

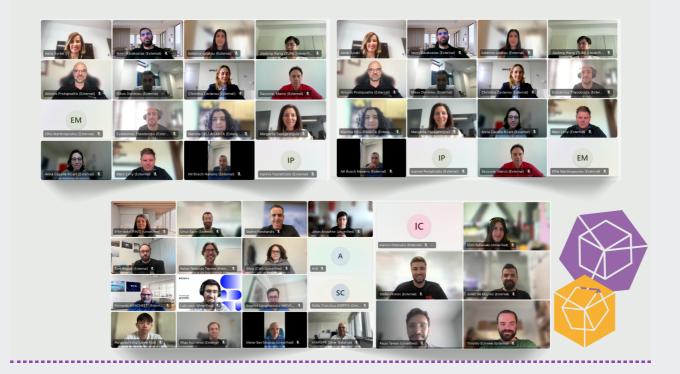
INDUX-R successfully held its **3rd plenary meeting** on June 10, 2025. During the meeting, project partners presented progress across all Work Packages and demonstrated the current functionalities of **INDUX-R's** subsystems. The results showcased are promising, and the project's focus will now begin to shift toward the successful integration and interconnection of components.

Key components presented included the automatic generation of personalized avatars, the 3D reconstruction service, the avatar animation module, user perception analysis modules, and adaptive user interfaces tailored to each Use Case. Additionally, initial versions of modules for speech recognition, cognitive load analysis, facial avatar motion, and the surgical AI assistant were demonstrated. For Use Case 3 (UC3), the results of the initial user testing with medical students were presented. The results were positive, providing valuable insights that will be used to further improve the developed system.

The consortium has also begun preparations for the upcoming mid-term review, outlining a timeline to intensify integration efforts over the coming months.

As part of the plenary meeting, **INDUX-R** held a collaborative session with the **XR4HUMAN** project. **INDUX-R** will contribute to XR4HUMAN's initiative to develop a Code of Conduct for the Human-Centered and Ethical Development of Immersive Technologies.

INDUX-R CONSORTIUM



About INDUX-R

INDUX-R (Transforming European INDUstrial Ecosystems through eXtended Reality enhanced by human-centric AI and secure, 5Genabled IoT) is a Horizon Europe-funded initiative involving partners from across Europe. Its mission is to redefine how people interact, train, and collaborate in professional environments through cuttingedge XR applications rooted in ethical development.



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