



D1.3 Technical progress report 2

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EXECUTIVE SUMMARY

This deliverable documents the progress achieved throughout the various work areas of the EUreka3D-XR project, which has completed its first year (12 months) and proceeds into the final semester to accomplish the remaining activities and to achieve the expected results by the project's end on 31/7/2026.

The EUreka3D-XR project is co-funded to enrich the common European data space for cultural heritage with tools and resources that enable the reuse of 3D and other digital cultural resources in XR experiences. The pilot implementation of three XR scenarios aims to demonstrate the value of 3D digitisation to appeal visitors of sites and online users of cultural collections.

The EUreka3D-XR project builds upon the resources, outcomes and experience gained in the previous EUreka3D project (2023-2024).

The main tasks of the project are progressing soundly and in line with the planned schedule:

- **Five open access tools** are being developed, with first prototypes delivered in October 2025. The tools have been presented on various occasions and iterative evaluation is supporting their development. In summary, the tools are the following:
 - **AR TOUR BUILDER:** Online editor for custom AR tours, retrieving 3D objects from CH repositories and associating them with locations on a map
 - **AR TOUR EXPERIENCE:** Mobile app to experience phygital tours by superimposing 3D digital objects and other resources onto the physical world
 - **AI 3D BUILDER:** 3D Modelling software pipeline based on AI
 - **3D XR STUDIO:** Web tool for creating XR/AR experiences
 - **AVATAR BUILDER:** Predefined datasets tools and procedural support to create digital representation of human characters that talk to visitors of CH sites.
- **Three demonstration scenarios** are set in **Girona** (3D reconstruction of medieval walls), **Bibracte** (AR tour in the archaeological site) and **Paphos** (about virtual re-enactment of life in a monastery). The scenarios are delivered as a prototype in January 2026, to showcase the use of the five tools in real-life setting; the scenarios have been presented as a preview on various occasions and demonstrated in Girona on 29/1/2026.
- The **services and cloud resources of the EUreka3D Data Hub¹**, are improved, including the development of a new viewer for animated 3D models and the adaptations to the upgraded Europeana Data Model released by Europeana at the end of 2025.
- A **capacity building programme**, to improve the knowledge and digital transformation capacity of professionals in the CH sector, continues with **online and onsite events**, a course on 3D digitisation published on the **Europeana Training Platform**, and a full **online training programme** organized in collaboration with ICA the International Council on Archives during Fall 2025.
- A **communication and dissemination programme** is promoting the project and its achievements, showcasing the tools and inspiration scenarios, and producing **publications, editorials, and case**

¹ EUreka3D Data Hub is the infrastructure developed during the previous Eureka3D project. The Data Hub is used and tested by several CHIs in the EU. Further information about the Data Hub are available on line at: <https://eureka3d.eu/eureka3d-data-hub/>

studies for target audiences. A final **booklet** and the final **event** of the project in Cyprus on 26 May 2026 are under development.

- The project is run by a sound project management activity and complemented by the **impact assessment** that supports the design of **sustainability routes** for the project's achievements, resources and outcomes beyond the end of the EU funding period.

The document is composed of the following chapters:

1. Introduction
2. Overview of the progress
3. Details on Work Packages and Activities
4. Conclusions

1. INTRODUCTION

According to the project's Grant Agreement, this document *D1.3 Technical progress report 2* is the second progress report of the Eureka3D-XR project, providing detail of the activities, data added or updated, updated risk assessments, the progress towards the project objectives in percentages, highlighting and justifying possible deviations from the original plan.

The periodic reports are submitted following the templates published on the EU Funding & Tenders Portal for reporting and in fact this deliverable D1.3 is composed by the content provided on the EC Portal (Part A of the Technical Report) and by this document that contains the narrative parts of the Technical Report (Part B). The Financial Report is not part of D1.3 and is expected to be submitted to EC at the end of the Action.

This document provides the overview of the progress achieved at Month 12 and the status of execution of the workplan, including details on the progress of each WP and task, and information about achieved milestones and deliverables.

The deliverable D1.3 is the verification means for Milestone 2 Second Technical reporting that is successfully achieved.

2. OVERVIEW OF THE PROGRESS, BASED ON THE TECHNICAL REPORT TEMPLATE (PART B CHAPTER 1)

Summary of work performed and achievements, results and impacts

Work performed and main achievements

Short summary of progress towards the project objectives. Highlight significant activities and achievements. Provide clear and measurable details.

Analyse the outcome of the project (so far) and its (actual and expected) impact (on target groups, change, innovation etc.), including a description of the European dimension and added value. For the Final Report, include the conclusions of the action.

Report on objectives not fully achieved or not on schedule.

Do not simply cut and paste the project summary (filled in online on the Summary for Publication screen). Contrary to the summary, this section is for reporting to the EU and will not be published.

SHORT SUMMARY OF PROGRESS TOWARDS THE PROJECT OBJECTIVES

WP1 Project management and coordination: the progress is on track, with the monitoring taking place via regular internal communication using various tools (zoom, basecamp, emails) and with project and WP meetings to review status and plans for the various tasks. In the period under examination, August 2025 – January 2026, two project plenaries were organized: in Brussels on 25/9/2025, on the occasion of the Capacity Building event (26/9), and in Girona on 28/1/2026, on the occasion of the Demonstration event (29/1). A second focus group was held online on 31/10/2025, with involvement of the project’s Advisory Board to evaluate the progress of the project tools and scenarios. The due deliverables and milestones were timely submitted. Regular online meetings take place with the PO to inform about the project’s updates. Moreover, it was possible to meet the PO in Brussels on 24/9/2025 during the Cluster Event organized by HaDEA. Intensive discussions with the data space operator (Europeana Foundation) helped progressing with the update of EUreka3D Data Hub infrastructure for the implementation of the new Europeana Data Model, as an important element of integration with the data space.



WP2 EUreka3D-XR re-usable scenarios: the three scenarios in Girona, Bibracte and Paphos were presented in preview on various occasions of dissemination and more in detail in the Capacity Building event in Brussels. Official presentation of the prototypes took place in Girona Demonstration event, also corresponding to the deliverables D2.2, D2.3 and D2.4. Planning and preparation for the aggregation of contents in Europeana continued in the period, also considering the dependency with the implementation of the EDM extensions and their corresponding development in the Europeana.eu portal, which is not in the control of the project. At the time of writing, no deviations or delays are expected in the achievement of the corresponding milestone 6 Aggregation. To this regard, any risk is being monitored in close collaboration between project coordinator and aggregator Photoconsortium and

Europeana Foundation. While EUreka3D-XR content providers are still preparing their datasets, two associate partners of the project used the EUreka3D Data Hub and aggregation pipeline to provide 3D items to Europeana: [Basilica del PI \(1 model\)](#) and [SPK \(7 models\)](#), demonstrating the correct functionality of the system.

WP3 Supporting technology: during this reporting period WP3 has delivered the first prototypes of the EUreka3D-XR tools as documented in *D3.4 EUreka3D-XR toolbox beta version*, and delivered the initial release of the EUreka3D-XR cloud infrastructure as documented in *D3.2 Cloud infrastructure beta*. As part of this infrastructure, the components and standardised procedures supporting application deployment through a CI/CD (Continuous Integration / Continuous Deployment) pipeline are fully implemented and operational. In addition to the development of the tools and infrastructure, work is underway on documentation and guidelines related to data quality, quality of experience, data formats, sustainability and paradata.

