

6G for Creative Industries

SNS JU

19th Oct 2026

6G HOLO NET

IMMERSIVE MEDIA FOR A CONNECTED SOCIETY

CO-CREATING THE NEXT GENERATION OF IMMERSIVE MEDIA

PEOPLE / TECHNOLOGIES / INDUSTRIES / A SUSTAINABLE 6G FUTURE



PROJECT DURATION

1 September 2026
to 31 August 2029

2026 — 2029

PROJECT FUNDING (€)

Requested EU Grant Contribution:

€ 6,288,675

PROJECT CONSORTIUM

16 partners
5 countries

Belgium, Greece, Italy, Netherlands, United Kingdom

TECHNICAL MANAGER (TB REPRESENTATIVES)

Kostas Katsaros
(Digital Catapult)

Panagiotis Pantazopoulos
(NTUA)

PROJECT SCOPE

Developing 5G-Advanced and 6G-enabled media solutions for real-world impact.

6G-Holonet develops and validates 5G-Advanced and 6G-enabled media solutions based on real business and societal needs across multiple sectors. It identifies key use cases, defines requirements, and establishes KPIs/KVIs to guide development. The aim is to co-create sustainable, high-performance, and inclusive applications contributing to future 6G ecosystems.



PROJECT CONSORTIUM (16 PARTNERS • 5 COUNTRIES)

COORDINATOR
- DTG DIGITAL TV GROUP

TECHNOLOGY & INDUSTRY
- Digital Catapult
- Firecell
- VICINITY
- P-NET
- TNO

ACADEMIA
- National Technical University of Athens (NTUA)
- University of BRISTOL
- Technical University of Crete

CREATIVE & CULTURAL
- nephelie TECHNOLOGIES
- EFFENAAR
- IICOM belgium
- European Fashion Heritage Association
- Greek National Opera

COMMERCIALIZATION
- Sound
- TWIST

ACROSS MULTIPLE SECTORS

- MEDIA & ENTERTAINMENT
- HEALTH & WELLBEING
- SMART CITIES & COMMUNITIES
- INDUSTRY & MANUFACTURING
- CULTURE & EDUCATION
- CITIZENS & SOCIETY

VISIT OUR WEBSITE https://6gholonet.eu/ →

Funded by the European Union

Overview

The aim of the project is to drive innovation in 6G so that support for media applications is intrinsic via:

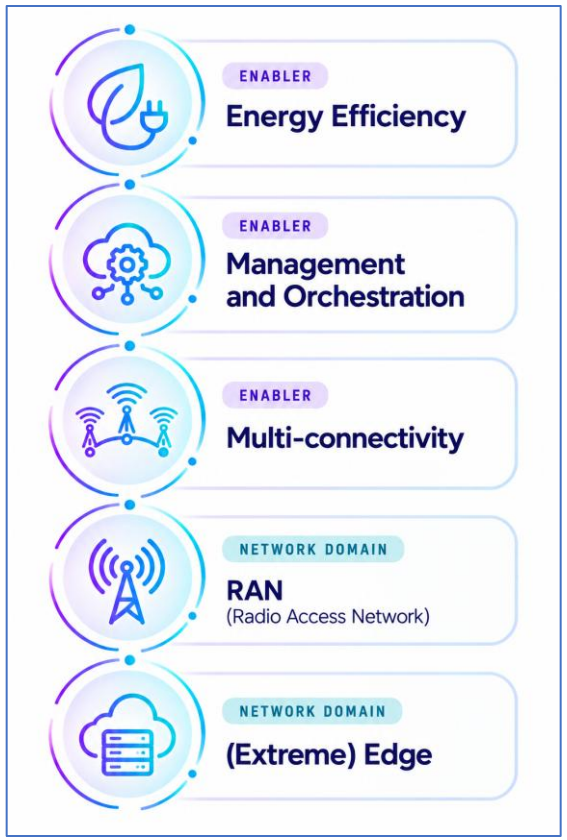
- Uplink-centric architectures
- Energy aware operation
- Real-time orchestration

