



# D11.3

## Initial report on dissemination and communication activities

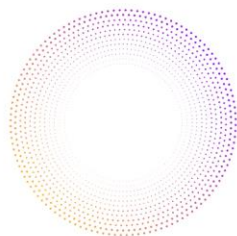
<b>Project Title</b>	AI4Media – A European Excellence Centre for Media, Society and Democracy
<b>Contract No.</b>	951911
<b>Instrument</b>	Research and Innovation Action
<b>Thematic Priority</b>	H2020-EU.2.1.1. - INDUSTRIAL LEADERSHIP - Leadership in enabling and industrial technologies - Information and Communication Technologies (ICT) / ICT-48-2020 - Towards a vibrant European network of AI excellence centres
<b>Start of Project</b>	1 September 2020
<b>Duration</b>	48 months



This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No 951911

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<b>Deliverable title</b>	Initial report on dissemination and communication activities
<b>Deliverable number</b>	D11.3
<b>Deliverable version</b>	1.0
<b>Previous version(s)</b>	-
<b>Contractual date of delivery</b>	28 February 2022
<b>Actual date of delivery</b>	24 February 2022
<b>Deliverable filename</b>	AI4Media_D11.3_Initial report Diss and Comm activities_final
<b>Nature of deliverable</b>	Report
<b>Dissemination level</b>	Public
<b>Number of pages</b>	78
<b>Work Package</b>	WP11
<b>Task(s)</b>	T11.2; T11.3; T11.4; T11.5
<b>Partner responsible</b>	LOBA
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<b>Abstract</b>	This document describes the communication and dissemination activities conducted in the context of the AI4Media project, in WP11 “Communication, dissemination, exploitation and sustainability”, from M1 (September 2020) to M18 (February 2022).
<b>Keywords</b>	Dissemination, Communication, KPIs, Reach

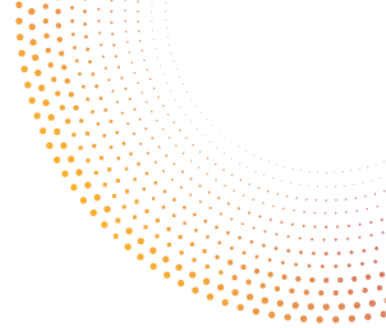
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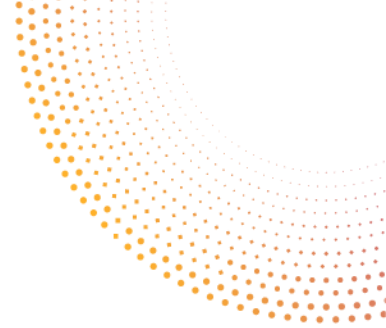
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## Revision History

VERSION	DATE	REVIEWER	MODIFICATIONS
1.0	15/02/2022	Alexandre Almeida	First revision
2.0	17/02/2022	Carmen Mac Williams	Internal review (Revision and proof reading)
3.0	17/02/2022	Filareti Tsalakanidou	Revision
4.0	22/02/2022	Henning Müller	Internal review (Revision, proof reading)
5.0	24/02/2022	Candela Bravo	Final revision

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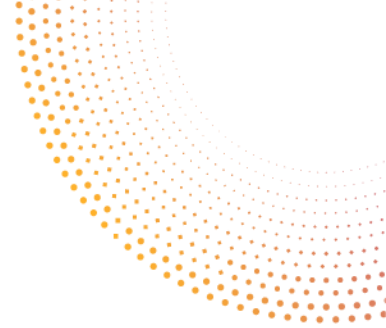




## Table of Abbreviations and Acronyms

<b>Abbreviation</b>	<b>Meaning</b>
<b>AI</b>	Artificial Intelligence
<b>AIDA</b>	International Artificial Intelligence Doctoral Academy
<b>DoA</b>	Description of Action
<b>KPI</b>	Key performance indicator
<b>URL</b>	Uniform Resource Locator
<b>WP</b>	Work Package

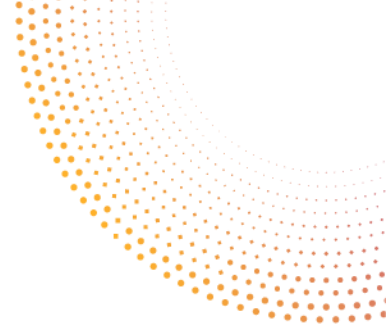




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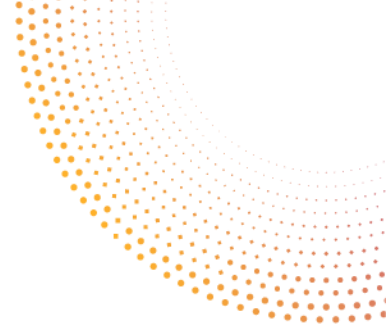
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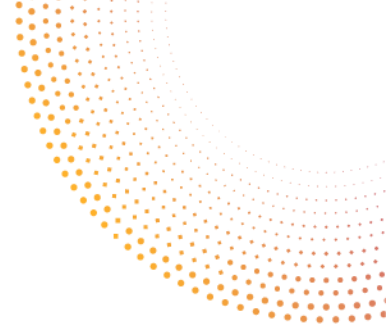




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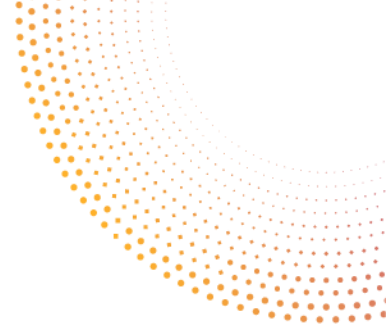
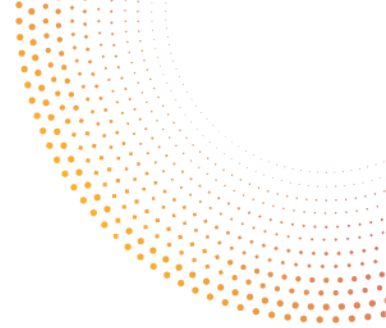


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## 1 Executive Summary

This document describes the communication and dissemination activities conducted in the context of the AI4Media project, in WP11 “*Communication, dissemination, exploitation and sustainability*”, from M1 (September 2020) to M18 (February 2022) of the project. The main objective of this document is to detail the main materials, channels and tools used and developed, as well as, the activities conducted throughout the above-mentioned period, by the AI4Media consortium.

During this period, the dissemination and communication of the project evolved from activities that focused on creating awareness about the project and building a community to disseminating project activities, events, and preliminary results, with the purpose of engaging the target groups to participate in or collaborate with AI4Media.

Among the dissemination and communication activities described in this document, we highlight the creation and consistent application of AI4Media’s identity in all channels, materials, and tools of the project. The materials developed in AI4Media aimed at supporting the partners in their formal and informal dissemination of the project, thus word and power point templates, folder, business cards, brochure, project presentation, poster, roll-up, have been made available for them.

The main channels used in AI4Media are the project website and the social media networks (Facebook, Twitter and LinkedIn). There has been a strategic use of both channels to ensure the highest reach (people that see our content) with significant conversion (people that are engaged with our content, i.e., participate in our events, read the information in our website, etc.).

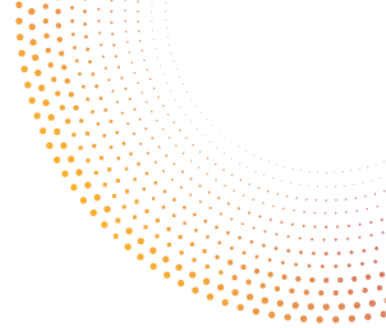
The website has had more than **41.090 page views** and **13.121 users** in this period, becoming a successful vehicle for communicating the project outcomes. News, events, project activities such as the mobility program, open calls, online surveys have been regularly updated in the website. The social media channels have in total **1.683 followers** with **808.439 reach**, meaning that the project has satisfactorily build a community creating already some recognition within the AI for Media ecosystem. The focus now is for this community to grow.

Other important mean for disseminating AI4Media’s research and contribution to the state-of the art have been through the partners’ active participation in or (co) organisation of **69 events** and the authoring of **90 scientific publications**, including conference papers, journals and open datasets, among other.

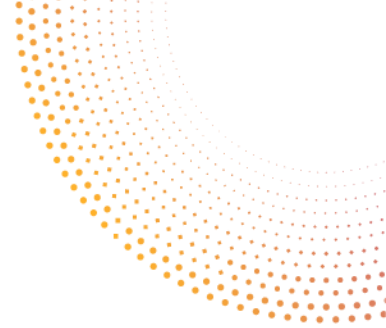
Additional ways to widely disseminate AI4Media have been through the distribution of project Newsletters to more than **200 recipients**, mass mailing to **877 contacts** and media coverage to more than **17.000 media outlets** through the distribution of 4 press releases.

Last but not least, the project has established a satisfactory collaboration with other projects and initiatives, in particular AI4EU and ICT-48 Networks, such as the creation of AIDA – AI Doctoral Academy, collaboration in conferences and workshops and joint activities, as well as a





mutual support on dissemination of project activities. This period has been only the start for these collaborations.



## 2 Introduction

Motivated by the challenges, risks and opportunities that the wide use of AI brings to the media, society and politics, AI4Media aspires to become a Centre of Excellence and a wide network of researchers across Europe and beyond, focused on delivering the next generation of core AI advances to serve the Media sector, while ensuring that the European values of ethical and trustworthy AI are embedded in future AI deployments.

This is AI4Media's mission that the dissemination and communication of the project aims to contribute to. The dissemination and communication of the project has been defined and implemented to respond to the needs of the project according to its progress. In this sense, we distinguish the following three main stages:

- 1<sup>st</sup> stage: establish the conditions for a successful dissemination (plan, identity, tools, channels);
- 2<sup>nd</sup> stage: maintain a continuous and steady dissemination – create and increase awareness;
- 3<sup>rd</sup> stage: intensify the dissemination towards the project's sustainability and exploitation.

This deliverable provides detailed information about the channels, materials and tools used to support an effective communication and dissemination of the AI4Media project in the period M1 (September 2020) to M18 (February 2022). Further updates of this document will be provided on M36 (D11.5 – Intermediate report on communication & dissemination activities) and on M48 (D11.7 – Final report on communication & dissemination activities).

The document also presents the impact of dissemination and communication activities conducted during the period, through the results and analytics in the different channels used, i.e., website statistics (i.e., Google analytics), Social networks analytics, Newsletter statistics, participation in events, and publications.

This deliverable is divided into 7 main sections:

**Section 3** “Branding” presents the identity of the project.

**Section 4** “Channels and tools” presents the different channels and tools used for disseminating and communicating project activities and outcomes, including the project website and the AIDA website, social media accounts, YouTube Channel, newsletter and media coverage.

**Section 5** “Events” describes the communication activities undertaken in AI4Media to support the promotion of the events where the project partners have been involved in, either as organisers, participants (i.e., speakers) or attendees.

**Section 6** “Scientific publications” presents AI4Media partners' publications, including conference papers, journals, books, open datasets.



**Section 7** “Liaison with other projects, networks and initiatives” describes the collaborations established with other project and initiatives.

**Section 8** “Communication performance against the evaluation criteria” provides a comparison between the key performance indicators defined in the Description of Action and the current status, in order to assess the overall performance of the dissemination and communication activities.

Finally, **section 9** “Conclusions” concludes the deliverable.

In addition, the deliverable includes 5 Annexes:

**Annex 1** – Paid campaigns in social media (Twitter and Facebook), provides a list of AI4Media’s paid campaigns in social media in the period M1-M18.

**Annex 2** – Press clipping, provides a list of the press releases sent by AI4Media to members of the press in the period M1-M18.

**Annex 3** – Samples of cover images for events, provides some examples of cover images or banners, designed specifically for events that AI4Media partners (co)organised in the period M1-M18.

**Annex 4** – Samples of agendas for events, provides some examples of online agendas, designed specifically for events that AI4Media partners (co)organised in the period M1-M18.

**Annex 5** – Full list of scientific publications, provides a complete list of publications authored by AI4Media partners.

## 3 Branding

### 3.1 Project's identity

The identity of the project was developed in early stages of the project (M1) as described in detail in Deliverable D11.1 *“Initial dissemination and communication plan, project’s identity and website”*. During this time the identity has been consistently used in all the communication channels, materials, and actions carried out for creating awareness about the project and communicating its activities and results.

The AI4Media identity, which comprises not only the logo but also the font type, the colours, and language, is present in the website, social media networks (i.e., Twitter, Facebook, LinkedIn), stationery (i.e., templates, folders, etc.), communication kit (i.e., brochure, poster, roll-up, pop-up booth, project presentation), images and cards used for publications in social media, promotional video, materials used to promote AI4Media’s events or AI4Media participation in events (i.e., cover banners, agendas among other).



Figure 1: AI4Media Logo with and without claim

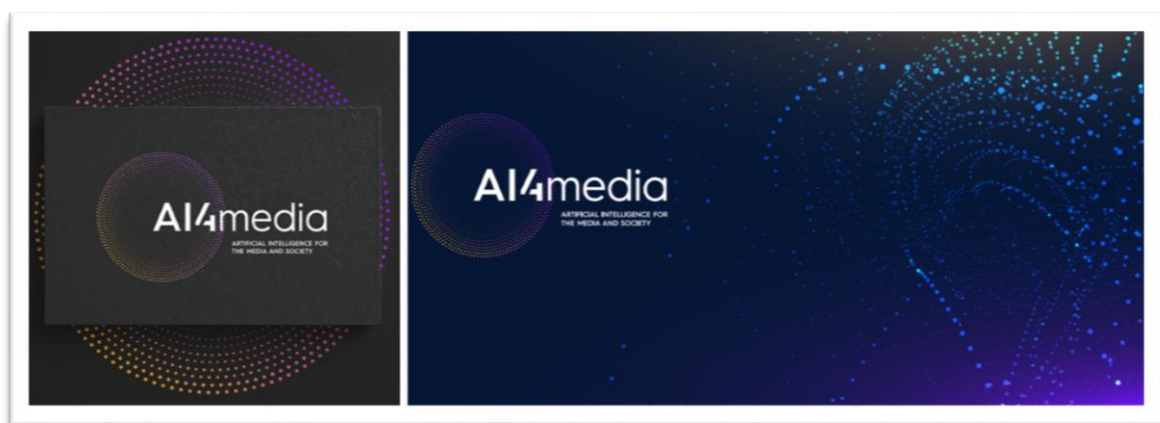
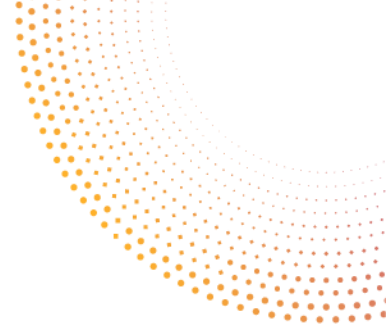


Figure 2: Examples of application of AI4Media's identity

The consistent use of the AI4Media identity eases the recognition of the project among the target groups allowing the project to gain a space within the AI ecosystem.



### 3.2 Communication toolkit

The communication toolkit developed for the AI4Media project comprises the materials that aid the consortium in their formal and informal communication activities, such as reporting and participation in meetings and events, while ensuring a promotion of the brand identity making it memorable.

This kit is composed by the project's stationery and promotional support materials, as explained below.

#### 3.2.1 Project's stationery

The stationery produced for the project includes materials to support the communication and reporting of the project, namely:

- **Word and power point templates** used for reporting purposes and for presentations at meetings or events, respectively.
- **Supporting materials** for participating in events such as folders, letterhead paper, business cards; and an email signature for the identification of the project in communications.



Figure 3: AI4Media's deliverable template



Folder



Letterhead paper



Business cards

Figure 4: AI4Media's stationery

#### 3.2.2 Promotional support materials

The promotional support materials produced during the period (M1-M18) have been produced for the promotion of the project during the participation in or organisation of events and meetings with relevant stakeholders.



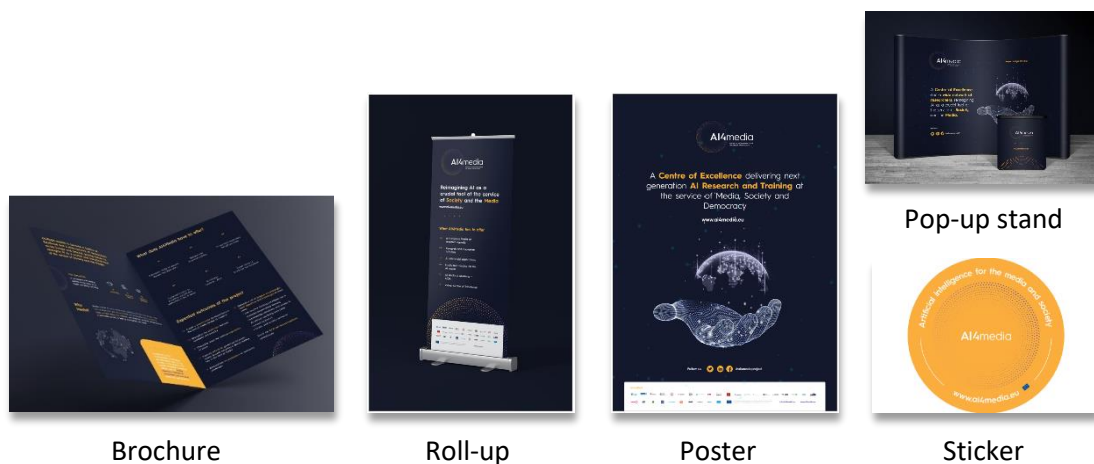
These materials include:

- **Brochure** with information about the objectives, activities and expected results of the project;
- **Power point presentation** of the project for partners to use when participating in events; and
- **Poster, roll-up, sticker and pop-up stand** to increase the project's visibility in events.

Due to the pandemic restrictions where the physical events were significantly reduced, the project had put the production of promotional materials and merchandising, and the distribution to partners on hold. Instead, the project adapted to the situation by developing digital versions of the promotional materials that could be used by partners, (i.e., using materials in online meetings or events, distributing project's information by email, etc.), in order to overcome or minimise the lack of physical promotion.

In this context, the project developed an online version of the brochure, a power point presentation of the project, an infographic for the project's methodology in a nutshell and project backgrounds for video conferences.

All partners have been encouraged to use the communication and promotional materials in their dissemination activities, in order to increase the project awareness and the effectiveness of dissemination actions.



*Figure 5: AI4Media's promotional material*

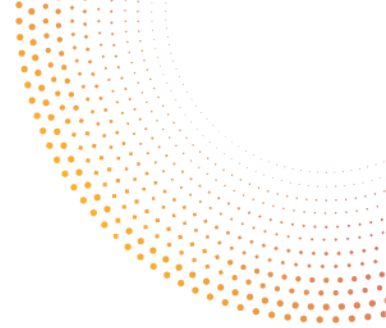
In addition to this, LOBA, the leader of WP11, also supported the communication and dissemination of AIDA – AI Doctoral Academy through developing visual identity, other materials such as power point template, banners for social media, and their involvement in the AIDA dissemination committee.





Figure 6: AIDA logo, PPT template and social media banner





## 4 Channels and tools

### 4.1 AI4Media Website

The activities related to the website design and development are reported under Deliverable D11.1 “*Initial dissemination and communication plan, identity and website*”, which describes the process of its creation and development. We hereby report on the contents produced, updates and the performance of the website.

Since the official launch of the website in M4 (December 2020), the content has been continuously updated with news about the progress of the project and relevant events where AI4Media is involved in. This activity includes encouraging partners to provide relevant content for the website as instructed in the dissemination and communication plan (Deliverable D11.1).

In addition, new web pages have been created going in line with the progress of the project and responding to the communication needs of the project’s activities.

Content-wise the website currently has a total of [19 news articles](#) (Figure 7 and Figure 8) and [29 events articles](#) (Figure 9 and Figure 10).

