# The XR-SPACE project XR Simulation and Presence at the Cloud Edge



# **XR-SPACE** in brief

- The XR-SPACE (XR Simulation and Presence at the Cloud Edge) project is a three-year Veturi project led by Nokia.
- The XR-SPACE consortium focuses on developing multi-dimensional analytics and risk management for vehicles used in professional operating in heavy, air and maritime transport. Applications include both simulated and real operating environments.
- The XR-SPACE project also seeks to develop new solutions for the needs of remote working using hologram development by connecting remote people virtually with an edge-powered volumetric video communication system.
- The goal is to make use of edge computing to develop XR technologies and techniques for virtual modelling and analysis as well as for transmitting the modelling information over the network in real time.





Name	XR Simulation and F
Project type	Business Finland Veturi 2
Coordinator	Tampere University
Partners	Nokia, Creanex, Finnair, G Pohjola Insurance, SAAB Tampere University, Varjo
Duration	6/2022-12/2025
Budget	10,2 M€
Focus area 1	Intelligent simulation and p management in operator e
Focus area 2	Volumetric media commur



### Presence at the Cloud Edge (XR-SPACE)

- NOKIA

Groke Technologies, Helsinki XR Center, Metropolia, Finland, Softability Xreach, Taipale Telematics, (in-kind partner)

performance monitoring for innovative risk ecosystems and driving

nication

## **About XR-SPACE**

- machines.
- utilize multi-dimensional analytics for vehicles operating in environments.



• The XR-SPACE project utilizes edge computing to develop XR technologies and techniques for real-time virtual modeling, analysis, and transmission of modeling information over the network. Through multichannel data collection and analytics, it enables the conversion of physical objects or scenes of interest into situation-aware virtual models. These models can be efficiently processed, coded, and streamed on edge cloud platforms, creating technical conditions for novel location-independent interaction between humans and/or

The project has two main objectives. Firstly, it seeks to develop and professional environments, such as heavy, air, and maritime transport. This analytics covers data collected from the activities of the operator, the device being operated, and the operating environment. The operation can be performed either within the vehicle or remotely. The applications of interest include both simulated and real operating

## **About XR-SPACE**



• The second objective is to go beyond the existing cartoonlike telepresence systems and connect people virtually using a photorealistic volumetric video communication system that supports real-time holographic-like interaction between multiple participants. This kind of photorealistic interaction can be utilized in various scenarios, such as remote meetings, maintenance, training, and operation.

## **About XR-SPACE**

- mitigating climate change.
- ecosystems in its chosen fields.



• The XR-SPACE consortium brings together a diverse and multi-disciplinary group of leading Finnish industry and academic players, creating an excellent springboard to boost competitiveness of the whole Finnish XR ecosystem. The shared objective is to provide solutions for the global collaborative telepresence and remote-operation markets, while addressing fundamental societal challenges such as reducing humanity's collective ecological footprint and

 The XR-SPACE project serves as an active VR/AR/XR and edge dissemination hub in the Tampere region and across Finland. The project collaborates with key machinery activities across the country and has strong connections to national and international digitalization projects and

## **About XR-SPACE**

- (PoC) cases. The goal is to leverage VR/AR/XR/AI participating companies and facilitate their future international growth.
- collaboration including standardization.



• The research focus of XR-SPACE is on advanced systems applied to a range of industry sectors, including automotive, maritime and aviation. Research aims to address operator and training challenges through practical Proof Of Concept advancements to enhance the level of technology in the

• Veturi 2.0 Competitive EDGE joint project XR-SPACE will strengthen Finnish companies and academia in becoming global leaders in edge-enabled research and technology within the industry training 5G domain. This leadership will be realized on different fronts including academic research, product R&D, technology development and international

# **Company partners**



11 0 1010101011 10100100010010010100100000001 Nokia 011110 10010101010 Accelerate real-time XR trials in 5G training applications



# Nokia Accelerate real-time XR trials in 5G training applications

### Nokia

- potential of digital in every industry.
- For more than 30 years, Nokia has defined many of the
- applications.