The EUreka3D Data Hub, fully integrated as a support service of the data space for cultural heritage, continues to attract interest from the CH community, with new potential and current providers who test and use the service to

aggregate collections in Europeana, and is well positioned to enable the aggregation of high quality 3D also in the context of the Twin-it campaign, currently running. It is worth mentioning the agreement established in late December 2025 with the Spanish Ministry of Culture for the use of the EUreka3D Data Hub to publish in Europeana four objects selected as part of the campaign. An update to the EUreka3D Data Hub is being planned to equip it with the necessary mechanisms for new requirements, such as the implementation of the Europeana Data Model's extensions to enable publication of 3D collections in 2026 according to the new Europeana Publishing Framework. Furthermore, the development of a more powerful 3D viewer is on going, to show animated 3D models (like the avatars from Cyprus' scenario, which move and speak).



WP4 Communication and Dissemination: during the reporting period, WP4 focused on strengthening the project's visibility and ensuring effective dissemination across European and international cultural heritage networks, via online communication, newsletters, editorials on project and partners channels including the Europeana.eu website and Europeana Pro, and events. Promotional materials—both online and printed—were developed to maximise outreach, ensuring consistent visual identity. A major area of activity has been the promotion of the project's Capacity Building events: the hybrid event in Brussels [Reimagining cultural heritage in 3D and XR](#) on 26 September 2025, and the training programme [Driving digital transformation in Cultural Heritage Institutions](#) co-organised with ICA between November and December 2025, both of which were widely disseminated among European cultural institutions and through international networks. In addition, a dedicated communication plan was designed for the upcoming hybrid event [EUreka3D-XR Demonstration Event & Workshop](#) (Girona, 29 January 2026). Significant progress was also made on the definition of the project's Final Booklet, entitled "EUreka3D-XR. 3D and XR in the European Digital Cultural Heritage", and initial steps were undertaken for the organisation of the Final Conference, to be held in Cyprus on 26 May 2026 for which a first "save the date" notice has already been disseminated. The full programme is under development including frontal presentations and keynotes, a round table of experts and the production of high quality outcomes (open access publications, position papers, articles). Throughout the period, WP4 continued to apply and promote all project design assets, including tool illustrations and the general outreach poster. Visibility of EU funding was provided in all communications.

Digital Cultural Heritage in the Era of AI and Extended Reality

26 May 2026 in Cyprus

SAVE THE DATE

All-day event: presentations, demonstrations,
round table and hands-on sessions


 European Union's REKconstructed content
in 3D to produce XR experiences


WP5 Capacity Building: Following the approach described in the deliverable *D5.1 Capacity Building Implementation Plan*, several capacity building events were organised:

- As mentioned, on the 26th of September 2025, the hybrid event, *Reimagining culture in 3D and XR* was hosted in Brussels. It consisted of an international, hybrid track in the morning, highlighting the results and objectives of Eureka3D-XR. The afternoon track, in Dutch, focused on opportunities of 3D and XR for the cultural heritage sector, demonstrated by use cases from Belgian and the Netherlands. This track was co-organised with Hub-C, a Belgian knowledge and information centre for digital transformation in culture.
- In October and in December 2025, project partner Bibracte hosted hands-on workshops at the French Science Festival for teachers and families in Dijon, and at the PREAC training in collaboration with Arles Museum "Archaeology and young people: how do you show the invisible?", where a stand 'Visual mediation technologies: XR tools developed by Eureka3D-XR' was hosted.
- On 19/11/2025, 26/11/2025 and 3/12/2025, the online training programme *Driving digital transformation in Cultural Heritage Institutions*, in collaboration with ICA the International Council on Archives took place. The approach of streamed keynotes, followed by a hands-on interactive session for selected participants, proved to be a success.
- On 15/01/2026 a booth on Eureka3D-XR was present at the Public Domain Day in Brussels. Participants were informed on the project's objectives, with extra focus dedicated to the role of open access materials and reuse opportunities.
- On 21/02/2026 Eureka3D and Eureka3D-XR have participated in the Winter School organised by the 3D-4CH project in Brussels, hosted at the Royal Museum of Arts and Culture.
- On 29/01/2026, the Eureka3D-XR Demonstration Event & Workshop brought together cultural heritage professionals, archivists, and researchers - both on site in Girona and online. The hybrid morning session featured live demonstrations of the newly developed 3D/XR tools by the technical partners, followed by a round-table on the pilot scenarios led by the project's content providers partners and together with an invited institution that has collaborated with the 3D project Giravolt. In the afternoon, the community of archivists engaged hands-on in the "Archives in 3D: From Records to Objects" workshop, testing the workflows of the AI 3D Builder. Participants were invited before the workshop to propose new use cases from their own collections, with the goal of generating a new 3D model from archival documentation during the workshop.

Three focus groups were organised to collect feedback on the tools and scenarios. The first two, in July and October 2025, were organised with the Advisory Board. The Demonstration Workshop in Girona acted as a focus group that surveyed the participating archivists.

Finally, for the capacity building resources, the [online course on the 3D digitisation guidelines](#) from Eureka3D was published as part of the Europeana Academy on the Europeana Training Platform, on 4/11/2025. The translation of the Eureka3D Guidelines into the consortium languages (NL, FR, GR, IT, SP, CAT) is completed. These are currently being formatted as a printable PDF and will be published as open access downloadable resources in the coming period.

The creation of other resources has been initiated, namely: the extension of the online course with resources on XR, the creation of manuals and tutorials for the 5 tools, and the final booklet on the project.



OUTCOMES ANALYSIS AND IMPACT ASSESSMENT ON TARGET USERS

In the reporting period, various outcomes have been produced by the project, that include: presentation and preview of the collections and demonstration scenarios for XR experiences; the prototypes of the XR tools; expansion and update of the existing infrastructure, i.e. Eureka3D Data Hub and cloud services; a variety of capacity building actions (events, materials and learning resources). The consortium actively sought for feedback, either from user communities, colleagues and experts. More specifically, the Capacity Building event in Brussels (26/9/2025), the online training programme organized in collaboration with ICA (19/11, 26/11, 3/12/2025), a dedicated focus group also with participation of the Advisory Board (31/10/2025), the Girona event and workshop (29/1/2026), and a still ongoing survey to collect opinions and interest from CH professionals in the use of Eureka3D tools and services, helped to measure how the project is relevant in the eyes of stakeholders, and iteratively assess the progress of the project and its tools. Quantitative measures like events participation and online visits to resources also allow to get indications from the target audiences.

The project measures impact in various key areas, that also inform the main aspects of sustainability for the continuation of the project, and a summary is provided below for each area:

Content (3D models, collections, demonstration scenarios) - Target: CHIs and other reuse communities, Europeana users and wider data space community

In the period under examination, the content partners CRDI, BIBRACTE and CUT prepared the digital objects and collections that would be reused with the Eureka3D-XR tools to create the demonstration scenarios in Girona, Bibracte and Paphos. These have been presented in preview on various occasions and demonstrated as actual prototypes in a dedicated event in Girona on 29 January 2026. Insights from the feedback received so far include a clear interest by CHIs in reusing cultural materials for user engagement, but a general “shyness” and lack of confidence that curators or content creators are actually able to create XR without IT capacity or background. Also, small institutions with limited resources may feel overwhelmed and get the impression that the creation of XR scenarios is out of their reach, for budget and/or staff and capacity constraints.

As a takeout message for the project, explicitly mentioned in the focus group with Advisory Board members, the availability of clear documentation, guidance and inspirational examples is essential to demystify the technologies in the mind of content creators. The open publication of 3D and other collections in Europeana, together with the documentation about the XR scenarios as case studies, will support the effort in showing the feasibility and fostering replicability for any CHIs.