From capturing to rendering to distribution



Enablers, use cases, and goals

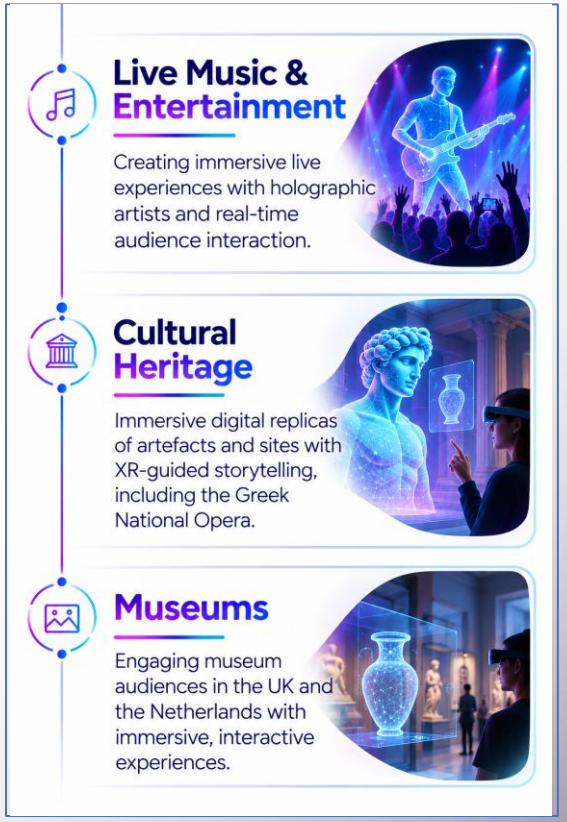
Technology Enablers & Domains



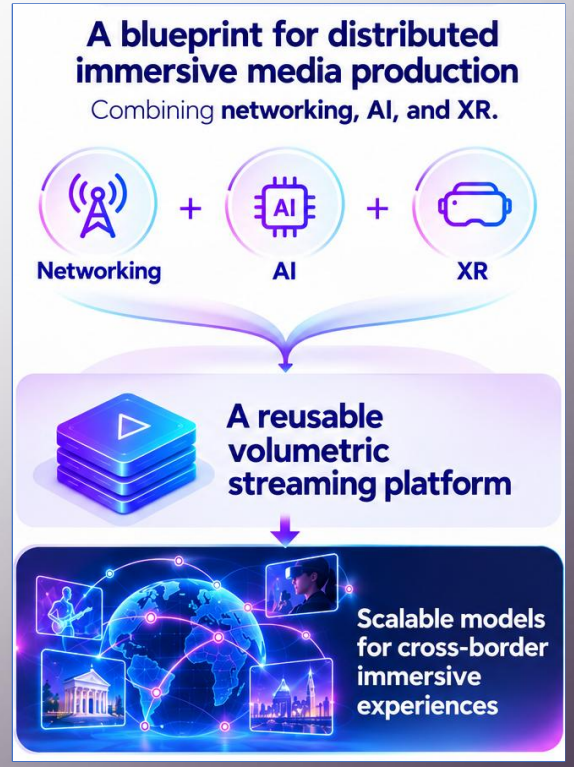
Planned Use Cases



Vertical Engagement



Project Goals



Solutions need to be technically sound AND feasible

Tracking maturity across two dimensions · TRL for feasibility, ERL for exploitation

	CYCLE 1 · M1–8	CYCLE 2 · M9–16	CYCLE 3 · M17–24	CYCLE 4 · M25–32
TRL Feasibility · tech partners / use case partners	TRL 4 **PoC** Wireframe or storyboard tested with users.	TRL 5 **Prototype** Clickable, validated in user sessions.	TRL 6 **Pilot** Live trial, real users in context.	TRL 7 **MVP** Deployable; exploitation pathway confirmed.
ERL Exploitation · Sound	ERL 1 **Assertion** The proposal names a user and a need. Neither is tested.	ERL 2 **Insight** Named user type confirmed. Problem validated with evidence.	ERL 3 **Signal** Willingness-to-pay signals collected; demand evidenced in context.	ERL 4 **Pathway** Pathway, governance and owner defined for exploitation.

Thank you

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