TACTILITY

Tactile feedback enriched interaction through virtual reality and beyond

WP8 – Dissemination, exploitation & communication

D8.2. Dissemination strategy and implementation report

REVISION HISTORY

Modification Description	Author	Date
First draft	Rosa Baños, Ausiàs Cebolla, & Rocío Herrero (UVEG)	01/17/2020
Additions, suggestions	Thierry Keller (TEC)	02/11/2020
Additions, suggestions	M. Kostic, M. Strbac (TECSR)	03/09/2020
Revision and additions	Maurizio Valle (UNIGE)	03/09/2020
Revision and additions	Strahinja Dosen (AAU)	03/11/2020
Revision and additions	Ferran Argelaguet (INRIA)	03/13/2020
Revision and additions	Erik Hernandez, Michael Obach (TEC)	03/13/2020
Second version	Rosa Baños, Ausiàs Cebolla, & Rocío Herrero (UVEG)	05/18/2020
Final review and minor modifications	Erik Hernandez, Thierry Keller (TEC)	29/06/2020

ACRONYMS

TEC: FUNDACION TECNALIA RESEARCH & INNOVATION

AAU: AALBORG UNIVERSITET

UNIGE: UNIVERSITA DEGLI STUDI DI GENOVA

INRIA: INSTITUT NATIONAL DE RECHERCHE ENINFORMATIQUE ET AUTOMATIQUE

UVEG: UNIVERSITAT DE VALENCIA

TECSR: TECNALIA SERBIA DOO BEOGRAD

MVR: MANUS MACHINAE BV

ST: SMARTEX S.R.L.

IMM: IMMERSION

EC: EUROPEAN COMMISSION

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EXECUTIVE SUMMARY

Background	Aim
Dissemination is a transversal task and one of the core elements of TACTILITY. Common activities must be planned and organized with the input of all partners. In addition, each partner will pursue individual actions that must be taken into account and coordinated with the general objective of the project.	The main purpose of this deliverable is to outline the elements of the dissemination strategy for TACTILITY. In the document, a description of dissemination strategies, goals, channels and roles are described. In addition, the procedure to monitor and evaluate the dissemination will be presented.

Approach
This document contributes to properly outline a common framework in which TACTILITY partners will disseminate results and advances, the corresponding roles and procedures within the consortium.

Findings and results
This document provides a concise reference to the partners regarding the structure, resources, and procedures for dissemination activities.
Additionally, this document sets up the procedures of monitoring and evaluation for the dissemination task.

Impact	Dissemination and/or exploitation
The main focus of the TACTILITY dissemination framework is to ensure that the project's outputs and results are widely disseminated to the appropriate target communities, at appropriate times along the project lifetime.	This dissemination strategy is public.

1 PROJECT OVERVIEW

TACTILITY is a multidisciplinary innovation and research action with the overall aim of including rich and meaningful tactile information into the novel interaction systems through technology for closed-loop tactile interaction with virtual environments. By mimicking the characteristics of the natural tactile feedback, it will substantially increase the quality of immersive VR experience used locally or remotely (tele-manipulation). The approach is based on transcutaneous electro-tactile stimulation delivered through electrical pulses with high resolution spatio-temporal distribution. To achieve it, significant development of technologies for transcutaneous stimulation, textile-based multi-pad electrodes and tactile sensation electronic skin, coupled with ground-breaking research of perception of elicited tactile sensations in VR, is needed.

The TACTILITY project will lead to a new generation of smart electrotactile systems that will be able to adapt simultaneously to the user (wearable and flexible garment with auto-calibrated sensing and stimulation parameters), application scenario (desired sensation in the presented context) and use conditions (duration of use, habituation). This is a paradigm shift in designing the tactile interfaces, from low resolution haptic and vibration devices, to a wearable interface with high-density stimulation for delivering natural-like sensations.

In addition, the proposed project will deliver novel methods for the processing of high dimensional tactile sensory data and translation of that information into intuitive stimulation patterns, to be conveyed as tactile feedback to the user. Methods for generating electrotactile stimulation using compact electronics and for simulating tactile interaction with virtual objects will be developed as well.

Most daily life interactions are driven by tactile information (grasping, exploration of surfaces). The ability to generate localized tactile feedback will change the way we interact with virtual reality content. Users will be able to feel the physical properties of virtual objects (e.g. roughness, stiffness) supporting a wide variety of natural interactions and information retrieval.

Finally, the project will push the state of the art in the high density tactile sensing arrays (i.e. sensitive electronic skin) and telecommunication of the tactile and kinematic information ("tactile internet"), to support the entire chain in the telemanipulation scenario, where tactile feedback is acquired and transmitted to a distant user along with the kinematic information from the user for the purpose of telemanipulation.

Ultimately, TACTILITY will enable high fidelity experience through low-cost, user friendly, wearable and mobile technology.

2   OBJECTIVES AND METODOLOGY OF THE DISSEMINATION STRATEGY

Dissemination is understood as the planned activities through which TACTILITY's results will be presented to relevant stakeholders and audiences, both during and after the project. The overall objective of the dissemination plan is to design communication materials and tools regarding the actions performed and the results achieved during the TACTILITY project, as well as to plan the dissemination of these results and increase the outreach within and across European countries, other EU states members, companies, researchers and other relevant stakeholders. The dissemination plan will maximise opportunities to promote, effectively communicate, and disseminate the project results and actions throughout the lifetime of TACTILITY, and beyond. The Dissemination Plan will be in close contact with the exploitation plan for the project, to ensure the proper dissemination taking into account also measures for patents and trademarks that any partner may need.