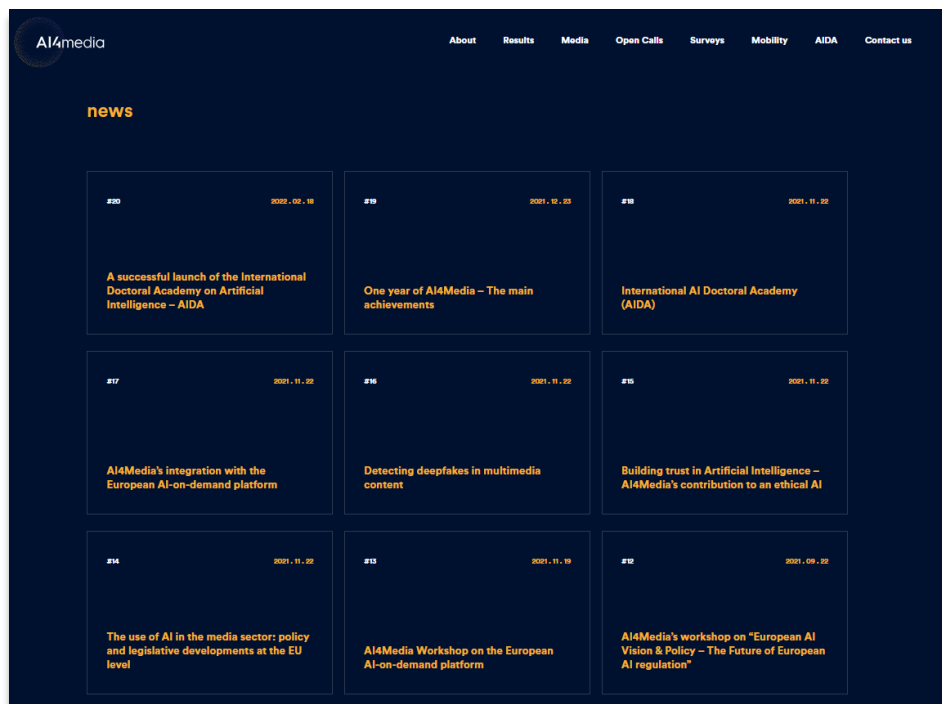


Figure 7: Screenshot of the news section in AI4Media website



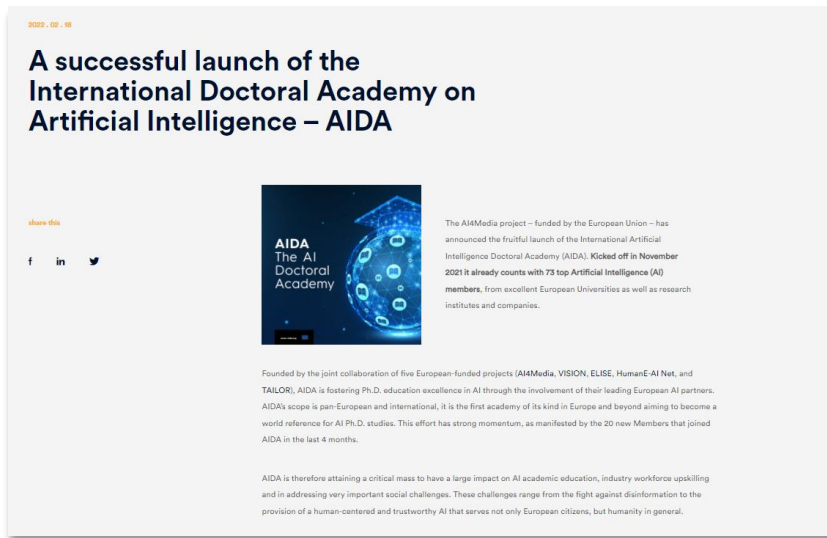
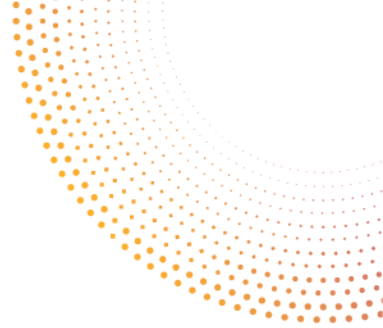


Figure 8: Screenshot of the detail web page of a news article

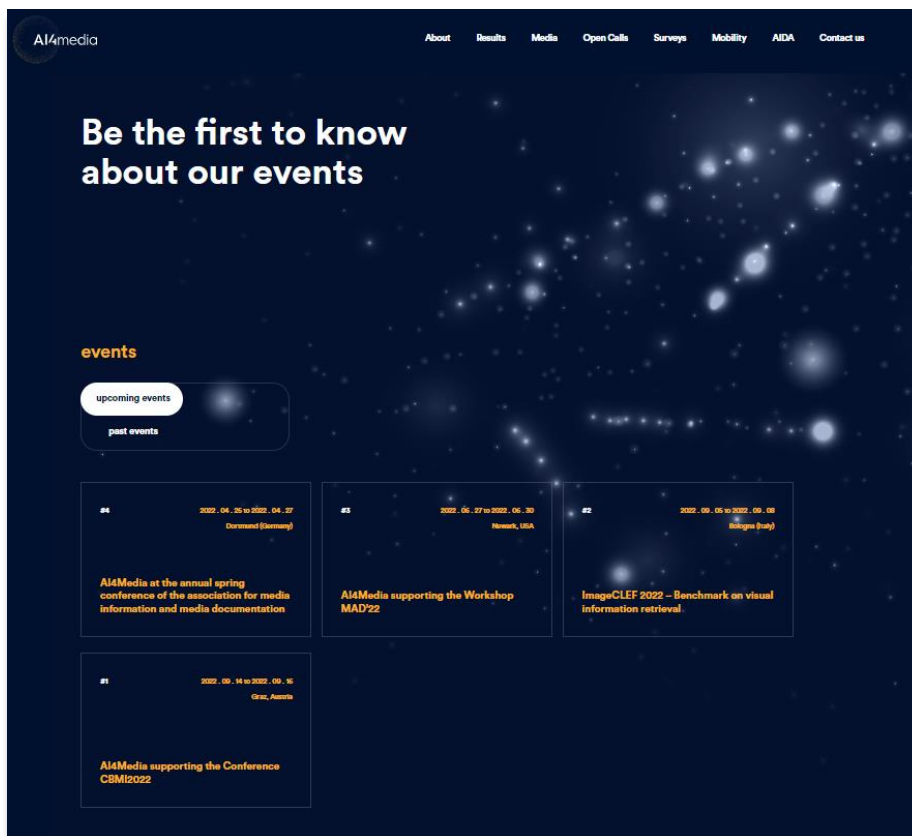


Figure 9: Screenshot of the events section in AI4Media website



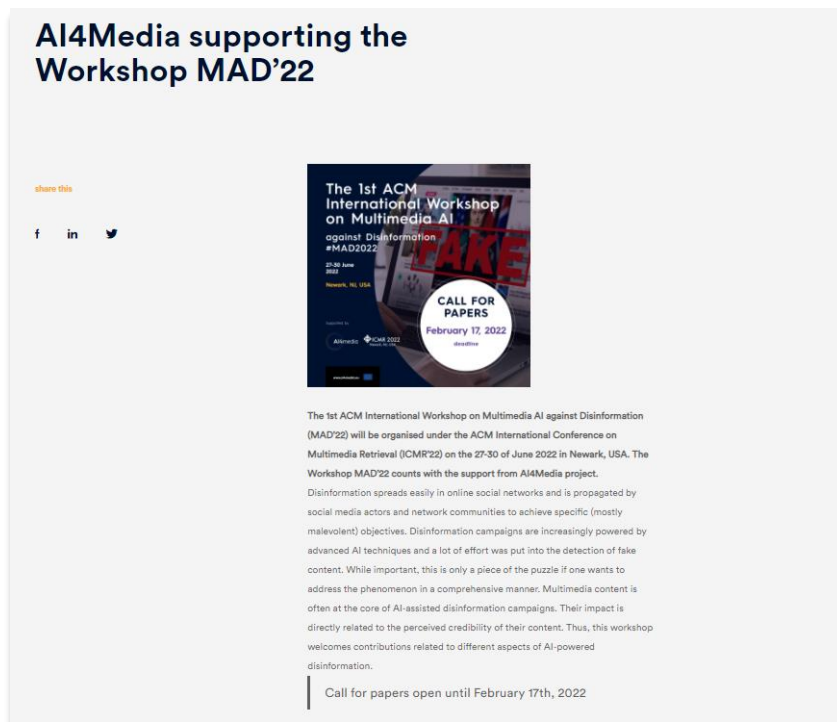
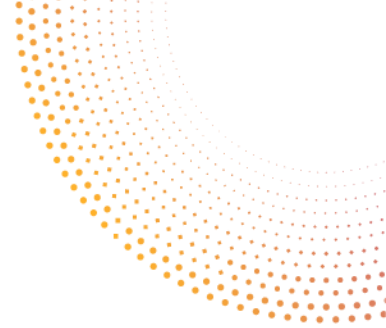


Figure 10: Screenshot of the detail web page of an event article

As for the new pages created to meet the needs for communicating certain project activities, the following new pages were developed:

- **Mobility:** this new area of the website is composed by two sub-pages; one is dedicated to providing information about AI4Media's "[Junior Fellows Exchange Program](#)", (Figure 11) including the rules for participation and how to apply for a secondment, and the second sub-page, the "[mobility matchmaking](#)", (Figure 12) shows the profiles of both host institutions and sender institutions that are interested in participating in a research exchange in the context of the AI4Media Junior Fellows Exchange Program.

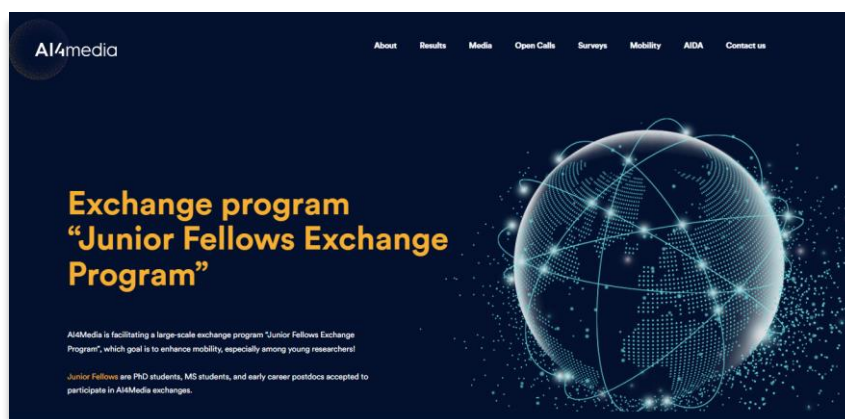


Figure 11: Screenshot of the mobility web page – Information and rules for the Junior Fellows Exchange Program



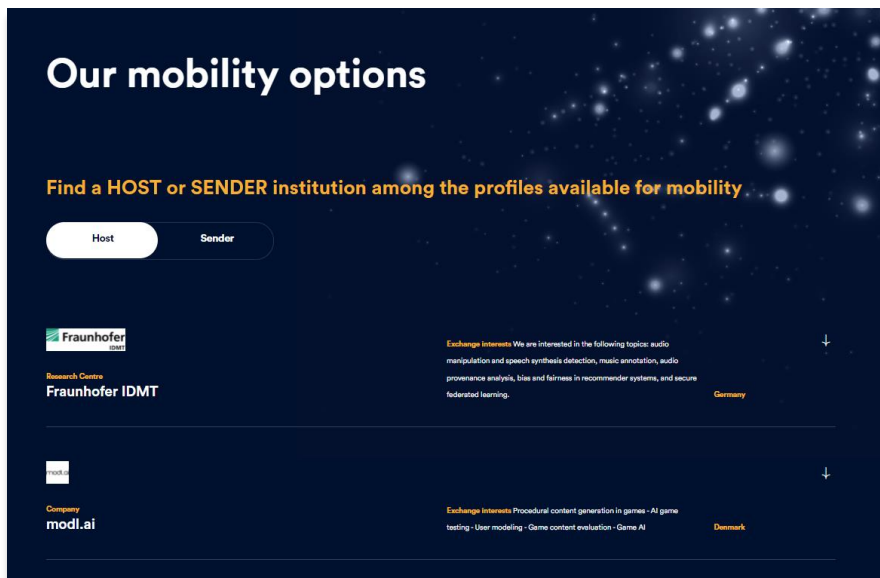
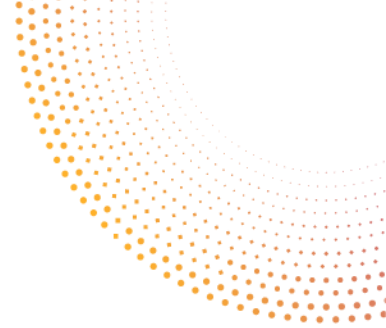


Figure 12: Screenshot of the mobility web page - Host and Sender profiles for Matchmaking

- **Open calls:** This area of the website was developed to provide information about the 1<sup>st</sup> Open Call launched by AI4Media from September 1<sup>st</sup>, 2021 to December 1<sup>st</sup>, 2021. This area is also composed by two sub-pages: the “[Open Call 1](#)” (Figure 13) provides information about Open Call applications and access to the necessary documentation and the other page, “[Evaluators](#)”, (Figure 14) refers to the call for external evaluators to support the project in the evaluation of submitted applications.

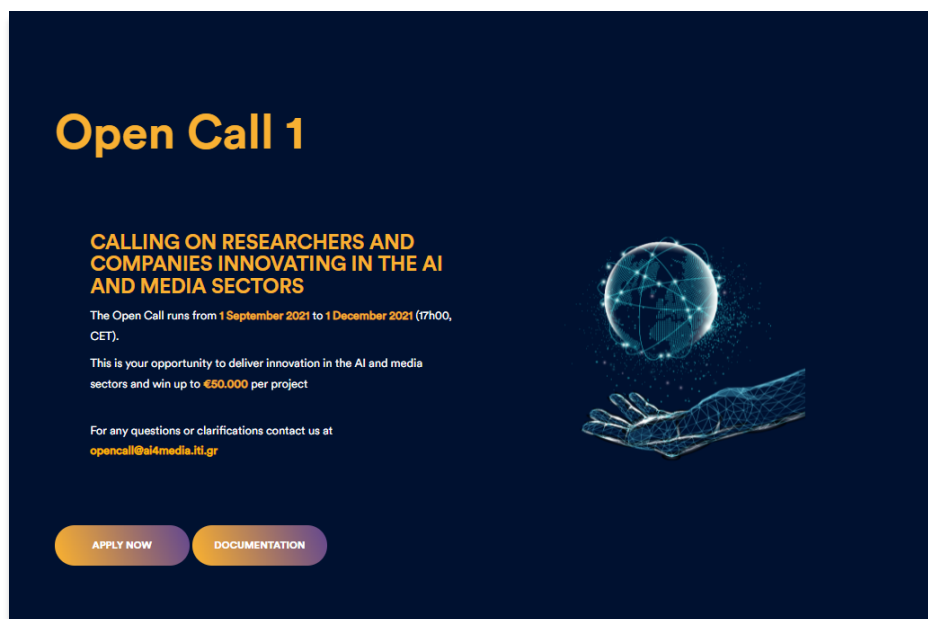


Figure 13: Screenshot of the open Call 1 web page - Information and instructions for participation



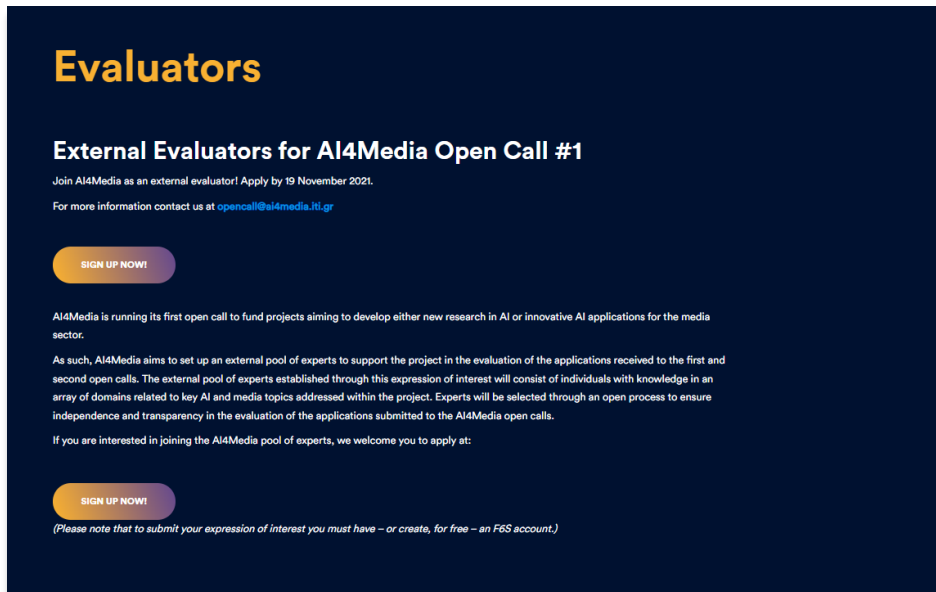
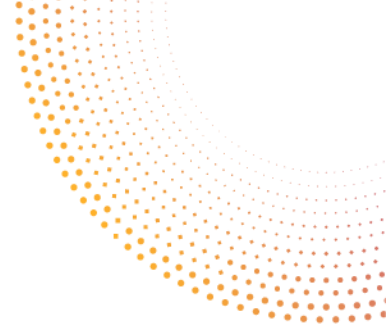


Figure 14: Screenshot of the web page of the external evaluator for the Open Call 1

- **Surveys:** The page “[1<sup>st</sup> Survey 2021](#)” was developed to provide information and access to the 1<sup>st</sup> AI4Media Online Survey on AI technologies and applications for the Media sector.



Figure 15: Screenshot of the 1st online survey web page



- **AI-Cafés:** Due to the completion of the AI4EU project in December 2021, AI4Media took over the continuation of one of the successful activities of AI4EU, the AI4EU Cafés, managed by Grassroots (former AI4EU partner and current AI4Media partner). Renamed to AI-Cafés, a dedicated space to present and promote the [AI-Cafés](#) was created in the website (Figure 16 and Figure 17).

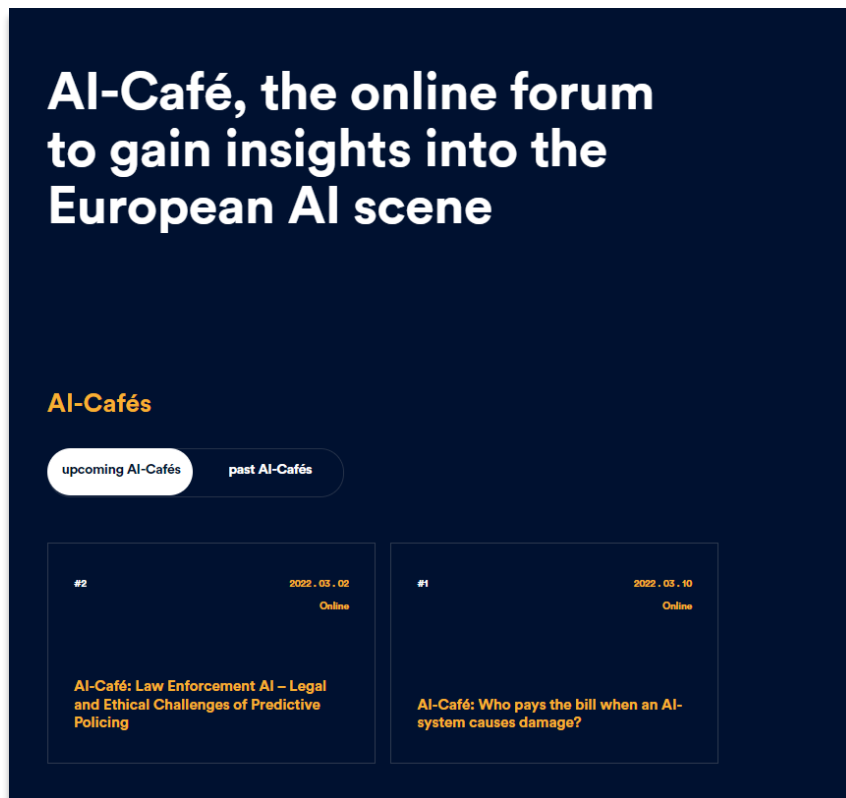
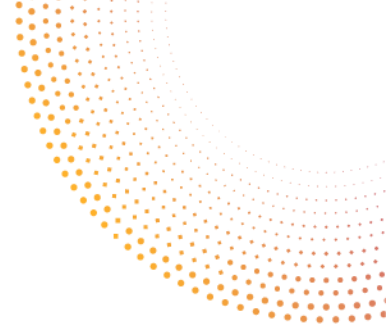
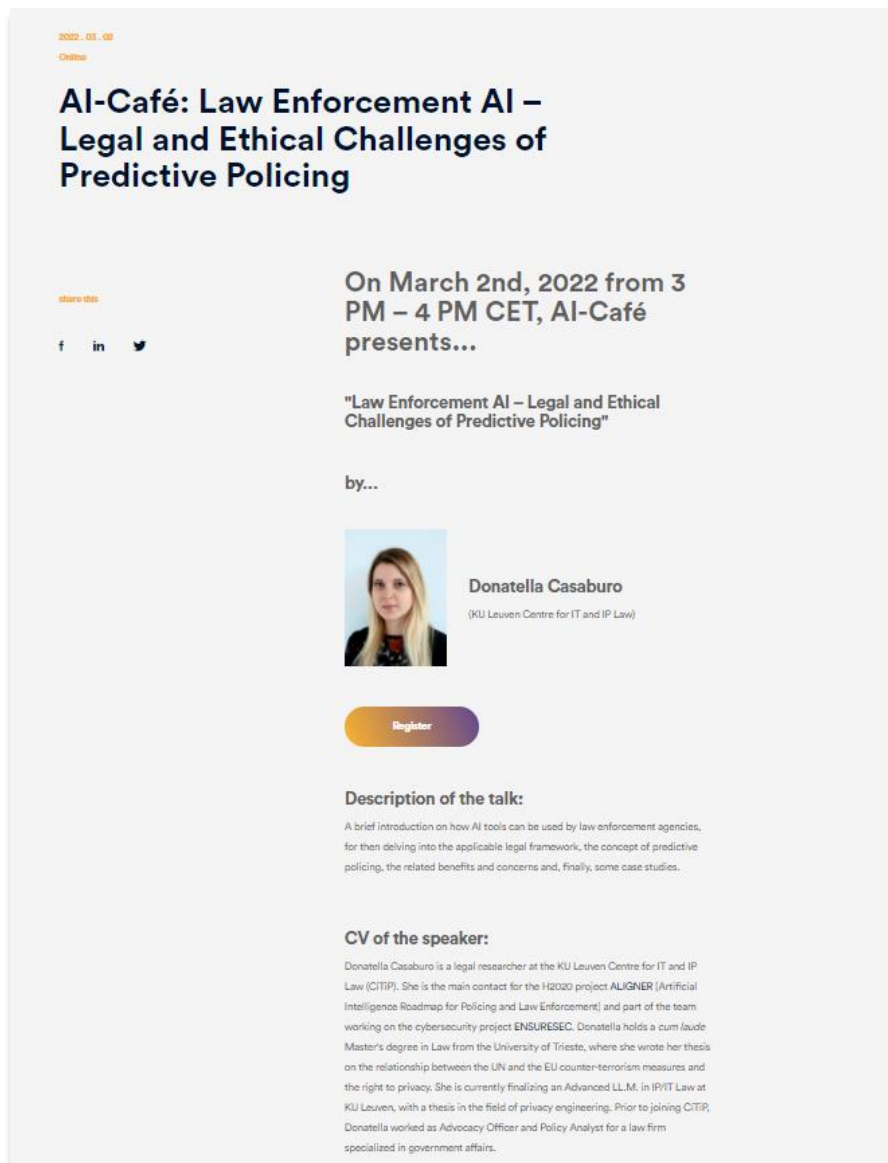


Figure 16: Screenshot of the AI-Café web page

2022 - 03 - 02  
Online

## AI-Café: Law Enforcement AI – Legal and Ethical Challenges of Predictive Policing


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On March 2nd, 2022 from 3 PM – 4 PM CET, AI-Café presents...

"Law Enforcement AI – Legal and Ethical Challenges of Predictive Policing"

by...



**Donatella Casaburo**  
(KU Leuven Centre for IT and IP Law)

Register

**Description of the talk:**  
A brief introduction on how AI tools can be used by law enforcement agencies, for then delving into the applicable legal framework, the concept of predictive policing, the related benefits and concerns and, finally, some case studies.

**CV of the speaker:**  
Donatella Casaburo is a legal researcher at the KU Leuven Centre for IT and IP Law (CITIP). She is the main contact for the H2020 project ALIGNER (Artificial Intelligence Roadmap for Policing and Law Enforcement) and part of the team working on the cybersecurity project ENSURESEC. Donatella holds a cum laude Master's degree in Law from the University of Trieste, where she wrote her thesis on the relationship between the UN and the EU counter-terrorism measures and the right to privacy. She is currently finalizing an Advanced LL.M. in IP/IT Law at KU Leuven, with a thesis in the field of privacy engineering. Prior to joining CITIP, Donatella worked as Advocacy Officer and Policy Analyst for a law firm specialized in government affairs.

Figure 17: Screenshot of the detail web page of an AI-Café article

#### 4.1.1 Website performance

For the first few months, the website had basic information about the project. But with time and consistent with the progress in the activities of the project, the website grew in complexity and information. In every communication action of the project such as social media activity, press releases, mass mailing, newsletter, etc., it was ensured to direct traffic to the website.

Website statistics for the period December 31<sup>st</sup> 2020 to January 31<sup>st</sup>, 2022 are provided in the following, including website analytics, top countries of visitors, top acquisition channels, top web pages.





