AI4media
ARTIFICIAL INTELLIGENCE FOR THE MEDIA AND SOCIETY

Annex 1

AI4Media – Open Call #1 Text

Project Title	AI4Media - A European Excellence Centre for Media, Society and Democracy
Contract No.	951911
Instrument	Research and Innovation Action
Thematic Priority	H2020-EU.2.1.1. - INDUSTRIAL LEADERSHIP - Leadership in enabling and industrial technologies - Information and Communication Technologies (ICT) / ICT-48-2020 - Towards a vibrant European network of AI excellence centres
Start of Project	1 September 2020
Duration	48 months

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1 Introduction

This document provides the relevant information regarding the first open call for proposals of the AI4Media project. All associated Annexes must be additionally considered for the submission of a proposal to the open call.

With the AI4Media – Open Call #1, the AI4Media consortium aims to connect with a wide array of key stakeholders from the research and technological sector in view of funding innovative research and applications aligned with selected challenges.

AI4Media – Open Call #1 is the first of two AI4Media open calls that will make available €1.000.000 to fund up to 20 innovative research and innovation-oriented projects. The present open call has allocated €500.000 to fund 10 projects distributed across two tracks: Research and Application.

Through the AI4Media open calls and the Financial Support to Third Parties (FSTP) mechanism, the project aims to engage researchers and companies that develop and integrate applied research, speed up the uptake of research and innovations developed within the network, and generate contributions to the enrichment of the pool of research and technology tools of the AI4Media platform (in connection with the AI4EU[1] platform and community).

1.1 Background

The world is changing. Following a series of breakthroughs in the field of Artificial Intelligence (AI), new technologies are emerging which are ushering a wave of revolutionary innovations in nearly all aspects of business and society; from transportation to finance, fighting climate change, the media industry, journalism, and politics. In all facets of economic and social life, AI is disrupting existing practices and creates new opportunities.

In this changing world, the competition is intense among leading players, and the EU is in danger of lagging. Achieving a high adoption of AI technologies in all relevant sectors of the industry and society and developing a vibrant EU AI ecosystem will be necessary for it to keep up and contribute with its own unique AI brand.

Trust, ethics, and accountability are key characteristics of the European AI brand that the EU can and must contribute to, in addition to technological excellence itself. Europe has a unique, human-centric, and trustworthy ethical AI brand to offer to the world. One field where such AI is needed and can offer a strong advantage to European actors is Media.

Digital media infiltrates most aspects of human and social activity and is intertwined with information exchange and knowledge transfer. The media market is already benefiting from intelligent ways of media production, distribution, and delivery, from advanced editing tools for media to AI-assisted quality enhancement, to audience analysis and recommender systems.

[1] https://www.ai4eu.eu/

AI technologies hold the promise of disrupting the media industry through advances in content synthesis, analysis, and distribution, and by offering new deeper insights into the complex and rapidly evolving social processes that unfold online and offline through the capabilities for large-scale sensing of citizen activities, interests, and opinions.

AI technology could help redefine and radically improve the democratic role of the media by enabling new ways of getting informed, of deliberation, political participation and decision making. AI technologies could help reshape the relationship between the media and its audiences, make it more responsive, and better reflect the needs of citizens in a *datafied* society. The introduction of AI also creates exciting new opportunities for the realisation of public values, such as media diversity, freedom of expression, and inclusiveness.

1.2 AI4Media concept

AI4Media's contribution to the European Strategy on AI[2] is based on six key pillars (Figure 1), including one encompassing financial support to third parties (the open call funding programmes). These pillars are aligned with specific objectives (SO) of the project.

