Additio	Personalization of learning through the recommendation of content based on the academic data of the students	Artificial Intelligence ;Big Data;Machine Learning
Additio	System for early detection of school dropout and absenteeism	Artificial Intelligence ;Big Data;Machine Learning
ANTAIX	Creation of a training program on the use of 3D software, presentation of VR projects, mailing of orders to Antaix and assembly of furniture	Audiovisual;Multimedia;Design/User interface/UX;Presentation Systems ;Content creation ;Content distribution
ANTAIX	Representation with holograms of furnishing projects that we can now present in Virtual Reality (Support point of sale)	Audiovisual;Connectivity;Holograms;Gamification;VR/AR/MX
BMAT Music Innovators	Low-cost multi-channel encoder solution with automatic detection of video and audio signal quality issues	Artificial;Intelligence;IoT;Machine;Learning;visual;Multimedia;Broadcast;Image;analysis;and;tagging;Video;processing,;encoding,;tagging;Systems Integrations & Advanced Manufacturing;Streaming
BMAT Music Innovators	Universal web-based remote control device for set-top boxes/decoders with IR interface and management web tool for the network of decoders	IoT;Audiovisual;Multimedia;Connectivity;Broadcast;Wireless Networks;Design/User interface/UX;Smart Building;Systems Integrations & Advanced Manufacturing
BMAT Music Innovators	Low-cost custom Linux-based computer appliance for audio monitoring in public spaces	IoT;Audiovisual;Multimedia;Connectivity;Broadcast;Wireless Networks;Design/User interface/UX;Smart Building;Systems Integrations & Advanced Manufacturing
CCMA Corporació Catalana de Mitjans Audiovisuals	Looking for an innovative solution based on automatized image and/or text analysis to process data tagging	Artificial;Intelligence;visual;Machine;Learning;Broadcast;Big;Data;Content ;creation;Content;distribution;Image;analysis;and;tagging;visual;Audio
CCMA Corporació Catalana de Mitjans Audiovisuals	Machine Learning and Music Metadata automated process	Artificial Intelligence ;Audio;Audiovisual;Machine Learning;Big Data;Broadcast;Content creation ;Content distribution
Fundació de Recerca Sant Joan de Déu. Research and Innovation Foundation	Sign in APP: an innovative way to increase an emotionally balance work-force	Artificial Intelligence ;Multimedia;Audio;Voice;Gamification;Identity Management;Neurosciences
Fundació de Recerca Sant Joan de Déu. Research and Innovation Foundation	A way to reduce anxiety and stress in paediatric patients and families during the waiting time in the emergency box to have a better experience.	Audiovisual;Multimedia;Design/User;interface/UX;VR/AR/MX;Robots;Big Data
KAVE HOME	Digitalization of the sale of furniture process via product configuration software	VR/AR/MX;Design/User interface/UX;Smart Building;Systems Integrations & Advanced Manufacturing
KAVE HOME	Digital signage in stores	Gamification;Broadcast;Content distribution;Digital signage;Image analysis and tagging
KAVE HOME	Multi touch customer experience	Content distribution;Natural Language Processing;Text analysis and tagging;Video processing, encoding, tagging;Design/User interface/UX
Kids&Us	Augmented reality (AR) proposal	Artificial Intelligence ;Big Data;VR/AR/MX
Kids&Us	Digital certificates using blockchain technology	Blockchain;NFT
Kids&Us	Text-to-Speech (TTS)	Audio;Machine Learning;Voice;Natural Language Processing
Kids&Us	Analysis of emotions from images or videos	Artificial Intelligence ;Audiovisual;Big Data;Video processing, encoding, tagging
Kriskadecor	How can we help the customer to customize the project with medium/digital tools?	Artificial Intelligence ;Audiovisual;Machine Learning;Multimedia;Holograms;Gamification;VR/AR/MX;Design/User interface/UX;Content creation

Kriskadecor	How can we add value to our product by applying new technologies?	Artificial;Intelligence;IoT;Machine;Learning;Audio;Audiovisual;Multimedia; Connectivity;Voice;Holograms;Smart;Building;Open;Source;Systems;Integrations;&;Advanced;Manufacturing;Content;creation;;Gamification;VR/AR/MX
Suara Cooperativa	Projects that promote mental health and wellbeing by creating more sustainable communities that improve people's lives.	Audiovisual;Machine;Learning;IoT;Big;Data;Smart;Cities;Multimedia;Holograms;Blockchain;NFT;Design/User interface/UX;VR/AR/MX;Content creation ;Content distribution;Robots;Neurosciences;Edge/Cloud computing;Smart Building