

Agenda

13:00	Welcome and Introduction to MyWorld
13:10	Introduction to the Challenge Call
13:20	Open Challenge & Industry Challenges
13:30	Application Process
13.35	Accelerator Experience
13:40	Q&A
13:50	Final Thoughts and Next Steps



Meet The Team

CATAPULT Digital

Who you will be hearing from today



Jenn Blackwood Innovation Delivery Manager Digital Catapult



David JohnstonLead Technologist

Digital Catapult



Nicola Price
Partnerships Manager
Digital Catapult

MyWorld

A UKRI Strength in Places £30m funded programme to support innovation led growth in the Creative Technology Industries by:

- building on the region's world class production, technology and research strengths
- delivering sustainable and inclusive growth
- supporting local collaborations with global reach
- sharing knowledge, training and facilities that support the creative industries during and beyond the programme

2x Collaborative Research and Development calls

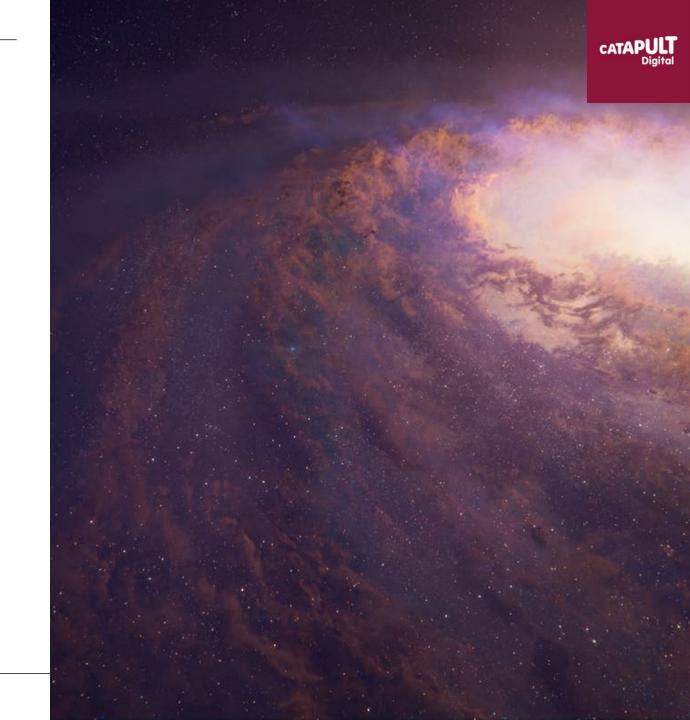
2X Challenge calls

Amplifying Imagination

Al in the Creative Industries

"With the sheer volume of data and insights needed to drive solutions for the problems enterprises face, business leaders will need to lean on the full capabilities of next-generation AI."

Technology Vision 2023, <u>"When Atoms Meet Bits - The Foundations of our New Reality"</u> (2023)



Achievements to Date

CATAPULT Digital

MyWorld Challenge Calls

Challenge Call 1



Companies took part and successfully developed their products

Bristol Tech Festival



Digital Catapult's MyWorld Showcase was the "crowning achievement of the whole Bristol Tech Festival"