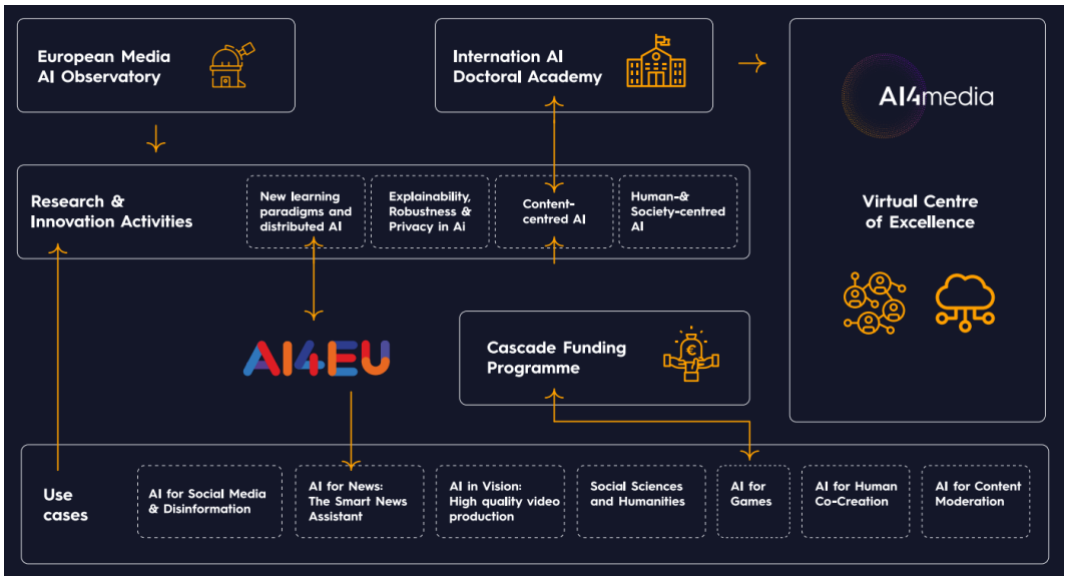

Figure 1. Key elements of the AI4Media Excellence Centre

1. **The European Media AI Observatory**, which will set and maintain a research and innovation agenda for media AI, while anticipating the social and economic disruptive potential of emerging technologies.
2. **Intensive research and innovation activities** in areas where Europe has or can acquire a competitive advantage, generating technologies to enrich the AI4EU platform.

[2] https://ec.europa.eu/digital-single-market/en/artificial-intelligence

3. **A portfolio of use-cases** aimed to provide direct application of technologies made available through the AI4EU platform to strengthen EU competitiveness.
4. A **cascade funding programme** to increase engagement of external actors and build an ecosystem around the network, in turn benefiting from it and bringing innovations to the market.
5. The **International AI Doctoral Academy (IAIDA)** that will foster a new generation of talent, provide links to the industry, and ensure skilled researchers remain in Europe.
6. The **AI4Media Virtual Center of Excellence**, in close communication with the AI4EU network, which will function as a portal and network nexus for all Media AI research and innovation activities in Europe.

The research efforts of AI4Media will produce tangible outputs in the form of modules, services, and algorithms, providing state-of-the-art results, and beyond. These outputs will be integrated in the AI4EU platform, which will strengthen the platform's value and will increase the impact of AI4Media outputs.

Furthermore, the work in AI4Media, including the project's specific use-cases, will take advantage of tools and services available from the platform and build upon them to reduce redundancy and further develop interactions within the European AI community.

It is the objective of the AI4Media – Open Call #1 and respective cascade funding programme to also develop relevant research and innovative applications that can, through AI4Media, be integrated into the AI4EU platform and ultimately contribute to its further value and impact.

1.3 AI4Media objectives

AI4Media will establish the networking infrastructure to bring together the currently fragmented European AI landscape in the field of media and foster deeper and long-running interactions between academia and industry, the AI4EU platform and community, as well as several relevant digital innovation hubs (DIHs). AI4Media will also shape a research agenda for media AI research and implement research and innovation both with respect to cutting-edge technologies at the core of AI research, and within specific fields of media-related AI.

