FABTECH 2019	FABTECH brings buyers and sellers together in an interactive environment to conduct business, make connections, share ideas, and learn from one another.	Nov. 11-14, 2019	Chicago, USA
9	Maker Faire Saudi	Saudi Maker Faire is an open space for all of those who are interested in innovating within the endless fields of creativity and various industries, such as 3D printing, coding, gaming, and everything DIY.	Nov. 15-16, 2019	Riyadh, KSA
10	Formnext	Formnext is an important trade show to discover additive manufacturing, industrial 3D printing, and innovative production technologies. Nearly all of the important 3D printer manufacturers and services are on the show floor. If you're into semi-professional or professional 3D printing, you shouldn't miss this one.	Nov. 19-22, 2019	Frankfurt, Germany
11	3D Printing World 2019	The Topics of the 5th International 3D Printing World Conference & Show are the 3D printing ecosystem, medical applications, design & manufacturing, architecture, fashion, and bio-printing.	Nov. 29, 2019	Mumbai, India
12	3Dtoday Fest	3DToday Fest is a meeting place for industry professionals, manufacturers, and distributors, which offers manufacturers to promote their 3D printing materials, allows designers to display their works to a wide audience, and assists beginners with first steps in the world of additive tech.t	Nov. 29-30, 2019	Moscow, Russia
13	Technical Compunds Forum 2019	The Technical Compounds Forum aims to add functionality and value to high-performance polymers, including engineering plastics, TPOs, and TPEs.	Dec. 3-4, 2019	Tampa, USA

14	AMtech Expo	AMTech is a networking platform, where one can experience the 3D Printing & Additive Manufacturing Technology ecosystem	Dec. 11-12, 2019	Mumbai, India
15	Polymers for 3D Printing	Polymers for 3D Printing explores the development, production and application of innovative polymers and compounds for 3D printing and other rapid manufacturing technologies	Dec. 11-12, 2019	Düsseldorf, Germany
16	CES	CES showcases more than 4,400 exhibiting companies, including manufacturers, developers, and suppliers of consumer technology hardware, content, technology delivery systems and more.	Jan. 7-10, 2020	Las Vegas, USA
17	International Conference on Advanced Materials for Additive Manufacturing (ICAMAM)	Researchers, practitioners, and educators present and discuss the most recent innovations, trends, and concerns as well as practical challenges encountered and solutions adopted in the fields of Advanced Materials for Additive Manufacturing	Jan. 30-31, 2020	Sydney, Australia
18	3D Medical Printing Conference & Expo	The 3D Medtech Printing Conference is part of the two day 3D Medical Printing Expo which covers 3D printing for medical and dental professionals	Feb. 4-5, 2020	Maastricht, The Netherlands
19	Additive Manufacturing Strategies	Additive Manufacturing Strategies is a summit on the business of 3D Printing in medicine, dentistry, and metals.	Feb. 11-12, 2020	Boston, USA
20	Automation & Testing	A & T represents the fair essence who brings together the best technology in the field of automated production and accurate product testing.	Feb. 12-14, 2020	Turin, Italy
21	AM Expo	At the Additive Manufacturing Expo, one can meet suppliers, service providers, and experts. The main topics of the show are design, new technologies, surfaces, construction and more.	Mar. 3-4, 2020	Luzern, Switzerland
23	Additive Manufacturing Forum	Additive Manufacturing Forum focuses on design & simulation, new materials, series production & automation, and post-processing & quality assurance.	Mar. 11-12, 2020	Berlin, Germany
24	Bioinspired Materials 2020	Bioinspired Materials is an international school and conference on biological materials science.	Mar. 16-19, 2020	Irsee, Germany
25	Direct Digital Manufacturing Conference	The Fraunhofer Direct Digital Manufacturing Conference is a forum for Additive Manufacturing, including its applications in industry and the environmental impact of new manufacturing technologies.	Mar. 18-19, 2020	Berlin, Germany
26	AMUG Conference	The AMUG Conference is organized by the Additive Manufacturing Users Group and brings together engineers, designers, managers, and educators from around the world.	Mar. 22-26, 2020	Chicago, USA
27	PM China 2020	PM China is an international Powder Metallurgy exhibition & conference and promotes technological innovation and transformation of achievement. This show goes beyond additive manufacturing, where one can learn about new materials and technologies.	Mar. 24-26, 2020	Shanghai, China