This plan is a tool to be used by all partners that pretend to guide the individual and collective dissemination activities efficiently. Therefore, the development of this plan involves interaction among all the partners. As at the beginning of the project there is no results expected, during the first months the strategy will focus on building awareness at different stakeholders, to create a wide base of audience for the future disseminative activities.

TACTILITY will strategically utilise existing local, national and European networks that the consortium members have access to. The dissemination plan should nevertheless continue to be further refined and improved throughout the project. In Table 1 it is possible to see the main steps for the development of the Plan for Dissemination of Results and the milestones related along the project:

Table 1 - Steps for the development of TACTILITY Plan for dissemination

WHO	WHEN	WHAT
UVEG	February 2020	Dissemination plan draft and guidelines
ALL PARTNERS	June 2020	Plan for exploitation and Dissemination of results
ALL PARTNERS	December 2020 December 2021	Evaluation of Plan progresses, amendments
ALL PARTNERS	June 2021 June 2022	Plan results updates

The plan will be annually updated. Partners will be requested to send their feedback and information about the results of conducted activities. More detailed information on this process is included in Section 8.

3 PARTNERS ROLE

All partners will contribute to the tasks as detailed above. Project partners will be responsible to present their achievements in related conferences, workshops, meetings, and exhibitions. TACTILITY project is aimed to disseminate on two complementary levels: The Consortium, as a whole, and at local level, each partner has access to relevant networks that can be used to reach different target audiences and has a deep understanding of the stakeholders (individuals and institutions) that should be enrolled in the project. As TACTILITY is a complex project, it is important to adopt a coordinated approach in communication, but also to take into account the differences, needs, and priorities of each partner. Specifically, a close and strong interaction between IMM (Exploitation coordinator) and UVEG (Dissemination coordinator) will be pursued in order to coordinate the dissemination of advances considering both aspects.

Common general guidelines are set, and each partner will choose the channels and messages that best suit to local needs. The interactions between general strategies and local needs will be coordinated by UVEG in cooperation with partners. Throughout the whole project UVEG will encourage all partners to contribute or lead in the disseminative activities. At the same time, partners will generate and share information to update the website and social media in a continuous manner. UVEG will lead the compilation of this material, supported by TEC as leader of Task 8.5 (Design and maintenance of a public website). In order to maximize interest and involvement, partners may translate contents into local languages whenever deemed necessary. IMM will lead the organization of TACTILITY events, with the support of all partners. In Table 2 a draft regarding dissemination activities and the responsibilities of each partner are defined

Table 2 - Dissemination activities and responsibilities of each partner

DISSEMINATION ACTIVITIES	TEC	AAU	UNIGE	INRIA	UVEG	TECSR	MVR	ST	IMM
Website									
Upgrade and manage contents	C				L				
Content update (every 3month)	ALL PARTNERS								
Dissemination	ALL PARTNERS								
Newsletter									
Manage content					L				
Deliver content (4 newsletters per year)	ALL PARTNERS								
Dissemination	ALL PARTNERS								
Social networks									
Project social networks					L				
Deliver content (continuously and monthly in rotation one partner in highlight)	ALL PARTNERS								

Partners social networks	ALL PARTNERS								
Material (Printed and digital)									
Production of material to support project activities	C				L				C
Deliver content (at least annually new image sets and content update)	ALL PARTNERS								
Publication									
Publications in magazines or newsletters	ALL PARTNERS								
Publications in specialized journals	ALL PARTNERS								
Events									
Tactility events	C								L
External events	ALL PARTNERS								
Monitoring the project dissemination activities									
Monitoring					L				

Role: L: leader; C: contribution

In addition, a shared document with the log of meaningful contacts is available in the common shared folder to all partners. This document has the information of contacts made with or by TACTILITY and can have potential impacts by improving the connectivity with another partners, developers, or projects. The document content the contact information, meaning of contact, and a tracking of the steps followed (see Table 3).

Table 3 - Contact's logs

DATE	CONTACT	PURPOSE	ACTION TRACKINGS

4   WHAT TO COMMUNICATE - KEY MESSAGES

To increase the outreach and impact of TACTILITY, a serial of messages will be elaborated by the consortium. UVEG will collect these messages and prepare them in accordance to the nature of the messages. Messages will be targeted to a different audience and will have a different thematic adapting to each of the objectives.

The main messages of the TACTILITY project will be defined during its own development in accordance to the achieved tasks. At this stage of the project (the beginning) the key message is regarding the potential of the studies to be conducted in TACTILITY, and the potential advantage for the near future. Next messages planned are related to the specific advances of the development. Final messages will be related to the results of TACTILITY as product and its characteristics.

During the project, key messages will be selected and translated into actual contents according to the project timeline, the relevant events and the specific communication needs. All messages should be revised in order to better reflect what the audience should remember about the project. Regarding local communication strategy, each partner will adapt the material and content taking into account the local context and the internal institutional peculiarities.

5 TO WHOM COMMUNICATE - STAKEHOLDERS

TACTILITY dissemination activities will extend from the most technical community working on VR development, to the general public, going through other fields of knowledge such as researchers, education and business. The progresses and results will be disseminated through different targeted groups according to the objectives in each stage of the project, but always keeping in mind the main purpose of contributing to the advances in the field technologically and scientifically.

