



**PEERS**  
**PracticeE Ecosystem for standaRdS**

**Deliverable D2.7 Technical report on virtual  
collaboration and stakeholder engagement  
environment deployment and validation  
(Version 3)**

**31 October 2024**

**V1.0**





## Project Information

<b>Project title</b>	PracticE Ecosystem for standaRdS	
<b>Project acronym</b>	PEERS	
<b>Project number</b>	101074040	
<b>Start date/ Duration</b>	November 1st, 2022	36 months
<b>Topic</b>	HORIZON-CL3-2021-DRS-01-04. Developing a prioritisation mechanism for research programming in standardisation related to natural hazards and/or CBRN-E sectors.	

<b>Work Package title</b>	WP2: Landscape and Stakeholder Mapping	
<b>Task title</b>	Task 2.4: PEERS Gamification and novel communication strategies development	
<b>Deliverable title</b>	D2.7 Technical report on virtual collaboration and stakeholder engagement environment deployment and validation (version 3)	
<b>Deliverable type</b>	R - Document, report.	
<b>Doc. Version &amp; WP no.</b>	V1.0	WP2
<b>Due date</b>	M24 – October 2024	
<b>Lead Beneficiary</b>	University of Galway (UoG)	
<b>Leading author(s)</b>	Lukasz Porwol (UoG)	
<b>Contributing author(s)</b>	Kitti Kerekes (SFC)	
<b>Internal Reviewer(s)</b>	Tom Flynn	
<b>SAB Reviewer(s)</b>	Chris Singer	
<b>Release date</b>	31 <sup>st</sup> October 2024	

<b>Classification – This report is:</b>									
<b>Draft</b>	<input type="checkbox"/>	<b>Final</b>	<input type="checkbox"/>	<b>Public</b>	<input type="checkbox"/>	<b>Sensitive</b>	<input checked="" type="checkbox"/>	<b>Confidential</b>	<input type="checkbox"/>

<b>Revision History</b>			
<b>Date</b>	<b>Version</b>	<b>Author</b>	<b>Distribution/Substantive changes made</b>
10-10-2024	v.01	Lukasz Porwol (UoG)	Early draft with Online VR updates.
13-10-2024	v.02	Kitti Kerekes (SFC)	Standalone VR updates.
16-10-2024	v.03	Lukasz Porwol (UoG)	Final updates.
22-10-2024	v.04	Aoife Doyle (KPMG)	Review by KPMG FA.
24-10-2024	v0.5	Tom Flynn (TFC)	Qa review.
31-10-2024	V1.0	Lukasz Porwol (UoG)	Final Updates and Adressing Comments



---

## Acknowledgement

This project has received funding from the European Union's Horizon Europe research and innovation programme under the Grant Agreement No. 101074040.



## Disclaimer

This document reflects only the author's view and not those of the European Commission (EC). The EC and PEERS project partners are not responsible for any use that may be made of the data and information it contains and do not accept liability for loss or damage suffered by any third party as a result of using this data and information.

## Updates in Version 3

The 3<sup>rd</sup> version of the document includes updates related to ensuring that we can host more secure, local 3d online VR space rather than rely on cloud-based systems. It also brings visual updates to the desktop version of the platform. Some substantial updates to the desktop version are still expected to be included in future technical reports as an annexe since new experimental features are being investigated.



---

## EXECUTIVE SUMMARY

The Deliverable D2.7 Technical report on virtual collaboration and stakeholder engagement environment deployment and validation (version 3) extends D2.6 (version 2) and complements the D4.2– Technical report for the Alpha release of the PEERS platform and D4.3 Technical report for the Beta release of the PEERS platform. 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 developed at the release of the Beta version of the platform, providing the basis for the final Gamma release next year. This is manifested especially through development related to the locally hosted version of a VR social platform. While the final complete VR solution is expected to be integrated into the Gamma version of the platform, we continue advancing our Chemical, Biological, Radiological, Nuclear – Explosives (CBRN-E) interactive Knowledge Hub's VR exploration and collaboration capabilities in the Beta release. In this document, we present updates to both Online VR and standalone VR desktop solutions that were included in the previous 6 months of the project. Both solutions are intended to provide an innovative way for PEERS community members to meet and collaborate in VR. We explain the specific updates included in this version in sections titled 2.2 Progression Update v2-v3 Online VR and 3.1 Progression Update v2-v3 Desktop VR.