Motivated by the challenges, risks and opportunities that the wide use of AI brings to media, society and politics, **AI4Media aspires to become a centre of excellence and a wide network of researchers across Europe and beyond**, with a focus on delivering the next generation of core AI advances to serve the key sector of Media, to make sure that the European values of ethics and trustworthiness are embedded in future AI deployments, and to reimagine AI as a crucial beneficial enabling technology in the service of Society and Media.

AI4Media has defined **seven use cases** (Figure 2), addressing emerging market opportunities and urgent industry challenges, each raising specific requirements and research questions.

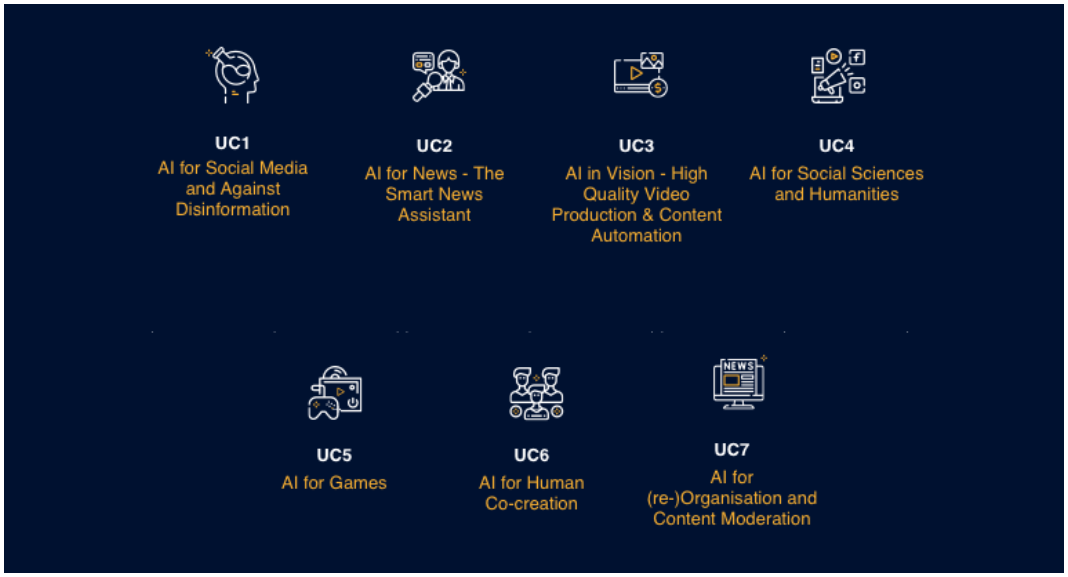

Figure 2. AI4Media use cases

These use cases highlight how AI applies throughout the value chain, from research and content creation to production, distribution, consumption/interaction, performance, and quality measurement. These industry cases play a key role in exploiting and sustaining results of AI4Media research activities, inform and inspire AI4Media's dissemination work, the International AI Doctoral Programme, and frame the open call programme. These use cases reflect the dimension of AI4Media's broad impact across media, society, and democracy. A summary of the use cases is provided below (Table 1). Full details on the use cases can be found on: *https://www.ai4media.eu/use-cases/*.

Table 1. AI4Media use cases

AI4Media use case	Overview
UC1: AI for Social Media and Against Disinformation	This UC leverages AI technologies to improve support tools used by journalists and fact-checking experts for digital content verification and disinformation detection. New AI-based features will be made available within two existing journalism tools: Truly Media (a web-based platform for collaborative verification) and TruthNest (a Twitter analytics and bot detection tool).
UC2: AI for News - The Smart News Assistant	This UC focuses on the concept of a Smart News Assistant, i.e. a tool that will support journalists in the creation of news stories by providing a variety of AI-enabled functionalities for story production and development, story curation and publication, and audience engagement.
UC3: AI in Vision - High Quality Video Production & Content Automation	This use case aims at supporting broadcasters' newsrooms (and in general information and entertainment production) in reporting unexpected events like natural disasters (e.g., floods, earthquakes).
UC4: AI for Social Sciences and Humanities	This UC provides researchers (and by extension investigative journalists) with practical methods to sift, connect and analyse various data and media collections in search of factual responses to broad societal research questions. The aim is to provide AI-based tools that facilitate the identification of patterns or new research questions in aggregated, multi-modal collections.