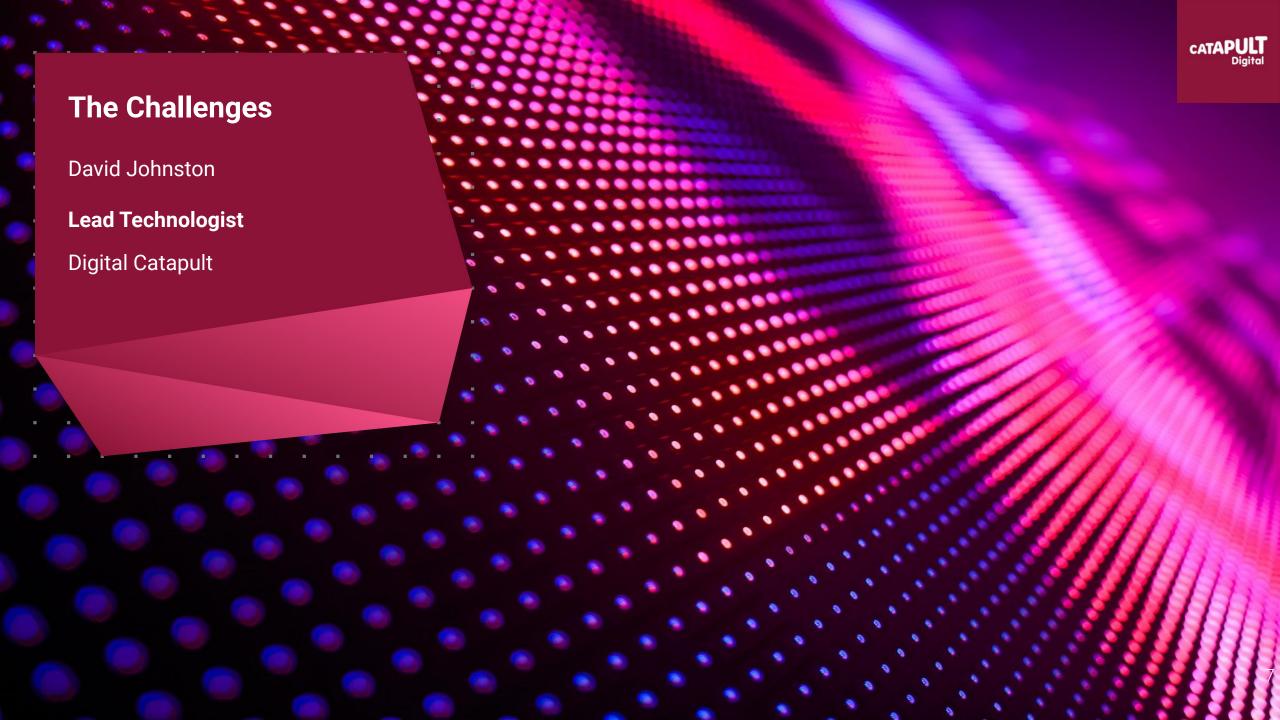
- Techspark

Wider Opportunities



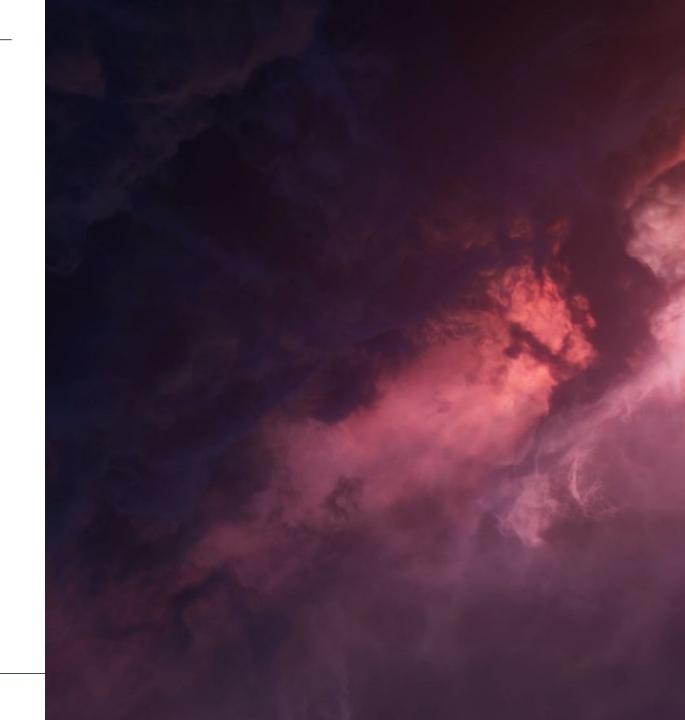
3 Companies attending SXSW

Companies attending GTC



Defining Al

...any technology that intends to substitute or augment human decision-making or abilities...



The Challenges



Funding 9 Projects Across the Following Challenges:

AWS Challenge

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This challenge is focused on how Al approaches can relieve some of the manually intensive and laborious tasks within the creative sector through automation, analysis and optimisation.

BBC Challenge

The BBC are seeking solutions which seek to empower listeners and audio engineers to effortlessly craft diverse listening experiences, testing mixes across scenarios for improved listener quality, allowing audio engineers and producers to experiment and innovate.

Open Challenge

Companies can apply with areas of research and development (R&D) relevant for their roadmap. If the Industry Partner led challenges do not address their sector or current R&D priorities, the Open Challenge can be selected.



