**PRESS RELEASE – 2ND PLENARY MEETING NOVEMBER 2024**

**INDUX-R Consortium Finalizes Ecosystem Architecture at Key Barcelona Meeting**

The INDUX-R project took a major step forward during its 2nd Plenary Meeting, hosted by Eurecat in Barcelona—Catalonia’s leading research center. The gathering brought together consortium partners to finalize the architecture of the INDUX-R ecosystem, reinforcing the project’s commitment to user-centered design and co-creation.

**Key Outcomes:**

* **Defined System Roles**: Each component’s function within the ecosystem was mapped out in detail.
* **Enhanced User-Centric Design**: Insights from previous co-creation workshops were used to identify new elements tailored to user needs.
* **Development Alignment**: A unified template was shared with technical partners post-meeting, ensuring consistent and integrated development across the consortium.

The INDUX-R ecosystem is built to power innovation across a diverse range of sectors, with use cases including:

* **UC1: LiveMediaXR Omniconferences** – Seamless hybrid and virtual event participation.
* **UC2: X-Ray Vision for Industry 4.0** – Enhanced safety and productivity in industrial environments.
* **UC3: Virtual Medical Education** – Immersive medical training solutions.
* **UC4: 4D Cultural Tourism** – High-fidelity digital reconstructions of historical sites.
* **UC5: NOMADE Cars Sports Immersion** – Next-level racing experiences with XR integration.

At the heart of INDUX-R lies a **human-first philosophy**—from co-design to deployment, ensuring solutions that are technologically robust, ethically sound, and aligned with European values.

The project continues to push boundaries in XR-driven innovation, addressing both market opportunities and real-world societal needs.

👉 Learn more and watch highlights: <https://indux-r.eu>