XR tools – Main target: CHIs and other creative and reuse communities

The five tools by NTUA, Swing:It and Miralab have been iteratively developed and delivered as prototypes in October 2025, then further improved and refined to support the creation of the demonstration scenarios presented in Girona in January 2026. The initial version of manuals and documentation for each tool was produced. The tools and scenarios were presented on various occasions, collecting impressions from CHIs and potential users. Similar concerns as expressed above apply also for the access and use of the tools: are they really open to non-specialists with minimal IT

competences? Are they really self-paced and easy to use?

As a takeout message for the project, it is important to convince the CHIs that they can actually use the tools with their own capabilities. In this light, the challenge of using friendly language for CHIs is important in technical manuals and documentation, but also in dissemination materials and editorials. The interactive workshop in Brussels in the afternoon of 26/09/2025, speaking Flemish language with Flemish CHIs, the capacity building events in Dijon and in Arles targeting French CHIs, speaking French language, and the hands-on experience in Girona, speaking Catalan language with Catalan CHIs, in the afternoon of 29/01/2026, both contribute to cope with this challenge.

Infrastructure (Eureka3D Data Hub and its cloud services) – Main target: CHIs and other reuse communities, Europeana users and wider data space community

The existing Eureka3D Data Hub is being promoted as a resource for CHIs in need of a platform to store, manage, view and share their 3D collections, and receives almost on a daily basis expressions of interest for testing and using. Integrated by default in the common European data space for cultural heritage already in 2024, the Eureka3D Data Hub is being used in the context of the data space as a pathfinder for procedural and integration criteria for other tools and services that the data space would promote and give access to.

Regarding the integration of the Eureka3D services and tools in EOSC, which is a task that falls outside the scope of the Grant Agreement, steps have been taken to register the project as a Provider in the sandbox offered by EOSC Beyond, based on a Memorandum of Understanding between the Eureka3D and EOSC Beyond initiatives. This aims to prepare the Eureka3D Data Hub to become the main tool for cultural heritage data in EOSC, thus positioning the Eureka3D Data Hub also towards the scientific communities that are not yet linked to the Cultural Heritage data space, and expanding the target audience for the 3D management and sharing in EU clouds.

A user survey “*Challenges in 3D cultural heritage management, storage, sharing*”² was launched in the Fall 2025 and remains open, with the aim of collecting feedback about the Eureka3D Data Hub and the needs and challenges of CH communities in their digital transformation. Among other things, the challenge of budgetary constraints is crucial, especially for small institutions: in fact, most respondents mention the cost of commercial hosting services as the first main challenge in managing 3D cultural data, and the vast majority of respondents also state that they do not have a dedicated budget to pay for annual cloud services fees. This has to be carefully considered when developing the rates and pay-per-use mechanisms that make up the Eureka3D Data Hub’s sustainability model.

Learning and competence (capacity building effort, resources and promotion/dissemination materials, editorials) – Main target: CH professionals, archivists, collection curators, museum and site staff

A variety of actions have been realized by the project and its partners, including:

- Online and onsite events, also with a local dimension and local language
- An online training programme in 3 sessions, each including a live streaming of keynote speeches and an interactive part reserved to a limited group of learners, which were selected following a call for applications and an evaluation and selection process done jointly by Eureka3D and ICA
- The launch of an online course on 3D digitization published in the Europeana Training Platform in the Fall 2025
- Dissemination actions with presentations and participation in conferences
- Production of dissemination and learning materials, such as project informative documentation and prototype user manuals for the tools
- Production of Europeana editorials and other publications
- Participation in the 3D-4CH Winter School.

In terms of impact measurement, the trend shows a high level of participation in events and initiative: for example, over 200 registrations were received to the Brussels capacity building event in September 2025, with actual attendance by over 40 participants onsite and over 70 online. The live streaming on YouTube of the three keynotes from the training programme organized with ICA in November/December 2025 saw on average ca. 50 viewers live and 30 attendees on Zoom for each session, and the recordings of the sessions have currently reached ca. 1600 views.

The Girona event saw participation of ca. 50 attendees onsite and an average of 50-60 online. The afternoon session trained 22 professionals from Catalan institutions.

As for the performance of communication in Europeana and on project channels, this also shows high interest: ‘*The historical walls of Girona*’ was published in September 2025, is available in six languages and has received 498 views in total from visitors in over 30 countries. ‘*Saint Neophytos*’ was published in December 2026 in English. With its associated gallery ‘*Rapturing frescoes*’ editorial content on Saint Neophytos has received over 300 views.

In addition to the editorials published on Europeana.eu, 10 webpages related to the project have been published on Europeana Pro, including one project page, six project pages and three news posts. Cumulatively, these have received over 2800 views. The news post ‘XR in cultural heritage: AR, MR and VR explained’ performed particularly well,

² <https://docs.google.com/forms/d/e/1FAIpQLSeUPVeC-sW46DTpi-zQccWCLCruPJrjHzipSDqelLZJMsdL2Q/viewform>

receiving nearly 1,000 page views.

The project website shows engagement and visibility. Since its launch, it has accumulated 45,978 page views, with 16,322 page views recorded during the reporting period. The website also functions as a key dissemination channel for project outputs, registering 1,842 downloads of PDFs hosted on the site. Among these, 605 downloads correspond to the “3D Digitisation Guidelines” and 233 to the EUreka3D Final Booklet, confirming sustained interest in the project’s core resources. In addition, the [webpage on 3D Digitisation Guidelines](#) is the third most visited page with more than 2,770 views to date. While this figure is significantly lower than the homepage (over 14,000 views), it remains highly relevant as a specialised content page targeting professional audiences. During the reporting period, 11 project newsletters were issued, bringing the total to 19 newsletters since the start of the project. The newsletter currently counts 759 subscribers, reflecting steady growth and sustained stakeholder interest. Across all project social media channels, the project has reached a combined 1,298 followers, with a particularly strong presence on LinkedIn, which accounts for nearly 700 followers.

Implementation plan and efficient use of resources

Implementation plan

Report on changes to the implementation plan (if any).

No modification in the implementation plan occurred in the reporting period.

The final event of the project, formally due by M18, and planned to happen in Cyprus, is confirmed on 26 May 2026 in the context of the events celebrating the semester of EU presidency of the Republic of Cyprus, and under the umbrella of the Euromed Digital Heritage Summit. This means that the final event of the project will actually happen in M16, thus also moving forward the realization of the final booklet, but the change does not impact on the successful delivery of the event and of the project’s outcomes.

Project management, quality assurance and monitoring and evaluation strategy

Report on changes to the overall project management concept, quality assurance and monitoring and evaluation strategy (if any).

The project management is coordinated by Photoconsortium in close collaboration with the WP leaders and the other partners, according to the expected quality assurance and monitoring processes as described in the Grant Agreement.

In terms of measuring and assessing the quality of the project outcomes, a dedicated deliverable *D3.6 Quality assessment report* was foreseen in the GA at M12 (31/1/2026): in agreement with the PO, the deadline was moved forward to 03/03/2026, in order to accommodate in such deliverable the results of the evaluation activities about the quality for the tools and scenarios done during the Girona event, which took place at the very end of M12, on 29/1/2026. The corresponding milestone 13 is achieved accordingly.

Similarly, with the same aim to include the outcomes of the Girona event, also the deadline for *D4.3 Sustainability Plan* on 31/1/2026 was moved to 03/03/2026.

Cost effectiveness and financial management (n/a for Lump Sum Grants)

Inform about significant budget overruns or important changes in the financial management (if any).

Nothing to report in the period.

Critical risks and risk management strategy

Report on the state of play concerning the risks and risk mitigation measures (if any).