NO



Nokia is a B2B technology innovation leader in networking, bringing together the world's people, machines and devices to realize the

fundamental technologies used in any device that is connected to a cellular network and we take a leadership role in standards setting.

Nokia is also a leader in multimedia research and standardization. Since 2000, Nokia has invested around 150 billion EUR in R&D, and Nokia's annual R&D investment is more than 4 billion EUR. In 2023 Nokia filed patents on over 2,300 new inventions in areas including next generation multimedia communications, artificial intelligence and machine learning at the edge and on-devices, as well as XR-supported digital twins for 5G-enabled industry 4.0

# Creanex Simulators by Gofore Simulation-based training solutions





# **Creanex** Simulationbased training solutions

### Creanex

- Creanex designs and manufactures simulator solutions and offers expert services for product development.
- Company's specialty is simulators that include the actual control system of a machine or device. The solutions are based on the Creanex software platform, on which the custom implementations are made.





# **Creanex** Simulationbased training solutions

## **Solution**

- Creanex aims to create and develop new simulation-based training solutions and business opportunities, which utilize fusion of data measured from multiple channels, virtual reality technologies (VR/AR/XR) and gamification methods.
- Creanex's XR project focuses on three work packages:
- 1) In the first focus area, the target is to study XR technologies and augmented visualization to improve the usability of operator training simulators. The simulators are equipped with real user interface of a work machine having multi-function key panels and touch screens.
- 2) The second focus area is online feedback for trainees using available data channels.
- 3) The third work package focuses on training scenarios and methods to create new ones effectively.



# **Finnair** Modern technology and immersive learning environments in pilot training



Finnair Modern technology and immersive learning environments in pilot training

## Finnair

- around the world.
- Training takes full advantage of high standard flight

# FINNAIR



 Finnair Flight Academy provides a comprehensive range of training courses for pilots, cabin crew and other airline personnel. Location right next to Helsinki airport provides the academy with a convenient location for customers all

simulators, other advanced training devices and e-learning courseware. Finnair Flight Academy has the highest qualification level (D) full flight simulators for Airbus A320, A330, A350, Embraer E170 and ATR 72-500 aircraft types.

Finnair Modern technology and immersive learning environments in pilot training

# **Solution**

- used in pilot training.
- training volumes.



• In the XR-SPACE project, Finnair is exploring new business opportunities based on XR and AI technology and analytics.

• In aviation, pilot training has traditionally taken place in physical flight simulators located in flight training centers. Modern technology and immersive learning environments independent from time and place have so far been little

• The regulation governing aviation training is changing in such a way, that the solutions made possible by new virtual technology can be used, enabling flexibility and scaling of

**Finnair** Modern technology and immersive learning environments in pilot training

## **Solution**

- Applicability to pilot training is evaluated from the effectiveness.
- The project also examines the potential of tested implementation of new technology.



• The use of new technology and the utilization of multichannel data in intelligent simulation training solutions requires research. In the XR-SPACE project, a training concept based on VR/AR/XR/AI solutions and multichannel operation analysis is designed and tested in cooperation with the multidisciplinary consortium.

perspectives of the learner, instructor, and training

solutions and mapping the regulations that guide or limit

# **Groke Technologies**

From technology-focused to human cognitive maritime research

**Groke Technologies** From technologyfocused to human cognitive maritime research

### Groke

- digitalization.
- vision, and sensor fusion technology.

G) GROKE



 Groke Technologies is a Finland-headquartered maritime tech company committed to making seafaring safer and helping its customers to move to the forefront of maritime

Groke provides the maritime industry with situational awareness systems powered by machine learning, machine



Groke Technologies From technologyfocused to human cognitive maritime research

## **Solution**

- In XR-SPACE, Groke Technologies aims to secure and continue the development of vital knowledge of autonomous shipping generated in Finland.
- When moving towards more autonomous systems and operations in human-machine interaction, presenting data in an understandable and unstressed way, and creating innovative means of visualization, data becomes a vital competitive advantage.
- Groke expects that the cooperation with other companies in the project will bring novel information and perspective to the development work and create new approaches in visualizing data and user interface development.
- The goal is to gain new research results on operator's behavior, information on how the data visualized impacts to different operators, and if there are any differences between different age groups.



