

EU research in Content & Knowledge technologies: Progress & prospects

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Knowledge & Content RTD in FP6: basic facts

- by Q1 2006: 58 projects, 260 M€ funding
- 638 participations:
 - 52% public, education, ... participants
 - 48% private, commercial, ... participants
- 32 countries; 58% from top 5 countries

3 research lines

1. Cross-media Content (call 2):
new media paradigms, novel forms of digital content:
creativity, interactivity, user experience & control, non-linear narratives, cross-platform access & delivery...
2. Content & Knowledge (call 4):
smart content objects: metadata generation /
extraction, semantic indexing & context based retrieval,
personalisation & aggregation, workflow...
3. Knowledge (calls 1 & 4):
... next foil ...

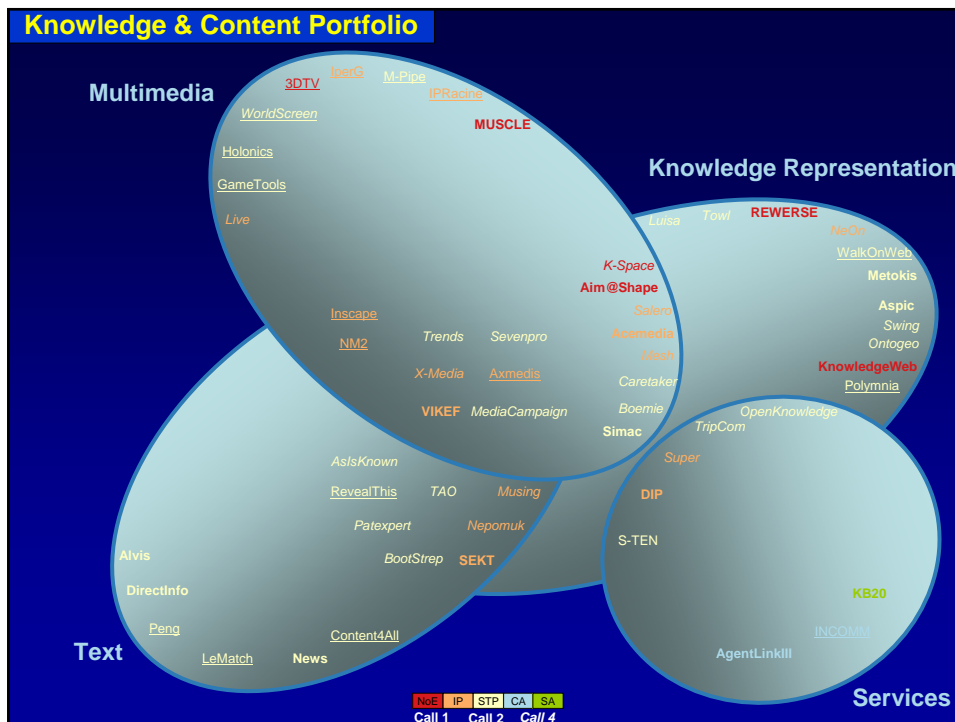
Semantic Web and beyond

3. Knowledge:
 - intersection of Web, MM and KR&R
 - networked information & communities
 - web / multimedia "documents":
text + image, video, audio, n-D objects...
 - automation of knowledge lifecycle
 - from static to dynamic information
 - data semantics as well as evolving processes

Building on 150+ projects established under FP5

2 research foci

- **Knowledge acquisition & modelling**, capturing knowledge from raw information and multimedia content
 - multimedia content analysis, annotation & categorisation
 - ontology evolution, knowledge extraction
 - content harvesting, web / multimedia mining
 - searching on distributed resources
- **Knowledge sharing & use**, exploiting semantically enriched information to provide actionable meaning
 - knowledge sharing & collaboration
 - personalisation, user & context modelling
 - semantic web services & automated business processes
 - interworking & legacy systems ...



More information

INFISO.E2 website & project synopses:

- www.cordis.lu/ist/kct/

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Knowledge & Content in FP7

- *Knowledge, cognitive and learning systems*: methods and techniques to acquire and interpret, represent and personalise, navigate and retrieve, share and deliver knowledge, recognizing the semantic relationships in content for use by humans and machines
- *ICT for content, creativity and personal development*: novel forms of interactive, non-linear and self-adaptive content; creativity and enriched user experience; cross-media content customisation and delivery; combining all-digital content production and management with emerging semantic technologies; user-oriented use, access to and creation of content
- *Home environments*: communication, monitoring, control and assistance of the home, buildings and public spaces; seamless interoperability and use of all devices taking account of cost efficiency, affordability and usability; new services and new forms of interactive digital content and services; access to information and management of knowledge