BBB RESEARCH & DEVELOPMENT





Fund projects that:

create new prototypes

accelerate development of products and services

explore viability and commercialisation

that enable innovation, creation and productivity across the Creative Continuum

Creation

- the use of **generative systems** to provide input for new types of experience
- building co-creation tools for the creative continuum

Delivery

- Explore new compression and encoding enabled by machine learning
- ways to enable creators to provision experiences for multiple platforms
- to configure dynamic delivery networks for e.g. live experiences

Assessment

- to assess quality metrics of delivering existing and novel experiences using new coding techniques
- to **enable audience assessment** of new types of content experience





The tipping point for **Generative Al**

MASSIVE PROLIFERATION OF DATA AVAILABILITY OF SCALABLE COMPUTE CAPACITY MACHINE LEARNING INNOVATION



AWS ChallengeAl in the Creative Industries

The challenge is focused on how AI can relieve some of the manually intensive and laborious tasks within the creative sector through **automation**, **analysis** and **optimisation**. The focus should not be the removal of the human, but creating tools and processes to help them become even more effective.

Solutions can be standalone, or plugins and tools that enhance existing industry solutions. And ideally explore ways in how the power of cloud compute can be utilised for resources and scale.

Boosting Creativity through Automation, Data Analysis, and Optimisation

- Batch processing image/video analysis, upscaling, compression
- Analysing error logs text analysis
- Data management ingestion, conversion; metadata tagging, archiving
- Asset generation icons, 3D models, 2D imagery
- Source control summarization, change control



Everything you need to accelerate your generative Al journey



Easiest and most secure way to build generative AI applications



Data as your differentiator and strategic asset for generative Al



Most performant, low cost infrastructure for generative AI



Generative AI applications to enhance productivity



AWS is here to help you get the generative Al skills you need to transform your business.

aws.com/training

AWS Learning Needs Analysis:

Build a data-driven plan to accelerate learning



Learn more about AWS Skill Builder:





MyWorld Challenge Call: BBC R&D

BBGRESEARCH &

DEVELOPMENT

The Background A more flexible and personalised future for audio

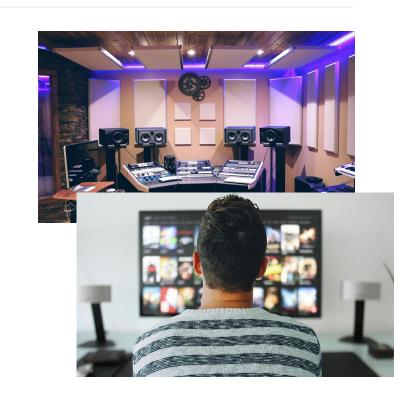
- The BBC aims to provide an Equality of Experience for All, including audio
- Audiences listen to our content in more ways than ever before, and in a greater range of environments,
- Increased personalization options and accessibility needs mean that a 'one-mix-fits-all' approach to audio will not be enough





The Challenge Acoustic simulation using Al

- How can we use AI technologies to overcome the myriad challenges in ensuring a consistent and optimal audio experience for diverse listeners across various devices and environments?
- What AI solutions could be created for capture, recreation or output of audio mixed and produced in one setting, but played back/consumed in another?
- Can Al suggest improvements to a mix to work in different simulated environments?



Suggested Approaches

- Solutions/software for simulating parts of the signal path include:
 - Virtual mix rooms (e.g. Waves Abbey Road Studio)
 - Impulse response (IR) libraries (e.g. Openair)
 - Text-to-soundscape/music (e.g. AudioLDM)
 - Al mixing services (e.g LANDR)
 - Hearing-impairment simulation (e.g. 3D Tune-In)
- Users could interact via a chatGPT-style text input, or something more like a VST interface









Minimum Requirements

UK REGISTERED

Applicants must be a UK based registered company with a UK business bank account.

STATE AID

Applicants must be eligible to receive £315,000 in State Assistance.

TEAM EXPERIENCE

The team has to have one or more team members with expertise in the area they are applying for.

TEAM MEMBERS

Applicants must have two or more team members.

TECHNICAL SOLUTION

Applicants must develop prototypes, processes or products which deliver technical solutions addressing the theme of the challenge.



Selection Criteria

CATAPULT Digital

Equally weighted at 25% each

STRENGTH AND ORIGINALITY

The idea presents an innovative solution to the challenge.