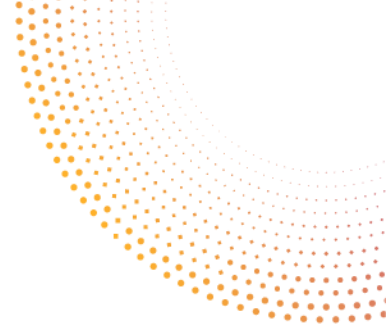


Table 1: Website's analytics

KPIs	Statistics
Number of users	13.121
Number of new users	12.788
Sessions	23.147
Page views	41.090
Average session duration	1m15s
File download	2.209
Total interactions with the website	123.974

**Top 10 countries where visitors come from:**

1. Italy – 1.556 users
2. United States – 1.492 users
3. Greece – 1.093 users
4. Spain – 880 users
5. Germany – 800 users
6. France – 798 users
7. Portugal – 667 users
8. United Kingdom – 564 users
9. Netherlands – 563 users
10. Romania – 528 users

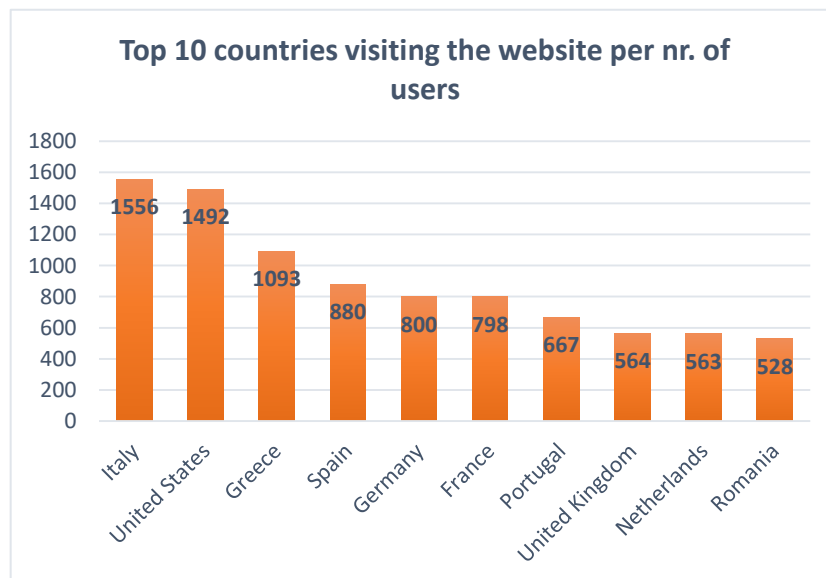
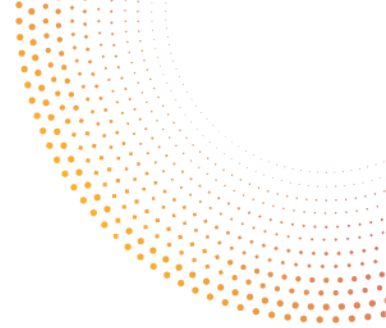


Figure 18: Top 10 countries visiting the website per nr. of users



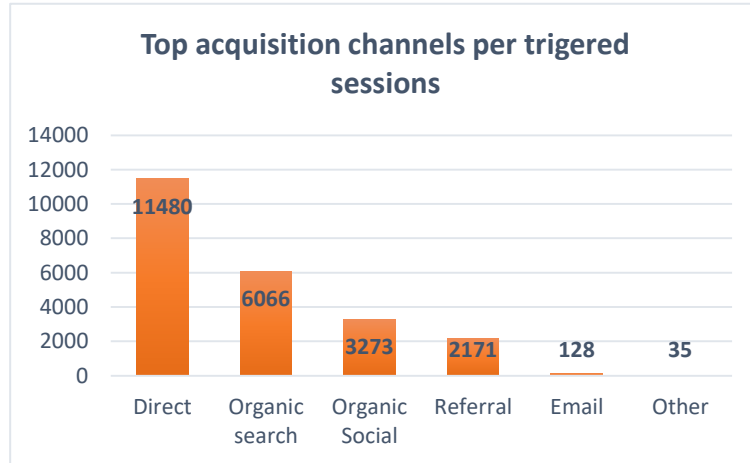


**Top acquisition channels:**

Acquisition analytics show data about how users arrive on your website. The traffic sources can be i) Direct: any traffic where the referrer or source is unknown, ii) Organic search: traffic from search engine results that is the result of paid advertising, iii) Organic social: Traffic from a social network, such as Facebook, LinkedIn, Twitter, iv) Referral: traffic that occurs when a user finds the website through a site other than a major search engine, v) Email: Traffic from email marketing that has been properly tagged with an email parameter, vi) Other: If traffic does not fit into another source or has been tagged as “Other” via a URL parameter, it will be bucketed into “Other” traffic.

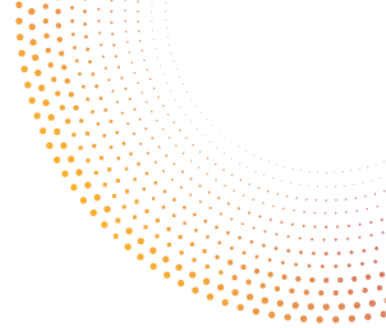
*Table 2: Top acquisition channels in AI4Media*

Channel	Triggered sessions	Engagement rate
Direct	11.480	46,77%
Organic search	6.066	62,4%
Organic Social	3.273	43,45%
Referral	2,171	64,04%
Email	128	53,91%
Other	35	5,71%



*Figure 19: Top acquisition channels per triggered sessions*





**Most visited pages:**

*Table 3: Website top-5 most visited pages*

Website Page	Statistics
Open call 1	21.6 %
Project overview	12.8 %
Junior fellows exchange program	3.4 %
AI Doctoral Academy	3.0 %
Use cases	2.9 %

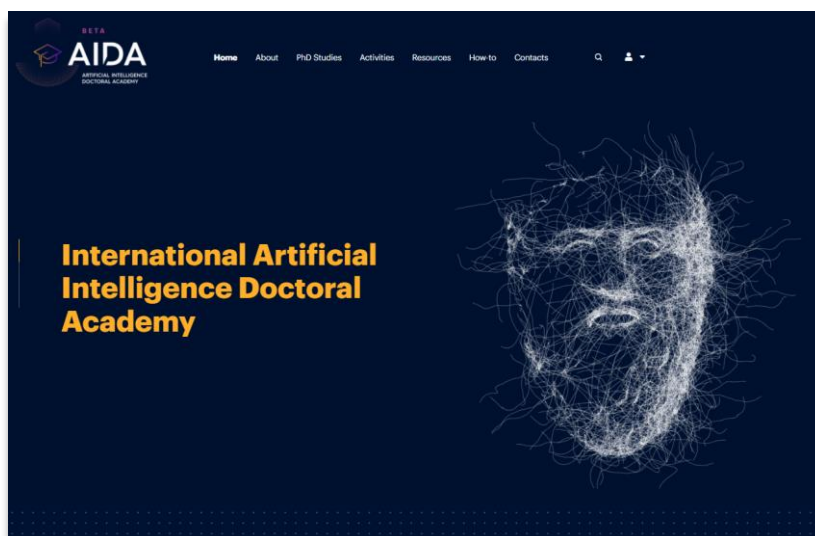
**4.2 AIDA website**

AIDA – AI Doctoral Academy is fostering PhD education excellence in AI through the involvement of their leading European AI partners. AIDA’s scope is pan-European and international, it is the first academy of its kind in Europe and beyond aiming to become world reference for AI PhD studies. Kicked off in November 2021, it already counts with 73 top Artificial Intelligence (AI) members, from excellent European Universities as well as research institutes and companies.

As AI4Media has initiated the idea of AIDA and is one of its founding members, LOBA as the partner responsible for AI4Media’s communication activities and website, offered support to aesthetically improve the AIDA website (originally developed by WP9 Leader AUTH), to be consistent with AI4Media’s identity.

In addition to the aesthetical changes, additional requirements and functionalities were requested for a platform that should allow external users (AIDA lecturers and students) to add courses, track and mark students, allow enrolling, etc.

AIDA URL: <https://www.i-aida.org/>



*Figure 20: Screenshot of AIDA website homepage*





Figure 21: Screenshot of AIDA short courses page

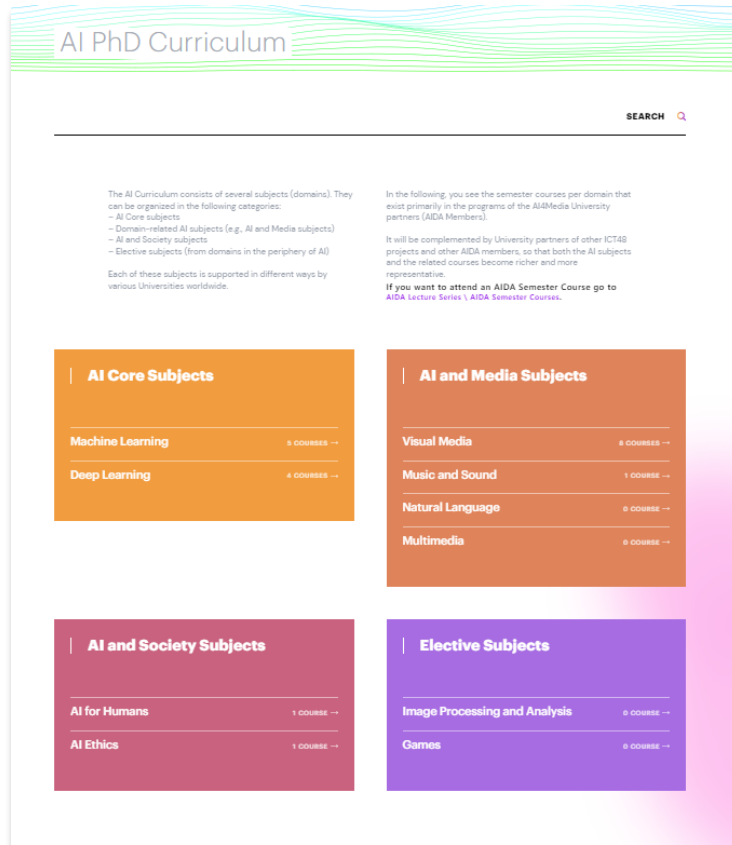
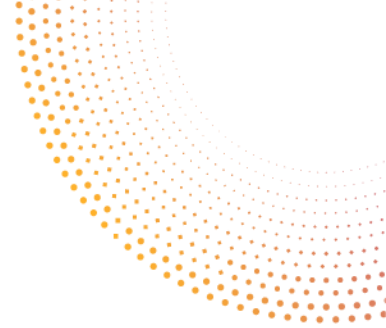


Figure 22: Screenshot of AIDA AI PhD Curriculum page





### 4.3 Social Media

The official social networks of AI4Media were launched in Month 1 (September 2020) on [Facebook](#) and [LinkedIn](#), except [Twitter](#) that was created by CERTH-ITI on March 2020. A YouTube channel has been established as well. The creation of social media channels entailed:

- Define an appropriate handle @ai4mediaproject and hashtag for the project
- Design and upload of the cover and profile images
- Design of frame templates to include pictures on publications
- Design of frame templates for heading posts (“Use cases”, “Become an Associate member”, “Newsletter”, “Paper of the week”, etc.)
- Design of frame templates for posts related to AI4Media events
- Research relevant content for our audiences, both from internal sources (within the project) and external (sources outside the project) and develop the posts.

Each month, a social media plan is designed with the weekly publications for each social media channel. At least 2 publications are created per week in each channel, which entails creating images and contents for each publication. Additional posts are also added to the social media plan whenever there is a new information (event, activities, announcements) about the project that should be communicated to our followers. At the same time, a lot of attention is given to the engagement and reach on social media channels, continuously retweeting/sharing and interacting with other accounts, especially from EC channels and other relevant AI/media projects and initiatives (e.g. AI4EU, VISION CSA, etc.).

The focus of the content published in social media has evolved in line with the progress of the project, going from creating awareness about what AI4Media is and what the project has to offer to communicating specific activities, events and results. Thus, the social media has focused on the following communication objectives:

- To inform about AI4Media, our objectives and main activities
- To inform about information related with AI for Media
- To inform about events that AI4Media is involved in
- To support the communication of activities and events from other ICT-48 projects and other partners
- To engage our audience towards specific activities with dedicated campaigns (Junior Fellows Exchange Program, Open calls, online survey, etc.)
- To disseminate our Newsletters and encourage subscribing to the project’s mailing list.

Some examples of posts can be seen below:



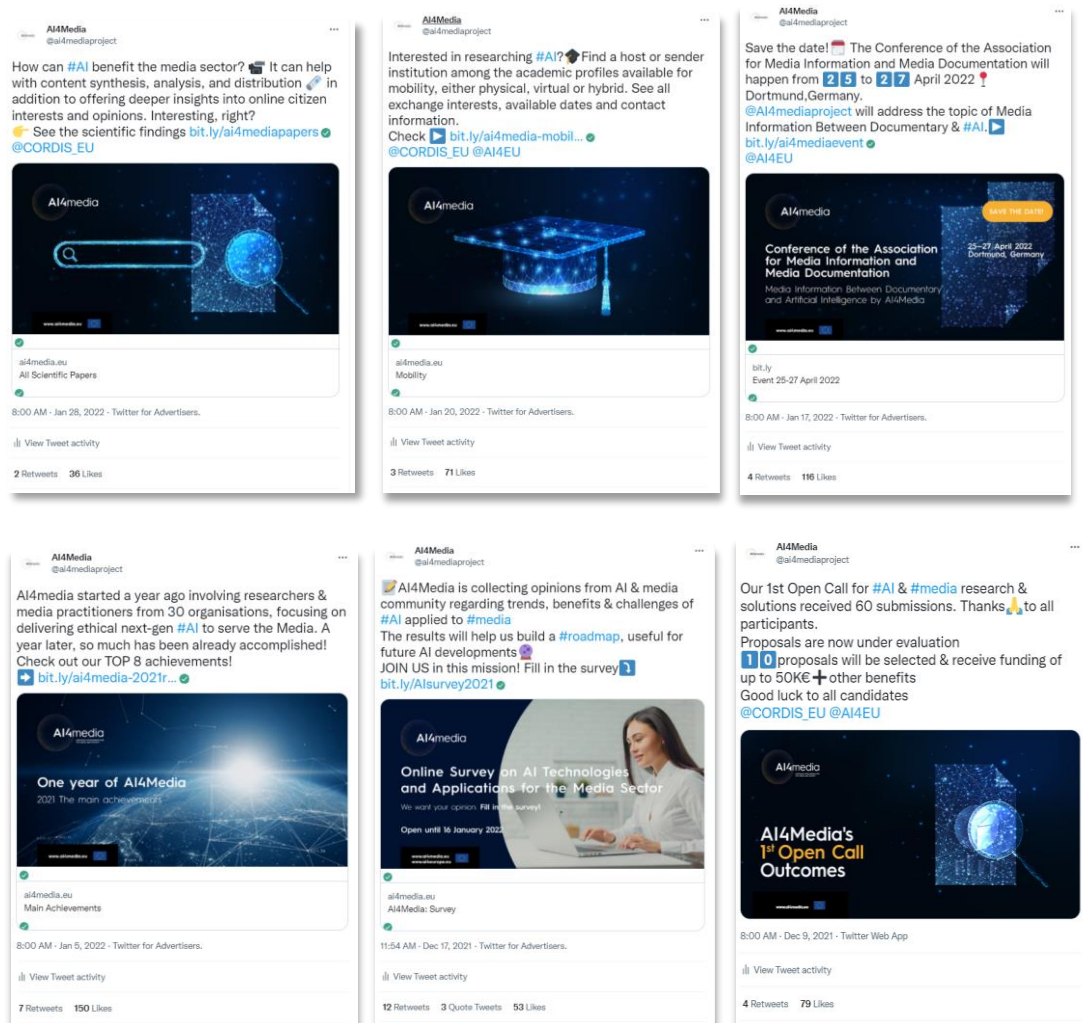


Figure 23: Sample of posts in AI4Media's Twitter

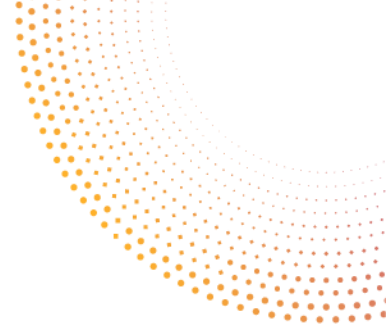
### 4.3.1 Paid Campaigns

Social media campaigns are extremely important to successfully and widely reach the targeted audience. With this in mind, several paid campaigns have been implemented during this period (36 in Twitter and 32 in Facebook), namely:

- Followers campaign on Twitter, LinkedIn and Facebook to boost the followers of these channels.
- Promotional campaigns of certain posts related to project's results and activities/events to increase their visibility and the traffic to the website.

Some of these campaigns and their outcomes are listed in Annex 1 – Paid campaigns in social media (Twitter and Facebook).





### 4.3.2 Social media performance

The analytics of AI4Media social media in Twitter, Facebook and LinkedIn show a constant increase of the followers, and the number in reach and impressions means that the information shared in our social media channels is reaching a significant number of people. Thus, the campaigning actions and results described in the previous sections are also reflected in these analytics. However, our goal is not having just statistics, but ensure that the people behind those statistics, which engage with our content, and take action such as visiting our website, registering in our events, participating in our activities, or just sharing our content.

Since the creation of the social media networks, AI4Media has published 288 posts in Twitter, 217 posts in Facebook and 215 posts in LinkedIn, and an average of 15 posts per month.

#### **Analytics:**

*Table 4: Social media networks analytics*

	Twitter	Facebook	LinkedIn
Followers	690	661	332
Likes	5.769	632	559
Shares	872	157	180
Reach	616.657	172.377	19.405
Engagement	70.267	32.888	742
Impressions	1.852.526	NA	22 494
Clicks to website	3.276	1.053	1.029

### 4.4 YouTube channel

The [AI4Media YouTube channel](#) was created on Month 1 (September 2020) and has been used mainly as a repository to host the videos promoting the project and the recordings of AI4Media online workshops.



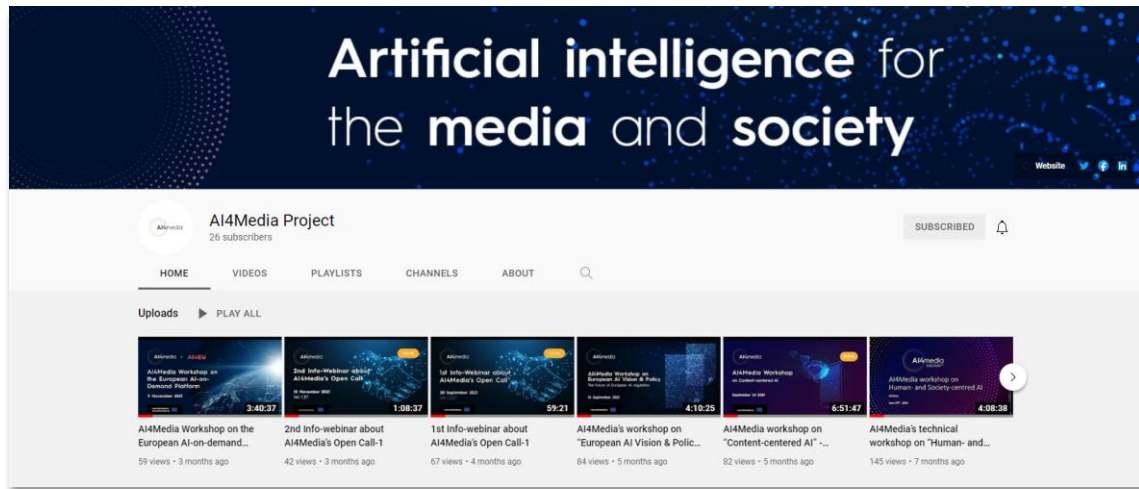
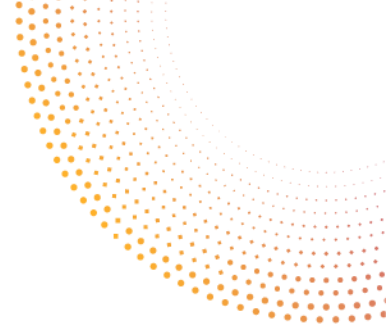


Figure 24: Screenshot of AI4Media's YouTube channel

The AI4Media YouTube channel currently has 26 subscribers, 9 videos, and a total of 973 views.

Table 5: Videos uploaded in AI4Media's YouTube channel

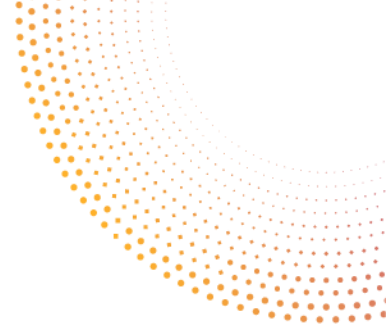
Videos	Type	Views
<a href="#">AI4Media – European Centre of Excellence of next-gen AI for Media, Society and Democracy</a>	Promo video	319
<a href="#">AI4Media Workshop on GANs for Media Content Generation</a>	Workshop recording	147
<a href="#">“New learning paradigms &amp; distributed AI” – AI4Media Technical Workshop</a>	Workshop recording	44
<a href="#">AI4Media’s technical workshop on “Human- and Society centred AI”</a>	Workshop recording	143
<a href="#">AI4Media workshop on “Content-centered AI”</a>	Workshop recording	80
<a href="#">AI4Media’s workshop on “European AI Vision &amp; Policy – The future of European AI regulation”</a>	Workshop recording	80
<a href="#">1<sup>st</sup> info-webinar about AI4Media’s Open Call-1</a>	Workshop recording	65
<a href="#">2<sup>nd</sup> info-webinar about AI4Media’s Open Call-2</a>	Workshop recording	40
<a href="#">AI4Media Workshop on the European AI-on-demand platform</a>	Workshop recording	55
<b>TOTAL</b>		<b>973</b>

#### 4.4.1 Videos

**AI4Media’s promotional video** developed in Month 7 (March 2021), uses a modern and appealing visual that combines the technological and the human to introduce the viewers what







AI4Media is. This video is available to the consortium, with and without subtitles, and can be showed in events. It is available in this [link](#).

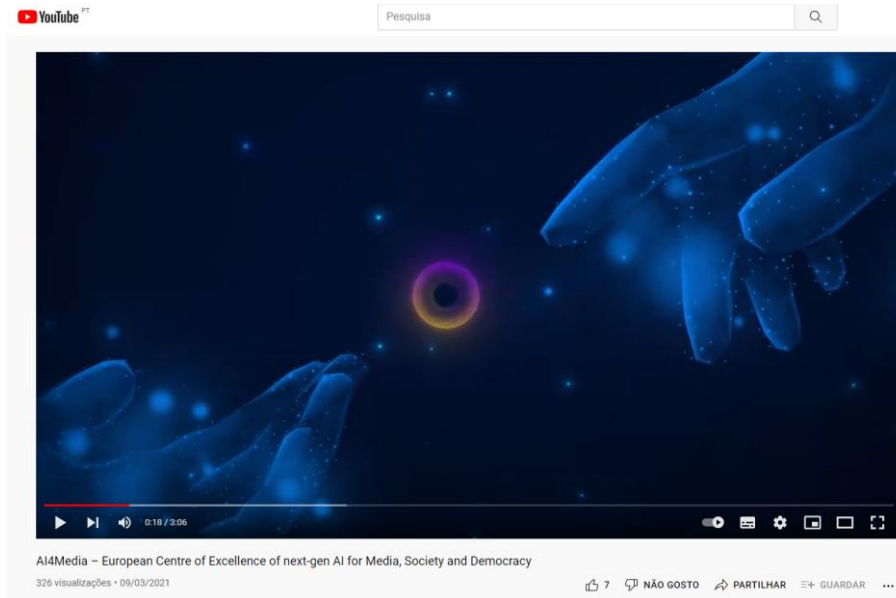


Figure 25: Screenshot of AI4Media's promotional video

**Recordings of AI4Media online workshops** have been edited before being uploaded to the channel, which entails removing sections with technical issues, breaks, adding a first frame with AI4Media's intro and music, and adding a last frame with AI4Media's consortium, URL, email, etc. All the recordings available in our YouTube channel include "chapters" which ease the search for a specific session or presentation.