AI4Media use case	Overview
UC5: AI for Games	This UC aims to advance game testing, design, and interaction through AI algorithmic innovations. It focuses on three topics: automated testing, improved music analysis and synthesis, and natural game interaction.
UC6: AI for Human Co-creation	This UC aims at producing a novel way of content co-creation based on AI tools. The objective is to collaborate with authors to fulfil development requirements to approach these tools to a point where they may reach a wide range of content.
UC7: AI for (re-) organisation and content moderation	This UC utilizes several AI-enabled tools such as visual tagging, categorization, and content moderation to facilitate: (a) Automated (re)organisation of large media collections of photos and video, and (b) Automated and human-in-the-loop moderation of user-generated media content.

The AI4Media – Open Call #1 is accepting proposals to a selection of challenges aligned with specific use cases. Proposals are also accepted to open challenges, aligned with the use cases or other topics.

2 Scope of the Open Call

2.1 Objectives and tracks

The main objective of the AI4Media – Open Call #1 is to engage entrepreneurs, companies (e.g., SMEs, mid-caps) and researchers that regularly develop and integrate applied research in the field of AI, to develop new research and applications for AI, and contribute to the enrichment of the pool of research and technological tools to be made available – via AI4Media – on the AI4EU platform.

AI4Media Open Call #1 targets two types of projects, divided into **tracks**:

- **Track #1 – RESEARCH**
  Aims to attract and engage academia and researchers working in the AI field to increase the value of the AI4Media ecosystem by developing and integrating new research in AI media domains. Projects funded under the Research track will run for 12 months and receive up to €50.000 each.

- **Track #2 – APPLICATION**
  Aims to attract and engage AI stakeholders such as entrepreneurs, companies (micro-SMEs, SMEs, mid-caps) to submit innovative AI applications for the media sector by building on the research coming out of AI4Media or by adopting AI solutions from other sectors to the media sector. Projects funded under the Application track will run for 9 months and receive up to €50.000 each. Applications are expected to have a minimum TRL of 7.

The total budget allocated to the AI4Media – Open Call #1 is €500.000 and aims to fund the following number of projects:

- Track #1 – RESEARCH: 5 projects
- Track #2 – APPLICATION: 5 projects

The number of projects to be funded in each track is subject to modification depending on number of proposals submitted and the results of the evaluation process.

2.2 Open call challenges

The AI4Media – Open Call #1 is structured around challenges that have been designed to provide value to the AI4Media ecosystem and contributing to the richness of the AI4EU platform. These challenges complement or expand on research being addressed in the project or are aligned with a selection of the project's use cases (see Figure 2).

When preparing a proposal, the applicant must select the track and challenge to which the proposal will be submitted. A total of 7 challenges has been defined (Table 2), 4 for the Research track (*challenges 1-4*) and 3 for the Application track (*challenges 5-7*). An open challenge is also available, applicable to both tracks, where proposals for other research ideas and application solutions can be submitted.

Note that at least one proposal per each of the predefined challenges will be selected if their evaluation scores are above the defined thresholds. Depending on the scoring of proposals submitted to challenges 1-7, it may be the case that no proposals from C8 will be selected.