**Groke Technologies** From technologyfocused to human cognitive maritime research

## **Solution**

- The benefits of XR-SPACE project will be pervasive, cognitive research.



because the research in maritime industry is typically technology-focused, but XR-SPACE takes the anticipated initiative to create novel research and results in human

• The research results will be effectively implemented into company's development to create and develop innovative features in human-machine interaction into products.

• Groke sees that this research will give a cutting-edge position against competitors in the global markets and strengthens Groke's position to enter the market in Japan.

# Pohjola Insurance Developing risk management and data-based insurance business



**Pohjola Insurance** Developing risk management and data-based insurance business

### **Pohjola Insurance**

- sector clients.
- Pohjola Insurance helps its customers succeed by network of partners ensures swift assistance.





• Pohjola Insurance is Finland's leading property insurance company providing comprehensive insurance services for both personal and corporate customers, as well as public

identifying risks and finding ways to anticipate and manage them. In the event of an accident, Pohjola's extensive

**Pohjola Insurance** Developing risk management and data-based insurance business

## **Solution**

- As the market leader in professional transportation management operations and traffic safety.
- attitudes.
- satisfaction and aids in recruitment too.



insurance, Pohjola is interested in developing customer risk

• The range of professional transportation practiced in road traffic is broad, including passenger transportation, freight transportation and its various subtypes, as well as various contracting activities involving different types of machinery.

• Pohjola aims to find researched information on driver behavior and influencing factors, and how the monitoring of driving behavior could improve drivers' actions and

• Through the research collaboration, Pohjola expects to demonstrate to its customers that investing in anticipation rather than the damage costs is profitable and improves their customer relationships. Investing in safety improves business continuity and effectiveness, as well as job

Pohjola Insurance Developing risk management and data-based insurance business

## **Solution**

- In addition to developing risk management services aimed at professional transportation, Pohjola is interested in participating in university-level research projects on the development of the data-based insurance business.
- The insurance business is in the middle of a strategic change, where data and analytics as well as digital tools are shifting the focus towards preventative risk management and societal impact.
- Responsibility is also evident in risk prevention, as the smallest ecological footprint comes from accidents that do not occur at all.



# Saab

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New insights on immersive training environment



Saab New insights on immersive training environment

### Saab

- military defense to civil security





By creating flexible defense and security solutions using new technology, Saab contributes to making society safe with world-leading products, services and solutions from

 Originally a Swedish aerospace and defense company has evolved into a global leader in innovative training solutions.



# **Saab** New insights on immersive training environment

## **Solution**

- possibilities.
- experience.
- The immersive environment can potentially improve the solutions.
- collaborative training.



• Within XR-SPACE, Saab focuses on researching extended reality in complex applications in areas such as maritime and aviation. Flight training poses a unique yet critical humanmachine environment where safety cannot be jeopardized. XR technology poses a new untapped dimension for future training

Today's technology allows training with novel interaction modalities, and data utilization methods that can lead to enhanced training with better efficiency and improved user

sensation of realism, compared to conventional training

• In the near future, the technology allows multiple trainees to operate from across the globe in real-time allowing new type of

# Saab New insights on immersive training environment

# **Solution**

- Collecting physiological data from the pilots can potentially provide new insights leading to improved training.
- The developed light trainer prototype is used to evaluate business potential that the light training solutions might pose in the future.
- New insight on user interaction in virtual environment is generated through real end-user evaluations that new data gathering methods like eye-tracking enable.
- The development is done in collaboration with the leading industry experts from Finnair, and academic institutions Tampere University and Metropolia University of Applied Sciences.



# Softability

Visually enhanced and interactive user experiences with 3D annotations and holograms

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**Softability** Visually enhanced and interactive user experiences with 3D annotations and holograms

# **Softability**

- Softability designs, implements and verifies smart and userfriendly applications for industrial and medical device manufacturers.
- Softability's core competence is implementing demanding end-to-end solutions combining sensors transmitting measurement data or other devices, scalable cloud servicebased processing and data visualization.
- XReach is a customizable remote support platform developed by Softability.