Nothing to report in the period.

The upgrade of the Europeana Data Model was released at the end of 2025, and an immediate action was implemented in the project by partner EGI to reflect such modifications in the EUreka3D Data Hub, in sight of enabling aggregation of collections in 2026 according to the new requirements of EDM and corresponding Europeana Publishing Framework.

In addition to the implementation of the new EDM, more development work was announced in December 2025 by Europeana Foundation, to update the front-end of the europeana.eu website. Such development is expected to be concluded in the Spring, thus enabling the 3D collections to be properly showcased in europeana.eu according to the upgraded EDM.

At the time of writing, no specific impact is expected on the project. However, because of the changing environment on the side of europeana.eu, close monitoring of the situation is already being implemented jointly by the coordinator, Photoconsortium, and Europeana Foundation.

Consortium cooperation and division of roles (if applicable)

Report on changes in the way the participants work together (Beneficiaries, Affiliated Entities, Associated Partners, etc.).

The consortium cooperation and division of roles established since the start of the project is effective and no change occurred in the way the participants work together.

Project teams and staff

Report and explain deviations from Annex 1 of the Grant Agreement regarding the organisation of staff or project teams. .

No major deviation occurred relating to project team and staff.

Mrs. Maria Paphiti joined the Research Center at CUT on December 1st. She is an Art Historian specializing in Byzantine Art. She will focus her work on the life of Saint Neophytos and will collaborate closely with the MIRALab team on finalizing the Saint's story and highlighting the significance of his life. In addition to Prof. Marinos Ioannidis who actively led the participation of CUT until now, Dr. Petros Siegkas is appointed to work in the project.

Consortium management and decision-making (if applicable)

Report on important changes in the management or decision-making mechanisms.

Nothing to report in the period.

Impact

Impact

Report on *changes* in your impact analysis/strategy (if any) and the effects on the project/need for adaptations.

Please also describe any innovations or potential innovators emerging from the project with the potential to benefit other activities of the Digital Europe Programme.

There has not been any change to the Impact strategy as the project has progressed. Impact is closely linked to both Sustainability and the Capacity Building work package and most of the analysis, strategy and measures follow the D5.1 Capacity Building Implementation plan, which outlines the Change Pathways that assess the Impact areas of the project.

The project aims at assessing the short-term impact of the project (also to be illustrated in the final deliverable *D4.2 Impact Assessment Report* (M18), and also considers expected impact in the medium and longer term. The link between Impact Areas and expected innovation in the medium/longer term in stakeholders communities can be illustrated as follow:

CONTENT: New, high quality 3D models are made available on Europeana, complying to the *VIGIE 2020/654 Study On Quality In 3D Digitisation Of Tangible Cultural Heritage*, commissioned by the EC. Plus, XR experiences are derived from this content and shared in the data space for cultural heritage for others to take inspiration.

- Short term impact: more quality 3D content and inspiring examples of reuse available for CHIs
- Medium and longer term impact: the expected innovation is in enabling CHIs to improve the way they engage their onsite/online visitors with the cultural heritage collections, leveraging XR.
- Benefit in the context of DEP: supporting the EU effort with 3D digitisation, increasing the availability of high quality 3D models available for reuse.

Additionally, the standardisation formed by the VIGIE 2020/654 Study, simplified into guidelines by the EUreka3D project³ and developed into learning course during EUreka3D-XR on the Europeana Academy⁴ will significantly help with the consistency of 3D digital transformation for the betterment of the Digital Europe Programme.

XR TOOLS: Templated XR tools and guidance in their use are made available for CHIs and developers.

- Short term impact: showcase that XR technology is usable even with limited IT knowledge and capacity
- Medium and longer term impact: the expected innovation is in enabling CHIs to use and understand XR technology, by themselves in house or in collaboration with developers.
- Benefit in the context of DEP: standardising tools, and having more tools freely available as a resource will help speed up XR experiences and engagement supporting the digital transformation fostered in the Digital Europe Programme.

INFRASTRUCTURE: the further development and use of the EUreka3D Data Hub as an EU non-profit storage and delivery platform for Cultural Heritage can competitively host data rich 3D Models with interoperability to the data space thus offering a valuable alternative to private and non-EU products.

- Short term impact: a growing number of CHIs use the EUreka3D data Hub to host, document and share their 3D models
- Medium and longer term impact: the expected innovation is in enabling CHIs to move away from non-EU and undedicated platforms such as Sketchfab, or costly and attentive local infrastructures, towards an EU based cloud infrastructure, interoperable at EU level with major initiatives.
- Benefit in the context of DEP: the EU cultural sector should limit or avoid the reliance on non-EU data platforms and access cloud, resources and tools developed in EU.

KNOWLEDGE TRANSFER: the information gained by the project in the creation of 3D models and the development and deployment of the XR tools and experiences has been shared regularly throughout the project in all forms of dissemination. From online articles and social media posts, live webinars, interactive courses and in person workshops. Quantitative measures have been put in place to assess reach as well as more in-depth qualitative feedback from surveys and dedicated Q&As, importantly including sessions with the project's Advisory Board of experts.

- Short term impact: compelling capacity building resources on key topics such as 3D digitisation, quality, XR, and digital transformation are made available to all those stakeholders involved in the 3D digital transformation, including CHIs, users, creators, researchers, educators and policy makers.

³ <https://eureka3d.eu/3d-digitisation-guidelines/>

⁴ https://europeana.moocit.fr/courses/course-v1:europaana+EUreka3D01+2024_Q3/about

- Medium and longer term impact: the expected innovation is in enabling better knowledge and digital skills in CHIs of any size, to support the fast pace of digital transformation of their internal workflows and in engaging users, meeting their needs and impacting their skills and professional quality, growing competence and providing support.
- Benefit in the context of DEP: the information collated in EUreka3D is an essential best practice resource for the Digital Europe Programme. This will be summarised in the Final Booklet and other resources of the project and in the creation of a self-standing Competence Centre, complementary to other EU initiatives, not only to actively continue to disseminate the experiences gained in the project but to progress as the developments in 3D and AI rapidly emerge.

Communication, dissemination and visibility of funding

Report on the communication and dissemination activities undertaken (to whom, which format, how many, etc.) as foreseen in your Dissemination and communication plan. Please inform and justify any changes regarding dissemination and exploitation in comparison with the initial plan.

Describe how the visibility of EU funding was ensured.

If you described your project on your website(s) and/or social media accounts, please provide the links.

During months 7 – 12, communication channels and dissemination tools have been active and dedicated to the project activities and results. The communication and dissemination plan delivered at M06 (D4.1) has been implemented. The existing communication tools from the previous EU project EUreka3D are being reused in EUreka3D-XR (website, project blog, social media channels, and newsletter distribution platform). As a result, all channels have significantly increased their number of followers/subscribers, benefiting from the audience accumulated during the previous project.

Regular updates, including the publication of news and information, are carried out by project partner CRDI, responsible for WP4, together with Photoconsortium, Europeana, meemoo, EGI Foundation, and other partners involved in specific actions.

The illustrations of the five tools, included in the project poster, have been reused across various online and printed dissemination materials (banners, postcards, and video), ensuring a visually consistent graphic layout. During the final month of the reported period, partners discussed the visual consistency and graphic layout of the two applications developed within the project, with the objective of defining a coherent graphic proposal for the applications in the coming months.

Consistent acknowledgement of EU funding was ensured across all materials, and social-media dissemination was strengthened through coordinated mentions of project partners and the HaDEA agency. The project activity has been spread through all the running communication channels (website, newsletter, and social media) with regularity and in accordance with the milestones and public activities.