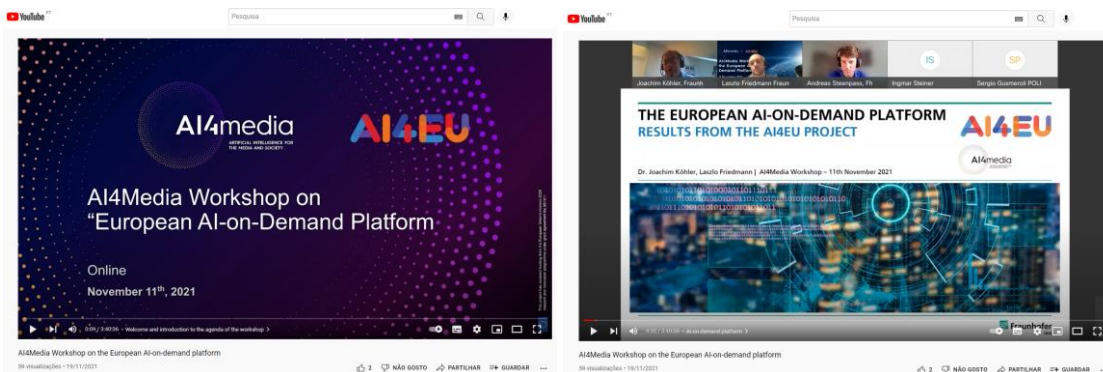


Figure 26: Screenshot of a recording of a AI4Media workshop

#### 4.5 Newsletters and Mass mailing

During this period (from Month 1 to Month 18) two newsletters were produced, distributed to the project's mailing lists and promoted in AI4Media's channels. After the promotion of the Newsletter, each article is also promoted individually in social media.



#### 4.5.1 Newsletter issue 1 – May 2021

The first newsletter was launched in May 2021 and can be accessed [HERE](#). The main objective of this newsletter was to inform about the project, its main objectives, activities, and the upcoming and past events. Thus, the newsletter comprised the following articles:

- Welcome to AI4Media by Project Coordinator: Yiannis Kompatsiaris (CERTH-ITI)
- The AI4Media methodology towards European AI excellence
- Why is AI4Media important at technological, societal, political level?
- Going beyond theory – AI real-world application in seven use cases
- Fostering AI excellence in Europe – AIDA, the International AI Doctoral Academy
- AI4Media’s research available in scientific publications
- Get your AI-driven project funded via AI4Media – Open Call #1
- Become AI4Media’s Associate Member
- Upcoming events:
  - Metadata Developer Network 2021 (25-27 May 2021 | Online)
  - Video Browser Showdown – VBS2021 (22 June 2021 | Online)
  - CBMI 2021 – Content Based Multimedia Indexing Conference (28-30 June 2021 | Online)
  - CLEF 2021 – Conference and Labs of the Evaluation Forum (21-24 Sept 2021 | Online)
  - 2<sup>nd</sup> International Workshop on Video Retrieval Methods and their limits (11-12 October 2021 | Online)
- In case you’ve missed it:
  - AI4Media workshop on “New Learning Paradigms & Distributed AI” (4 May 2021 | Online)
  - Towards a Global Taxonomy of Interpretable AI (29 April 2021 | Online)
  - Building Interpretable AI for Digital Pathology (27 April 2021 | Online)
  - AI4Media’s presence at “European Vision for AI 2021” (22 April 2021 | Online)
  - AI4Media endorsed the Code-against-hate hackathon 2021 (19-21 March 2021 | Online)
  - AI4Media on “Predicting Media Memorability” at MediaEval 2021 (11,14-15 December 2020 | Online)
  - AI4Media Workshop on GANs for Media Content Generation (1 October 2020 | Online)



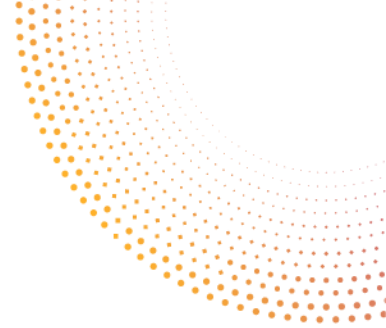


Figure 27: Screenshot of AI4Media Newsletter #1

#### 4.5.2 Newsletter issue 2 – November 2021

The second newsletter was launched in November 2021 and can be accessed [HERE](#). The main objective of this newsletter was to inform about the main achievements/progress of the project during its first year, inform about the research papers and open datasets, and the upcoming and past events. Thus, the newsletter comprised the following articles:

- One year of AI4Media – Main achievements (Authors: Ioannis Kompatsiaris and Filareti Tsalakanidou – CERTH-ITI)
- The use of AI in the media sector: policy and legislative development at the EU level (Author: Lidia Dutkiewicz – CiTiP/KU Leuven)
- Building trust in the Artificial Intelligence – AI4Media’s contribution to an ethical AI (Authors: Killian Levacher – IBM Research Europe)
- Detecting deepfakes in multimedia content (Authors: Roberto Caldelli – MICC; Fabrizio Falchi – CNR; Adrian Popescu – CEA)
- AI4Media’s integration with the European AI-on-demand platform (Authors: Fraunhofer IAIS)
- International AI Doctoral Academy (AIDA) (Authors: Prof. Ioannis Pitas – AUTH)
- AI4Media’s research publications
- Check out AI4Media’s Open Datasets
- A competitive first open call to bring innovation to the AI4Media ecosystem
- Become an Associate Member of AI4Media

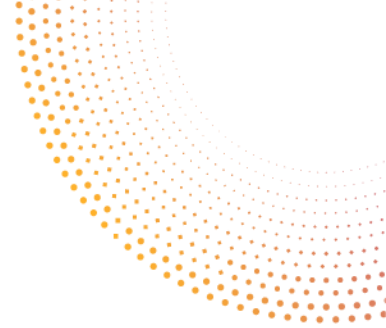


- Upcoming events:
  - Annual spring conference of the association for media information and media documentation (25-27 April 2022 | Dortmund)
  - ImageCLEF2022 benchmark on visual information retrieval (5-8 September 2022 | Bologna)
- In case you've missed it:
  - AI4Media Workshop on the European AI-on-Demand Platform (11 November 2021 | Online)
  - 2<sup>nd</sup> Webinar on AI4Media's Open Call #1 (10 November 2021 | Online)
  - AI Mellontology (futurology) e-Symposium (15 September 2021 | Online)
  - AI4Media Workshop on European AI Vision & Policy (14 September 2021 | Online)
  - AI4Media Workshop on Content centered-AI (1 September 2021 | Online)
  - AI4Media at Blackhat USA 2021 The Devil is in the GAN – Defending Deep Generative Models Against Adversarial Attacks (5 August 2021 | Online)
  - AI4Media workshop on “Human- and Society-centred AI” (25 June 2021 | Online)



Figure 28: Screenshot of AI4Media Newsletter #2





### 4.5.3 Performance

The Newsletters are available in this web page ([HERE](#)). The Newsletter web page had during this period 632 views and 324 visitors. The results from the distribution of the newsletters among AI4Media’s mailing list subscribers (marketing campaign) and the publication in social media are presented below.

#### Newsletter Issue #1

<b>Marketing campaign</b>	Delivered to 223 recipients	71 Opened
<b>Social Media (<a href="#">LINK</a>)</b>	830 impressions	18 engagements

#### Newsletter Issue #2

<b>Marketing campaign</b>	Delivered to 271 recipients	88 Opened
<b>Social Media (<a href="#">LINK</a>)</b>	215 impressions	20 engagements

### 4.5.4 Mass mailing

During this period, 7 mass mailings were carried out with the purpose of informing AI4Media’s community about specific activities or events of the project. AI4Media’s community is composed by AI4Media partners and associate members, AI4Media subscribers and AIDA members, which currently comprises a total of 877 contacts<sup>1</sup> (124 AI4Media partners, 63 Associate Members, 116 subscribers, 574 AIDA mailing lists).

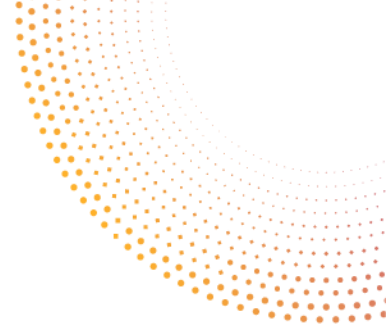
The list of mass e-mails and the number of contacts is presented below:

- Mailing “AI4Media - Online survey on Artificial Intelligence (AI) technologies and applications for the media sector (Deadline extended)” delivered to 163 contacts, 73 opened.
- Mailing “AI4Media season greetings e-card - Happy Holiday and Happy New Year”, delivered to 101 contacts, 59 opened.
- Mailing “AI4Media - Online survey on Artificial Intelligence (AI) technologies and applications for the media sector” delivered to 160 contacts, 80 opened.
- Mailing “Webinar on DeepFakes detection co-organised by WeVerify and AI4Media” delivered to 99 contacts, 64 opened.
- Mailing “AI4Media workshop on the European AI-on-demand platform” delivered to 75 contacts, 45 opened.
- Mailing “AI4Media workshop on European AI Vision & Policy” delivered to 70 contacts, 35 opened.
- Mailing “AI Mellontology (futurology) e-symposium” delivered to 70 contacts, 40 opened.

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<sup>1</sup> Note that these lists are not static and have grown over time.





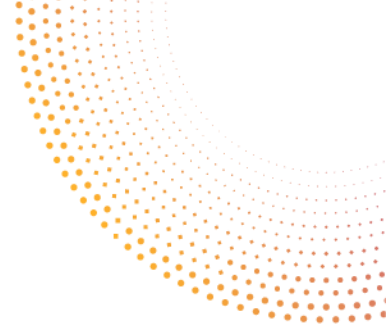
## 4.6 Media coverage

During this period, AI4Media has sent 4 press releases to a total of 17.259 media outlets. Below we present the dates, titles and number of contacts they were sent to.

- Announcing the successful launch of AIDA, AI Doctoral Academy
  - Delivered to 1.565 contacts
  - 326 opened
- Open Online survey on Artificial Intelligence (AI) for the Media sector
  - Delivered to 9.127 contacts
  - 2.328 opened
- AI4Media Open Call 1
  - Delivered to 6150
  - 1.166 opened
- AI4Media – Junior Fellows Exchange Program
  - Delivered to 417 contacts
  - 92 opened

Samples of the press clipping is available in Annex 2 – Press clipping.





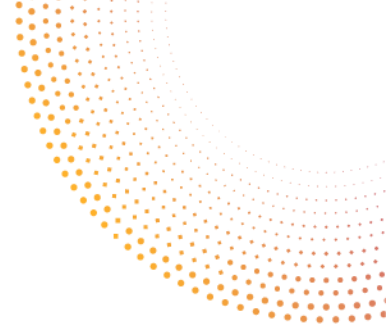
## 5 Events

This section describes what are the communication activities undertaken in AI4Media to support the promotion of the events where the project partners have been involved in, either as organisers, participants (i.e., speakers) or attendees. This section also outlines the list of events where AI4Media has been actively involved and the number of participants in each event.

The communication and promotion of AI4Media's events has followed the following actions:

- Communication BEFORE the event:
  - Event entry uploaded in the website ([HERE](#))
  - Design of cover image or banner of the event including save the date (if applicable). Some examples are available in Annex 3 – Samples of cover images for events.
  - Design of agenda and other images for promoting the speakers, etc. (if applicable). Some examples are available in Annex 4 – Samples of agendas for events.
  - Social media publication, “save the date” announcement and teasing of the event
  - Publication in the Newsletter under “upcoming events” (when the event hasn't taken place)
  - Press release if applicable
  - Share the information about the event with AI4Media partners, AI4Media Associate members, AIDA members, ICT-48 projects through the Mattermost channel
  - AI4Media partners dissemination of the event through their networks and channels (i.e., emails, sharing AI4Media posts in partners' social media, posting in their own channels, publishing information in their websites, blogs and/or Newsletters, etc.)
- Communication DURING the event:
  - Pictures and quotes from the event posted on social media
  - Networking and distribution of promotional materials (not applicable during Covid)
- Communication AFTER the event:
  - News entry with the recording and presentation/s of the event uploaded in the website, if applicable ([HERE](#))
  - Event recording uploaded in YouTube channel ([HERE](#))
  - Recording of the event posted in social media
  - Publication in the Newsletter under “in case you've missed it” (when the event has already taken place)
  - AI4Media partners recording/presentation of the event through their networks and channels (i.e., sharing AI4Media posts in social media, posting in their own channels).





These actions have been implemented in the promotion of the events, whenever applicable, depending on the type of AI4Media partner involvement (i.e., organiser, participant, attendee).

During this period project partners have participated in 69 events, reaching approximately 11.403 participants, who were potentially informed about the project activities and findings.

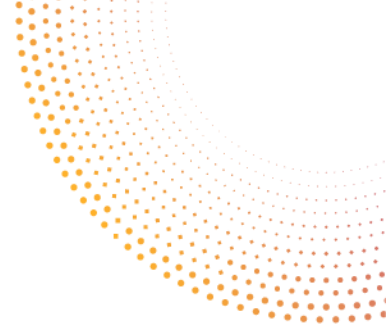
The full list of events and number of participants potentially reached in each event is presented in Table 6 below.

*Table 6: List of events from Month 1 to Month 18 and number of participants reached*

Date	Event title   Location	Nr. participants
18 Jan 2022	ITU Workshop on AI and multimedia: Exploration of new frontiers and cross-SDO synergy (JR)	300
16 Dec 2021	Joint Theme Development Workshop (IDIAP)	65
16 Dec 2021	DeepFake Detection: Free Webinar (CERTH)	80
03 Dec 2021	Web Summit 2021 (F6S)	25
17 Nov 2021	AI at the service of Media, Society and Democracy (CERTH)	300
16-18 Nov 2021	Mindspiration Days (annual internal DW event - several hundred media and journalism participants) (DW)	40
15-19 Nov 2021	The 2021 ACM SIGSAC Conference on Computer and Communications Security (CCS 2021) (IDIAP)	1.500
11-12 Nov 2021	Global Partnership on Artificial Intelligence Annual Event (GPAI) (IDIAP)	600
11 Nov 2021	AI4Media (WP7) Workshop on the European AI-on-Demand Platform (FhG, CERTH)	50
10-14 Nov 2021	18th Annual CSAW 21 Cybersecurity Games and Conference (IDIAP)	200
10 Nov 2021	2nd Info-webinar about AI4Media's Open Call #1 (F6S)	26
27 Oct – 01 Nov 2021	Future Week 21 - Media City Bergen (F6S)	20
25 Oct 2021	EBU AI and Data Initiative: Spotlight Event (restricted to EBU members) (DW)	35
19-21 Oct 2021	AI4Media at FIAT – IFTA Virtual World Conference (NISV)	100
11-17 Oct 2021	2nd International Workshop on Video Retrieval Methods and Their Limits (at ICCV 2021)	200
4-8 Oct 2021	ESORICS 2021 26th European Symposium on Research in Computer Security (IBM)	580
1 Oct 2021	Special session on Ordinal Affective Computing (UM)	50
30 Sep 2021	Netherlands Film Festival panel "The Ways of Seeing" (NISV)	54
30 Sep 2021	1st Info-webinar about AI4Media's Open Call (F6S)	52
28 Sep – 01 Oct 2021	9th International Conference on Affective Computing & Intelligent Interaction (ACII 2021) (UM)	150
	9th International Conference on Affective Computing & Intelligent Interaction (ACII 2021) (QMUL)	150

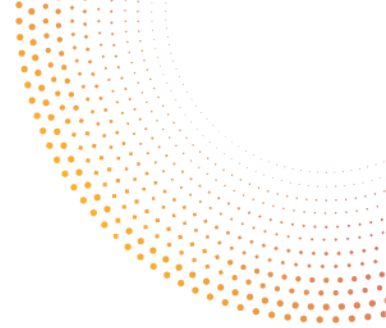






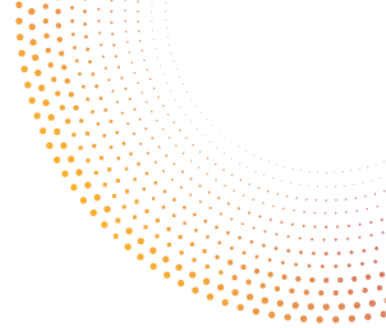
Date	Event title   Location	Nr. participants
21-24 Sep 2021	CLEF 2021 - Conference and Labs of the Evaluation Forum (Bucharest) (UPB, HES-SO)	230
19-22 Sep 2021	ICIP 2021: IEEE International Conference on Image Processing (JR)	1.300
17 Sep 2021	ACCA 2021 (KUL)	15
15 Sep 2021	AI Mellontology e-Symposium 2021 (AUTH, CERTH)	-
14 Sep 2021	AI4Media (WP2) workshop on "European AI Vision & Policy – The Future of European AI regulation" (KUL, CERTH)	60
02-03 Sep 2021	AI4EU workshop: "The culture of Trustworthy AI. Public debate, education and practical learning", (KUL)	43
01 Sep 2021	AI4Media (WP5) Workshop on "Content-centered AI" (UNIFI, CERTH)	105
18-26 Aug 2021	International Create Challenge 2021, a 9-day AI Super Hackathon	-
17-20 Aug 2021	The IEEE Conference on Games (IEEE CoG 2021) (UM)	150
31 Jul – 05 Aug 2021	BlackHat USA (2021) ""Devil is in the GAN: Defending Deep Generative Models Against Adversarial Attacks" (IBM)	206
27 Jul 2021	2nd International Workshop on Video Retrieval Methods and Their Limits – ViRAL workshop – Call for Papers	-
10 Jul 2021	The Genetic and Evolutionary Computation Conference (GECCO 2021) (UM)	300
5-9 Jul 2021	Artificial Intelligence and Games 3rd International Summer School (MODL, AIDA)	236
30 Jun 2021	First ICT-48 Community Workshop (CERTH, LOBA)	100
28-30 Jun 2021	Content-Based Multimedia Indexing – CBMI2021 Conference (JR)	-
29 Jun 2021	AI4Media (WP2) Workshop on the European Commission proposal for Artificial Intelligence Act (KUL, CERTH)	45
25 Jun 2021	AI4Media (WP6) Workshop on Human- and Society-centred AI (CEA, CERTH)	40
25 Jun 2021	17th International Conference on Artificial Intelligence Applications and Innovations (AIAI2021) (CERTH)	20
22 Jun 2021	AI4Media at the Video Browser Showdown VBS2021 (JR)	100
19 Jun 2021	Workshop on Neural Architecture Search: 1st lightweight NAS challenge and moving beyond (UNITN)	100
12-16 Jun 2021	Deep learning school @UCA 2021	-
2 Jun 2021	AI4Media (WP4) Workshop on Explainability, Robustness and Privacy in AI (IBM, CERTH)	35
25-27 May 2021	AI4Media at the MDN Workshop 2021 (CERTH)	90





Date	Event title   Location	Nr. participants
26-27 May 2021	2021 Spring School 'CVML Short Course – Computer Vision for Autonomous'	-
04 May 2021	AI4Media (WP3) Workshop on New Learning Paradigms & Distributed AI (UNITN, CERTH)	85
03-07 May 2021	ICLR 2021 Ninth International Conference on Learning Representations (IBM)	-
27 Apr 2021	Online workshop: Building interpretable AI for digital pathology (HES-SO)	35
29 Apr 2021	Towards a Global Taxonomy of Interpretable AI Workshop (HES-SO, KUL)	-
19-21 Mar 2021	Code Against Hate (UPB)	520
15 Mar 2021	MozFest: AI, Media & Democracy Lab: What Would Happen If Facebook Or Google Decided To Leave The Netherlands Tomorrow? (UvA, NISV)	60
10 Feb 2021	AI4MEDIA@AI4EU Cafe: Employing AI for the semantic analysis of conventional and immersive video (JR)	65
2-9 Feb 2021	Explainable Agency in AI Workshop at AAAI21 (HES-SO)	-
26 Jan 2021	First AIDA AI excellence lecture – Keep on learning without forgetting (AUTH)	-
10-15 Jan 2021	ICPR'2020 – Workshop: Multi-Modal Deep Learning: Challenges and Applications (CERTH)	-
	ICPR'2020 – 25th International Conference on Pattern Recognition (UNITN, UNIFI)	1.700
17 Dec 2020	Age of misinformation: an interdisciplinary outlook on fake news (CERTH)	70
11 Dec 2020	12th European Innovation Summit, 2020 (CERTH)	50
2 Dec 2020	META-FORUM 2020 Presentation and Poster (CERTH)	80
2 Dec 2020	AI4MEDIA@AI4EU Cafe: A European Excellence Centre for Media, Society and Democracy (CERTH, Grassroots)	48
16 Nov 2020 – 24 Sep 2021	ImageCLEFaware benchmark (CEA LIST, UPB)	120
25 Nov 2020	Elsa Day 2020: Invited lecture on "Artificial Intelligence and Private Data Protection" (AUTH)	100
16 Nov 2020 – 24 Sep 2021	ImageCLEFdrawnUI benchmark (UPB)	120
16 Nov 2020	AI4MEDIA@AI4EU Cafe: Deepfakes: An Emerging Internet Threat and their Detection (CERTH, Grassroots)	46
3 Nov 2020	AI4EU Café: Face de-identification for privacy protection (AUTH, Grassroots)	40
10 Oct 2020	Invited lecture on "Generative Adversarial Networks in Multimedia Content Creation" (AUTH)	52





Date	Event title   Location	Nr. participants
1 Oct 2020	AI4Media Workshop on GANs for Media Content Generation (CERTH, AUTH, UNITN)	150
1 Sep 2020 – 30 Aug 2021	5 AI4EU Cafes (GAR)	250
Several dates	AI, Media & Democracy Discussion Series (UvA)	60