# $\rightarrow$ SOFTABILITY



**Softability** Visually enhanced and interactive user experiences with 3D annotations and holograms

# **Solution**

- interaction and collaboration.
- interactive experience.
- enriching the overall assistance provided.



• XReach's primary interest and development focus in the XR-SPACE project centers on advancing the software development and testing of the end-to-end XR user

• This is achieved through running it as a client on users' devices, leveraging the device's camera to capture video. The video is then augmented with 3D annotations and holograms, providing users with a visually enhanced and

Beyond augmented video, XReach introduces practical enhancements for support and training, including guided troubleshooting and training through step-by-step guides, ensuring a structured and effective learning process. Future updates are planned to incorporate AI-driven features,

Softability Visually enhanced and interactive user experiences with 3D annotations and holograms

## **Solution**

- Additionally, Softability facilitates seamless communication by automatically translating user-generated content.
- The solution also caters to scenarios with limited connectivity by providing offline access, ensuring users can access critical support and training materials even without an internet connection.



# **Taipale Telematics**

Fresh innovations with new and existing data

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**Taipale Telematics** Fresh innovations with new and existing data

## **Taipale Telematics**

- feedback of the driving work.
- Their core technologies are 3D motion analysis and multimodal data fusion of GPS and vehicle data. Report service is running as SaaS, utilizing adapting and intelligent tools, soon also AI.





• Taipale Telematics is one of the Finland's first smart traffic service providers constantly working with new innovations to gain success in safety, sustainability and profitability of traffic. Taipale Telematics specializes in analysis and

Taipale Telematics Fresh innovations with new and existing data

## **Solution**

- Taipale Telematics's development targets in the XR-SPACE project are:
  - selecting the most appropriate sources of additional information,
  - finding out the most useful methods for importing and exporting data,
  - exploiting data in the existing and new analysis tools,
  - exploring the existing data for testing and comparison,
  - obtaining understanding of the new, disruptive business opportunities together with the project partners.
- Pilot phase of the project is a living lab where fresh innovations and open questions will meet the general focus of the XR-SPACE project; to address challenges such as reducing ecological footprint and impact on climate change, as well as on issues like traffic safety, work health and risk management.



Varjo Developing the future landscape of Mixed Reality



Varjo Developing the future landscape of Mixed Reality

# Varjo

- Varjo makes the highest-immersion virtual and mixed reality products for advanced VR users.
- Varjo's solutions are used to train astronauts, pilots, and nuclear power plant operators, design cars, and conduct pioneering research

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Varjo Developing the future landscape of Mixed Reality

# Varjo

- Simulation.
- globally.



• There is increasing interest and potential in Mixed Reality for research and simulation. As Varjo wants to remain the worlds leading manufacturer of XR products and services, it is imperative to stay on top of developments in the area.

• XR-SPACE provides a unique opportunity to discuss, plan, and develop the future landscape together with the leading companies and experts in Finland on multiple topics such as Situational Awareness and Heavy Machinery Operator

• Varjo's solutions are used to train astronauts, pilots, and nuclear power plant operators, design cars, and conduct pioneering research by over 25% of Fortune100 companies

# Academia partners



# Helsinki XR Center XR solutions for different forms of traffic



# Helsinki XR Center XR solutions for different forms of traffic

# Helsinki XR Center

- Helsinki XR Center (HXRC) was created to serve as a University of Applied Sciences.
- VR, MR, metaverse, AI and similar technologies.
- and development.





development, service and community platform for the XR and spatial computing sector. HXRC is operated by Metropolia

• HXRC teams consist of hardware and software developers, storytellers, interaction, game and service designers, as well as a cast of experts across a diverse set of disciplines. They create innovative solutions in various fields by utilizing AR,

• One of the founding principles was to provide emerging companies in this space a fertile environment to grow and thrive, and reduce the early risks involved in hi-tech research

# Helsinki XR Center XR solutions for different forms of traffic

# **Solution**

- be available.
- analyzing the data gained from user evaluations.



• HXRC's primary interest in XR-SPACE is the development of innovative XR solutions for different forms of traffic.