The following editorial items have been published on Europeana during the reporting period:

- [The historical walls of Girona](#) (translated into Catalan, Spanish, Italian, Dutch, and French)
- [Saint Neophytos. The saint and its legacy](#)
- [Gallery on Saint Neophytos Frescoes](#)
- [EUreka3D-XR capacity building, events and resources in 2026](#)

Other editorial content is planned for publication during the following six months: a blog post about the hidden site of the Bibracte archaeological site; a blog post about the Company of Santa Barbara in Girona (on the occasion of Europeana Women's Month); a Pro blog about the EUreka3D-XR toolbox; a Pro blog about the 3D Digitisation course on the Europeana Learning Platform; and more galleries related to the three project scenarios.

Partners prepared editorials about the EUreka3D-XR project in preparation for the launch of a redeveloped website for the common European data space for cultural heritage. This is foreseen to be published before the end of the project. Source collections to be published on Historiana are also in preparation.

Promotion of the online course published in Europeana Training Platform was consistently done in all occasions.

3D Digitisation Guidelines: Steps to success

A guide and a course based on the EU VIGIE Study on quality in 3D digitisation of tangible cultural heritage

DOWNLOAD
GUIDELINES



JOIN THE
ONLINE COURSE



The Lamboussa Fishing Trawler. EU ERA and UNESCO Chair in Digital Cultural Heritage - Cyprus University of Technology. With the support and cooperation of the Municipality of Limassol



European Union's REKconstructed content
in 3D to produce XR experiences



Co-funded by the European Union

The Final Booklet, entitled “*Eureka3D-XR. 3D and XR in the European Digital Cultural Heritage*”, is currently under preparation, with the text drafts being finalised under the coordination of a dedicated working group composed of the task leaders for project coordination and for communication and dissemination. Conceived as more than the final output of the project, the booklet provides a comprehensive overview of the work carried out by Eureka3D-XR, while also articulating a clear vision for continuity and future development. It aims to present a clear statement on the Eureka3D Competence Center and to highlight its readiness to deliver services based on the existing and sustainable structure of the Eureka3D Data Hub. The publication is structured around two main sections: one focusing on 3D and XR, including the toolbox and use scenarios; and a second dedicated to the vision of the Eureka3D Competence Center, addressing the Data Hub, capacity-building activities, links with the European data space, and key aspects related to impact and sustainability. The printed version of the booklet will be distributed during the final event in Cyprus (May 2026), while the online version will be published and disseminated before the end of the project (July 2026). WP4 coordinated the agreement on content structure among all task leaders and allocated contributions to the responsible partners. In parallel, work advanced on the publication’s design and layout, which will follow the visual approach of the booklet produced in the previous project Eureka3D.

Online and in-print communication materials were prepared in connection with events organised by the project or where the project was showcased:

- Specific webpages dedicated to the Eureka3D-XR [toolbox](#) and the [three scenarios](#) developed within the project. Further information and subpages for each tool and scenario will be updated in the coming weeks, mainly after the next project plenary meeting and the demonstration event in Girona (28–29/01/2026).
- Banners and postcards to promote the capacity-building event in Brussels in September 2025 and the online training programme with ICA in autumn 2025.
- A banner to promote the hybrid Demonstration and Workshop Event to be held in Girona on 29 January 2026.
- A banner and postcard to promote the course on 3D Digitisation based on the *3D Digitisation Guidelines – Steps to Success*, available on the Europeana Learning Platform.
- A roll-up about the project, adapted from the project dissemination poster, to be showcased at the venues in Brussels and Girona on the occasion of the on-site capacity-building events.
- An initial banner to promote the “save the date” for the [Eureka3D-XR Final Event](#).
- A [video produced as Season’s Greetings](#) on behalf of the Eureka3D-XR Consortium, published on social media and distributed via the project newsletter.

Demonstration Event & Workshop

29 January 2026, in Girona and online

09:30 - 13:00 CET
Hybrid session
Demonstration Event of Eureka3D-XR tools and pilots

14:00 - 16:00 CET
On-site workshop
Archives in 3D. From Records to Objects

EUREKA3D XR European Union's REConstructed content in 3D to produce XR experiences

Co-funded by the European Union

Driving digital transformation in Cultural Heritage Institutions

Online Training Programme

Three weekly appointments
19/11/2025
26/11/2025
03/12/2025

3 - 3:45pm CET
Keynote speech

4 - 5pm CET
Interactive working session

SESSION 1 - 19 November 2025
Heritage Policies and strategies for the digital transformation of practices

SESSION 2 - 26 November 2025
The impact and transformative power of Digital Cultural Heritage

SESSION 3 - 3 December 2025
Good practices and experiences for creation, access and re-use

Co-funded by the European Union

INTERNATIONAL CENTRE FOR DIGITAL CULTURAL HERITAGE

PHOTOCONSORTIUM EUREKA3D XR

Digital Cultural Heritage in the Era of AI and Extended Reality

26 May 2026 in Cyprus

SAVE THE DATE

All-day event: presentations, demonstrations, round table and hands-on sessions

EUREKA3D XR European Union's REConstructed content in 3D to produce XR experiences

unesco

Co-funded by the European Union

Reimagining Culture in 3D and XR

Hybrid Capacity Building Event

SAVE THE DATE!

26 September 2025
10am - 1pm CET
In Brussels and online

EUREKA3D XR European Union's REConstructed content in 3D to produce XR experiences

Co-funded by the European Union

The following events were organised and delivered during this period as capacity-building activities, with the additional objective of raising awareness of the project within the cultural heritage community at international, European, and Belgian levels:

- Hybrid event in Brussels: *Reimagining cultural heritage in 3D and XR*: <https://eureka3d.eu/reimagining-cultural-heritage/>
Audience reached: 69 onsite / 171 online
- Online training programme: *Driving Digital Transformation in Cultural Heritage Institutions*: https://eureka3d.eu/online_training_programme2025/
Audience reached: during the event, an average of 50-60 attendees followed the live streaming, and the recordings on Youtube reached out to-date (January 2026) over 1600 viewers. Moreover, an average of 20-22 selected participants attended the interactive sessions of the full training programme on Zoom.
- Girona event covering two strands: broad promotion of the hybrid morning session (toolbox demonstrations and round table on the project scenarios) and targeted outreach to the local archival community for the afternoon in-person workshop.
Audience reached: the morning session was attended by ca. 50 participants on site and equally 50-60 participants online. The afternoon event for Catalan CHIs was attended by 22 trainees.

The project was also presented at the following external events. Participation was promoted through the project website and blog, newsletter, and social media channels:

- [CIPA 2025, 30th International Symposium in Seoul](#), 25-29 August 2025
- [Digital Heritage 2025](#), 8 September 2025 in Siena, in a panel with other DEP and sister projects
- [HADEA cluster event](#), 24 September 2025 in Brussels
- [Europeana Aggregators Forum Autumn 2025](#), 15 October 2025, online
- [Beyond Borders Hackathon](#), 25 October 2025 in Lugano
- [International Archives Congress 2025](#), 28 October 2025 in Barcelona
- Participation in the Public Domain Day event organized by meemoo with Europeana in Brussels, 16 January 2026
- [3D-4CH Winter School](#), 21-23 January 2026 in Brussels and online

Additionally, the project was included in a [presentation](#) by Time Machine Organization at the Conference on Cultural Heritage and New Technologies CHNT30 in Vienna (3-5 November 2025).