Stakeholder mapping is an essential step for dissemination activities of the TACTILITY project. In the process we identify the individuals and groups that are likely to affect or be affected by our proposed actions and results. We group them based on their particular interests in the project, and characteristics. In Figure 1 a map of relevant stakeholders built with the input of the whole consortium is presented.
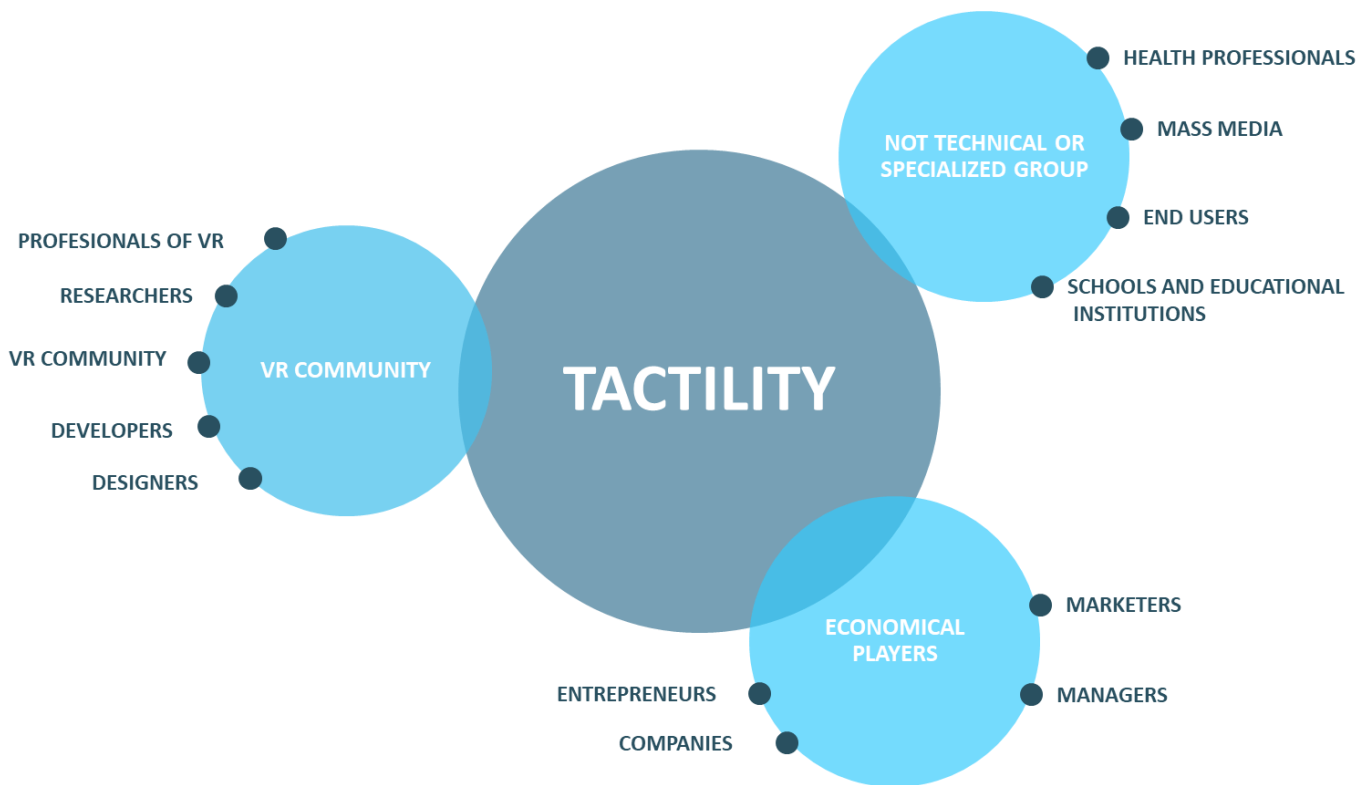
Figure 1 - Map of relevant stakeholders

6   VISUAL IDENTITY

The TACTILITY logo is an important element which was created at the beginning of the project in order to create a common visual identity (see Figure 2). This identity will allow all partners to disseminate result and all the work arising from the project. The logo was design by IMM in order to express the project vision. The key elements are the hand with circles in order to represent the digit feedbacks composed of single point interactions; concentric spheres symbolizing a simple feature that users can discover with the feedback; several layer of blue that represent different textures that can be discovered with this feedback; blue pattern as colours for represent health solutions.

In addition, a colour palette was defined and used in the logo and the other materials (including the brochures, website, documentation…) to create a common style for the consortium.

In addition, any dissemination including presentations at conferences or seminar or any type of promotional material must acknowledge that the project is funded by the EU commission. Partners should include the European emblem along with the following statement: "This project has received funding from the European Union's Horizon 2020 *research and innovation programme under grant agreement No 856718*".