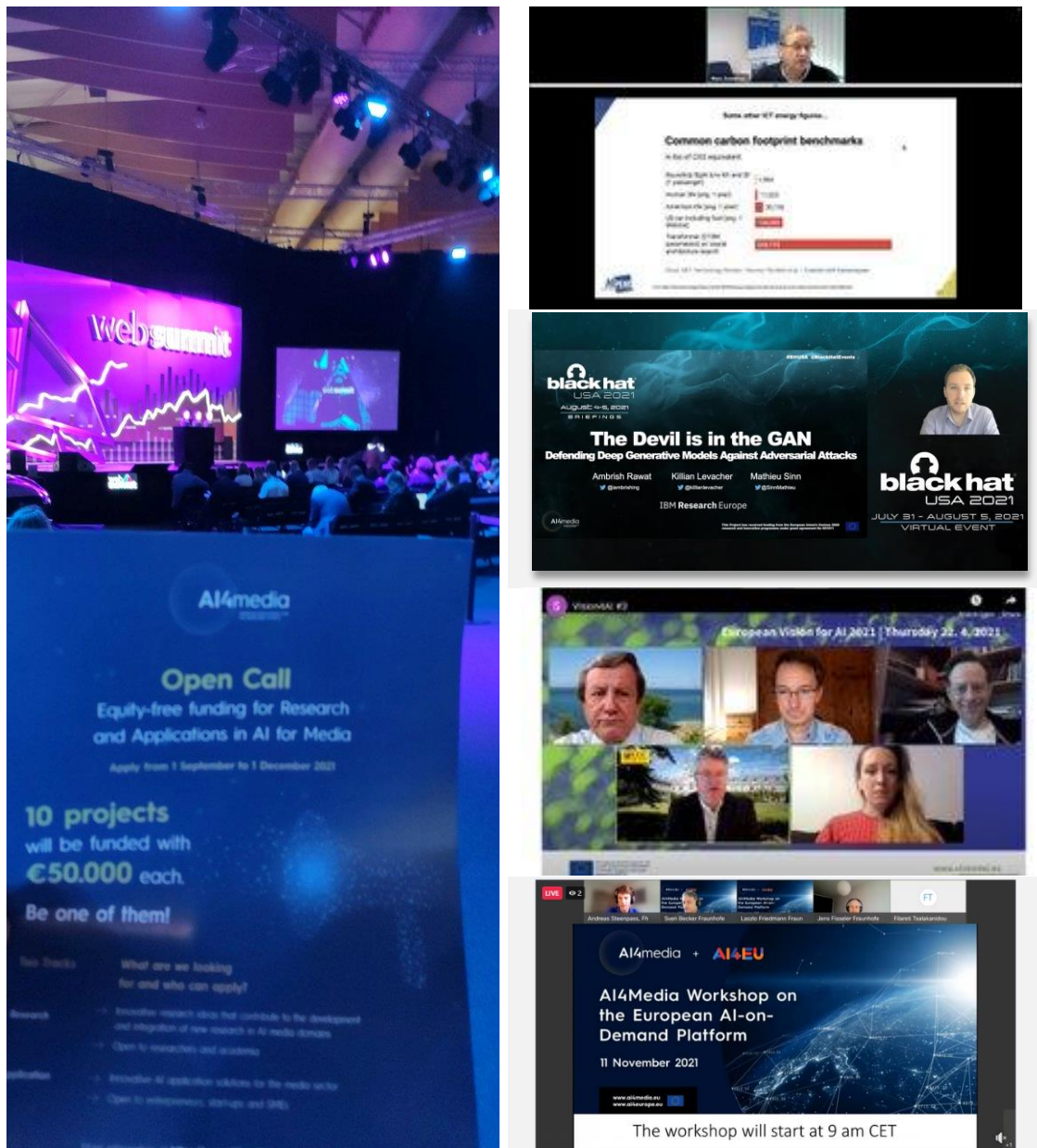


Figure 29: Photos of AI4Media partners in events (from right to left: web summit 2021, AI-Café, Black hat, European vision for AI 2021, AI4Media workshop on the European AI on-demand platform)



AI4Media partners' participation in events is presented in Figure 30 below.

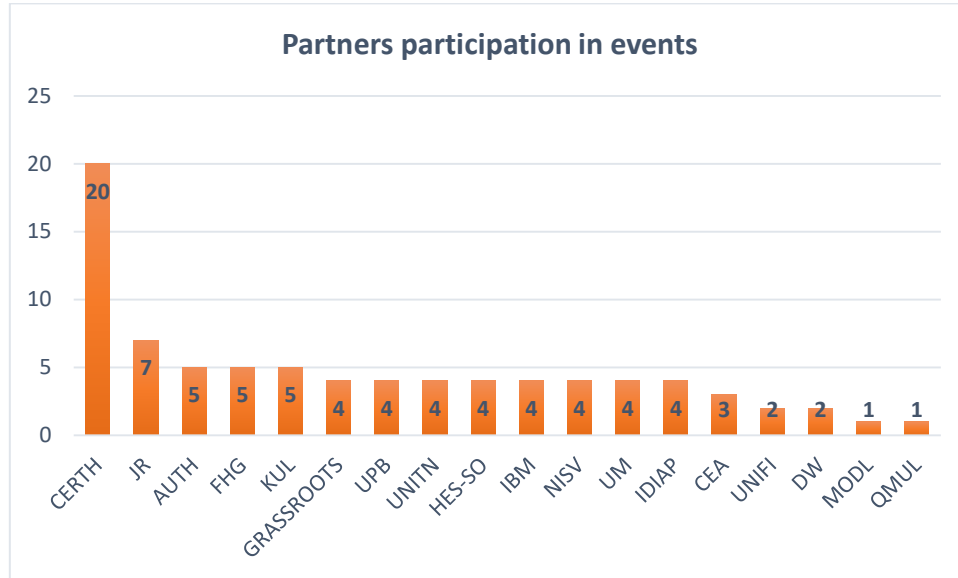


Figure 30: Partners participation in events

In terms of type of participation, as a) event's main organiser or co-organiser, b) participant with a presentation/lecture or paper/poster submission, or c) attendee with networking and distribution of promotional materials, Figure 31 shows that there is some balance between the events organised (36) and attended (28).

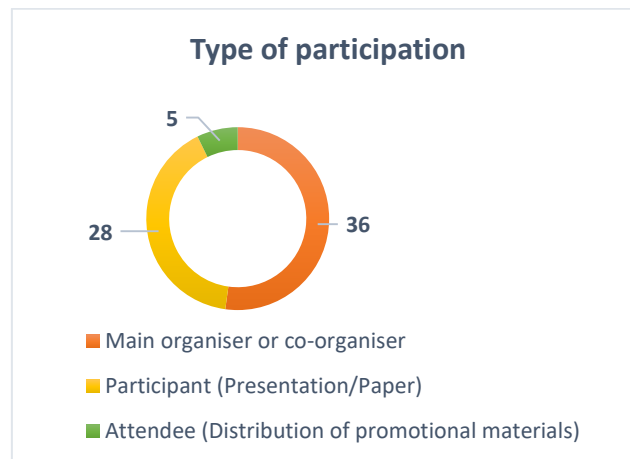


Figure 31: Type of participation in events

Regarding the type of event (i.e., conference, workshop, benchmark, festivals, etc.) in Figure 32, there is a slightly higher participation in workshops (35) than in conferences (25).



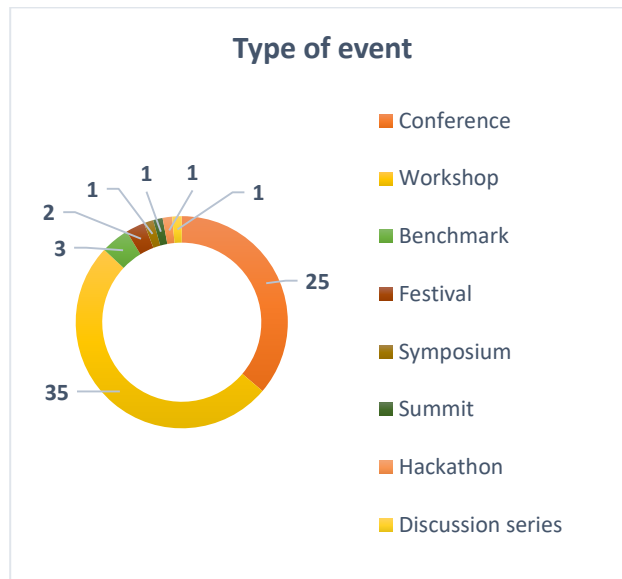
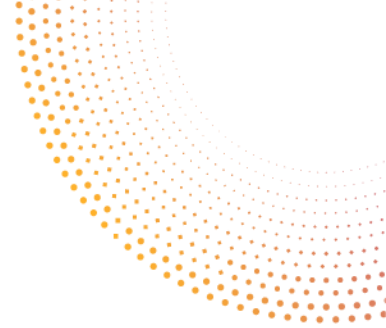


Figure 32: Type of events that AI4Media participated in or (co)organised

If we compare the type of event, in particular Conferences and Workshops, and the type of organisation, see Figure 33, we see that there were more workshops organised than conferences.

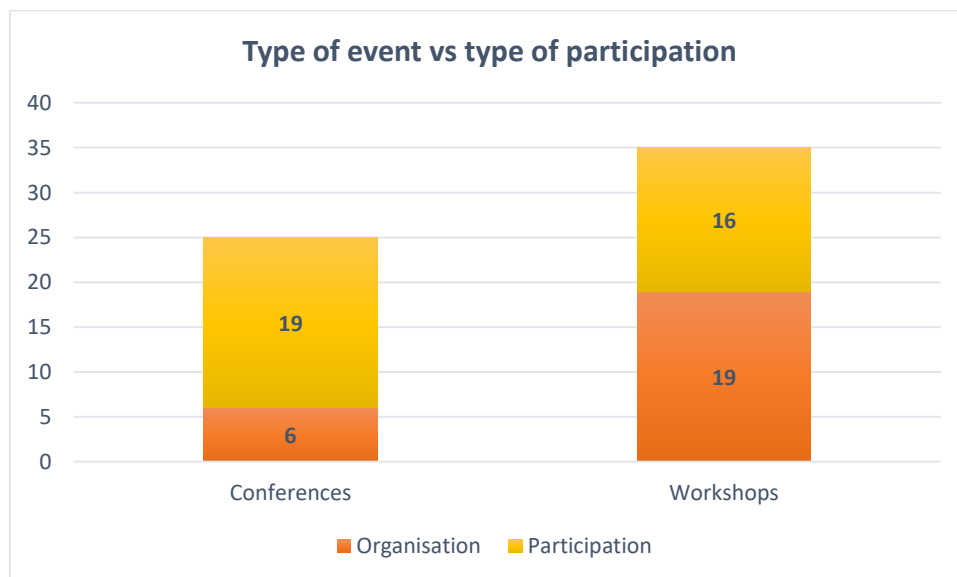
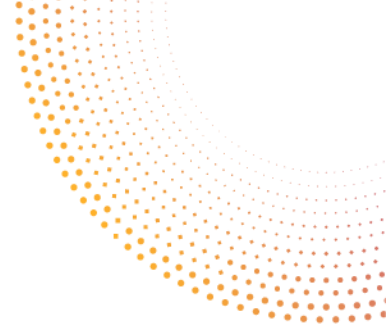


Figure 33: Type of event vs type of participation





## 6 Scientific publications

### 6.1 Scientific papers

AI4Media partners have published **90 papers**, from which 68 are published in [Zenodo](#) and on the AI4Media website in a [dedicated page](#) for scientific papers. The type of scientific publication (i.e., journal, conference, book, etc) for the full list of publications is presented in Figure 34.

The full list of papers is available in Annex 5 – Full list of scientific publications.

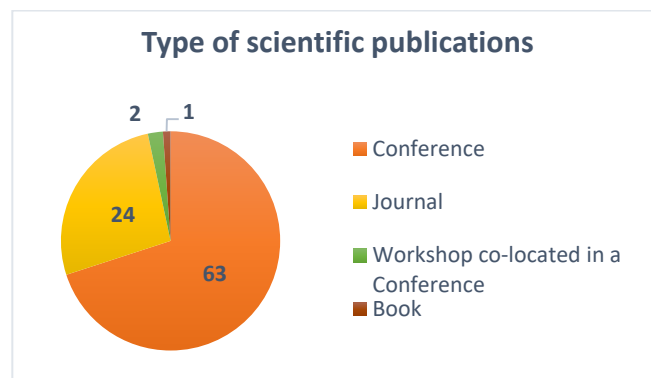


Figure 34: Type of scientific publication

Regarding the 68 papers available in Zenodo, 59 are open access and 9 are closed access. The typology of these papers is the following:

- 45 conference papers
- 20 articles
- 1 working paper
- 1 dataset
- 1 software

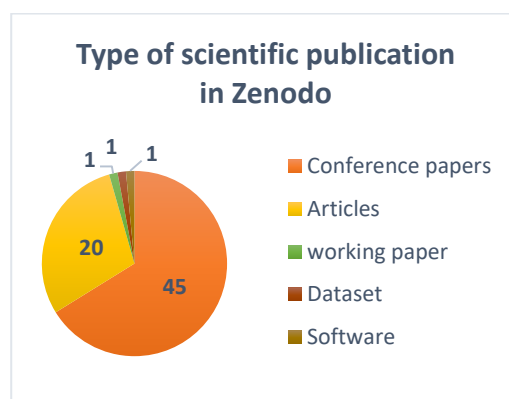


Figure 35: Type of scientific publication uploaded in Zenodo



## 6.2 Open Datasets

AI4Media has produced 5 open datasets that can be accessed from a [dedicated page](#) in the AI4Media website, namely:

- FAVCI2D - Face verification dataset focused on demographic diversity and difficult imposters
- Dataset for the evaluation of user awareness about the effects of photo sharing
- PMMD - Predicting Media Memorability Dataset
- Interestingness10k dataset
- Learning to quantify: LeQua 2022 datasets.

## 6.3 Dissemination of scientific papers

AI4Media launches regular campaigns in social media under the hashtag #paperoftheweek to promote the scientific publications of AI4Media, including open datasets, resulting from AI4Media's activities, which can be used or benefit further research.

The scientific papers and open datasets have been also disseminated in the Newsletters.



## 7 Liaison with other projects, networks and initiatives

Led by Task Leader CERTH-ITI, during this period, AI4Media has established fruitful collaboration with several projects and initiatives, namely:

- Collaboration with other ICT-48 projects:
  - [AI4Media](#), [VISION](#), [TAILOR](#), [HumaneAI NET](#), [ELISE](#) founded [AIDA – the International AI Doctoral Academy](#), which currently counts with 73 members.
  - Joint participation in conference panels on AI
  - Co-organisation of workshops
  - Participation in joint activities
  - Regular communication and share of activities through Mattermost channel
  - Periodic online meetings to discuss dissemination and communication opportunities
- Collaboration with former [AI4EU project](#) (until December 2021)
  - Participation in the AI4EU Cafés
  - Continuation of AI4EU Cafés after the AI4EU ends, under Task 7.2 “*Community building using the AI-on-demand platform*” of AI4Media
  - Publication of AI4Media resources in the AI-on-Demand platform
  - Upload of modules in the AI4EU experiments marketplace
  - Collaboration on ethical, legal, economic, and cultural activities on AI
- Collaboration with [EUHubs4Data - European Federation of Data Driven Innovation Hubs](#):
  - Filling in a sustainability questionnaire which aims to understand the dimensions of AI4Media in terms of sustainability, learn from our experience and extract the best practices useful for achieving long-term sustainability of the Federation.
- Collaboration for communication and dissemination purposes with other projects and initiatives, namely with the social media channels of these projects:
  - [AI4EU](#), [ELISE](#), [TAILOR](#), [VISION-CLAIRE](#), [AI4EO](#), [AIPublicPolicy](#), [AIDA](#), [ROBOTICS4EU](#), [EVOLVE](#), [FARI – AI for the Common Good Institute](#), [ACROBA project](#), [Makers Now](#), [Frontiers Policy Labs](#), [EU Disinfo Lab](#), [Swisscognitive](#), [world-leading AI Network](#), [AI4DI – AI for Digitising Industry](#), [ACM Interactive Media experiences](#), [AIGov EU](#), [AICCELERATE](#), [\(EDMA\) European Dissemination Media Agency](#), [StairwAI – Artificial Intelligence for SMEs](#), [AI HQ](#), [Robotics & AI - EU](#), [SIENNA ethics H2020](#).





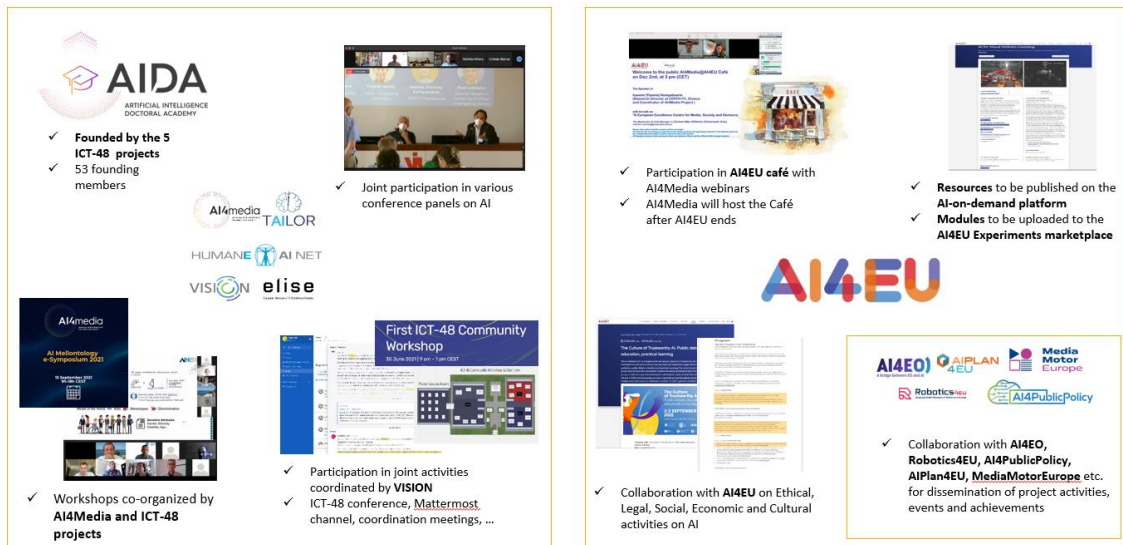


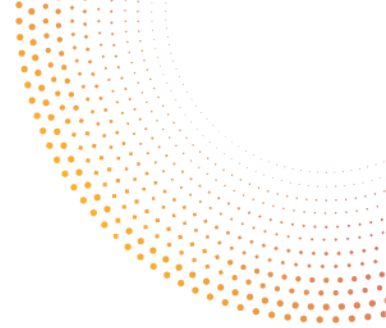
Figure 36: Overview of collaborations with other projects

The following opportunities for future collaboration with other ICT-48 projects and AI projects have been identified:

- Contribution to **surveys & co-creation events** for the development of a roadmap on AI technologies & applications for the media
- Collaboration in **selected research AI topics & creation of relevant working groups**, sharing findings from public deliverables.
- Organisation of **joint events/workshops** on topics of common interest
- **Exchanges of young researchers** in the context the Junior Fellows Exchange Program
- Support in the **evaluation of submissions to the open calls**
- Enhance the possibility of **cross-project collaboration in scientific papers**.

In order to improve and increase the collaboration with other entities, AI4Media conducted the following actions:

- Mapping of Digital Innovation Hubs (DIH) and identification of partners that have an established relation with these Hubs, in order to activate the connection and create collaborations.
- Improve the database of Media-related stakeholders that can potentially benefit from AI4Media's results and activities.



## 8 Communication performance against the evaluation criteria

According to the AI4Media Description of Action (DoA) the Key Performance Indicators related to the communication and dissemination (KPI8.2) are presented in Table 7 below.

Table 7: AI4Media KPIs status according to DOA

KPI8.2	WP11 – KPI current status
> 2000 social media followers	1.683 followers in total
> 1000 newsletter members	303 subscribers <sup>2</sup>
> 1000 monthly unique website visits by end of project	2.282 monthly visits
> 2,000,000 cumulative audience reach/impressions by end of project	808.439 cumulative reach in social media 1.875.020 impressions in social media 11.403 participants in events

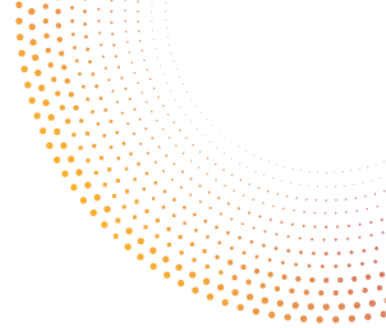
More specifically, for dissemination and communication, specific Key Performance Indicators were defined in the Deliverable D11.1 “*Initial dissemination and communication plan, identity and website*”, which have been periodically monitored. The following table presents the current status, including the indicators that have been already reached or surpassed and those where we have to work on.

Table 8: AI4Media KPIs status according to D11.1

Channel/tool	Metric method	Success criteria	Current status	
<b>Website</b>	Number of visits	10.000 unique page views	41.090	✓
		5.000 unique visitors to the website	13.121	✓
	Time spent on the website	Average of 1 minute or more on the website	1m15s	✓
	Number of countries	Visitors from 60 different countries	More than 100 countries	✓
<b>Promotional materials</b>	Number of materials distributed	6.000 flyers distributed	NA due to Covid	-
	Number of contacts from stakeholders	150 contacts on the subscribers mailing list	303	✓
<b>Social media</b>		500 followers on Facebook	661	✓

<sup>2</sup> Note that AI4Media partners are also encourage to distribute the Newsletter among their networks

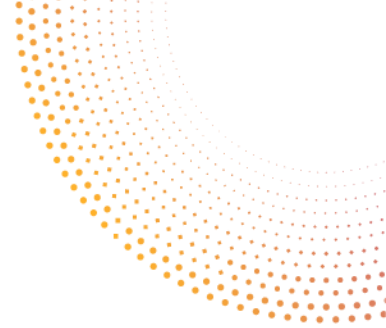




	Number of followers and engagement	500 followers on Twitter	690	✓
		500 followers on LinkedIn	332	✗
		500 clicks to website	5.358	✓
<b>Press releases</b>	Number of publications from media coverage	At least 5	At least 6	✓
<b>Newsletter</b>	Number of newsletters dispatched	At least 2 per year	2	✗
<b>External events, conferences, workshops</b>	Number of events/meetings to disseminate the project	60 events attended by partners to disseminate the project	69 events	✓
<b>Promotional videos</b>	Number of videos	At least 2	1	
	Number of views	500 views	973	✓

Based on this analysis, it can be concluded the project has successfully reached all its key performance indicators, in particular in the activities related with social media and participation in events. Even the areas that needed more efforts, KPIs have been reached and even surpassed, such as traffic to the web platform and the number of videos' views.





## 9 Conclusions

**Almost all dissemination & communication related KPIs of the project have been reached, and most of them have largely surpassed the expected numbers.** For the success of the project, we put our efforts beyond the expected activities and KPIs, for example, by developing engaging materials and content and conducting consistent and multi-channel communication of activities and events.

### 9.1 Best practices in dissemination activities

Throughout the project, we implemented some actions that we believe can serve as recommendations for best practices in dissemination activities, which we present below.

#### **Building a community and creating awareness:**

With the project still in its beginning, and not very well known within the targeted stakeholders, great efforts were made through social media campaigns and by partners disseminating the project through their networks. This was the key to develop a “community” and start to be recognised as an important initiative in the European AI research landscape with particular relevance for the media sector, democracy and society.