Partner UNESCO Chair on Digital Cultural Heritage at the Cyprus University of Technology will host the final event in Cyprus on 26 May 2026. A "save the date" and an event structure were promoted by the end of 2025. A second promotional campaign including the final programme and confirmed contributions, together with the registration form, will be published and promoted in the coming weeks.

Sustainability, long-term impact and continuation

Report on *changes* in your sustainability analysis/strategy (if any).

For the Final Report, describe the follow-up of the project after the end of the EU grant. How will the results be used or further developed. Describe the strategy to ensure sustainability of results and long-term impact. Comment on possible synergies/complementarities with other (EU funded) activities (if any).

No changes are envisaged in the sustainability analysis and strategy for exploitation, long term impact and continuation. Sustainability is a core element of EUreka3D-XR project, looking at the matter with different approaches in the various areas of project work, given the reflections around impact, exploitation and sustainability are clearly very much linked. The areas of sustainability of project outcomes, which require the active commitment of project partners towards a horizon of 1-3-5 years after project's end, are identified as:

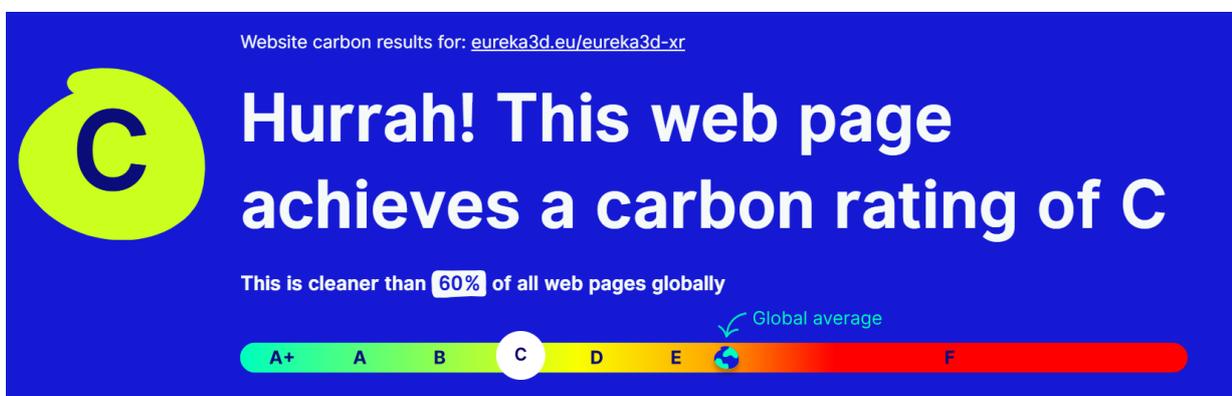
- the 3D models and demonstration scenarios created by the CHI content partners (Content);
- the XR tools created by the technical service providers (XR Tools);
- the EUreka3D Data Hub, which makes the 3D models and tools available for use (Infrastructure);
- and the transfer of knowledge from the capacity building activities (Learning and Competence).

D4.3 Sustainability Plan is currently being developed with delivery date updated to 03/03/2026. The Content (3D Models) and Infrastructure (Data Hub) are robustly built on the previous experience gained in the EUreka3D project. The sustainability of XR Tools and the continuation of the three local scenarios need closer investigation and testing to prove viability going forward in a sound planning. This will include interviews with the content (CHI) partners of the project as well as external input gathered from the capacity building activities. Assessing the sustainability and long term impact of EUreka3D-XR is also tightly linked to the Capacity Building work package. The EUreka3D-XR Advisory Board is providing ongoing feedback to ensure the sustainability of the project.

In addition to the tasks dedicated to maintaining project outcomes in WP4, WP3 includes Tasks T3.4 and T3.5 which are defined to address specific data quality and sustainability challenges that CHIs face in their digital transformation journey/ The task on *Quality of digital cultural data and quality of experience* aims at measuring and providing guidelines on usage of sustainable formats and best practices for interoperability, preservation and visual quality; while the task and deliverable on *Paradata and content sustainability guidelines* is dedicated to guidance and tools to collect and document content, metadata and paradata ensuring accessibility, and re-usability. Both tasks are ongoing and the respective deliverables are under development.

Finally, EUreka3D-XR is committed making environmental-minded such as making use of eco-friendly service and cloud providers, advocating project partners in reducing carbon emissions and energy use, and following ongoing discussions on the matter in the CH community with participation of coordinator Photoconsortium in Europeana Network Association Climate Action Community. As a final note, in line with EUreka3D-XR's commitment to limit carbon footprint of online presence, an assessment of the project webpage's carbon footprint was conducted using the commonly used Website Carbon Calculator (<https://www.websitecarbon.com/>). The result was a C rating— indicating that the webpage is significantly cleaner than global averages.

Results as of December 2025: <https://www.websitecarbon.com/website/eureka3d-eu-eureka3d-xr/>



Follow-up to EU recommendations

Follow-up to EU recommendations

Highlight corrective actions taken as a result of EU monitoring activities (including follow-up to EU project reviews, if any). List each recommendation/comment and explain how they have been followed up.

Not applicable

3. WORK PACKAGES, ACTIVITIES, RESOURCES AND TIMING, BASED ON THE TECHNICAL REPORT TEMPLATE (PART B CHAPTER 2)

Work Package 1: Project management and coordination			
Activities			
Report on the implementation status of the activities that were to be implemented during the reporting period and explain <u>deviations</u> from Annex 1 of the Grant Agreement. In case an activity was not implemented or a deliverable not produced, please explain why.			
Task No (continuous numbering linked to WP)	Task Name	Implemented? (Yes/No/Partially)	Justification (explain what was done and by whom; explain what was not done and why not; indicate how you intend to handle the situation and new timing; indicate if it was a one-off issue or how you intend to avoid similar issues in the future)
T1.1	Project management	YES, on going	Second and third in-person plenary held in Brussels (25/9/2025) and Girona (28/1/2026), regular project meetings and project reporting on going, regular communication continues with the PO and with partners through internal communication tools (e-mail, basecamp, Zoom meetings).
T1.2	Quality control and Data Management	YES, on going	Quality monitoring and appropriate data management are continuing. Regular meetings and sound peer review processes established for deliverables enable the coordinator to track the progress of activities and WP alignment with the workplan of the Grant Agreement. The adherence to the Data Management plan is ensuring GDPR compliance and safe data management with regard to data from project consortium and external stakeholders, and general public engaged with project's events and activities. No additional ethics issues were identified by the Ethics Board in the period.
T1.3	Reporting on integration with Europeana CSP operator	YES, on going	Regular collaboration is maintained with the Europeana Core Service Operator (partner EF) to ensure interoperability of EUreka3D-XR outcomes with the common European data space for cultural heritage, and compliance with Europeana Technical and Publishing Frameworks..