28	Conference on 3D Printing Materials and Technologies	3D Printing Materials and Technologies brings together leading academic scientists, researchers and research scholars to exchange and share their experiences and research results on all aspects of the field.	April 9-10, 2020	Venice, Italy
29	Maker Faire Berlin	Maker Faire Berlin is a platform where makers come together to present their projects to a broad public. It is also a place for personal networking and knowledge sharing.	Apr. 18-19, 2020	Berlin, Germany
30	RAPID + TCT	RAPID + TCT is the most influential US-based show in the whole additive manufacturing industry. It's great for meeting people in the industry, exploring the newest technologies or attending the high-class conference.	Apr. 20-23, 2020	Anaheim, USA
31	MACH 2020	MACH aims to bring together manufacturing engineers, decision-makers, buyers and specifiers with suppliers of new technology, equipment, services, and processes.	Apr. 20-24, 2020	Birmingham, UK
32	3D Printing Technology and Innovations	An event that showcases how business utilise 3D printing through presentations from industry experts. Also several 3D printers will be in action.	Apr. 22-23, 2020	Berlin, Germany
33	3D Printing and Additive Manufacturing Technology	The international conference on 3D Printing and Additive Manufacturing Technology brings together leading academic scientists, and researchers to share their experiences on all aspects of 3D Printing and Additive Manufacturing Technology.	Apr. 23-24, 2020	Istanbul, Turkey
34	Digital Manufacturing Technologies for Civil and Environmental Engineering	The international conference on Digital Manufacturing Technologies for Civil and Environmental Engineering is a meeting place for researchers explaining their recent solutions in this field.	Apr. 23-24, 2020	New York, USA
35	Conference on 3D Printing in Medicine	The five main topics of the congress are blood vessels, intelligent materials and bio-fabrication, OMF and neurosurgery, orthopedic applications, and dentistry.	Apr. 24-25, 2020	Mainz, Germany
36	Maker Faire Miami	At the Maker Faire gatherings, one can meet hobbyists, artists, and crafters exchanging their ideas and projects.	Apr. 25-26, 2020	Miami, USA
37	Rapid.Tech 3D	Rapid.Tech and FabCon 3.D is an international exhibition for additive manufacturing and 3D printing.	May, 5-7, 2020	Erfurt, Germany
38	KUTENO	KUTENO is a supplier trade fair for the entire value chain of the plastics industry.	May, 12-14, 2020	Rheda-Wiedenbrück, Germany
39	IDTechEx Show	The IDTechEx Show! presents the latest emerging technologies at one event. Seven concurrent conference tracks and an exhibition will cover materials, manufacturing and components relating to: Energy Storage, Graphene & 2D Materials, Printed Electronics and sensors. Importantly we will also highlight industry applications too such as: Electric Vehicles, Healthcare, Internet of Things and Wearables.	May, 13-14, 2020	Berlin, Germany

40	Advanced Manufacturing Expo	Advanced Manufacturing Expo's dedicated B2B exhibition showcases state-of-the-art manufacturing technologies from the widest range of suppliers all in one place. Explore the exhibition floor to source breakthrough products and services that will improve your business productivity and global competitiveness.	May, 13-15, 2020	Sydney, Australia
41	Intermach & MTA Asia	INTERMACH is ASEAN's Leading International Industrial Machinery and Subcontracting Exhibition and features the latest advanced machinery and equipment from the world's leading brands. The show covers a wide variety of manufacturing industries - especially those in Automotive, Electronics, Construction, Medical devices, Furniture and Agriculture.	May, 13-16, 2020	Bangkok, Thailand
42	Materialise World Summit	Planet, people and productivity are key themes of the two-day conference where the relationship between 3D printing and sustainability are explored.	May, 14-15, 2020	Brussels, Belgium
43	Maker Faire Vienna	his is where Makers come together to present their projects to a broad public. Makers are experimental self-makers with a lot of fun, creative minds, lateral thinkers, technology enthusiasts and all age groups. They are eager for knowledge, but also knowledge mediators and like to share their inventions. For some exhibitors, the presence at the Maker Faire is also the beginning of a successful start-up.	May, 16-17, 2020	Vienna, Austria
44	3rd International Conference on 3D Printing and Additive Manufacturing	This conference is going to be the largest and most promising international conference where 3D Printing, professionals, and decision-makers will come to discuss various aspects. 3D Printing Conference directs towards main issues as well as future strategies of the 3D Printing, research, technology, and innovation. This gathering gives an incredible chance to discuss about the most recent advancements inside the field. The conference runs with the theme "3D printing: the manufacturing technology that will change the world".	May 18-19, 2020	Paris, France
45	Additive Manufacturing 2020	Additive Manufacturing 2020 focuses on exploring new technologies and innovations in manufacturing.	May 21-22, 2020	London, UK
46	Future Manufacturing Technologies	FMTX 2020 will discuss questions technologies in the Industry 4.0. The four topics of the show are Future Factory, 3D Printing, Smart Manufacturing, and Additive Applications.	May 28, 2020	Copenhagen, Denmark