 This includes solutions which combine data and visualize it to the user in new ways, simulations which offer new adaptive possibilities for training, and assistive solutions which provide the user knowledge that would otherwise not

• For all these different options, HXRC focuses on piloting potential cases together with XR-SPACE companies and

Metropolia University of Applied Sciences Creating capabilities for future mobility solutions



Metropolia University of **Applied Sciences** Creating capabilities for future mobility solutions

# **Metropolia University of Applied Sciences**

- Social Services as well as Technology.
- important role in solving the sustainability crisis.
- theme of Smart Mobility within.
- advancements and applied research.





 Metropolia is the largest university of applied sciences in Finland with four education fields: Business, Culture, Health Care and

 The Clean and Sustainable Solutions Innovation Hub brings together Metropolia's sustainable development expertise, so that together with its partners, Metropolia can guarantee Finland an

The Clean and Sustainable Solutions Innovation Hub houses the

• For over 30 years, Metropolia and its predecessors have been at the forefront of Finnish automotive research, development and innovation work, ranging from electrification to automation

Metropolia University of **Applied Sciences** Creating capabilities for future mobility solutions

# **Solution**

- professionals in the field of Smart Mobility works
- The combining of the XR technologies with mobility master in the near future.



• In the XR-SPACE project, the Innovation Hub's team of collaboratively with the experts in the field of extended reality to create capabilities for future mobility solutions.

automation opens up new opportunities for technological innovations and services. The project also gives valuable insight into what a mobility engineer needs to learn and

# Tampere University, Eye and Vision research group Functional vision in real-time operations and simulator training



**Tampere University**, Eye and Vision **Research group** Functional vision in real-time operations and simulator training

# **Tampere University, Eye and Vision research** group

- diseases affecting vision.
- research.





• Tampere University's Eye and Vision research group is focused on the societal impact of vision and chronic eye

• Research group's aim is to develop personalized diagnostic and therapeutic methods for eye diseases in a broad and multidisciplinary manner by applying epidemiological, clinical, and functional vision related approaches in our

# Visaxion

**Tampere University**, Eye and Vision **Research group** Functional vision in real-time operations and simulator training

## **Solution**

- the research group applies Visaxion testing and development environment, developed for functional vision testing and research.
- solutions for different modes of transport.
- operations and simulator training.



• Regarding XR-SPACE, the Eye and Vision research group focuses especially on functional vision and its application areas for operations on land, at sea and in the air. For this,

• The research group's main interest is considering functional vision and combining it with the development of innovative

• The research group is interested in the functioning of the human visual system and its application areas, e.g. in the use of functional vision and eye movements during real-time Tampere University, Eye and Vision Research group Functional vision in real-time operations and simulator training

## Solution

- In addition, the operator's perception and reaction times in different traffic and training situations form an interesting research setting.
- The research group brings an expertise related to human visual functions and medical understanding that enables a broader assessment of individuals from a medical perspective.
- Together with XR-SPACE partners, the research group aims to promote the creation and application of new innovations in a versatile way for operator training and risk management, especially in terms of eye and vision research.



Tampere University, Insurance and Risk Management Research Group (InRis) Risk management by developing ways of collecting and analyzing data



Tampere University, Insurance and Risk Management **Research Group** (InRis) Risk management by developing ways of collecting and analyzing data

### **Insurance and Risk Management Research Group** (InRis)

- Insurance and Risk Management Research Group society.
- understanding risk.



(Insurance Science, Faculty of Management and Business) focuses on topics relevant to insurance industry as well as risk management themes across industries. The research themes are often cross-disciplinary and multi-method, spanning the perspectives of individuals, organizations, and

• Key research themes related to insurance business include the transformation of value creation in insurance, and more specifically understanding how new technologies contribute to strategy, business models and the insurance offering.