<p>Other issues</p> <p><i>Mention and explain unexpected events and adjustments that had to be made. Explain impact on other tasks, available resources and planning/timing.</i></p>	<p>The WP is on track, and it is possible to estimate a progress of 70% against its completion.</p>
Milestones and deliverables (outputs/outcomes)	
<p>The following deliverable is timely delivered and milestone achieved in the reporting period (M7-M12):</p> <ul style="list-style-type: none"> - D1.3 Technical progress report 2 (M12) - MS2 Second Technical reporting (M12) 	

Work Package 2: EUreka3D-XR re-usable scenarios			
Activities			
<p><i>Report on the implementation status of the activities that were to be implemented during the reporting period and explain <u>deviations</u> from Annex 1 of the Grant Agreement. In case an activity was not implemented or a deliverable not produced, please explain why.</i></p>			
Task No (continuous numbering linked to WP)	Task Name	Implemented? (Yes/No/Partially)	Justification (explain what was done and by whom; explain what was not done and why not; indicate how you intend to handle the situation and new timing; indicate if it was a one-off issue or how you intend to avoid similar issues in the future)
T2.1	Scenario 1 - Girona	YES, on going	Prototype of Girona scenario is timely delivered and presented in the demonstration event held in Girona on 29/1/2026. A dedicated workshop in Catalan and English language is organized on the same day engaging representatives of Catalan Archives and institutions with the tools of the project, and more specifically with the AI 3D Builder tool developed by Swing:lt. An online preparatory session took place on 17 December 2025 with the aim of introducing the workshop structure and preparation materials for the session on 29/01/2026.
T2.2	Scenario 2 - Bibracte	YES, on going	Prototype of Bibracte scenario is timely delivered and presented in the demonstration event held in Girona on 29/1/2026. The work done for the scenario development was leveraged for capacity building activities and demonstration to local professionals in

			two events (in Dijon and in Arles), which also served to collect feedback about the scenario.
T2.3	Scenario 3 - Cyprus	YES, on going	Prototype of Cyprus scenario is timely delivered and presented in the demonstration event held in Girona on 29/1/2026. Engagement and consultation with the monastic community in Saint Neophytos Englystra, representing the cultural heritage on focus in the scenario is established, also collaborating to the holistic documentation of the liturgy of Saint Neophytos. It is agreed that the 3D model of the Englystra, aggregated via the EUreka3D Data Hub, will represent one of Cyprus' official contributions in the Twin-it 2 campaign.
T2.4	Coordination of scenarios development and evaluation	YES, on going	Monitoring the progress of pilots planning and development regularly occurred in concertation with WP3 leader and all tool developers. Evaluation and impact assessment measures, also with an angle on exploitation and sustainability, are in place to feed the respective tasks in WP4.
T2.5	Aggregation of collections	YES, on going	Photoconsortium as accredited aggregator is following up the aggregation tasks using MINT aggregation tool for 2D contents and with EUreka3D Data Hub for 3D content, liaising with Europeana Data Services team for publication of the collections. Upgrade of both platforms (MINT and Data Hub) to the extended Europeana Data Model and Europeana Publishing Framework has started in collaboration with partners EGI and EF
<p>Other issues</p> <p><i>Mention and explain unexpected events and adjustments that had to be made. Explain impact on other tasks, available resources and planning/timing.</i></p>		The WP is on track, and it is possible to estimate a progress of 70% against its completion.	
Milestones and deliverables (outputs/outcomes)			
<p>The following deliverables are timely delivered and the milestone is achieved in the reporting period (M7-M12):</p> <ul style="list-style-type: none"> - D2.2 Girona Pilot Prototype v0.1 (M12) - D2.3 Bibracte Pilot Prototype v0.1 (M12) - D2.4 Cyprus Pilot Prototype v0.1 (M12) - MS5 Prototyping 1 (M12) 			

Work Package 3: Supporting Technologies			
Activities			
Report on the implementation status of the activities that were to be implemented during the reporting period and explain <u>deviations</u> from Annex 1 of the Grant Agreement. In case an activity was not implemented or a deliverable not produced, please explain why.			
Task No (continuous numbering linked to WP)	Task Name	Implemented? (Yes/No/Partially)	Justification (explain what was done and by whom; explain what was not done and why not; indicate how you intend to handle the situation and new timing; indicate if it was a one-off issue or how you intend to avoid similar issues in the future)
T3.1	Technical requirements	YES	The technical requirements of the Eureka3D-XR tools were extensively outlined in deliverable D3.1. This deliverable set the stage for the development of the tools as well as their alignment with the scenarios developed in WP2. This task also outlined the integration of the tools with the Eureka3D-XR cloud infrastructure. The initial requirements defined in D3.1, are validated during the development phase of the tools and infrastructure and further refined if needed. The technical requirements also shape the foundation of subsequent work on quality assessment and guidelines.
T3.2	Cloud infrastructure	YES, on going	Based on the results of T3.1, the initial version of the cloud infrastructure has been implemented. It includes an the allocation of resources (servers, CPUs, RAM and storage) according to the project's needs. The existing authentication and authorisation infrastructure for Eureka3D has been enhanced to cover the new requirements of the XR infrastructure. The CI/CD pipeline has been created, which includes the tool repositories on GitHub, their automatic publication in EGI's Artefact Repository and their final deployment in a Kubernetes cluster managed by Rancher. The deployment process has been successfully tested with the 3D viewer developed by MIRALab (that allows the visualisation of animated 3D). The beta cloud infrastructure has been documented in D3.2 "Cloud infrastructure beta" with a short document and an additional descriptive video.
T3.3	Tools development	YES, on going	Following the technical requirements defined in T3.1, technical partners have worked towards the implementation of the five foreseen tools: the AR Tour Builder and AR Tour Experience by NTUA; the AI 3D Builder and 3D XR Studio by Swing:It; and the Avatar Builder by MIRALab. The development of the tools followed an iterative process, which was continuously informed by the outcome of testing and feedback collection, in close collaboration between technical partners and partners from the cultural heritage sector. The first prototype (beta version) of all tools, which already fulfils the majority of the foreseen requirements, was released in Oct 2025 as described in deliverable D3.4. All tools have undergone initial testing in the respective

			pilot sites. The functioning of the tools is documented and demonstrated in various forms, including workflow descriptions with screenshots, screencasts and/or edited videos. The tool prototypes have been demonstrated at the capacity building event held in Brussels on 26/9/2025 and to the Eureka-3D-XR Advisory Board on a dedicated focus group meeting held on 31 October 2025.
T3.4	Quality assessment	YES, on going	Quality is a crucial guiding principle throughout the execution of the Eureka3D-XR project. This encompasses the quality of the data, addressing perceptual quality, technical robustness and interoperability, as well as the quality of experience, addressing usability, accessibility and visual experience of the developed tools. Initial steps towards achieving excellence in both quality of data and quality of experience were documented in D3.1. The Deliverable D3.6, which is currently under development (due by month 13), will further consolidate and extend this work by providing a comprehensive documentation of the methods and metrics used to assess quality. D3.6 will also elaborate on the results of user evaluation tests and the outcomes from the Girona demonstration event of 29/1/2026.
T3.5	Formats and quality guidelines	YES, on going	Based on the outcomes of T3.4 and the overall experience acquired during the development of the tools, this task systematically documents the lessons learned related to data formats. These findings are translated into structured guidelines intended to support and inform future adopters, which will be part of the deliverable D3.7 due by month 15.
T3.6	Paradata and content sustainability guidelines	YES, on going	Complementary with T3.5, this task documents the lessons learned focusing specifically on the capturing process of paradata. The outcomes are reported in the dedicated deliverable D3.8 due by month 15, which formulates guidelines to support future adopters.
Other issues <i>Mention and explain unexpected events and adjustments that had to be made. Explain impact on other tasks, available resources and planning/timing.</i>		The WP is on track, and it is possible to estimate a progress of 70% against its completion. It was agreed with the PO to set the deadline of D3.6 on 3/3/2026 instead of M12 to include the results from the Girona demonstration event that was held on 29/1/2026.	
Milestones and deliverables (outputs/outcomes)			
The following deliverables are timely delivered and milestones achieved in the reporting period (M7-M12):			
<ul style="list-style-type: none"> - D3.2 Cloud infrastructure beta (M09) - D3.4 Eureka3D-XR toolbox beta version (M09) - MS9 Cloud infrastructure prototype (M09) - MS11 Tools prototypes (formally in GA due on M10, but corresponding to D3.4 and thus achieved already at M09) 			