With the successful organisation and participation in several events and the dissemination of important findings, activities, and results, there was an exponential, but more important, organic growth of people visiting the website and subscribing to the mailing list, surpassing the expected KPIs. The website has tried to accompany the project, as much as possible, sharing its progress and achievements. This will be intensified during the next period, sharing the results from the first public deliverables as “actionable knowledge”, in other words using formats and language more accessible to the target groups and stakeholders, such as factsheets, infographics, web pages, videos, etc.

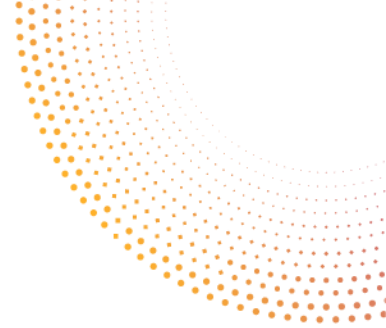
#### **Social media presence:**

In order to reach our targeted audience, from the beginning, we invested in engagement and followers’ campaigns. During the first months, since the main goal was to raise awareness to about the project, a special focus was given to Facebook and Twitter. As the project evolved, we will put more efforts on LinkedIn, which will be a good channel to reach our target especially for the project’s dedicated events.

In order to reach these results, each month we develop a social media communication plan, doing research and creating at least 2 posts per week, with dedicated and unique contents. Additionally, we continuously interacted with other accounts. Social media was a very important tool to communicate the project’s events as well as to raise awareness to European excellence in AI and AI for Media, in particular.

The key to make people interested in following us was to share content not only related to the project results and its activities, but to also pay attention to awareness raising and sharing relevant and informative content from external sources.





### **Website Traffic:**

The website was used as the main repository of information about the project, and it has evolved and grown with dedicated pages to properly disseminate project activities. In the next period with more results and activities stemming from the project, more materials will be included on the website. Thus, developing interesting, unique and visually attractive contents for the website and conduct its subsequent communication in the other project's channels (such as social media and newsletters), which has been proven to be a successful practice to increase the traffic to the website.

### **Actionable Knowledge:**

As mentioned above, making our most important results understandable to all is a great concern for the AI4Media project, and any research project. We will transform the project outputs into actionable knowledge through the creation of factsheets and infographics, etc. that stemmed key insights from our main public deliverables. It is a good practice to make these results more attractive, concise, accessible, and visually appealing rather than just in the form of a public deliverable. All factsheets, tools, banners, etc. will be readily available for users in the project website.

### **Dissemination of Events:**

AI4Media has organised approximately 36 events and participated in more than 33 external events. We have been able to support project partners in the dissemination and promotion of events, through several communication activities. Whenever possible, we have tried to address each event individually, evaluating each one of them and its target audience. With that in mind, we could successfully develop contents for the website and social media campaigns, in collaboration with partner/s responsible for that event. We also aimed to disseminate the events using almost all possible channels: social media, website, newsletter, email marketing, video, etc.

The project started developing a community that wants to know more about the project's events. Therefore, we ensured to keep our website updated with information about upcoming events, as well as making available articles about the main results of each event. Newsletters also served as a means to directly inform our readers about our events.

## **9.2 Next steps**

During the period reported in this deliverable, the communication and dissemination activities started from creating awareness about the project and evolved to the communication of project's activities, events and scientific publications. The evolution from this period to the next one will bring more activities and results, which brings the opportunity of developing more and better communication activities with the experience and knowledge from the first 18 months.

During the next period, special focus will be given to:

- Identify and profile potential beneficiaries from the media sector and the channels/strategies to better reach them.



- Intensify the dissemination of project results through targeted campaigns to potential users and beneficiaries, mainly the media sector, in line with the exploitation and sustainability strategy defined under Task 11.6 “*Sustainability and exploitation*”.
- Increase the number of people engaged in project activities, particularly the participation in the Junior Exchange Fellows Program, and future online surveys.
- Increase the collaboration with other projects, initiatives and stakeholders.

Furthermore, content created during the project, publications, participation in events or any relevant achievements should be better communicated internally within the consortium to ensure these are properly disseminated.

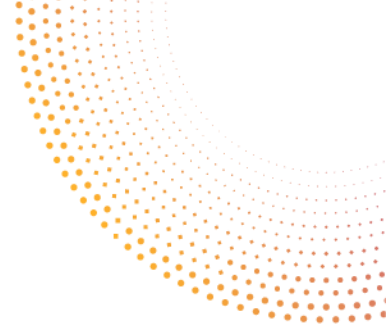
During the next period, the above-mentioned issues will be addressed in the following particular actions:

- Produce a second version of AI4Media brochure; where what we do, what we offer, what is our added-value and for whom will be clearly stated.
- Develop actionable knowledge in the form of factsheets, infographics, videos, etc. with main insights and conclusions stemming from public deliverables.
- Produce AI4Media’s Newsletter Issue 3 around April/May 2022 and issue 4 on November 2022, with the main achievements of the project.
- Continue the participation in events, increasing the organization of demonstrations of AI4Media’s results, and to carry out meetings with potential end-users/stakeholders.
- Continue the publication of papers/articles, open datasets, etc.
- Increase the online presence (website and social networks). For this, internal communication should be improved in order to ensure the share of information for appropriate dissemination.
- Continue enlarging the database with particular focus on end users and stakeholders.

As dissemination is a shared responsibility, it is expected, along the next period of the AI4Media project, that consortium members maintain their efforts to disseminate the project, i.e., actively participating in conferences, publishing papers and articles, networking with appropriate stakeholders and have an active online presence in social media.

LOBA, as the work package leader responsible for dissemination and communication, will continue to be committed to supporting the communication and dissemination of the project activities by providing the appropriate materials and tools to engage with stakeholders throughout the project lifetime, increasing the community engaging with the project, continuing to maintain and populate the different channels with relevant information about AI4Media, and contributing to the project’s sustainability.





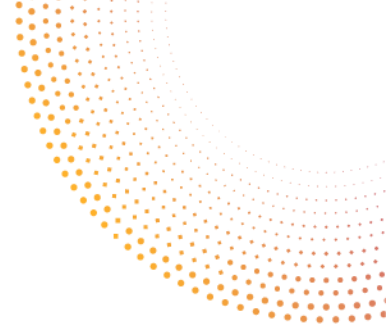
## 10 Annexes

### 10.1 Annex 1 – Paid campaigns in social media (Twitter and Facebook)

The following table lists AI4Media’s paid campaigns in social media in the period M1-M18.

Date	Channel	Type of Campaign	Results	Segmentation	Post Link
Nov 2020	Twitter	Engagements AI4EU cafe	243 post engagement	Artificial Intelligence   Universities and Research Centres and AI companies   PhD students on Artificial Intelligence   Universities and Research centres on media sector   Scientific community on AI   Public sector (i.e., public service broadcasters)   Ilot   Media   Dataprivacy   Cybersecurity   Data Protection   Technology   Artificial Intelligence	<a href="#">Link</a>
		Website clicks AI4EU cafe	48 link clicks	Same as above	
Dec 2020	Twitter	Engagements Monthly Posts	4.129 post engagement	Same as above	<a href="#">Link 1</a> <a href="#">Link 2</a> <a href="#">Link 3</a> <a href="#">Link 4</a> <a href="#">Link 5</a> <a href="#">Link 6</a> <a href="#">Link 7</a>
Jan 2021	Twitter	Engagements Monthly Posts	2.725 post engagement	Same as above	<a href="#">Link 1</a> <a href="#">Link 2</a> <a href="#">Link 3</a> <a href="#">Link 4</a> <a href="#">Link 5</a>
	Facebook	Engagements Monthly Posts	6.496 post engagement	Same as above	=
	Engagements Monthly Posts	9.762 post engagement			
Feb 21	Twitter	Engagements Monthly Posts	846 post engagement	Same as above	<a href="#">Link 1</a> <a href="#">Link 2</a> <a href="#">Link 3</a> <a href="#">Link 4</a>
		Website clicks Monthly Posts	181 link clicks		
	Followers	118 followers	<a href="#">Link</a>		
	Facebook	Engagements Monthly Posts	1.729 post engagement	Same as above	=
Mar 2021	Twitter	Engagements Monthly Posts	021368 post engagement	Same as above	<a href="#">Link 1</a> <a href="#">Link 2</a> <a href="#">Link 3</a> <a href="#">Link 4</a>
		Website clicks Monthly Posts	174 link clicks		

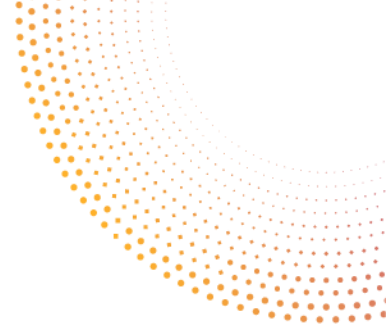




Date	Channel	Type of Campaign	Results	Segmentation	Post Link
	Facebook	Engagements Monthly Posts	580 post engagement	Same as above	=
		Website clicks Monthly Posts	63 link clicks		
		Followers	449 Followers		
April 2021	Twitter	Engagements Monthly Posts	777 post engagement	Same as above	<a href="#">Link 1</a> <a href="#">Link 2</a> <a href="#">Link 3</a> <a href="#">Link 4</a> <a href="#">Link 5</a>
		Website clicks Monthly Posts	159 link clicks		
May 2021	Twitter	Engagements Monthly Posts	820 post engagement	Same as above	<a href="#">Link 1</a> <a href="#">Link 2</a> <a href="#">Link 3</a>
		Website clicks Monthly Posts	134 link clicks		
	Facebook	Engagements Monthly Posts	386 post engagement	Same as above	=
		Website clicks Monthly Posts	13 link clicks		
June 2021	Twitter	Engagements Monthly Posts	1.335 post engagement	Same as above	<a href="#">Link 1</a> <a href="#">Link 2</a> <a href="#">Link 3</a> <a href="#">Link 4</a> <a href="#">Link 5</a> <a href="#">Link 6</a> <a href="#">Link 7</a> <a href="#">Link 8</a>
		Website clicks Junior Fellows Program	230 link clicks		
		Engagement Monthly post	873 post engagement		
		Website clicks Monthly post	108 link clicks		
	Facebook	Engagement Monthly post	272 post engagement	Same as above	=
		Website clicks Monthly post	134 link clicks		
		Website clicks Junior Fellows Exchange Program	96 link clicks		
		Engagements Junior Fellows Exchange Program	1.061 post engagement		
July 2021	Twitter	Engagements Monthly Posts	1.405 post engagement	Same as above	<a href="#">Link 1</a> <a href="#">Link 2</a> <a href="#">Link 3</a> <a href="#">Link 4</a> <a href="#">Link 5</a> <a href="#">Link 6</a>
		Website clicks Monthly post	96 link clicks		

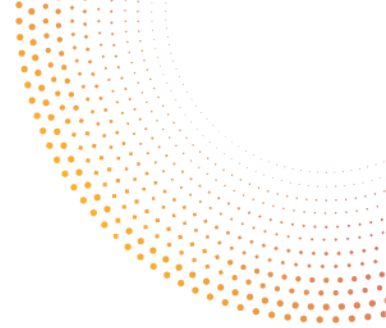






Date	Channel	Type of Campaign	Results	Segmentation	Post Link	
				Same as above	<a href="#">Link 7</a>	
		Website clicks Open call	275 link clicks		<a href="#">Link</a>	
	Facebook	Engagements Monthly Posts	294 post engagement		=	
		Website clicks Monthly posts	156 link clicks			
Aug 2021	Twitter	Engagements Monthly posts	583 post engagement	Same as above	<a href="#">Link 1</a>	
		Website clicks Monthly post	31 link clicks		<a href="#">Link 2</a>	
		Website clicks Workshop Content- centered AI	174 link clicks		<a href="#">Link 3</a>	
	Facebook	Engagements Monthly posts	373 post engagement		=	
		Website clicks Open call	231 link clicks			<a href="#">Link 4</a>
						<a href="#">Link 5</a>
Sept 2021	Twitter	Engagements Monthly posts	717 post engagement	Same as above	<a href="#">Link 1</a>	
		Website clicks Monthly post	13 link clicks		<a href="#">Link 2</a>	
		Website clicks AI Mellontology (futurology) e- Symposium	11 link clicks		<a href="#">Link 3</a>	
		Website clicks Open call webinar	10 link clicks		<a href="#">Link 4</a>	
	Facebook	Engagements Monthly posts	413 post engagement		=	
		Website clicks Monthly posts + Workshop on Content Centered AI	468 link clicks			<a href="#">Link 5</a>
		Engagements AI Mellontology (futurology) e- Symposium	52 post engagement			
Oct 2021	Twitter	Engagements Monthly Posts	1.345 post engagement	Same as above	<a href="#">Link 1</a>	
					<a href="#">Link 2</a>	
					<a href="#">Link 3</a>	
					<a href="#">Link 4</a>	
					<a href="#">Link 5</a>	
					<a href="#">Link 6</a>	
					<a href="#">Link 7</a>	





Date	Channel	Type of Campaign	Results	Segmentation	Post Link	
		Website clicks Webinar	42 link clicks		<a href="#">Link</a>	
	Facebook	Website traffic	736 post engagement	Same as above	=	
		Engagements Monthly posts	1.569 post engagement			
		Followers	89 followers			
Nov 2021	Twitter Twitter	Website traffic Subscribe newsletter	554 post engagement	Same as above	<a href="#">Link 1</a> <a href="#">Link 2</a> <a href="#">Link 3</a> <a href="#">Link 4</a> <a href="#">Link 5</a>	
		Engagement Monthly posts	849 post engagement		<a href="#">Link 1</a> <a href="#">Link 2</a> <a href="#">Link 3</a> <a href="#">Link 4</a> <a href="#">Link 5</a> <a href="#">Link 6</a>	
	Facebook	Engagement Monthly posts	295 post engagement	Same as above	=	
		Website traffic Subscribe newsletter	351 post engagement			
	Dec 2021	Twitter	Engagement Monthly posts	2.107 post engagement	Same as above	<a href="#">Link 1</a> <a href="#">Link 2</a> <a href="#">Link 3</a> <a href="#">Link 4</a> <a href="#">Link 5</a>
		Facebook	Engagement Monthly posts	658 post engagement	Same as above	=
Website traffic Subscribe newsletter			438 post engagement			
Jan 2022	Twitter	Website traffic Subscribe newsletter	1.036 post engagement	Same as above	<a href="#">Link 1</a> <a href="#">Link 2</a> <a href="#">Link 3</a> <a href="#">Link 4</a> <a href="#">Link 5</a> <a href="#">Link 6</a> <a href="#">Link 7</a> <a href="#">Link 8</a>	
		Engagement Monthly posts	1.532 post engagement	Same as above	<a href="#">Link 1</a> <a href="#">Link 2</a> <a href="#">Link 3</a> <a href="#">Link 4</a> <a href="#">Link 5</a> <a href="#">Link 6</a>	
	Facebook	Engagement Monthly posts	730 post engagement	Same as above	=	



Date	Channel	Type of Campaign	Results	Segmentation	Post Link
		Website traffic Subscribe newsletter	926 post engagement		

## 10.2 Annex 2 – Press clipping

In the following, we provide a list of the press releases sent by AI4Media to members of the press in the period M1-M18.

### PR – European funded projects successfully launched an International Doctoral Academy on Artificial Intelligence



Figure 37: PR published in Software Testing News ([Link](#)); JoziGist ([Link](#));

### PR - Open online survey on Artificial Intelligence (AI) for the Media sector

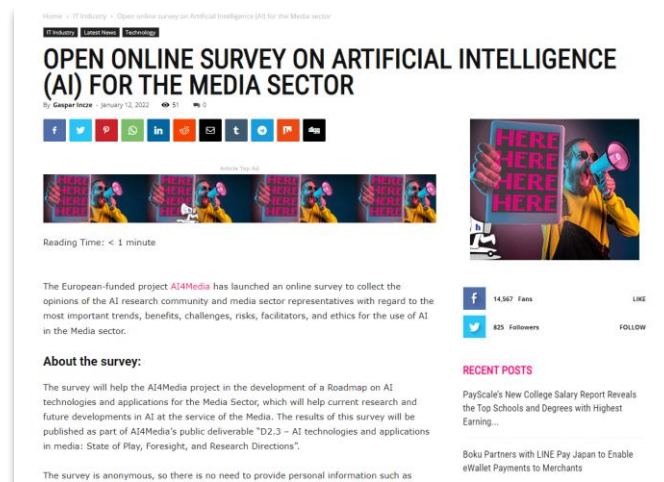


Figure 38: PR published in Picante Today ([Link](#))

### PR - Calling all SMEs, entrepreneurs, and researchers in the AI and Media sectors. Apply now to the AI4Media – Open Call #1 for up to €50.000 in funding.



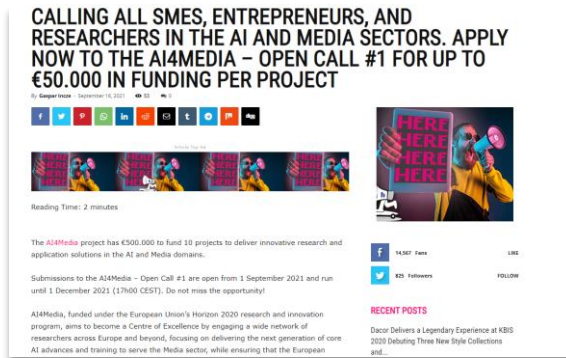


Figure 39: PR published in Picante Today ([Link](#))

## PR - European funded project launches AI for Media exchange program for young researchers

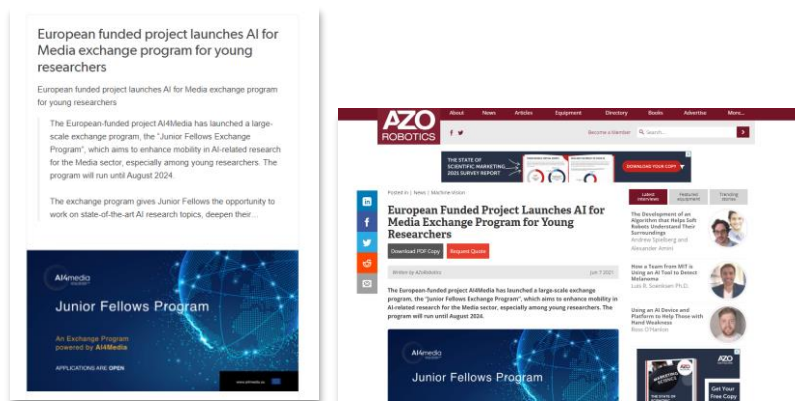


Figure 40: PR published in SeaNews11 ([Link](#)); AzoRobotics ([Link](#));

### 10.3 Annex 3 – Samples of cover images for events

In the following, we provide some samples of cover images or banners, designed specifically for events that AI4Media partners (co)organised in the period M1-M18.



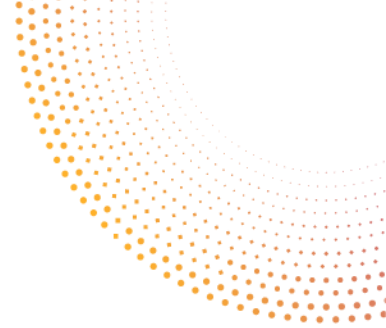


Figure 41: Save the date image for AI4Media Workshop on the European AI-on-Demand Platform



Figure 42: Banner image for AI4Media Workshop on the European AI-on-Demand Platform



Figure 43: Save the date image for AI4Media Workshop on European AI Vision & Policy



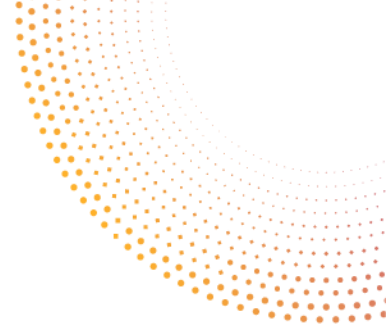


Figure 44: Banner image for AI4Media Workshop on European AI Vision & Policy



Figure 45: Banner image for AI4Media Workshop on Content-centered AI



Figure 46: Call for papers image for MAD2022 workshop

#### 10.4 Annex 4 – Samples of agendas for events

In the following, we provide some samples of online agendas, designed specifically for events that AI4Media partners (co)organised in the period M1-M18.





## AI4Media Workshop on the European AI-on-Demand Platform

**November 11, 2021**  
09:00-13:00 CET  
Online

Agenda AI4Media

### Workshop Program

**Part 1: An overview of the AI-on-demand platform**

9:00 - 9:30	<b>The AI-on-demand platform</b> Joachim Köhler (Fraunhofer IAIS)
9:30 - 10:00	<b>Cooperation between European AI networks on the AI-on-demand platform</b> Gabriel González-Castañé (Insight SFI Research Centre for Data Analytics)
10:00 - 10:30	<b>The regional dimension of the AI-on-demand platform: the DIH4AI Innovation Action</b> Sergio Gusmeroli (Politecnico di Milano)
10:30 - 10:50	<b>Questions and discussion regarding part 1</b>

. . . . . *Coffee Break* . . . . .

**Part 2: AI4EU Experiments**

11:00 - 11:30	<b>AI4EU Experiments</b> Martin Weiß (Fraunhofer IAIS)
11:30 - 12:00	<b>Interoperability between AI4EU Experiments and the Fraunhofer Mining Platform</b> Jens Fisseler (Fraunhofer IAIS)
12:00 - 12:30	<b>Tutorial: Integrating AI4Media modules into AI4EU Experiments</b> Andreas Steenpaß (Fraunhofer IAIS)
12:30 - 13:00	<b>Questions and discussion regarding part 2</b>



This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No 951911

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[www.ai4europe.eu](http://www.ai4europe.eu)

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Figure 47: Agenda for the AI4Media Workshop on the European AI-on-Demand Platform





**AI4media**

**AI4Media Workshop on European AI Vision & Policy – The Future of European AI regulation**

**September 14, 2021**  
09:00-13:30 cest  
Online

Agenda AI4Media

Workshop Program

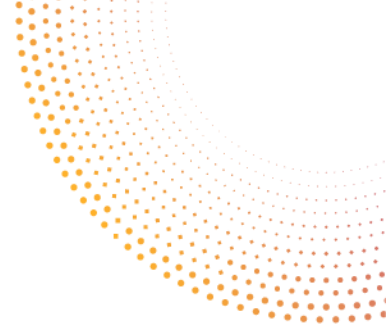
11:20 - 11:40	<b>Use of AI in the Austrian media sector: lessons learned and recommendations for the AI Regulation</b> Werner Bailer (Joanneum Research - JR)
11:40 - 12:00	<b>Signs for ethical AI: A route towards transparency</b> Dario Garcia (Barcelona Supercomputing Center - BSC)
12:00 - 12:20	<b>Femicide storytelling and the role of data</b> Sabino Metta (Radiotelevisione Italiana - RAI)
12:20 - 12:40	<b>French evaluation grid on AI Medical system: lessons learned and recommendations for the media sector</b> Frederic Precioso (Universite Cote d'Azur - UCA)
12:40 - 13:05	<b>Keynote: Regulating AI and the cultural commons</b> Alek Tarkowski & Paul Keller (OpenFuture Institute)
13:05 - 13:30	<b>Discussion</b>

 This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No 951911
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Figure 48: Agenda for the AI4Media Workshop on European AI Vision & Policy – The future of European AI regulation





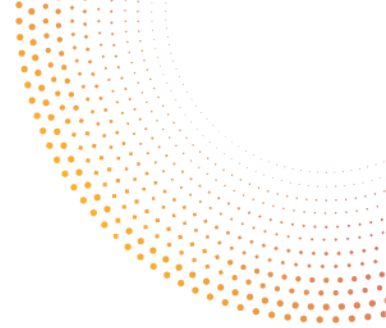


## 10.5 Annex 5 – Full list of scientific publications

In the following, we provide a full list of the publications authored by AI4Media partners in the period M1-M18. For each publication, besides the typical paper information, we also provide partners involved, related AI4Media tasks, type of publication (journal, conference, book, etc.) and also Zenodo link if available.