Table 2. Challenges of the AI4Media - Open Call #1

Code	Track	Title	Proposals to be approved
C1-Rt	Research (R)	Bio-inspired deep learning	Minimum of 1; maximum 2 for each challenge
C2-Rt		Human-centred interactive explainable AI	
C3-Rt		Combining deep learning-based computer vision and classic path-planning/ control for autonomous UAV cinematography tasks	
C4-Rt		Innovative solutions for fake content detection in line with fundamental rights and the developing EU regulations	
C5-At	Application (A)	Evidence Collection in Digital Media Authentication	Minimum of 1; maximum 2 for each challenge
C6-At		Navigating multiperspectivity in media heritage collections	
C7-At		Leveraging the power of media archives through Artificial Intelligence	
C8-At/Rt	R or A	*Open challenge*	N/D

Challenge 1: Bio-inspired deep learning [C1-Rt / *Research*]

Deep artificial neural networks are feed-forward architectures capable of very impressive performances in diverse domains. Indeed, stacking multiple layers allows a hierarchical composition of local functions, providing efficient compact mappings. Compared to the brain, however, such architectures are closer to a single pipeline and require huge amounts of data. Furthermore, interpretability of the obtained results is a key issue: since deep learning applications are increasingly present in society, the underlying processes must be accessible and understandable to everyone. Finally, bio-inspired architectures are directly related to recent computational trends and may soon lead to new ways of deep neural learning.

The challenge is to go beyond traditional learning techniques (e.g., life-long and online learning, domain adaptation and neural architecture search) and to focus on bio-inspired learning that can contribute to solve real-world media problems. Specific objectives of the challenge are:

1. Develop a new basis for AI algorithms by implementing structures, processes, and components known from biological neural networks into artificial neural networks.
2. Test the methods for complex cognitive tasks and transfer learning.
3. Apply the methods in the use cases addressed by AI4Media.

Challenge 2: Human-centred interactive explainable AI [C2-Rt / *Research*]

AI models have now become critical components in a wide range of industrial applications. Lately, deep learning models have enabled such tools to perform new tasks with levels of accuracy beyond that of their predecessors. However, despite their successes, these models are known to be notoriously opaque to investigate, when one wishes to understand how a decision was made. This problem has led to the growth of explainable AI models, which attempt at improving the understanding of the functioning of a given model. However, such explanations require some level of expertise to interpret and are rarely accessible to non-experts in AI. In parallel to these developments, the AI revolution has also seen an increase in conversational AI systems, providing the ability for regular users to query and interact with a system using natural dialogues.

The challenge is to develop tools that can help provide a more human-centred explainable AI solution to the public. The ideal solutions would combine state of the art techniques used within the area of explainable AI with the latest conversational AI solutions (i.e., users would be able to query the explainability of a model and interact with it via a natural conversation). Such a solution would enable the ability to investigate what type of explanations increase the confidence, trust and understanding of a ML model by users.

Challenge 3: Combining deep learning-based computer vision and classic path-planning/ control for autonomous UAV cinematography tasks [C3-Rt]

Autonomous UAV/drone cinematography is a field with high industrial and scientific impact. The challenge is to integrate embedded deep neural architectures for computer vision (of any type,

e.g., CNN, CNN+LSTM, 3DCNN, transformer, etc.) with state-of-the-art UAV path planning and control algorithms, so that raw perceptual input from monocular, stereoscopic 3D or RGB-D video feed can be translated on-the-fly into suitable vehicle and/or camera motion commands. The aim will be to autonomously perform UAV cinematography tasks (e.g., capture desired shots of moving subjects). The overall system will have to be demonstrated on real (i.e., not simulated) camera-equipped multicopters.

Challenge 4: Innovative solutions for fake content detection in line with fundamental rights and the developing EU regulations [C4-Rt / Research]

Automatically generated fake content (e.g., texts, images, audios, videos) is increasingly used in disinformation campaigns, which are spread notably via social media. The distribution of such content is particularly harmful for domains with high social impact, such as politics and health. With the progress of deep learning, artificially generated or manipulated content becomes more and more difficult to distinguish from other content for professionals and even more for end-users. Therefore, increasingly sophisticated techniques and algorithms are needed to detect fake content and remove it whenever unlawful.

The challenge is to develop fake content detection methods that combine a strong technical aspect and legal considerations. The ideal solutions would combine: (1) GDPR-compliant data collection and processing methodologies, and (2) detection methods which provide the right balance between freedom of speech and the obligations included in the proposed regulations: EU's Digital Services Act and Artificial Intelligence Act.