Bleu n°1 : R41   V80   B96

Bleu n°2 : R95   V144   B169

Bleu n°3 : R70   V194   B239

Bleu n°4 : R139 V219   B255
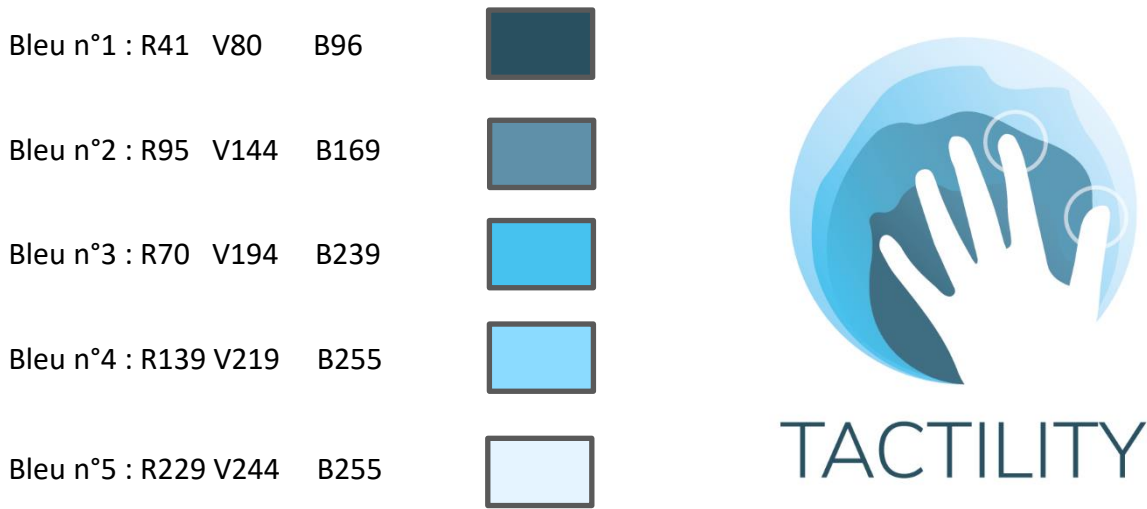
Bleu n°5 : R229 V244   B255

Figure 2 - Tactility logo and palette colour

Additionally, several templates (newsletters, presentation, and brochures) were designed (see Figure 3).

Figure 3 - Tactility templates

All templates and logos are available for partners in the TACTILITY repository. Partners will be encouraged to use the logo and templates in all materials and communications of the project.

7   DISSEMINATION ACTIONS

TACTILITY will use different dissemination actions to target the needs and interests of the different identified stakeholders. Dissemination actions bring a clearer vision to the consortium on how the interests of the stakeholders should be addressed in the project throughout the dissemination plan and relevant activities. Dissemination activities will focus on innovative and engaging ways to share results with diverse audiences: academic, entrepreneurs, general public, among others. Newspaper articles, social media, website, e-newsletters and special events are some of the tools to be used.

7.1   TACTILITY Website

TACTILITY public website (https://tactility-h2020.eu/) has been put online to promote the project, support communication and dissemination activities, gather information material, scientific publications, press releases and presentations. The website is one of the main channels for dissemination, which will ensure the successful spread of project results and non-confidential information to the widest possible audience including stakeholders and end-users. The main communication objectives of the TACTILITY website are:
  • To provide relevant and current information to a wide audience.
  • To ensure information is provided in an accessible and usable manner.
  • To be a common non-confidential documentation base for all users

The design of the website reflects the main principles of usability, clarity, and simplicity to provide the general public, stakeholders, and interested end users with easy access to information on the TACTILITY project. It was designed according to the TACTILITY corporate design principles. The web designer opted for a modern, "light" and minimalistic approach using much white, and few and light colours, which seemed to be adequate for this research and innovation project.

TACTILITY consortium agreed that the name should contain the acronym of the project and it should be clear that this was a Horizon 2020 framework project. Therefore, the domain "tactility-h2020.eu" was obtained.
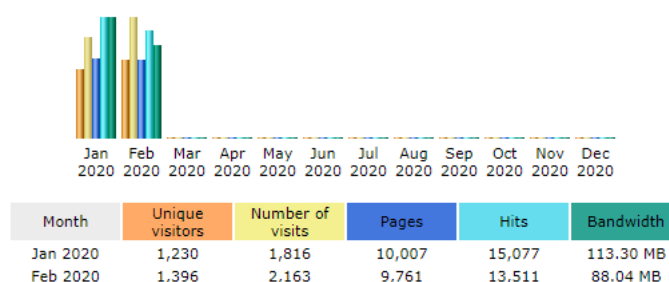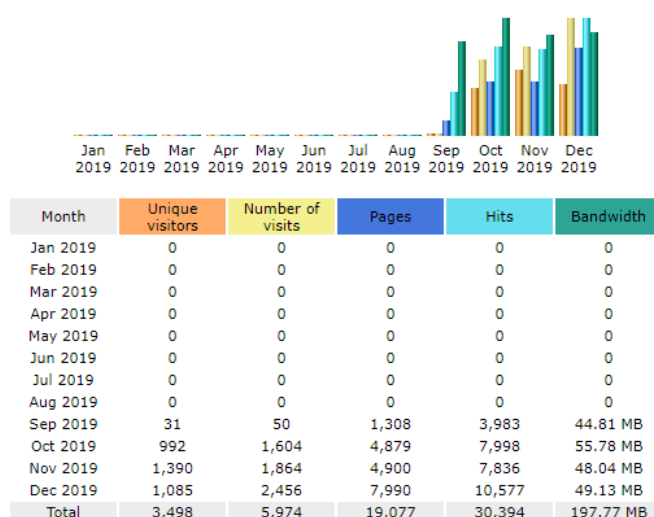
The TACTILITY website is divided in 5 sections, providing to its visitors the possibility to contact the consortium, as well as read information about the project, partners, events, and available material. The homepage gives an overview of the project and its main goals. The partners section provides information regarding each partner and the role on TACTILITY. Download is a section is built to provide a space where useful data can be shared by partners as articles, papers, brochures, and public deliverables. Events is a section aimed to disseminate a list of forthcoming events and their dates,

such as workshops and conferences organized by TACTILITY consortium, or events where TACTILITY partners are invited to present results or advances on the project.