• Key research themes related to risk management include traditional decision-making and process perspectives complemented by behavioral and strategic approaches to **Tampere University**, Insurance and Risk Management **Research Group** (InRis) Risk management by developing ways of collecting and analyzing data

### **Solution**

- management especially in professional driving.
- insurers and companies who seek to collaborate.
- change toward safer driving.
- collecting and analyzing driving data for enhanced risk



• The research group focuses on the development of insurance business models, and the use of telematics in preventive risk

Contemporary models are data-driven and often include technologies for identifying and managing risks, as well as establishing partnerships across industries. State-of-the-art knowledge on insurance business models is relevant for both the

Telematics are a key technology that supports behavioral

• Together with the XR Space partners, the research group seeks to design and pilot a concept supporting professional drivers and their employer companies to develop systematic ways of awareness and continuous development of driving skills.



# Tampere University, TAUCHI research center In the intersection of technology and interaction solutions



**Tampere University**, **TAUCHI** research center In the intersection of technology and interaction solutions

# **Tampere University, TAUCHI research center**

- challenges and evaluated with real users.
- contexts ranging from industrial to medical settings, monitoring in use situations.

Tampereen vliopisto ampere Universitv



 Tampere University Computer-Human Interaction Research Center (TAUCHI) is Finland's leading research unit in the field of human-technology interaction (HTI). It studies HTI in a multidisciplinary manner, with around 80 researchers.

 TAUCHI conducts constructive and experimental research where interactive systems are developed to meet real-world

• TAUCHI utilizes and studies e.g. XR technologies in different accompanied with data collection and usage analysis. The techniques include gaze tracking and psychophysiological



Tampere University, TAUCHI research center In the intersection of technology and interaction solutions

## **Solution**

- In XR-SPACE, TAUCHI is interested in the intersection of the human and the technology: How can operators' and other users' performance and comfort be supported and enhanced, and their cognitive load reduced, by technological solutions? How can the proposed solutions and using them be studied?
- While investigating such themes, TAUCHI's work in XR-SPACE focuses on designing and implementing different kinds of technology and interaction solutions and evaluating the developed solutions in various company cases.
- TAUCHI's main target in XR-SPACE is to support the consortium companies through design, development, and evaluation expertise, and to conduct meaningful human– technology interaction research in terms of technology, interaction, and methodology development.



Tampere University, **TAUCHI** research center In the intersection of technology and interaction solutions

# **Solution**

- benefit, XR-SPACE include XR technologies, data others.
- Relevant previous research includes e.g. novel user specific and sometimes iterative user evaluations.



• TAUCHI's areas of expertise that will be utilized in, and will visualization, gaze tracking, and different modalities among

interfaces and human-technology analysis for vehicles, working with different simulations, and conducting case-

# Tampere University, Ultra Video Group An open technology framework for more immersive media communication





**Tampere University**, **Ultra Video Group** An open technology framework for more immersive media communication

# **Tampere University, Ultra Video Group**

- Tampere University's Ultra Video Group (UVG) is the largest in Europe.
- research on visual data technologies.

Tampereen yliopisto Tampere University



leading academic video group in Finland and one of the

• UVG is composed of over 20 experts with over 20 years of experience in conducting pioneering industry-driven



**Tampere University**, **Ultra Video Group** An open technology framework for more immersive media communication

### **Solution**

- participants. UVG leverages its expertise in developing:

  - and cost.
  - volumetric video content.
- media communication.



 In the XR-SPACE project, UVG seeks to connect people virtually with an edge-powered volumetric video communication system that supports real-time extended reality (XR) interaction between multiple

• Volumetric video capture setup, where a camera rig of multiple off-the-shelf consumer-grade RGB-D cameras are used to capture dynamic point clouds of 3D objects in real time.

 Volumetric video encoder that conforms to Video-based Point Cloud Compression (V-PCC) standard. The designed opensource encoder seeks to capitalize on the proven efficiency of 2D video encoding techniques of UVG's Kvazaar video encoder to achieve a practical balance between coding speed, efficiency,

• Volumetric video streaming technology by upgrading UVG's open-source Real-time Transport Protocol (RTP) library called uvgRTP to support real-time and low-delay transmission of

In XR-SPACE, the main outcome of UVG is an open technology framework made up of tools for real-time and low latency volumetric video communication. This pioneering research is set to redefine the boundaries of XR experience and pave the way for more immersive

# Contacts

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