Challenge 5: Evidence Collection in Digital Media Authentication [C5-At / Application]

In recent years, a complex and additional task has emerged for diverse stakeholders in media and society, ranging from professional fact-checkers, investigators, or journalists to also members of the public and media users. They must question and often investigate if a digital content item (such as videos, audios, images, or text), a stated claim from a public figure, an information service, a user account, or a voice is authentic or inauthentic. This is particularly relevant in cases of high virality or societal/personal impact. The scope of this task is currently increasing, alongside advances in digital and AI driven technologies, especially those for synthetically generating or manipulating videos, audios, images, or text.

If the subject of such an investigation turns out to be inauthentic, these stakeholders will need concrete and explanatory evidence for this conclusion that can be used for (a) explanation in fact-check stories, (b) "debunking" reports/databases, (c) verification processes, (d) legal proceedings, (e) cases involving personal identities, and (f) any other purpose relevant to stakeholders.

Even if the subject of this investigation turns out to be authentic, there can be a need to deliver evidence. For example, a genuine video can be considered and digitally promoted by some actors as a malicious "deepfake" that supposedly intends to disinform. This issue has become

more relevant since it is more difficult for even experts to distinguish between synthetically and traditionally produced media items or entire services.

For inauthentic media, services or accounts, the collected evidence so far focuses on concrete aspects that have been "falsified", such as misaligned context or metadata, involvement of bots, provenance, manipulation in pre- and post-production, or the (malicious) use of synthetic media. However, it is a different and new challenge to gather evidence for proving authentic media, services, accounts, or voices when they are accused of being "fakes". It will not be sufficient for stakeholders to state that they are "real" or from a "reputable source". They need to show in reverse that "fakery" aspects as listed above have not been involved.

For both scenarios (inauthentic/authentic), the process of collecting such evidence must be quick and easy. Otherwise, it will not be feasible within available time frames and resources. For this reason, there is a need for technology/AI based support solutions focused specifically on evidence collection in the process of media authentication as described above. This will help to increase resilience against manipulated content and disinformation in media and society.

Apart from support for collecting evidence, it is equally important to consider solutions for safely storing/archiving elements of evidence, going beyond "screenshots" or the Internet Archive. Legally sound evidence must be available when needed, even after a given media item, social post or account has been deleted on digital platforms or services. It is also useful to have support for the assembly and attractive presentation of this evidence towards the end user, e.g., through visualisation.

The challenge is to develop technology/AI driven support solutions for collecting easily and quickly concrete, significant, and usable elements of evidence that a media item (video, audio, image, or text), a claim, service, account or voice is:

- **Inauthentic**. In this case, the base line for this support are the many technology-driven verification and fact-checking tools, techniques and processes that already exist and which already deliver or entail forms of evidence, but in an unstructured, non-efficient way.
- **Authentic**. In this case, some of the verification and fact-checking tools, techniques and processes that already exist may be useful to deliver such evidence, but also further and specific novel concepts, approaches and techniques are required.

Trustworthy AI contributions are welcome, especially regarding explainability, accountability and transparency of the evidence delivered or suggested by the AI-based support functions.

Challenge 6: Navigating multiperspectivity in media heritage collections [C6-At / Application]

The size of digitised media archives has exponentially increased over the past decades. These collections are increasingly diverse, containing all kinds of modalities: video, audio, and text, in all kinds of formats from diverse contexts. Structured metadata provided in catalogue descriptions, and time coded enrichments powered by AI-based tooling (e.g., through Automatic

Speech Recognition and Computer Vision) are key in improving discoverability, reuse and providing additional context to such collections. The combination of archival objects, metadata and enrichments also provides a rich source for critical reflection on the degree to which various perspectives are (under)represented in society as expressed in media, but also in the collection itself, e.g., the way in which various minorities are portrayed in various media outlets. Navigating this multiperspectivity is essential, for two reasons. Firstly, for researchers of media-collections who want to bring a more complex, nuanced, and richer understanding of the past. Secondly, for cultural heritage professionals, such as curators and collections specialists, to help them continually evaluate their work in terms of it providing fair and equal representations when making new acquisitions, or when curating exhibitions.