The website is online since the beginning of the project (July 2019) and will be updated regularly with the information shared by all partners. The update will be conducted at the end of each month and UVEG and TEC will be the responsible of this task. The website activity will be monitored in order to gather information about the website traffic and how visitors interact with the website.

Statistics about visits of the website are analysed with "Advanced Web Statistics 7.2" created by "awstats", which is based on the file access.log. The following screenshots show some of the key indicators from September 2019 to February 2020 (see Figure 4).

Month	Unique visitors	Number of visits	Pages	Hits	Bandwidth
Jan 2019	0	0	0	0	0
Feb 2019	0	0	0	0	0
Mar 2019	0	0	0	0	0
Apr 2019	0	0	0	0	0
May 2019	0	0	0	0	0
Jun 2019	0	0	0	0	0
Jul 2019	0	0	0	0	0
Aug 2019	0	0	0	0	0
Sep 2019	31	50	1,308	3,983	44.81 MB
Oct 2019	992	1,604	4,879	7,998	55.78 MB
Nov 2019	1,390	1,864	4,900	7,836	48.04 MB
Dec 2019	1,085	2,456	7,990	10,577	49.13 MB
Total	3,498	5,974	19,077	30,394	197.77 MB

Month	Unique visitors	Number of visits	Pages	Hits	Bandwidth
Jan 2020	1,230	1,816	10,007	15,077	113.30 MB
Feb 2020	1,396	2,163	9,761	13,511	88.04 MB

For December 2019:

Pages-URL (Top 10)	- Full list	- Entry	- Exit	
24 different pages-url	Viewed	Average size	Entry	Exit
/wp-login.php	4,742	2.29 KB	2,122	43
/xmlrpc.php	2,712	725 Bytes	194	2,264
//xmlrpc.php	255	797 Bytes	1	1
/	140	27.82 KB	115	98
/wp-admin/admin-ajax.php	21	1.19 KB	1	1
/index.php/partners/	18	19.87 KB	3	9
/index.php/about/	18	20.47 KB	3	7
/index.php/contact/	15	27.72 KB	6	6
/index.php/press-releases/	12	20.56 KB	4	5
/index.php/events/	9	19.57 KB	2	3
Others	48	26.47 KB	5	17

Visits duration		
Number of visits: 2,456 - Average: 201 s	Number of visits	Percent
0s-30s	2,179	88.7 %
30s-2mn	33	1.3 %
2mn-5mn	18	0.7 %
5mn-15mn	50	2 %
15mn-30mn	49	1.9 %
30mn-1h	101	4.1 %
1h+	24	0.9 %
Unknown	2	0 %

Figure 4 - Statistics for the website

The website URL must be included by all partners in all TACTILITY promotional materials and, in general, in all communication and dissemination activities (see Figure 5).

Figure 5 - Tactility website snapshots

7.2   TACTILITY Social Networks

Given that TACTILITY is a technological tool, the social media has been targeted as a one of the main dissemination channels.

The social media campaign will be done in the next social media:
Youtube: https://www.youtube.com/channel/UC_qp2GcmSydtTindkBhxjCw
Twitter: https://twitter.com/@TactilityP
ResearchGate: https://www.researchgate.net/project/Tactility-Tactile-feedback-enriched-interaction-through-virtual-reality-and-beyond

A Twitter account was created on which information to a broader audience will be released. Social networks will be used to release regularly information about the activities conducted by TACTILITY consortium, as well as, the activities where the consortium is invited to participate, and general information on the most relevant advances on the field.

The Twitter profile was created to post regularly news regarding the advances on the project, disseminate the activities done by partners, and relevant information regarding the field (see Figure 6). All partners share their relevant information, and UVEG organize and publishes this information. In order to have influence and impact, a description about the project was configured using the project keyword. These keywords with other related words (e.g VR, AR, haptic, tactile, oculus, HTCvive, research, education, entrepeneur…) were used to detect potential interested users in the field. In addition, the keywords are used as hashtags for the messages in order to achieve to a target group of users.

Figure 6 - Tactility profile on Twitter

The Twitter account will be managed by the dissemination manager. All partners will share with dissemination manager shorts information about the news to be published. In order to assure enough information to keep the account active, and attractive to the public, all partners will share the responsibility to generate information, this responsibility will rotate around the partners every month. More detailed information on the procedure is explained on Deliverable D.1.2 "Project Quality Plan". The evolution on Twitter will be tracked using Twitter Analytics, to see the impact on the social network and more specially the type of content that has a greater impact on the followers