Work Package 4: Communication and dissemination			
Activities			
Report on the implementation status of the activities that were to be implemented during the reporting period and explain <u>deviations</u> from Annex 1 of the Grant Agreement. In case an activity was not implemented or a deliverable not produced, please explain why.			
Task No (continuous numbering linked to WP)	Task Name	Implemented? (Yes/No/Partially)	Justification (explain what was done and by whom; explain what was not done and why not; indicate how you intend to handle the situation and new timing; indicate if it was a one-off issue or how you intend to avoid similar issues in the future)
T4.1	Outreach, Dissemination and exploitation plan	YES, ongoing	The Dissemination and Exploitation Plan (D4.1) has been actively implemented during months 6–12 and updated to reflect ongoing project activities and results. Communication and dissemination actions have been carried out in line with the plan, including regular online presence, organisation and participation in public events, and promotion of capacity-building activities. Performance monitoring continues through quantitative indicators (web analytics, social media, newsletter) and qualitative feedback in coordination with WP5 leader.
T4.2	Editorials coordination	YES, on going	Editorial coordination has continued through the Editorial, Communication and Capacity Building Board established by the project, with regular alignment among partners. Two Europeana editorials, one gallery and one post on Europeana Pro were published during the reporting period, and additional editorial contents are under preparation and planned to be published in Europeana in the following months. The number of editorials expected to be published will exceed the commitment of min. 5 Europeana.eu editorials (galleries and/or blogs) and 5 pages on Europeana Pro, as stated in the GA. The 3 case studies from the pilots are in preparation in the final booklet. Regular news and updates related to project activities, events, and capacity-building actions have been published on the project website, blog, newsletter and social media channels.

T4.3	Impact assessment and sustainability	YES, on going	Impact measurement with both qualitative and quantitative indications is continuing, including post event surveys, expert advice collection, workshops, focus groups, and interviews, to inform reflections and planning about the sustainability of project's results. The sustainability plan D4.3 will be delivered at month 13, while the impact assessment report D4.2 is expected by the end of the action.
T4.4	Final conference	YES, on going	Preparation for the final conference advanced during the reporting period. The date of the event was confirmed by the hosting institution CUT, and initial planning activities were carried out, including definition of the event structure, preliminary programme, and timeline of the next activities. A "save the date" was prepared and disseminated by the end of 2025. Involved partners also focused on the coordination of high-level European parallel activities (Cyprus EU presidency, Euromed 2026, and Europeana Hackathon). Further organisational and dissemination actions will be developed in the next reporting period.
Other issues <i>Mention and explain unexpected events and adjustments that had to be made. Explain impact on other tasks, available resources and planning/timing.</i>		<p>The WP is on track, and it is possible to estimate a progress of 75% against its completion.</p> <p>The date of the final conference and the delivery of the final booklet were anticipated to M16 to match with the Cyprus Presidency of EU celebration week (24-31 May 2026).</p> <p>It was agreed with the PO to move the deadline for D4.3 Sustainability Plan to 03/03/2026 to include the feedback and results from the Girona demonstration event that was held on 29/1/2026.</p>	
Milestones and deliverables (outputs/outcomes)			
No deliverables and milestones due in the period.			

Work Package 5: Capacity building

Activities

Report on the implementation status of the activities that were to be implemented during the reporting period and explain deviations from Annex 1 of the Grant Agreement. In case an activity was not implemented or a deliverable not produced, please explain why.

Task No (continuous numbering linked to WP)	Task Name	Implemented? (Yes/No/Partially)	Justification (explain what was done and by whom; explain what was not done and why not; indicate how you intend to handle the situation and new timing; indicate if it was a one-off issue or how you intend to avoid similar issues in the future)
T5.1	Capacity building programme	YES, on going	Following the capacity building implementation plan (D5.1, May 2025), containing the programme for the creation and organisation of capacity building resources and events, several activities have taken place since the previous progress report. The hybrid event "Reimagining culture in 3D and XR" took place in Brussels on 26/09/2025, focussing on both European audience and local Flemish CHIs. The online training programme "Driving digital transformation in Cultural Heritage institutions" was organised in collaboration with ICA during November and December 2025 (19/11, 26/11 and 01/12/2025). Project partner Bibracte organised two on site events for promoting the project's tools, in October and December 2025, targeting local CHIs. In Girona a hybrid morning session and on-site hands-on workshop took place (29/01/2026), with the afternoon session targeting Catalan CHIs. Two focus groups with the participation of the Advisory Board members were held online to collect feedback (July and October 2025).
T5.2	Training resources	YES, on going	Following the D5.1 capacity building implementation plan, several learning resources were either published or are being prepared. The <i>3D Digitisation Guidelines: Steps to Success</i> were translated to Dutch, French, Italian, Catalanian, Spanish and Greek. The translations are completed and the multilingual digital booklets are in the process of being formatted into the final files for publishing. The online course on the 3D Digitisation Guidelines: Steps to Success was published at the Europeana Academy. The first drafts of the user manuals for the XR tools are under finalisation; the coming months will allow to finetune, expand and streamline the manuals on the basis of the actual user feedback, following the needs and methodology described in D5.1.
Other issues <i>Mention and explain unexpected events and adjustments that had to be made. Explain impact on other tasks, available resources and planning/timing.</i>		The WP is on track, and it is possible to estimate a progress of 70% against its completion.	
Milestones and deliverables (outputs/outcomes)			
No deliverables and milestones due in the period.			

Budget implementation — Use of resources (deviations) *(n/a for Lump Sum Grants) (n/a for Additional Prefinancing Report)*

Explain deviations from the budget planning (i.e. differences between actual and planned use of resources, especially for personnel).

Include explanations on transfers of cost categories in the estimated budget (if applicable)

If needed, add explanations linked to the report on the use of resources filled in online. Ensure consistency with that report.

Minor shifts between categories and between partners are expected to happen in the project, either as specific requests from the partners or as upcoming needs or unforeseen costs. The shifts will stay in any case under the 20%. Such occurrences are reported to the PO for information and, where applicable, for verifying the eligibility and feasibility of the shifts. While in period M1-6 some partners reported or notified minor budget shifts (cfr. D1.1), in the period under examination M7-12 no additional requests nor deviations are expressly notified by partners.

Other issues

Nothing to report in the period

Timetable

No changes from the Grant Agreement.

4. CONCLUSIONS

This document illustrates the progress of EUreka3D-XR project from month 7 to month 12. It constitutes the Part B of the Technical Report. The Technical Report refers also to the information provided in the EC Portal, which constitutes the Part A of the report.

The project is on track with excellent collaboration among partners and all activities progressing, with due outcomes delivered as planned.

Upgrade of the EUreka3D Data Hub to the requirements of the updated Europeana Data Model is ongoing. The five XR tools and the corresponding three demonstration scenarios have been released as prototypes, following iterative evaluations and developments.

Effective communication and capacity building actions are continuing, addressing the target audiences, with onsite and online activities, events, resources and editorials designed also with a multilingual approach. A stakeholders' network is growing, and the impact of the project is being tracked. The final conference is set on 26 May 2026, in conjunction with the celebration week of the CY EU Presidency and under the umbrella of Euromed Digital Heritage Summit. Final publications of the project such as the booklet and case studies are being developed and printed for the occasion of the final vent, and will be updated to a final digital release at the end of the project in July 2026.

No risks materialized and no deviation is expected. Monitoring about the upgrade of the europeana.eu website, expected in Spring 2026, is being performed, but no impact is foreseen at the moment on the project's tasks, milestones and deadlines.