

**Dateline: September 5, 2015**

**Headline: International Deployment of the Interactive Adaptive Presence network (IDIAP) has been completed to 141 nations, it was announced yesterday.**

Brussels. EU Leaders today released initial results of the IDIAP Impact Study, a five year assessment of the network first commissioned in 2007. The network, popular with governments and academic institutions, is now deployed in 141 nations.

Difficult topics such as Global Warming and Green Tourism have been discussed with much better analysis; governments have begun serious policy shifts as a result. Other topics – global health correlations for environmental diseases, or petroleum management, are more actionable, due to the capability for sophisticated analysis in “human terms” included in the Network.

Officials of the IDIAP Project for the EU shared some background, as well as key elements of the system. In 2006, the EU Technology Committee noted that remarkable performance/cost improvements have radically transformed such diverse areas as semiconductor chip design, 3D MRI body-scans, global seismic mapping, and weather prediction. They also observed that much of the work flow and structure of our societal infrastructure – in governments, institutions, and organizations – seemed curiously rooted in traditional approaches. The conclusion was to call for a bolder funding proposal (FP) process with the upcoming FP7 call for the start of 2007.

The call was to **Architect, Design, and Deploy a rich-media Collaboratory Network for the Research Community**. This was a bold Computer-Science-based “*better than being there*” capability that would enable the best researchers in any field to “*meet virtually*” with colleagues anywhere within the EU (and eventually around the globe), to build trust, to share applications (rather than just data), to co-design answers to significant problems, and eventually to construct vast knowledge repositories based on very quantitative analytical methods.

Another goal was to embed a deeper understanding and utilization of computationally rich data for government officials and the citizenry at large. **Thus, one piece of the vision was to stimulate much more experimenting with graphical analytical techniques.** A corollary was to teach modeling and simulation techniques behind the graphical analyses, vital to help ordinary citizens and government officials to see the impact of their assumptions.

The original system Call included an **EU-wide Collaboration Network**, with simple multi-media connections for anyone at any campus to anyone else at any other campus within the EU; **one large room and two satellite rooms** on every campus to provide highly realistic “presence”, and mobile, home-based, and office interacting AV nodes able to “join” the Presence Labs; and a parallel **Peer Network Operating System**, with a “shared services” layer for a uniquely powerful interactive model for collaborators (sharing applications, not just documents). Additional elements included a **3-D Collaboration Environment**, whereby any individual serving on multiple teams with multiple projects has a highly interactive and gracefully supported environment for each project.; an **automatic archival / retrieval capability** for multi-media annotations and analysis; and finally, a repository capability, compiled as a **EU-wide Application Library**, focusing heavily on graphical interpretive tools for the Social Sciences and medicine.