(see Figure 7). On Figure 7 a summary of the impact during May 2020 can be seen. So far, the tactility twitter account has 419 followers and follows 3496 accounts.
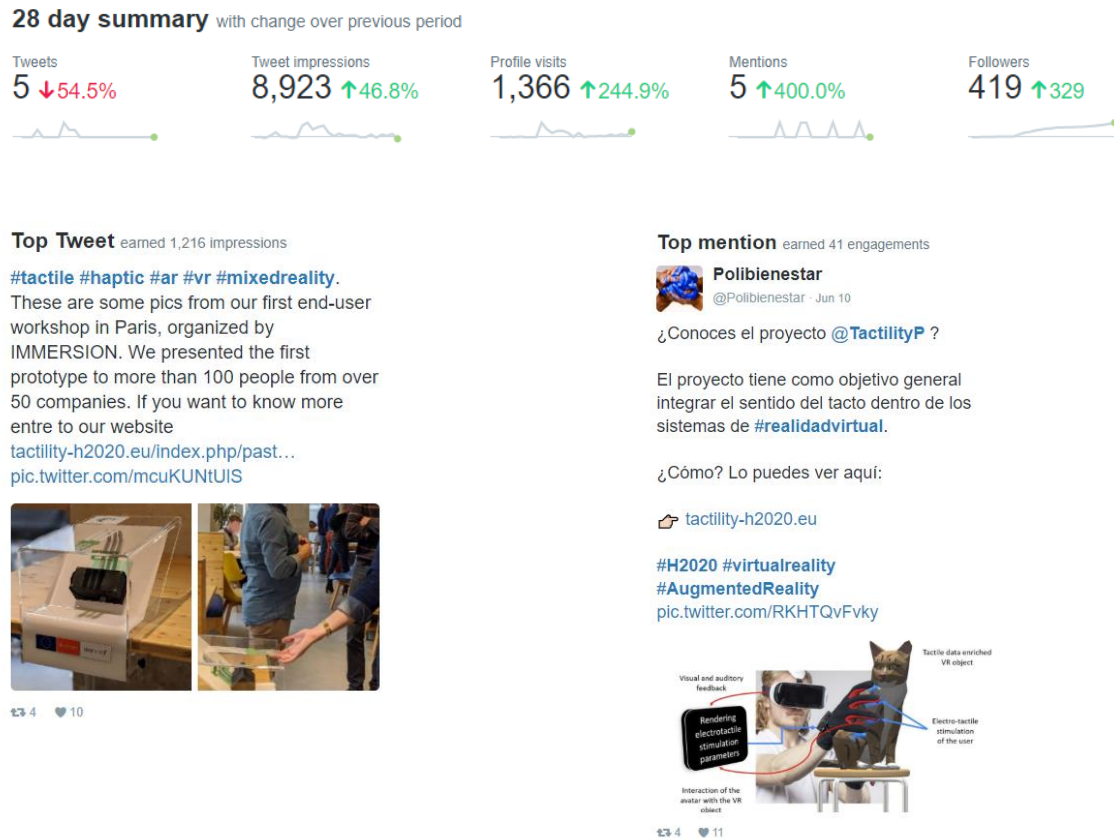

Figure 7 - Screenshot of Twitter Analytics for May 2020

A social profile was also created on YouTube were videos, webinars, and talks are posted. Videos posted are embedded in the different dissemination channels as the website and twitter. In addition, currently a Researchgate profile for the project is under construction. This profile will be used to specifically collect and share all the scientific dissemination activities performed by the consortium partners.

7.3 Scientific Publications and Congresses

Journal articles are broad-based dissemination tools. Therefore, all consortium partners will be responsible for preparing and publishing formal reports and scientific articles in open access and peer-reviewed journals. The consortium will comply with the GA rules on open access publications (Green or Gold). All publications (final articles or manuscripts accepted for publication) will be deposited into the institutional repository of the research institution with which they are affiliated

or in an appropriate repository. To ensure quality, potential peer-reviewed journals will be inspected and approved by the dissemination board of TACTILITY.

Project publications follow rules detailed in the Quality plan to ensure the proper management of data and the protection of partners' interests. Prior notice of any planned publication shall be given to the other partners concerned at least 30 calendar days before the publication. Partners should submit a request (see Figure 8) explaining the goals and including a brief description of the information to be disclosed. The request will be available for all partners which have the opportunity to reply or indicate any conflict of interest. Any objection to the planned publication shall be made in writing to the dissemination board and the coordinator. If no objection is made within the time limit stated above, the publication is permitted. In case that the proposed communication does not comply with the standards or received any objection by any partner, the responsible person should resubmit the request.

Figure 8 - Presentation and publication template request.

The notification of the planned/submitted/accepted publication will be recorded in a project's publication tracking table. The published material should be uploaded periodically by responsible to the common site.

In the initial months of the project, a significant number of scientific journals have been identified, where partners should target to submit articles presenting the findings coming out from the project (see Table 4). The current list of journals and congresses of interest, which can eventually increase, is as follows:

Table 4 - Journals Identified as relevant for TACTILITY

Journals
ACM TRANSACTIONS ON COMPUTER HUMAN INTERACTION
BEHAVIOR THERAPY
BEHAVIOUR RESEARCH AND THERAPY
CLINICAL CASE STUDIES
COMPUTERS & EDUCATION
COMPUTER IN HUMAN BEHAVIOR
COMPUTING IN SCIENCE & ENGINEERING
CYBERPSYCHOLOGY, BEHAVIOR, AND SOCIAL NETWORKING
DIGITAL INVESTIGATION
FRONTIERS IN BIOENGINEERING AND BIOTECHNOLOGY
FRONTIERS IN HUMAN NEUROSCIENCE
FRONTIERS IN NEUROROBOTICS
FRONTIERS IN NEUROSCIENCE
IEEE JOURNAL OF BIOMEDICAL AND HEALTH INFORMATICS
IEEE SENSORS JOURNAL
IEEE TRANSACTIONS ON BIOMEDICAL CIRCUITS AND SYSTEMS
IEEE TRANSACTIONS ON BIOMEDICAL ENGINEERING
IEEE TRANSACTION ON CIRCUITS AND SYSTEMS
IEEE TRANSACTIONS ON HAPTICS
IEEE TRANSACTIONS ON HUMAN-MACHINE SYSTEMS
IEEE TRANSACTIONS ON NEURAL SYSTEMS AND REHABILITATION ENGINEERING
IEEE TRANSACTIONS ON VISUALIZATION AND COMPUTER GRAHICS
JOURNAL OF APPLIED REMOTE SENSING
JOURNAL OF BIOMEDICAL INFORMATICS
JOURNAL OF COMPUTATIONAL SCIENCE
JOURNAL OF COMPUTING AND INFORMATION SCIENCE IN ENGINEERING
JOURNAL OF EXPERIMENTAL PSYCHOLOGY: HUMAN PERCEPTION AND PERFORMANCE
JOURNAL OF MEDIA PSYCHOLOGY
JOURNAL OF NEUROENGINEERING AND REHABILITATION
MDPI SENSORS
PLOS ONE
VIRTUAL REALITY

For the purpose of oral presentations and posters, generic templates were designed (see Figure 3).

