



next generation internet



"It should offer more to people and to our society, providing better services and greater involvement and participation. It should be designed for humans, so that it can meet its full potential for society and economy and reflect the social and ethical values that we enjoy in our societies."

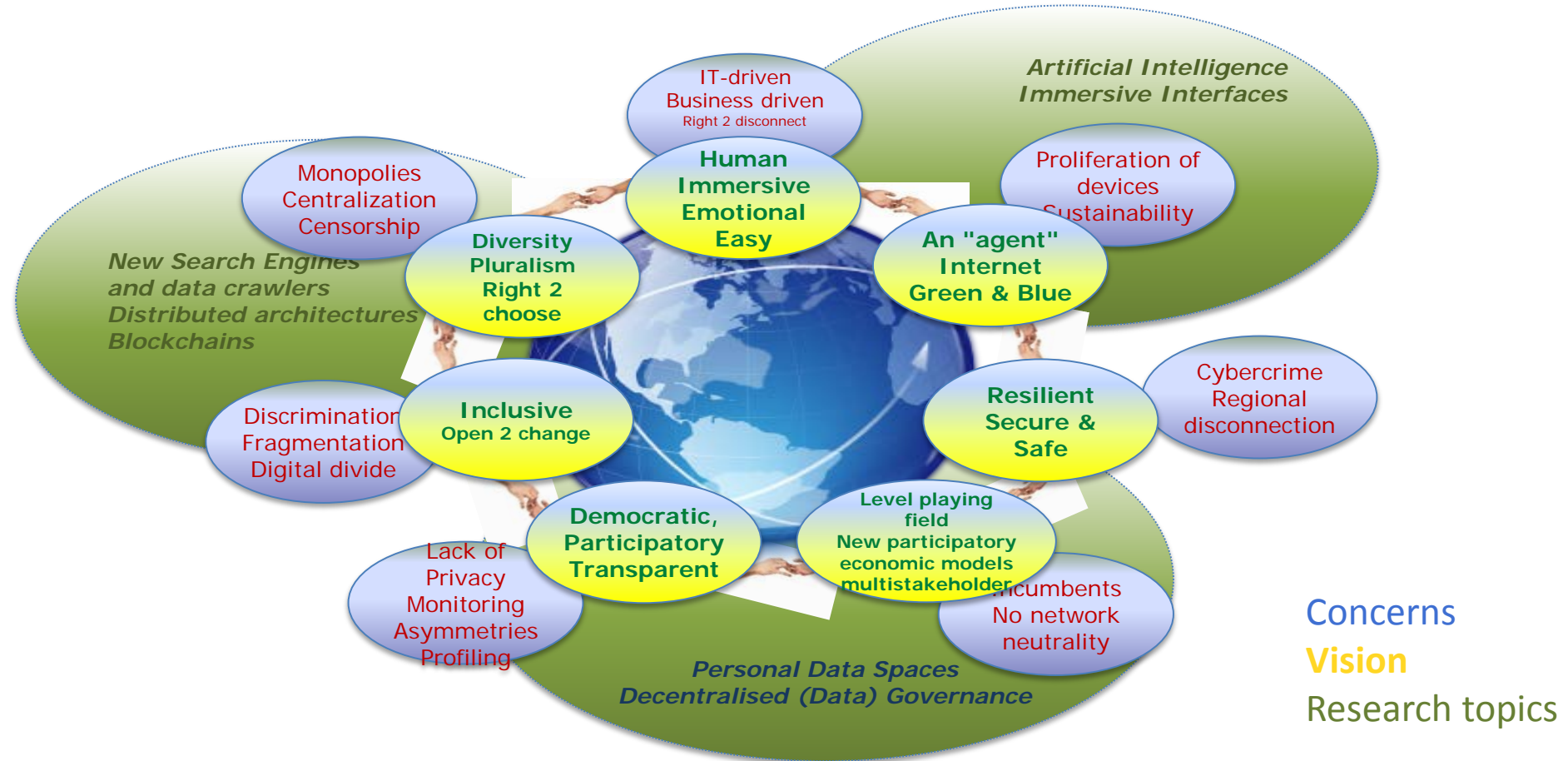
Roberto Viola



Vision for NGI: should Internet...