VALUE FOR MONEY

The idea's combination of cost, quality and sustainability is well balanced. The scale of the solution is reasonable with respect to the effort proposed.

TEAM EXPERIENCE

The team is equipped with the appropriate technology and business skills, and has a good track record to deliver the proposed solution within 16 weeks.

IMPACT AND DEVELOPMENT PLAN

The proposal can demonstrate an ambition for positive impact in the West of England region and is likely to be suitable for further development after the programme.





Commercial or Economic Impact:

GVA to Regional Economy

Job Potential

New Companies

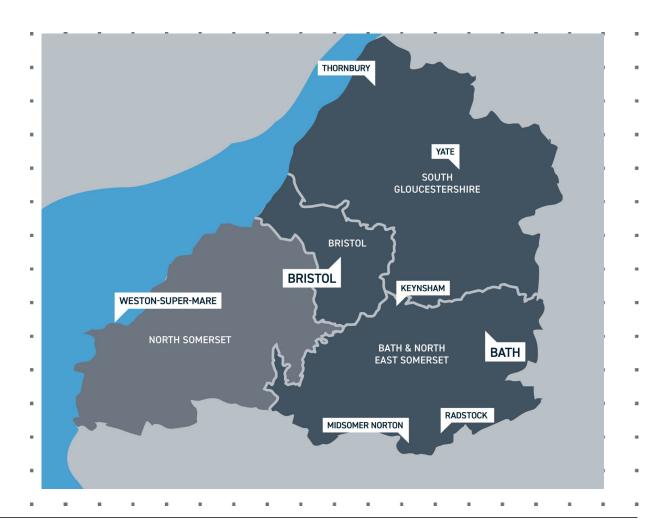
Social Impact

Equality and Inclusion

Wellbeing

Environmental Sustainability

and Net-Zero



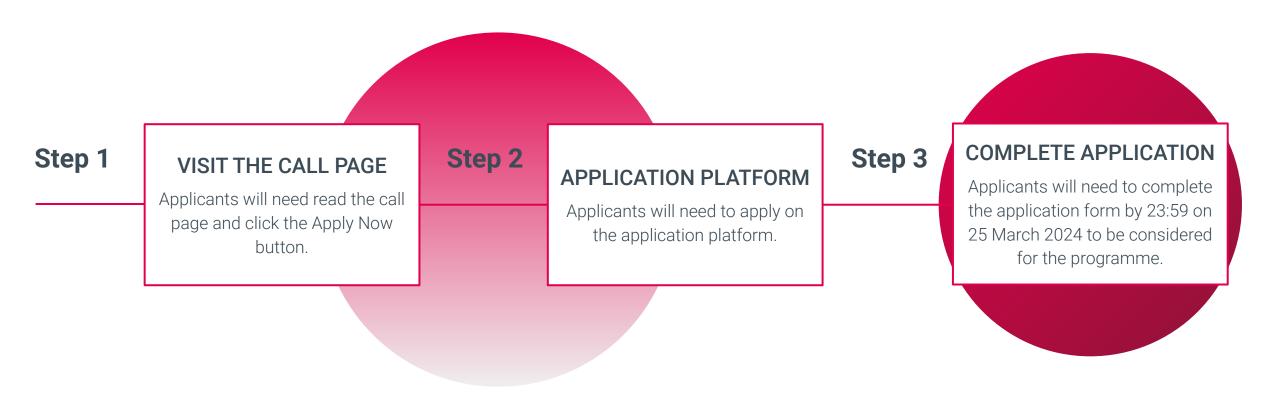
Application Timeline





Application Process







Programme Activities

01

June & July

02

July & August

03

September & October

CONCEPT VALIDATION & DEVELOPMENT

Validate proposed idea with industry partners and identify the necessary tech infrastructure; outline high level roadmap with priorities assessment

PRODUCT DEVELOPMENT

Define core functionalities that will be valuable for potential delivery to the market; develop product

PRODUCT DEVELOPMENT & TESTING

Test solution with industry partners; discuss potential of MVP phase and commercialisation



Programme Benefits



PROTOTYPE FUNDING

Up to £50,000 to develop a challenge focused proof-of-concept prototype.

INDUSTRY ENGAGEMENT

Regular meetings with industry partners to help businesses develop their solutions & mentoring.