In the initial months of the project, a significant number of Congresses have been identified, where partners should target to submit articles presenting the findings coming out from the project. The current list of congresses of interest, which can eventually increase, is as follows:

Table 5 - Congresses Identified as relevant for TACTILITY

Congresses and conferences
ACM CHI - CONFERENCE ON HUMAN FACTORS IN COMPUTING SYSTEMS
ACM SYMPOSIUM ON VIRTUAL REALITY SOFTWARE ND TECHNOLOGY (vrst)
CONFERENCE OF THE IEEE ENGINEERING IN MEDICINE AND BIOLOGY SOCIETY (EMBS)
CYPSY
EMBEC - EUROPEAN MEDICAL AND BIOLOGICAL ENGINEERING CONFERENCE
EUROHAPTICS CONFERENCE
HIS - INTERNATIONAL CONFERENCE ON HUMAN SYSTEM INTERACTIONS
IEEE BIOMEDICAL CIRCUITS AND SYSTEM CONFERENCE (BIOCAS)
IEEE ON ELECTRONICS CIRCUITS AND SYSTEMS (ICECS)
IEEE ON ENGINEERING IN MEDICINE AND BIOLOGY SOCIETY (EMBC)
IEEE HAPTICS SYMPOSIUM
IEEE INTERNATIONAL CONFERENCE ON DISABILITY, VIRTUAL REALITY & ASSOCIATED TECHNOLOGIES
IEEE INTERNATIONAL SYMPOSIUM ON MIXED AND AUGMENTED REALITY (ISMAR)
IEEE SENSORS CONFERENCE
IEEE SYMPOSIUM ON CIRCUITS AND SYSTEMS (ISCAS)
IEEE VIRTUAL REALITY AND 3D USER INTERFACES
IEEE WORLD HAPTICS CONFERENCE
INTERNATIONAL CONFERENCE ON NEUROREHABILITATION
ISEK - CONGRESS OF THE INTERNATIONAL SOCIETY OF ELECTROPHYSIOLOGY AND KINESIOLOGY
MINDCARE

During the first year, there are two publications in scientific journals regarding TACTILITY consortium, and other three are in preparation. In addition, three presentations on International Congresses were made on behalf Tactility consortium.

7.4 TACTILITY Brochures, newsletters, press releases

Brochures, newsletters, press releases will be developed to inform periodically target audiences about TACTILITY project and to direct audiences to the website. An initial press release (see Figure) was prepared presenting the project and the consortium, review the background and technological

rationale and attract interest from parties recognizing potential profitable participation. Press release was prepared by TEC as coordinator and disseminated by all partners among stakeholders.

Figure 9 - Initial press release

7.5   Project promotion at industrial events

TACTILITY, as an industry driven project, will be promoted at the industrial level in order to maximize its potential impact, attract important stakeholders, and develop fruitful synergies, and collaboration during and after the project.

Industrial partners in the consortium will present TACTILITYs developments and technologies in industrial fairs and exhibitions. In addition, three events will be organized by TACTILITY consortium to promote the project concepts, developments and technology. Events are program at the beginning, middle. More detail on the events is given on the exploitation plan

In addition, partners will attend to external events throughout the project duration, to present TACTILITY and its outcomes at invited talks and panels discussions.

8   REPORTING ON DISSEMINATION ACTIVITIES AND EVALUATION

As part of the EU requirements, all the publications and dissemination activities related to TACTILITY have to be reported. Partners should keep track of all their dissemination, publication and exploitation activities during project implementation as it is required for EC reporting.

UVEG, as scientific dissemination coordinator will collect data from all partners on International/national and regional level. For this purpose, a template was created to ask partners to share their dissemination activities (see Table 6 and Table 7). Partners will be asked to regularly update this information every 6 months.

Table 6 - Table to collect dissemination activities

Date	Type of activities	Goal	Type of audience reached	Number of persons reached	Total Funding used	References
03/12/2020	Organization of a workshop	End-users Workshop	Industry	50		WP8
11/31/2020	Participation to an event other than a workshop	General public	Civil Society	>100.000		WP5
06/02/2020	Organization of a workshop	Researchers	Scientific Community (higher education, research	30		WP5
Continuous	Website	Project information	Scientific Community (higher education, research	>1000		https://labpsitec.blogs.uv.es/tactility
09/20/2019	Press Release	Kick-off meeting release	Civil Society	>45.000		https://tactility-h2020.eu/wp-content/uploads/2019/09/TACTILITY-Press_Release-Kick_off_20190920-ES.pdf
05/27/2020	Other	Webinar "Sensory feedback technologies for prosthetics and extended reality"	Scientific Community (higher education, research	60 online + 200 offline visualizations in Tecnalia's site		
Continuous	Website	Project's website to communicate results, events, etc.	Civil Society	>1.000		https://tactility-h2020.eu/

| Continuous | Social media | Twitter account | Civil Society | >10.000 | | https://twitter.com/TactilityP |
| 09/30/2019 | Website | Project kick-off information at the research team website | Scientific Community (higher education, research | 50 | | https://team.inria.fr/hybrid/tactility-how-to-enrich-interaction-in-virtual-environments-using-tactile-feedback/ |