The challenge is the development and integration of algorithms in useful applications within the context of existing research infrastructures for researchers or heritage professionals, that enable the generation and analysis of time-coded enrichments with the aim to support users to navigate multiperspectivity in media collections.

With the end users and their requirements in mind, the solutions proposed under this call should take into consideration the following conditions:

- The interface design should facilitate non-technical users to interact with complex algorithms and their results.
- The solution should consider the notion of transparency and explainability of the algorithms used.
- The solution should pursue the interoperability and integration of existing and new AI-based tools with existing infrastructure for researchers or heritage professionals.

Challenge 7: Leveraging the power of media archives through Artificial Intelligence [C7-At / Application]

Newsrooms produce large quantities of content daily. But it's a matter of hours before this content becomes yesterdays' news, losing its value and relevance. Nevertheless, this content is stored in an ever-growing media archive, leaving news organisations with enormous amounts of unstructured text, images, and videos in their archives, but not in their hands. These archives have the potential to generate additional value to news organisations, if exploited with the use of Artificial Intelligence technologies, either for internal purposes or for providing additional services to other organisations.

Some of the opportunities that leveraging media archives through AI brings are, for example:

- Notifying journalists when earlier content is reappearing in search engines, or if a previous article is relevant for the current moment.
- Suggesting the most relevant related stories from a collection of reusable content or providing metadata suggestions and labels for content to be archived.
- Reusing elements from earlier content to create timelines or other formats.

- Resurfacing older content to assist journalists in the early phase of an article's production.
- Generating suggestions on optimised headlines that improve the content's performance on search engines.

Large media archives can also be exploited by news organisations to offer business-to-business services to other organisations, providing an additional revenue stream. For example, AI technologies could support news organisations in using their archives to build paid data products, like APIs that provide access to legislative data or access to datasets about health, criminal justice, politics, business, etc. They may also turn their archives into content marketplaces, providing paid access to other news organisations or services to other sectors, such as to business intelligence companies or AI and ML companies that want to use archive data to train their algorithms. To build such services, news organisations require tools that can help them structure their archive, develop smart connections in between their content, ensure consistency and quality of data, automate the creation and application of metadata for content items, etc.

The challenge is to develop AI-based solutions and tools that can support journalists and news organisations to better structure and/or leverage their content archives with the goal to enhance their own content or build new products and services using their archives. Proposed solutions should aim to be as newsroom configurable as possible, to be able to fit to different newsroom cultures and settings. The transparency and explainability of the proposed solutions should also be considered.

Open Challenge

Applicants are invited to submit proposals to an open challenge if it is in the scope of the AI4Media project and addresses the following criteria, according to the track:

- **Track #1 – RESEARCH**: Proposals should clearly and in a justified manner develop research aligned with new learning paradigms and distributed AI; explainability, robustness and privacy in AI; content-centred AI; and human- and society-centred AI.
- **Track #2 – APPLICATION**: Proposals should deliver innovative solutions aligned with one or more of the AI4Media use cases (Figure 2), being in a close to market stage, therefore with a minimum of TRL 7. Check details on the use cases *here*.

3 General provisions

3.1 Funding scheme

A total of €1,000,000 has been budgeted for the two planned AI4Media open calls. For Open Call #1, a total of **€500.000 will be made available**, funding up to 10 projects, five for each track. Any budget not consumed in Open Call #1 will be made available for Open Call #2. Entities submitting a proposal will be eligible to receive financial support up to €50.000.

AI4Media will financially support third-parties' activities along the implementation of their project. Depending on the type of track (research or application), this may include the following type of activities: project management, product/ research development, testing, and others. The type of costs that may be reported include human resources, other direct costs, and indirect costs (25% of personnel and other direct costs). The total grant requested by the third parties will represent up to 100% of the total costs of the project. Proposals will have to present and justify all requested costs.