- ...be more for humans? Social, easy, immersive, emotional?
- ...avoid the concentration of data in a few proprietary platforms?
- ...ensure diversity, pluralism, and a right to choose?
- ...ensure citizens' sovereignty over their own data, protect privacy?
- ...be more inclusive, participatory, transparent?
- ...be a level playing field for new entrants and new economic models?
- ...be more resilient, secure and safe?
- ...be a real agent of change towards sustainability?

Vision for a "Next Generation Internet"



The scope of the initiative should therefore be broad

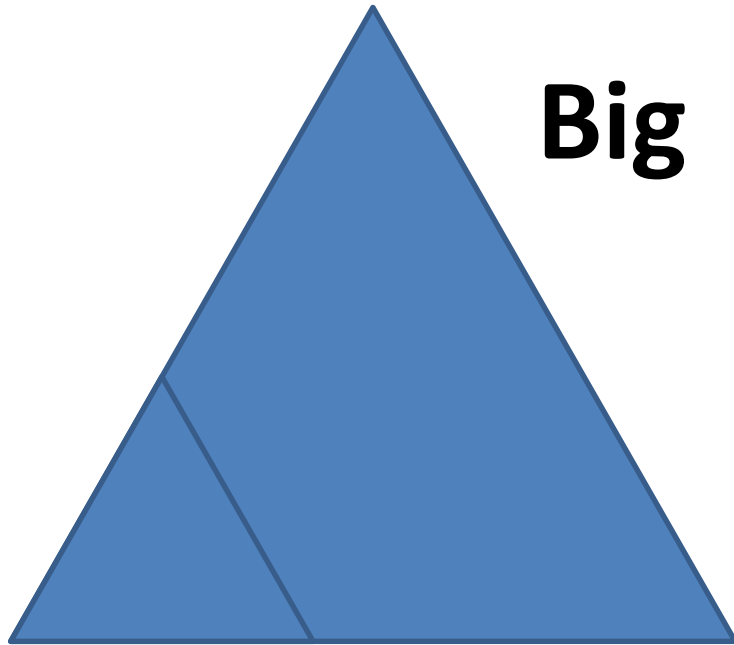
- distributed architectures, blockchains
- decentralised (data) governance
- virtualization and softwarization (sw-defined infrastructure?)
- distributed trust and privacy (-by-design)
- (cybersocial and cyberphysical) immersive system redesign
- experimenting social innovation ecosystems
- personal data spaces
- networking solutions beyond IP
- ...







not a research initiative like any other one



Big



Agile



#NGI Key Aspects

#New: No overlap with ongoing RTD & I activities

#Think Big: Start now, prototype in H2020, flagship in FP9?

#Different process: Fast & flexible, continuously agile, small projects, prizes

#Different people: Internet researchers & innovators who are not part of community RTD&I today (hackers, social innovators, civil society, etc.)

#Multidisciplinary: Beyond CS/telecoms: social sciences, economy, arts, etc.