Table 7 - Table of publication and scientific activities from M1 to M12

N	Type of Scientific publication	Title of the Scientific publication	Reference of Publication (DOI)	ISSN or eSSN	Authors	Title of the journal or equivalent	Number, date	Publisher	Place of publication	Relevant pages (Number of first and last)	Open access	Peer review
1	Publication in conference/proceeding/workshop	FPGA-Based tactile sensory feedback system with optical fiber data communication link for prosthetic applications	10.1109/ICECS46596.2019.8965172	978-172810996-1	Di Patrizio Stanchieri G., Saleh, M, Sciulli M., De Marcellis A., Ibrahim A., Valle M., Faccio M., Palange E.	Proceedings of the 26th IEEE International Conference on Electronics, Circuits and Systems, ICECS 2019; Genoa; Italy; 27 -29 November 2019	Article number 8965 172, November 2019	IEEE	USA	374-377	no	yes
2	Publication in conference/proceeding/workshop	Live Demonstration: Tactile Sensory Feedback System based on UWB Optical Link for Prosthetics	10.1109/BIOCAS.2019.8919060	978-150900617-5	Di Patrizio Stanchieri G., Saleh, M, Sciulli M., De Marcellis A., Ibrahim A., Valle M., Faccio M., Palange E.	Proc. of the 2019 IEEE Biomedical Circuits and Systems Conference, BioCAS 2019; Nara Kasugano Int. Forum Iraka - Main Bldg.Nara; Japan; 17 – 19 October 2019	Article number 8919 060, October 2019	IEEE	USA		no	yes
3	Article in Journal	Amplitude versus spatially modulated electrotactile feedback for myoelectric control of two degrees of freedom			Garenfeld, M; Mortensen, C; Štrbac, M; Dideriksen, J; Dosen S	Journal of Neural Engineering	Submitted, under revision					
4	Publication in conference/proceeding/workshop	Putting oneself in the body of others: A pilot study on the efficacy of an embodied virtual reality system to generate self-compassion			A. Cebolla, R. Herrero, S. Ventur, M. Miragall, M. Bellosta, & R. Baños		16-18 October 2019		Tilburg, Netherlands			
5	Article in Journal	The role of tactile sensory stimulation on VR: An Scope Review on the effects over sense of presence immersion and embodiment			R. Baños, R. Herrero, L. Desdentado, S. Ventura		December 2020					
6	Article in Journal	The effects of a embodied VR experience in a empathy and compassion training in health professionals			R. Herrero, A. Cebolla, J. Navarrete, M. Martinez M. Miragall, & R. Baños		September 2020	Applied Science				

To monitor the communication and dissemination progress and impact, a number of quantifiable Key Performance Indicators (KPI) have been established, based on the project goals, size and reach. This information will be regularly analysed and presented in the General Assembly meetings periodically. The following KPI and dissemination target goals have been identified to maximise the visibility of the project during its duration.

Table 8 - List of indicators per dissemination action

Dissemination actions	KPI	Cumulative Dissemination target goals		
		Year 1	Year 2	Year 3
Website	• Number of website visits • Number of downloads	Number of visitors: 1000	Number of visitors: 5000	Number of visitors: 10000

	• Average time spent on the website			
Social Media	• Number of likes • Number of comments • Number of followers • Number of retweets • Number of views on Youtube • Number of followers on Researchgate	Twitter followers: 500	Twitter followers: 1000 YouTube views: 200 Researchgate Followers: 100	Twitter followers: 1500 YouTube views: 500 Researchgate Followers: 200
Brochures, newsletters, press releases	• Number of presentations • Number of people reached	Press Release: 1	Press Release: 3	Press Release: 5
TACTILITY Events	• Number of participants reached • Attendance list • Participants satisfaction • Feedback questionnaire (qualitative analysis)	Number of events organized: 2 Number of participants: 100	Number of events organized: 5 Number of participants: 300	Number of events organized: 10 Number of participants: 500
Publications	• Number of papers published in journals • Analysis of journals quality (impact factor, quartile,…)	Number of papers in JCR: 2 Number of conference papers: 2	Number of papers in JCR: 5 Number of conference papers: 5	Number of papers in JCR: 10 Number of conference papers: 10
Congress presentation	• Number of presentations (papers, posters, etc.) at national/international conferences • Number of persons reached	Number of presentation: 5	Number of presentation: 10	Number of presentation: 20

9   POTENTIAL RISK AND BARRIERS

As part of a large consortium with partners with different background (countries, interests…) there are some potential risk and barriers to be considered. Being aware of the risk and barriers, the

consortium has prepared mitigation actions to prevent them. The list of currently identified risks and barriers can be seen below.

Table 9- Identified risks and mitigation strategies

TACTILITY RISK AND BARRIERS	MITIGATION STRATEGIES
Lack of consistency in marketing and communication messages	A share folder was configured to give access to all partners to the proper documentation and files. In the folder different templates can be found. Additionally, the logo in different format and sizes can be found
Achieving goals of both the scientific dissemination and of the exploitation, without compromising either of those	Dissemination and Exploitation manager and the coordinator will be involved in the management of the information produced, and they will track all the information

This list will be regularly updated.