The financial support will be negotiated with each project after the evaluation and selection process and before the contract signature. The basis for negotiation is the amount requested by each proposal. During negotiations, the consistency of the proposed activity plan and budget will be reviewed to ensure that estimated costs are reasonable and conform to the standards of sound financial management. **Activities that are already funded by other grants cannot be funded by AI4Media,** respecting the principle of no double funding.

The defined funding for each sub-project will be disbursed according to three stages of the project implementation: Sprint 1 (25%), Sprint 2 (35%), and Sprint 3 (40%).

With each stage, third parties will be required to submit a deliverable describing activities carried out and information related to resources spent in the stage and planned for the following stage. This will provide justifications for AI4Media to proceed with payments as contracted.

NOTE: Third parties receiving financial support from AI4Media through the open call will not become part to the AI4Media Grant Agreement (GA). The AI4Media GA will not need to be amended to include the selected beneficiaries.

3.2 Timeline

The AI4Media Open Call #1 opens **1 September 2021** and closes on **1 December 2021** at 17h00 CET (Brussels time). Proposals must be submitted via the F6S platform: *https://www.f6s.com/ai4mediaopencall1*.

After the submission deadline, AI4Media will initiate the evaluation and selection phase, consisting of an internal and external evaluation. The internal evaluation will check all submitted proposals against the defined eligibility criteria (see Annex 2, section 4.2.1). Proposals not meeting the criteria will be notified and receive a rejection letter. Eligible proposals will move

on to the external remote evaluation stage (see Annex 2, section 4.2.2), where proposals will be reviewed by external evaluators. The top ranked proposals (at least two times the number to be awarded) will be invited to an online interview (see Annex 2, Section 4.2.4). After establishing the final ranking, selected proposals will be notified to enter the contract preparation and signature phase (see Annex 2, section 4. 4). All other proposals, including those that do not meet the threshold or are kept in a reserve list, will be notified.

Upon completion of the contract preparation, the awarded sub-projects begin their implementation, divided into three stages with a maximum duration in months (mo.):

- **Sprint 1**: Up to 3 mo. for the ***Application*** *track*; up to 4 mo. for the ***Research*** *track*.
- **Sprint 2**: Up to 3 mo. for the ***Application*** *track*; up to 4 mo. for the ***Research*** *track*.
- **Sprint 3**: Up to 3 mo. for the ***Application*** *track*; up to 4 mo. for the ***Research*** *track*.

Figure 1 represents the timeline of the AI4Media – Open Call #1, including all steps and stages from submission up to the project implementation.

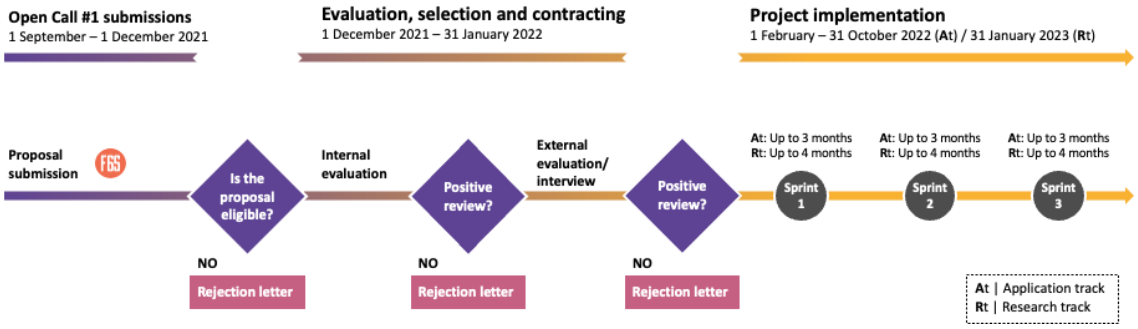

Figure 3. AI4Media Open Call #1 timeline – from submission to implementation

AI4media

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