#Open: Bottom-up, build true partnerships, national programmes & US



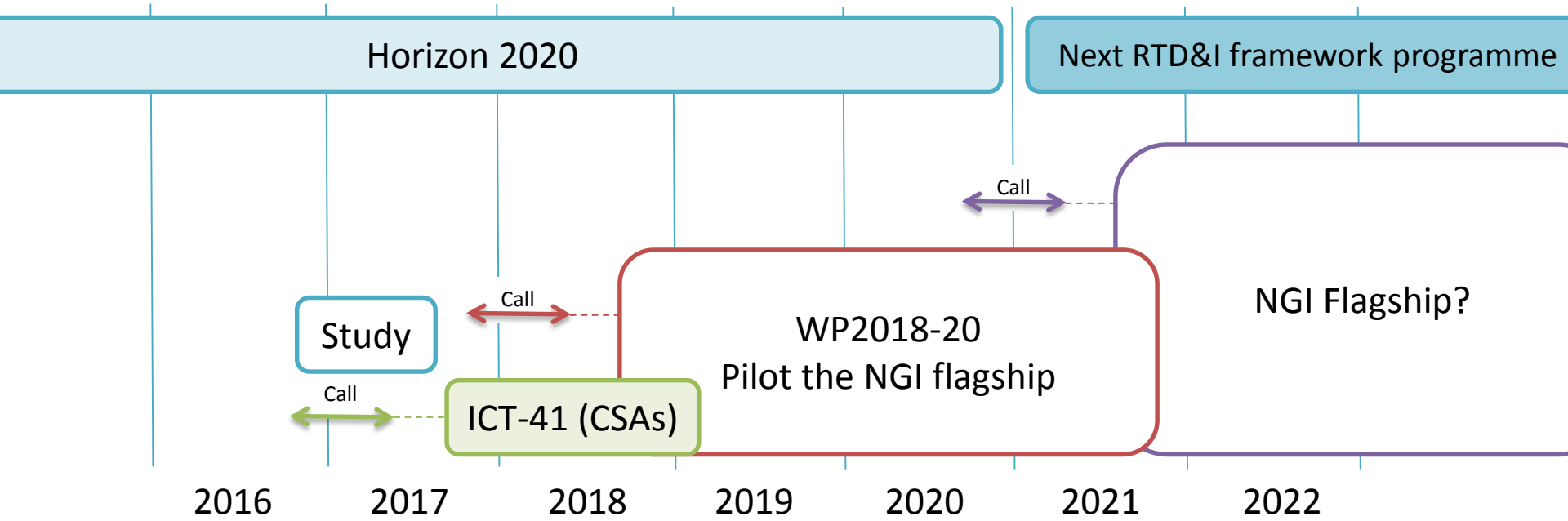
How to do?

- Bottom-up: the programme specifies the approach to define the actual work topics
- Openness to new actors and new ideas
- Multi-disciplinary is key – open your mind
- Test and pilot new ideas with real communities of citizens



Roadmap

Disclaimer: The concept and text shown here are only initial considerations for the purpose to stimulate a constructive conversation.



Actions have started:

1. Open continuous consultation ([Futurium](#))
2. Specific workshops & ecosystem building (Autumn – Spring 2017)
3. Call for a study on 'Next Generation Internet' ([tender documents](#))
4. Information Day planned for Jan/Feb 2017



<https://ec.europa.eu/digital-single-market/en/next-generation-internet-initiative>



<https://twitter.com/NGI4EU> and [#NGIeu](#)



CHANGING
PLACE
CHANGING
TIME
CHANGING
THOUGHTS
CHANGING
FUTURE[®]

ICT-41

- **Establish** the base for a large scale research flagship on the NGI.
- **Prototype** and validate new processes for research and innovation on NGI.
- **Mobilise** the new players indispensable for agile research on the NGI, notably leading individual or teams of researchers and high tech startups.
- **Build** an active, visible and agile ecosystem comprising all relevant stakeholders for making the NGI flagship a success.
- **Build** a dynamic and growing knowledge base of technological trends, initiatives and key players in the area of NGI.



ICT-41

**a) Identification
of research
topics**

**b) Dynamic and
continuous
consultation**

**c) Ecosystem
building**

Three Coordination and Support Actions - one for each area.

All three to act as one 'project'.

ICT-41 Data sheet

- Budget: Euro 2 million
- Deadline: 25 April 2017
- Type of Action: Coordination and support action

The Commission considers that proposals requesting a contribution from the EU of about 0.7 million would allow each bullet point (a, b and c) to be addressed appropriately. Nonetheless, this does not preclude submission and selection of proposals requesting other amounts. No more than one action per bullet point will be funded.



What do you think of our questions?

- Technology area 1: New search engines
- Technology area 2: Immersive environments and new forms of interactions
- Technology area 3: Personal data spaces
- Technology area 4: Distributed architectures and decentralised data governance
- Technology area 5: Software defined technologies
- Technology area 6: Networking solutions beyond IP
- research approach
- key research actors

THANK you!

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