Nr.	Partner	Related Task	Paper information	Link	Date	Open Access	Type
1	CEA	T3.1	E. Belouadah, A. Popescu, I. Kanellos, A comprehensive study of class incremental learning algorithms for visual tasks, Elsevier Neural Networks, Volume 135, March 2021, Pages 38-54	<a href="https://zenodo.org/record/4462956">https://zenodo.org/record/4462956</a>	03/11/2020	Zenodo	Journal
2	HES-SO	T4.3	Graziani, Mara, Lompech, Thomas, Müller, Henning, & Andrearczyk, Vincent. Evaluation and Comparison of CNN Visual Explanations for Histopathology.	<a href="https://zenodo.org/record/4545761">https://zenodo.org/record/4545761</a>	16/12/2020	Zenodo	Conference
3	UPB	T6.6	M.G. Constantin, L.-D. Ștefan, B. Ionescu, "DeepFusion: Deep Ensembles for Domain Independent System Fusion", International Conference on Multimedia Modeling - MMM, June 22-24, Prague, Czech Republic, 2021	<a href="https://zenodo.org/record/5005938">https://zenodo.org/record/5005938</a>	14/11/2020	Zenodo	Conference
4	UPB	T6.6	Alba G. Seco de Herrera, Rukiye Savran Kiziltepe, Jon Chamberlain, Mihai Gabriel Constantin, Claire-Hélène Demarty, Faiyaz Doctor, Bogdan Ionescu, Alan F. Smeaton, "Overview of MediaEval 2020 Predicting Media MemorabilityTask: What Makes a Video Memorable?", MediaEval workshop, 14-15 December 2020, online.	<a href="http://ceur-ws.org/Vol-2882/paper6.pdf">http://ceur-ws.org/Vol-2882/paper6.pdf</a>	14/12/2020	Yes, CEUR-WS, Zenodo	Conference
5	UPB, HES-SO, CEA	T4.6	Bogdan Ionescu, Henning Muller, Renaud Peteri, Asma Ben Abacha, DinaDemner-Fushman, Sadid A. Hasan, Obioma Pelka, Christoph M.Friedrich, Alba G. Seco de Herrera, Janadhip Jacutprakart, Vassili Kovalev, Serge Kozlovski, Jon Chamberlain, Adrian Clark, Antonio Campello, Hassan Moustahfid, Thomas Oliver, Abigail Schulz, Paul Brie, RaulBerari, Dimitri Fichou, Andrei Tauteanu, Mihai Dogariu, Liviu Daniel Stefan, Mihai Gabriel Constantin, Jerome Deshayes, and Adrian Popescu, "The 2021 ImageCLEF Benchmark Multimedia Retrieval in Medical, Nature, Internet	<a href="https://zenodo.org/record/5006143">https://zenodo.org/record/5006143</a>	10/01/2020	Zenodo	Conference





Nr.	Partner	Related Task	Paper information	Link	Date	Open Access	Type
			and Social Media Applications", 43rd European Conference on Information Retrieval ECIR 2021, March 28 – April 1, 2021, online.				
6	UPB, IDF	T6.6	M.G. Constantin, L.-D. Stefan, B. Ionescu, Q.-K.-N. Duong, C.-H. Demarty, M. Sjoberg, "Visual Interestingness Prediction: A Benchmark Framework and Literature Review", International Journal of Computer Vision, 129, 1526-1550, 2021.	<a href="https://zenodo.org/reCORD/5006039">https://zenodo.org/reCORD/5006039</a>	29/01/2021	Zenodo	Journal
7	UPB	T6.6	"Human Perception of Visual Information: Psychological and Computational Perspectives", Eds. B. Ionescu, W. Bainbridge, N. Murray, P. Le Callet, Springer Nature, 2021, coming	-	-	-	Book
8	CNR		Andrea Esuli, Alessio Molinari, and Fabrizio Sebastiani, "A Critical Reassessment of the Saerens-Latinne-Decaestecker Algorithm for Posterior Probability Adjustment", ACM Transactions on Information Systems, 39(2), Article 19, 34 pages.	<a href="https://zenodo.org/reCORD/4468009">https://zenodo.org/reCORD/4468009</a>	20/12/2020	Yes, green	Journal
9	CNR	T3.3	Alejandro Moreo, Andrea Pedrotti, and Fabrizio Sebastiani, "Heterogeneous Document Embeddings for Cross-Lingual Text Classification", Proceedings of the 36th ACM/SIGAPP Symposium On Applied Computing (SAC 2021).	<a href="https://zenodo.org/reCORD/4467989">https://zenodo.org/reCORD/4467989</a>	22/03/2021	Yes, green	Conference
10	CNR	T3.7	Alejandro Moreo and Fabrizio Sebastiani, "Re-Assessing the "Classify and Count" Quantification Method", Proceedings of the 43rd European Conference on Information Retrieval (ECIR 2021).	<a href="https://zenodo.org/reCORD/4468277">https://zenodo.org/reCORD/4468277</a>	28/03/2021	Yes, green	Conference
11	CNR	-	Alejandro Moreo, Andrea Esuli, and Fabrizio Sebastiani, "Word-Class Embeddings for Multiclass Text Classification", Data Mining and Knowledge Discovery, Issue 3, 2021	<a href="https://zenodo.org/reCORD/4468313">https://zenodo.org/reCORD/4468313</a>	31/12/2020	Not yet	Journal
12	IBM	-	Martin Wistuba, Josif Grabocka, "Few-Shot Bayesian Optimization with Deep Kernel Surrogates", 9th International Conference on Learning Representations (ICLR 2021)	<a href="https://zenodo.org/reCORD/4556929">https://zenodo.org/reCORD/4556929</a> <a href="https://arxiv.org/abs/2101.07667">https://arxiv.org/abs/2101.07667</a>	03/05/2021	Yes, green	Conference





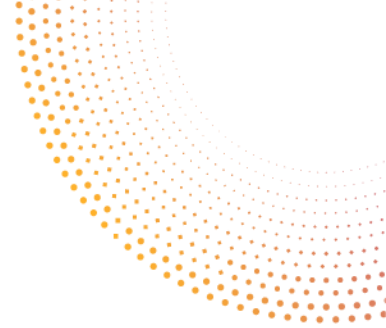
Nr.	Partner	Related Task	Paper information	Link	Date	Open Access	Type
13	UNITN	T6.2	Y. Liu, E. Sangineto, Y. Chen, L. Bao, H. Zhang, N. Sebe, B. Lepri, W. Wang, and M. De Nadai, "Smoothing the Disentangled Latent Style Space for Unsupervised Image-to-Image Translation", IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR'21), June 2021	<a href="https://zenodo.org/record/5014015">https://zenodo.org/record/5014015</a>	22/06/2021	Yes, green	Conference
14	UNITN	T3.3	S. Roy, E. Krivosheev, Z. Zhong, N. Sebe, and E. Ricci, "Curriculum Graph Co-Teaching for Multi-Target Domain Adaptation", IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR'21), June 2021	<a href="https://zenodo.org/record/5014029">https://zenodo.org/record/5014029</a>	22/06/2021	Yes, green	Conference
15	UNITN	T3.1	Z. Zhong, E. Fini, S. Roy, Z. Luo, E. Ricci, and N. Sebe, "Neighborhood Contrastive Learning for Novel Class Discovery", IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR'21), June 2021	<a href="https://zenodo.org/record/5014108">https://zenodo.org/record/5014108</a>	22/06/2021	Yes, green	Conference
16	UNITN	T3.1	Z. Zhong, L. Zhu, Z. Luo, S. Li, Y. Yang and N. Sebe, "OpenMix: Reviving Known Knowledge for Discovering Novel Visual Categories in an Open World", IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR'21), June 2021	<a href="https://zenodo.org/record/5014206">https://zenodo.org/record/5014206</a>	22/06/2021	Yes, green	Conference
17	UNITN	T3.3	Y. Zhao, Z. Zhong, F. Yang, Z. Luo, Y. Lin, S. Li, and N. Sebe, "Learning to Generalize Unseen Domains via Memory-based Multi-Source Meta-Learning for Person Re-Identification", IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR'21), June 2021	<a href="https://zenodo.org/record/5014450">https://zenodo.org/record/5014450</a>	22/06/2021	Yes, green	Conference
18	UNITN	T3.3	F. Yang, Z. Zhong, Z. Luo, Y. Cai, Y. Lin, S. Li, and N. Sebe, "Joint Noise-Tolerant Learning and Meta Camera Shift Adaptation for Unsupervised Person Re-Identification", IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR'21), June 2021	<a href="https://zenodo.org/record/5014559">https://zenodo.org/record/5014559</a>	22/06/2021	Yes, green	Conference
19	3IA-UCA	T5.2	M. Romero, L. Sassatelli, R. Aparicio-Pardo, and F. Precioso, "TRACK: A New Method from a Re-examination of Deep Architectures for Head Motion Prediction in 360-degree Videos", IEEE Transactions on Pattern Analysis and	<a href="https://zenodo.org/record/4673531">https://zenodo.org/record/4673531</a>	05/04/2021	Yes, Zenodo	Journal





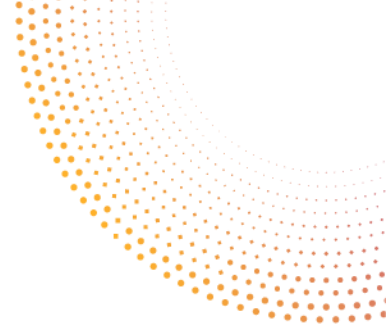
Nr.	Partner	Related Task	Paper information	Link	Date	Open Access	Type
			Machine Intelligence, To appear, April 2021				
20	CERTH	T4.3	N. Gkalelis, A. Goulas, D. Galanopoulos, V. Mezaris, "ObjectGraphs: Using Objects and a Graph Convolutional Network for the Bottom-up Recognition and Explanation of Events in Video", IEEE/CVF CVPR 2021 Workshop on Large Scale Holistic Video Understanding (HVU), June 2021	<a href="https://zenodo.org/record/4963588">https://zenodo.org/record/4963588</a>	16/06/2021	Zenodo	Conference
21	JRS	T6.2	W. Bailer, G. Thallinger, D. Thomas-Aniola, G. Backfried, "Challenges for Automatic Detection of Fake News Related to Migration", IEEE Conference on Cognitive and Computational Aspects of Situation Management (CogSIMA), May 2021	<a href="https://ieeexplore.ieee.org/document/9475929">https://ieeexplore.ieee.org/document/9475929</a>	14/05/2021	Yes, green Zenodo	Conference
22	UvA		T. Blanke and T. Venturini, "A network view on reliability: using machine learning to understand how we assess news websites", Journal of Computational Social Science (2021)	<a href="https://link.springer.com/article/10.1007%2Fs42001-021-00116-w">https://link.springer.com/article/10.1007%2Fs42001-021-00116-w</a>	06/05/2021	Zenodo	Journal
23	CERTH, DW, ATC, RAI, NISV, MODL, IRCAM, IDF, BSC, UM, IMAGGA	T8.1	F. Tsalakanidou, S. Papadopoulos, V. Mezaris, I. Kompatsiaris, B. Gray, D. Tsabouraki, M. Kalogerini, F. Negro, M. Montagnuolo, J. de Vos, P. van Kemenade, D. Gravina, R. Mignot, A. Ozerov, F. Schnitzler, A. Garcia-Saez, G. N. Yannakakis, A. Liapis, and G. Kostadinov, "The AI4Media project: Use of Next-generation Artificial Intelligence Technologies for Media Sector Applications", Proc. 17th International Conference on Artificial Intelligence Applications and Innovations (AIAI2021), June 2021	-	25/06/2021	Not yet	Conference
24	AUTH	T5.1	Michail Kaseris, Ioannis Mademlis and Ioannis Pitas, "Adversarial Unsupervised Video Summarization Augmented with Dictionary Loss", 2021 IEEE International Conference on Image Processing (ICIP 2021), Sept. 2021	<a href="https://zenodo.org/record/4899284">https://zenodo.org/record/4899284</a>	30/09/2021	Zenodo	Conference
25	3IA-UCA	T5.1	A. Bobasheva, F. Gandon and F. Precioso, "Learning and Reasoning for Cultural Metadata Quality", Accepted for publication in ACM Journal on Computing and Cultural Heritage, May 2021.	<a href="https://hal.archives-ouvertes.fr/hal-03363442/document">https://hal.archives-ouvertes.fr/hal-03363442/document</a>	10/05/2021	Yes, HAL	Journal





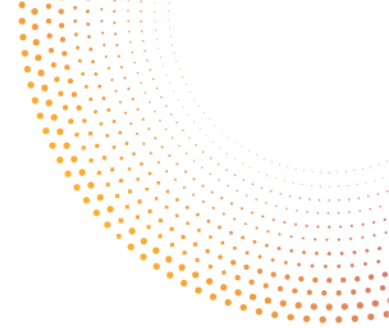
Nr.	Partner	Related Task	Paper information	Link	Date	Open Access	Type
26	IDF	T3.5	Tsiry Mayet, Anne Lambert, Pascal Le Guyadec, Françoise Le Bolzer, François Schnitzler, "SkipW: Resource Adaptable RNN with Strict Upper Computational Limit", 9th International Conference on Learning Representations (ICLR 2021)	<a href="https://openreview.net/pdf?id=2CjEVW-RGOJ">https://openreview.net/pdf?id=2CjEVW-RGOJ</a>	05/04/21	openreview, zenodo	Conference
27	CNR	T6.2	Tiziano Fagni, Fabrizio Falchi, Margherita Gambini, Antonio Martella, and Maurizio Tesconi, "TweepFake: About detecting deepfake tweets", PLoS ONE 16(5): e0251415, May 2021	<a href="https://journals.plos.org/plosone/article?id=10.1371/journal.pone.0251415">https://journals.plos.org/plosone/article?id=10.1371/journal.pone.0251415</a>	13/05/2021	Zenodo	Journal
28	UPB	T6.6	Mihai Gabriel Constantin, Dan-Ștefan Pârvu, Cristian Stanciu, Denisa Ionașcu, and Bogdan Ionescu, "Hateful meme detection with multimodal deep neural networks", 15th International Symposium on Signals, Circuits and Systems 2021 (ISSCS 2021), Online Event, Iasi, Romania, July 2021	<a href="https://zenodo.org/record/5006964">https://zenodo.org/record/5006964</a>	15/07/2021	Zenodo	Conference
29	UPB	T6.2	Cristian Stanciu and Bogdan Ionescu, "Deepfake Video Detection with Facial Features and Long-Short Term Memory Deep Networks", 15th International Symposium on Signals, Circuits and Systems 2021 (ISSCS 2021), Online Event, Iasi, Romania, July 2022	<a href="https://zenodo.org/record/5011285">https://zenodo.org/record/5011285</a>	15/07/2021	Zenodo	Conference
30	UNITN	T5.2	W. Menapace, S. Lathuiliere, S. Tulyakov; A. Siarohin and E. Ricci, "Playable Video Generation", IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR'21), June 2021	<a href="https://zenodo.org/record/5014666">https://zenodo.org/record/5014666</a>	22/06/2021	Yes, green	Conference
31	UNITN	T4.2	F. Yang; Z. Zhong; H. Liu; Z. Wang; Z. Luo; S. Li; N. Sebe and S. Satoh, "Learning to Attack Real-World Models for Person Re-identification via Virtual-Guided Meta-Learning", AAAI Conference on Artificial Intelligence, 35(4), pp. 3128-3135	<a href="https://ojs.aaai.org/index.php/AAAI/article/view/16422">https://ojs.aaai.org/index.php/AAAI/article/view/16422</a>	18/05/2021	Yes, green	Conference
32	UNITN	T5.3	Hao Tang, Hong Liu, Wei Xiao, and Nicu Sebe, "When Dictionary Learning Meets Deep Learning: Deep Dictionary Learning and Coding Network for Image Recognition With Limited Data", IEEE Transactions on Neural Networks and Learning Systems, 32 (5), pp. 2129 - 2141, 2021	<a href="https://ieeexplore.ieee.org/document/9112646">https://ieeexplore.ieee.org/document/9112646</a>	01/05/2021	Not yet	Journal





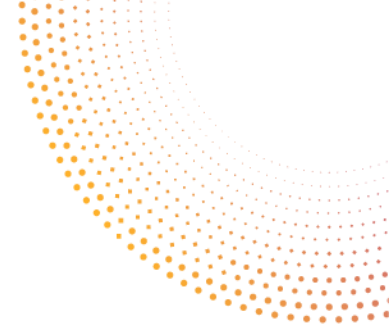
Nr.	Partner	Related Task	Paper information	Link	Date	Open Access	Type
33	UNITN	T5.2	Hao Tang and Nicu Sebe, "Total Generate: Cycle in Cycle Generative Adversarial Networks for Generating Human Faces, Hands, Bodies, and Natural Scenes", IEEE Transactions on Multimedia, DOI: 10.1109/TMM.2021.3091847, 2022	<a href="https://ieeexplore.ieee.org/document/9464730">https://ieeexplore.ieee.org/document/9464730</a>	24/06/2021	Not yet	Journal
34	UNIFI	T3.1	Federico Pernici, Matteo Bruni, Claudio Bacchi, & Alberto Del Bimbo. (2021). Regular Polytope Networks. IEEE Transactions on Neural Networks and Learning Systems.	<a href="https://ieeexplore.ieee.org/document/9358981/">https://ieeexplore.ieee.org/document/9358981/</a>	19/02/2021	-	Journal
35	UM	T5.2	Konstantinos Sfikas and Antonios Liapis: "Playing Against the Board: Rolling Horizon Evolutionary Algorithms Against Pandemic," in IEEE Transactions of Games, 2021 (accepted).	<a href="https://arxiv.org/abs/2103.15090">https://arxiv.org/abs/2103.15090</a>	1/4/2021	Arxiv	Journal
36	UM	T5.2	Konstantinos Sfikas, Antonios Liapis and Georgios N. Yannakakis: "Monte Carlo Elites: Quality-Diversity Selection as a Multi-Armed Bandit Problem," in Proceedings of the Genetic and Evolutionary Computation Conference, 2021.	<a href="https://arxiv.org/abs/2104.08781">https://arxiv.org/abs/2104.08781</a>	14/07/2021	Arxiv	Conference
37	IDF	T3.5	A. Ozerov and N. Duong, "Inplace knowledge distillation with teacher assistant for improved training of flexible deep neural networks" 29th European Signal Processing Conference (EUSIPCO'21), Dublin, Ireland, Aug. 2021	<a href="https://arxiv.org/pdf/2105.08369.pdf">https://arxiv.org/pdf/2105.08369.pdf</a>	24/08/2021	Arxiv, HAL, Zenodo	Conference
38	IDIAP	T4.4	Sina Sajadmanesh and Daniel Gatica-Perez, "Locally Private Graph Neural Networks", in Proceedings of ACM Conference on Computer and Communication Security (CCS), 2021 (accepted)	<a href="https://arxiv.org/pdf/2006.05535.pdf">https://arxiv.org/pdf/2006.05535.pdf</a>	06/05/2021	Arxiv, Zenodo	Conference
39	UM	T5.2	Theodoros Galanos, Antonios Liapis and Georgios N. Yannakakis: "AffectGAN: Affect-Based Generative Art Driven by Semantics," in Proceedings of the ACII Workshop on What's Next in Affect Modeling?, 2021.	<a href="https://arxiv.org/abs/2109.14845">https://arxiv.org/abs/2109.14845</a>	28/9/2021	Arxiv	Workshop co-located with a conference
40	UM	T5.2	Matthew Barthet, Antonios Liapis and Georgios N. Yannakakis: "Go-Blend Behavior and Affect," in Proceedings of the ACII Workshop on What's Next in Affect Modeling?, 2021.	<a href="http://arxiv.org/abs/2109.13388">http://arxiv.org/abs/2109.13388</a>	28/9/2021	Arxiv	Workshop co-located with a conference





Nr.	Partner	Related Task	Paper information	Link	Date	Open Access	Type
41	UM	T5.2	Chintan Trivedi, Antonios Liapis and Georgios N. Yannakakis: "Contrastive Learning of Generalized Game Representations," in Proceedings of the IEEE Conference on Games, 2021.	<a href="https://arxiv.org/abs/2106.10060">https://arxiv.org/abs/2106.10060</a>	17/8/2021	Arxiv	Conference
42	UM	T5.2	David Melhart, Antonios Liapis and Georgios N. Yannakakis: "Towards General Models of Player Experience: A Study Within Genres," in Proceedings of the IEEE Conference on Games, 2021.	<a href="https://arxiv.org/abs/2110.00978">https://arxiv.org/abs/2110.00978</a>	20/8/2021	Arxiv	Conference
43	QMUL	T3.2	Christos Tzelepis, Georgios Tzimiropoulos, Ioannis Patras, "WarpedGANSpace: Finding non-linear RBF paths in GAN latent space", International Conference on Computer Vision (ICCV), 2021	<a href="https://zenodo.org/record/5550474">https://zenodo.org/record/5550474</a>		Zenodo	Conference
44	HES-SO	T4.3	Mara Graziani, Iam Palatnik De Sousa, Marley M.B.R. Vellasco, Eduardo Costa da Silva, Henning Müller and Vincent Andrearczyk, "Sharpening Local Interpretable Model-agnostic Explanations for Histopathology: Improved Understandability and Reliability" in Proceedings of the International Conference on Medical Image Computing and Computer-Assisted Intervention, 2021	<a href="https://doi.org/10.5281/zenodo.5541054">https://doi.org/10.5281/zenodo.5541054</a>	30/09/2021	Zenodo	Conference
45	HES-SO	-	Mara Graziani, Lidia Dutkiewicz, Davide Calvaresi, José Pereira Amorim, Katerina Yordanova, Mor Vered, Pedro Henriques Abreu, Tobias Blanke, Valeria Pulignano, John O.Prior, Lode Lauwaert, Wessel Reijers, Adrien Depeursinge, Vincent Andrearczyk, Henning Müller	TBD	20/10/2021	Not yet	Journal
46	UNITN	T3.4	X. Bai, X. Liu, Q. Liu, J. Song, N. Sebe and B. Kim, Explainable Deep Learning for Efficient and Robust Pattern Recognition: A Survey of Recent Developments, Pattern Recognition, vol. 120, Article 108102, December 2021	<a href="https://zenodo.org/record/5442805">https://zenodo.org/record/5442805</a>	04/09/2021	Zenodo	Journal
47	CNR	T3.7, T5.3	Ciampi, L., Santiago, C., Costeira, J.P., Gennaro, C., Amato, G., Domain adaptation for traffic density estimation, VISIGRAPP 2021 - Proceedings of the 16th International Joint Conference on Computer Vision, Imaging and Computer Graphics	<a href="https://zenodo.org/record/5078270">https://zenodo.org/record/5078270</a>	08/02/2021	Zenodo	Conference

