



PEERS
PracticeE Ecosystem for standaRdS

Deliverable 2.6
Technical report on virtual collaboration and
stakeholder engagement environment
deployment and validation (version 2)

30 April 2024

V1.0





Project Information

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Project acronym	PEERS	
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Topic	HORIZON-CL3-2021-DRS-01-04. Developing a prioritisation mechanism for research programming in standardisation related to natural hazards and/or CBRN-E sectors	

Work Package title	WP2: Landscape and Stakeholder Mapping	
Task title	T2.4: PEERS Gamification an novel communication strategies development	
Deliverable title	D2.6: Technical report on virtual collaboration and stakeholder engagement environment deployment and validation (version 2)	
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SAB Reviewer(s)	Chris Singer	
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Revision History

Date	Version	Author	Distribution/Substantive changes made
22-03-2024	V0.1	Lukasz Porwol (UoG)	Early draft with Online VR Updates
10-04-2024	V0.2	Kitti Kerekes (SFC)	Standalone VR Updates
10-04-2024	V0.3	Lukasz Porwol (UoG)	Final Updates
25-04-2024	V0.4	Beatrice Errico (FORMIT)	Internal review and quality assurance.
26-04-2024	V0.5	Chris Singer	SAB review
26-04-2024	V0.6	Blain Murphy (KPMG-FA)	Co-Ordinator Review
30-04-2024	V1.0	Lukasz Porwol (UoG)	Corrections and Final Updates



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EXECUTIVE SUMMARY

Deliverable D2.6 - Technical report on virtual collaboration and stakeholder engagement environment deployment and validation (version 2) extends D2.3 (version 1) and complements D4.2– Technical report for the Alpha release of the PEERS platform that focuses on primary functions of the PEERS platform related to knowledge dashboard. It also reflects the results reported in This deliverable copplementsD3.1 - PEERS ecosystem demonstrator tool (version 1) and D4.1 - PEERS Ecosystem Design report, as it is part of a series of reports on the technical development of the PEERS ecosystem.

Specifically, this report elaborates upon the Virtual Reality (VR) capabilities still developed for the Alpha version of the PEERS platform that is getting close to the Beta release, which is due at M22 (i.e., August 2024). While a complete VR solution is expected to be integrated into the Gamma version of the platform, we continue improving advanced VR exploration and collaboration capabilities in Alpha and the upcoming Beta release. In this document, we present updates to both Online VR and standalone VR desktop solutions that were included in the last 6 months. Both of these solutions are intended to provide an innovative way for PEERS Co-Creation Group members to meet and collaborate in VR.