WORKSHOPS & MASTERCLASSES

Digital Catapult-led workshops and with access to expertise.

DIGITAL CATAPULT SUPPORT

Regular interactions with the Digital Catapult team to assess the commercial and strategic needs.

TECHNICAL MONITORING

Immersive Technologist expertise to increase confidence in the prototype build.

MYWORLD NETWORK SUPPORT

Access to the dynamic MyWorld network of industry, academia and mentors with expertise.

FACILITIES

Use of existing MyWorld facilities, expertise and kit to aid experimentation and growth.

PEER TO PEER LEARNING

Cohort of 9 innovative businesses from the Creative sector, sharing learnings and insights.

SHARING & SHOWCASING

Opportunity to test and showcase the companies work in progress and final solutions.

DIGITAL CATAPULT ALUMNI NETWORK

Opportunity to join the Digital Catapult Alumni Network.

Previous Cohort Feedback

'This programme has been transformational for us.'

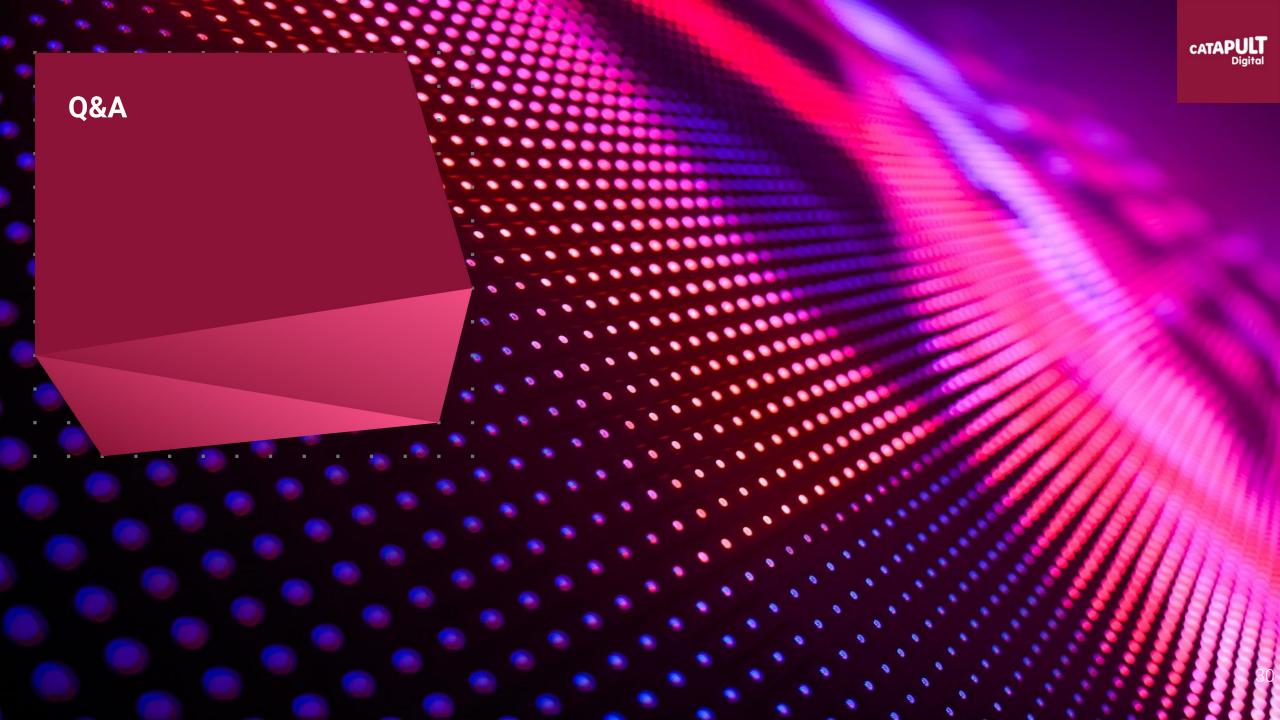
Larkhall

'The programme has been invaluable for us and we're now in a position to move towards productisation'

Motion Impossible



CATAPULT



Next Steps











myworldinfo@digicatapult.org.uk



On the **Digital Catapult** website under the 'Live Opportunities' section, alongside the with FAQs and T&Cs

Book a Surgery



Visit the call page to book a surgery.

Apply



Complete the application form by 23.59 on **25th March 2024**