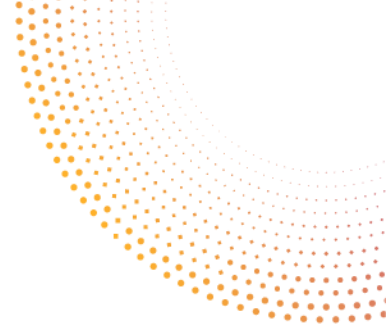




Nr.	Partner	Related Task	Paper information	Link	Date	Open Access	Type
			Theory and Applications, Volume 5, Pages 185-195, 2021				
48	CNR	T5.3	"VISIONE at Video Browser Showdown 2021", Amato, G., Bolettieri, P., Falchi, F., ...Vadicamo, L., Vairo, C, 27th International Conference on MultiMedia Modeling, MMM 2021; Prague;Czech Republic; 22 June 2021 through 24 June 2021; Code 254419, Volume 12573 LNCS, 2021, Pages 473-478	<a href="https://zenodo.org/record/5078245">https://zenodo.org/record/5078245</a>	07/02/2021	Zenodo	Conference
49	CNR	T5.3	G. Amato, P. Bolettieri, F. Carrara, F. Debole, F. Falchi, C. Gennaro, "The VISIONE video search system: exploiting off-the-shelf text search engines for large scale video retrieval", Journal of Imaging, 2021 7 (5), 76	<a href="https://zenodo.org/record/5078216">https://zenodo.org/record/5078216</a>	07/07/2021	Zenodo	Journal
50	CNR	T5.3	Messina, N., Falchi, F., Esuli, A., Amato, G., "Transformer reasoning network for image-text matching and retrieval", 25th International Conference on Pattern Recognition (ICPR)	<a href="https://zenodo.org/record/5575446">https://zenodo.org/record/5575446</a>	10/01/2021	Zenodo	Conference
51	UNIFI	T5.3	Mugnai, D., Pernici, F., Turchini, F., & Del Bimbo, A. (2021). Soft Pseudo-labeling Semi Supervised Learning Applied to Fine-Grained Visual Classification. In Pattern Recognition. ICPR International Workshops and Challenges: Virtual Event, January 10–15, 2021, Pro ceedings, Part IV (pp. 102-110). Springer International Publishing.	<a href="https://link.springer.com/chapter/10.1007/978-3-030-68799-1_8">https://link.springer.com/chapter/10.1007/978-3-030-68799-1_8</a>	05/03/2021	-	Conference
52	UNIFI	T6.2	Roberto Caldelli; Leonardo Galteri; Irene Amerini; Alberto Del Bimbo; "Optical Flow based CNN for detection of unlearned deepfake manipulations", Pattern Recognition Letters, Volume 146, June 2021, Pages 31-37	<a href="https://www.sciencedirect.com/science/article/abs/pii/S0167865521000842?via%3Dihub">https://www.sciencedirect.com/science/article/abs/pii/S0167865521000842?via%3Dihub</a>	06/2021	Zenodo	Journal
53	UNITN	T6.2	H. Tang and N. Sebe, "Layout-to-Image Translation With Double Pooling Generative Adversarial Networks," in IEEE Transactions on Image Processing, vol. 30, pp. 7903-7913, 2021, doi: 10.1109/TIP.2021.3109531.	<a href="https://ieeexplore.ieee.org/document/9539094">https://ieeexplore.ieee.org/document/9539094</a>	15/09/2021	No	Journal
54	UNITN	T5.3	Petru Soviany, Radu Tudor Ionescu, Paolo Rota, Nicu Sebe, "Curriculum self-paced learning for cross-domain object detection", Computer Vision and	<a href="https://www.sciencedirect.com/science/article">https://www.sciencedirect.com/science/article</a>	03/2021	No	Journal

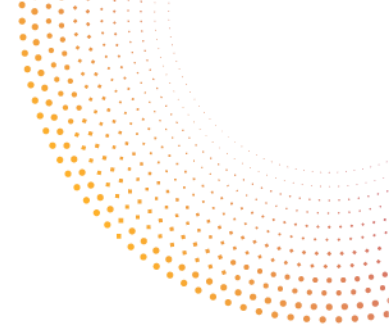






Nr.	Partner	Related Task	Paper information	Link	Date	Open Access	Type
			Image Understanding, Volume 204, 2021	<a href="/abs/pii/S1077314221000102?via%3Dihub">/abs/pii/S1077314221000102?via%3Dihub</a>			
55	UNITN	T5.5	A. Ermolov, A. Siarohin, E. Sangineto, and N. Sebe, Whitening for Self-Supervised Representation Learning, International Conference on Machine Learning (ICML'21), July 2021	<a href="http://proceedings.mlr.press/v139/ermolov21a/ermolov21a.pdf">http://proceedings.mlr.press/v139/ermolov21a/ermolov21a.pdf</a>	18/07/2021	Yes, green	Conference
56	UNITN	T3.3	H. Chen, H. Tang, H. Shi, W. Peng, N. Sebe, and G. Zhao, Intrinsic-Extrinsic Preserved GANs for Unsupervised 3D Pose Transfer, International Conference of Computer Vision (ICCV'21), Montreal, Canada, October 2021	-	-	Yes, green	Conference
57	UNITN	T5.5	Y. Song, N. Sebe, and W. Wang, Why Approximate Matrix Square Roots Outperform Accurate SVD in Global Covariance Pooling?, International Conference of Computer Vision (ICCV'21), Montreal, Canada, October 2021	-	-	Yes, green	Conference
58	UNITN	T5.5	Y. Liu, E. Sangineto, W. Bi, N. Sebe, B. Lepri, and M. De Nadai, Efficient Training of Visual Transformers with Small-Size Datasets, Neural Information Processing Systems (NeurIPS'21), virtual, December 2021	-	-	Yes, green	Conference
59	UNITN	T3.7	X. Liu, G. Li, Z. Han, W. Zhang, Y. Yang, Q. Huang, and N. Sebe, Exploiting inter-sample relationship for crowd counting with multi-expert network, International Conference of Computer Vision (ICCV'21), Montreal, Canada, October 2021	-	-	Yes, green	Conference
60	UNITN	T3.3	V. Turrisi da Costa, G. Zara, P. Rota, T. Oliveira-Santos, N. Sebe, V. Murino, E. Ricci, "Dual Contrastive Domain Adaptation for Video Action Recognition", IEEE Winter Conference on Application of Computer Vision (WACV'22), Waikoloa, January 2022	-	-	-	Conference
61	CEA	T3.1	H. Slim, E. Belouadah, A. Popescu, D. Onchis. "Dataset Knowledge Transfer for Class-Incremental Learning without Memory", IEEE Winter Conference on Application of Computer Vision (WACV'22), Waikoloa, January 2022	-	-	-	Conference





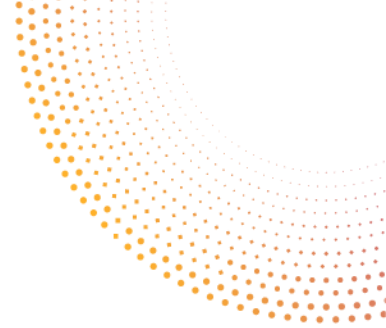
Nr.	Partner	Related Task	Paper information	Link	Date	Open Access	Type
62	CEA, UPB	T4.6	A. Popescu, L. Stefan, J. Deshayes-Chossart, B. Ionescu. "Face Verification with Challenging Imposters and Diversified Demographics", IEEE Winter Conference on Application of Computer Vision (WACV'22), Waikoloa, January 2022	-	-	-	Conference
63	CEA	T6.7	V.-H. Nguyen, A. Popescu, J. Deshayes-Chossart. "Unveiling Real-Life Effects of Online Photo Sharing", IEEE Winter Conference on Application of Computer Vision (WACV'22), Waikoloa, January 2022	-	-	-	Conference
64	QMUL	T6.6	G. Zoumpourlis and I. Patras. "Pairwise Ranking Network for Affect Recognition", 9th International Conference on Affective Computing and Intelligent Interaction (ACII 2021), September 2021	<a href="https://zenodo.org/record/5550449">https://zenodo.org/record/5550449</a>	26/06/2021	Zenodo	Conference
65	QMUL	T6.6	N. M. Foteinopoulou, C. Tzelepis, and I. Patras, "Estimating continuous affect with label uncertainty", 9th International Conference on Affective Computing & Intelligent Interaction (ACII), 2021	-	-	-	Conference
66	BSC	T3.8	Adrián Pérez-Salinas, David López-Núñez, Artur García-Sáez, P. Forn-Díaz, José I. Latorre, One qubit as a Universal Approximant,. Physical Review A 104, 012405 (2021)	<a href="https://journals.aps.org/pr/abstract/10.1103/PhysRevA.104.012405">https://journals.aps.org/pr/abstract/10.1103/PhysRevA.104.012405</a>	2/7/2021		Journal
67	UNIFI	T5.3	F. Bongini, L. Berlincioni, M. Bertini, A. Del Bimbo, "Partially Fake it Till you Make It: Mixing Real and Fake Thermal Images for Improved Object Detection", ACM Multimedia 2021	-	20/10/2021	-	Conference
68	UNIFI	T5.2	L. Galteri, L. Seidenari, P. Bongini, M. Bertini, A. Del Bimbo, "Language Based Image Quality Assessment", MMAsia, 2021	-	3/12/2021	-	Conference
69	CNR	T3.3	Alejandro Moreo, Andrea Esuli, Fabrizio Sebastiani, "Lost in Transduction: Transductive Transfer Learning in Text Classification", ACM Transactions on Knowledge Discovery from Data, Vol. 16, No 1, February 2022, pp 1–21, <a href="https://doi.org/10.1145/3453146">https://doi.org/10.1145/3453146</a>	-	-	-	Journal





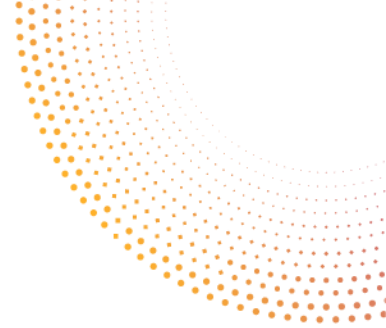
Nr.	Partner	Related Task	Paper information	Link	Date	Open Access	Type
70	UNIFI	T5.2	Federico Vaccaro, Marco Bertini, Tiberio Uricchio, Alberto Del Bimbo, "Fast Video Visual Quality and Resolution Improvement using SR-UNet", ACM Multimedia 2021	<a href="https://zenodo.org/record/5545598">https://zenodo.org/record/5545598</a>	20/10/2021	-	Conference
71	UCA	T6.4	V. Vorakitphan, E. Cabrio, S. Villata. "Don't discuss": Investigating Semantic and Argumentative Features for Supervised Propagandist Message Detection and Classification. In. Proc. of RaNLP-2021.	<a href="https://hal.archives-ouvertes.fr/hal-03314797">https://hal.archives-ouvertes.fr/hal-03314797</a>	-	-	Conference
72	UCA	T5.2	Miguel Romero Rondon, Dario Zanca, Stefano Melacci, Marco Gori, Lucile Sassatelli. HeMoG: A White-Box Model to Unveil the Connection Between Saliency Information and Human Head Motion in Virtual Reality. IEEE International Conference on Artificial Intelligence and Virtual Reality, Nov 2021, Taichung, Taiwan.	<a href="https://zenodo.org/record/5563115">https://zenodo.org/record/5563115</a>	15/11/2021	Yes	Conference
73	CNR	T5.3	Nicola Messina, Fabrizio Falchi, Claudio Gennaro, Giuseppe Amato, AIMH at SemEval-2021 Task 6: Multimodal Classification Using an Ensemble of Transformer Models, Proceedings of the 15th International Workshop on Semantic Evaluation (SemEval-2021)	<a href="https://zenodo.org/record/5575854/#.YXAT9RpBzcs">https://zenodo.org/record/5575854/#.YXAT9RpBzcs</a>	05/08/2021	Zenodo	Conference
74	CNR	T5.3	Carrara F., Caldelli R., Falchi F., Amato G. (2021) Defending Neural ODE Image Classifiers from Adversarial Attacks with Tolerance Randomization. In: Del Bimbo A. et al. (eds) Pattern Recognition. ICPR International Workshops and Challenges. ICPR 2021. Lecture Notes in Computer Science, vol 12666. Springer, Cham. <a href="https://doi.org/10.1007/978-3-030-68780-9_35">https://doi.org/10.1007/978-3-030-68780-9_35</a>	<a href="https://zenodo.org/record/5575809">https://zenodo.org/record/5575809</a>	10/01/2021	Zenodo	Conference
75	CNR	T5.3	Gabriele Lagani, Fabrizio Falchi, Claudio Gennaro, Giuseppe Amato, Hebbian semi-supervised learning in a sample efficiency setting, Neural Networks, Volume 143, 2021, Pages 719-731, ISSN 0893-6080	<a href="https://zenodo.org/record/5575795">https://zenodo.org/record/5575795</a>	13/08/2021	Zenodo	Journal
76	CNR	T5.3	G. Lagani et al., "Assessing Pattern Recognition Performance of Neuronal Cultures through Accurate Simulation" 2021 10th International IEEE/EMBS Conference on Neural Engineering	<a href="https://zenodo.org/record/5575842">https://zenodo.org/record/5575842</a>	05/05/2021	Zenodo	Conference





Nr.	Partner	Related Task	Paper information	Link	Date	Open Access	Type
			(NER), 2021, pp. 726-729, doi: 10.1109/NER49283.2021.9441166.				
77	CNR	T5.3	Raffaele Mazziotti, Fabio Carrara, Aurelia Viglione, Leonardo Lupori, Luca Lo Verde, Alessandro Benedetto, Giulia Ricci, Giulia Sagona, Giuseppe Amato and Tommaso Pizzorusso, MEYE: Web App for Translational and Real-Time Pupillometry, eNeuro 13 September 2021, 8 (5) ENEURO.0122-21.2021; DOI: https://doi.org/10.1523/ENEURO.0122-21.2021	<a href="https://zenodo.org/record/5575513">https://zenodo.org/record/5575513</a>	13/9/2021	Zenodo	Journal
78	JR	T3.5	H. Fassold, Some like it tough: Improving model generalization via progressively increasing the training difficulty, ASPAI, 2021	<a href="https://zenodo.org/record/5596848#.YXbDDBpBxGM">https://zenodo.org/record/5596848#.YXbDDBpBxGM</a>	25/10/2021	Zenodo	Conference
79	JR	T5.1	H. Fassold, Detecting speaking persons in video, MMSP, 2021	<a href="https://zenodo.org/record/5596862#.YXbE3xpBxGM">https://zenodo.org/record/5596862#.YXbE3xpBxGM</a>	25/10/2021	Zenodo	Conference
80	JR	T5.3	W. Bailer. Making Few-shot Object Detection Simpler and Less Frustrating, MMM 2022	-	05/04/2022	-	Conference
81	CNR, JR	T5.1, T5.3	J. Lokoč, L. Rossetto, W. Bailer, K. Schoeffmann, S. Vrochidis, C. Gurrin, S. Heller, L. Vadicamo, K.U. Barthel, L. Peška, J. Wu, B.P. Jónsson. A Task Category Space for User-Centric Comparative Multimedia Search Evaluations, MMM 2022	-	05/04/2022	-	Conference
82	JR	T2.3	W. Bailer, G. Thallinger, V. Krawarik, K. Schell, V. Ertelthaler. AI for the Media Industry: Application Potential and Automation Levels, MMM 2022	-	05/04/2022	-	Conference
83	AUTH	T5.2	George Voulgaris, Ioannis Mademlis and Ioannis Pitas, "Procedural Terrain Generation Using Generative Adversarial Networks", EURASIP European Conference on Signal Processing (EUSIPCO), 2021.	<a href="https://zenodo.org/record/5718545">https://zenodo.org/record/5718545</a>	30/08/2021	Zenodo	Conference
84	JR, CNR	T5.1, T5.3	Silvan Heller, Viktor Gsteiger, Werner Bailer, Cathal Gurrin, Björn Þór Jónsson, Jakub Lokoc, Andreas Leibetseder, Frantisek Mejzlík, Ladislav Peska, Luca Rossetto, Konstantin Schall, Klaus Schoeffmann, Heiko Schuldt, Florian Spiess, Ly-Duyen Tran,	-	01/2022	-	Journal





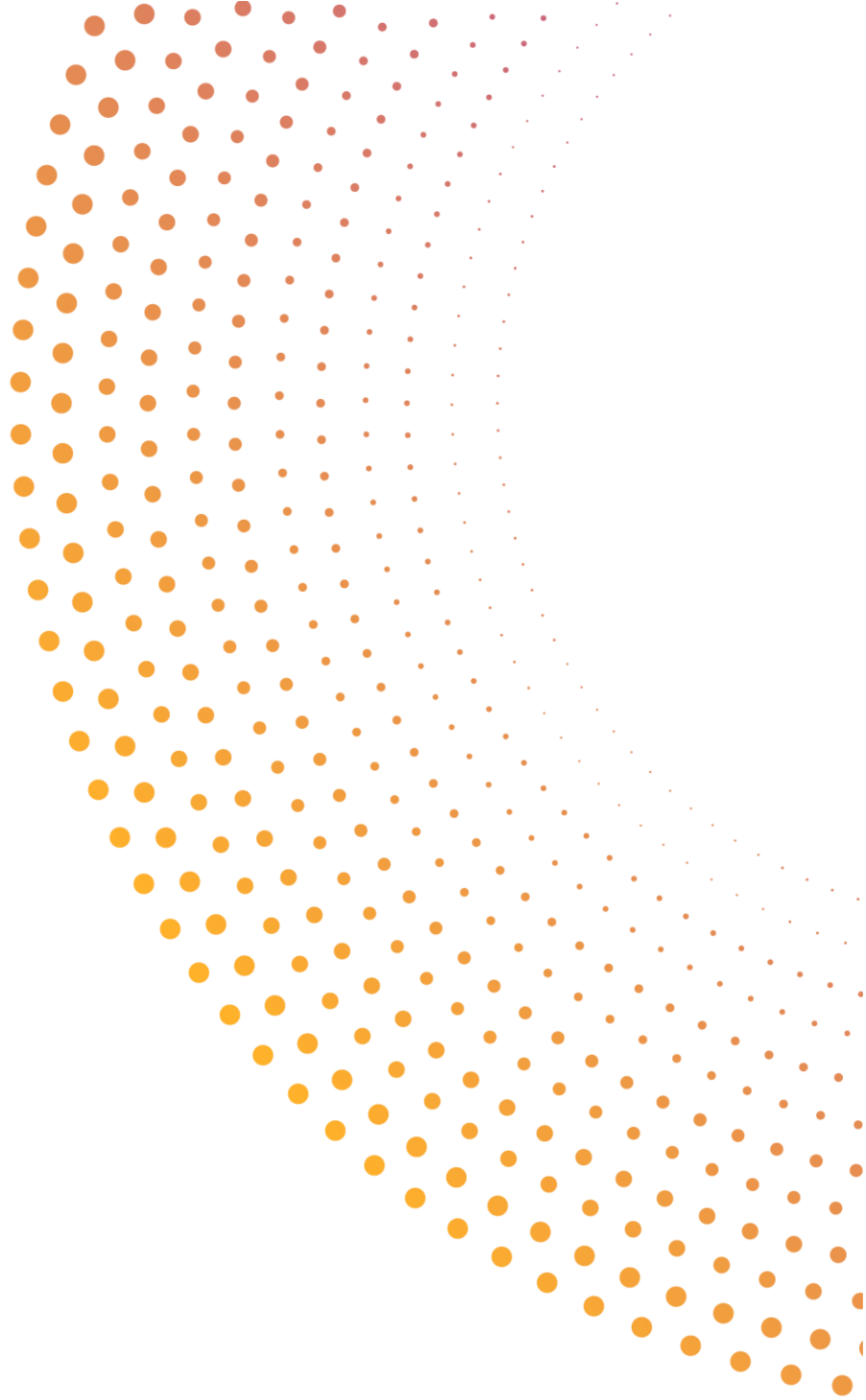
Nr.	Partner	Related Task	Paper information	Link	Date	Open Access	Type
			Lucia Vadicamo, Patrik Veselý, Stefanos Vrochidis, Jiaxin Wu: Interactive Video Retrieval Evaluation at a Distance: Comparing Sixteen Interactive Video Search Systems in a Remote Setting at the 10th Video Browser Showdown, International Journal of Multimedia Information Retrieval, 2022				
85	AUTH	T5.1	Michail Kaseris, Ioannis Mademlis and Ioannis Pitas, "Exploiting Caption Diversity for Unsupervised Video Summarization", 2022 IEEE International Conference on Image Processing (ICASSP), 2022	-	05/2022	-	Conference
86	UNITN	T3.3	H. Chen, H. Tang, N. Sebe, G. Zhao, AniFormer: Data-driven 3D Animation with Transformer, British Machine Vision Conference (BMVC'21), virtual, October 2021	<a href="https://zenodo.org/record/5901777">https://zenodo.org/record/5901777</a>	25/10/2021	Yes	Conference
87	UNITN	T6.2	B. Ren, H. Tang, and N. Sebe, Cascaded Cross MLP-Mixer GANs for Cross-View Image Translation, British Machine Vision Conference (BMVC'21), virtual, October 2021	<a href="https://zenodo.org/record/5901781">https://zenodo.org/record/5901781</a>	25/10/2021	Yes	Conference
88	UNITN	T3,3	H. Chen, H. Tang, Z. Yu, N. Sebe, and G. Zhao, Geometry-Contrastive Transformer for Generalized 3D Pose Transfer, AAAI Conference on Artificial Intelligence (AAAI'22), virtual, February-March 2022	-	01/02/2022	Yes	Conference
89	UNITN	T5.5	Y. Song, N. Sebe, and W. Wang, Fast Differentiable Matrix Square Root, International Conference on Learning Representations (ICLR'22), online, April 2022	-	05/22	Yes	Conference
90	UNITN	-	H. Tang, H. Liu, D. Xu, P. Torr, and N. Sebe, AttentionGAN: Unpaired Image-to-Image Translation using Attention-Guided Generative Adversarial Networks, IEEE Transactions on Neural Networks and Learning Systems	<a href="https://zenodo.org/record/5901796">https://zenodo.org/record/5901796</a>	2022	Zenodo	Journal





# AI4media

ARTIFICIAL INTELLIGENCE FOR  
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This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No 951911

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