

Brussels, 24 March 2020

COST 045/20

## DECISION

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Subject: **Memorandum of Understanding for the implementation of the COST Action “Leading Platform for European Citizens, Industries, Academia and Policymakers in Media Accessibility” (LEAD-ME) CA19142**

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The COST Member Countries and/or the COST Cooperating State will find attached the Memorandum of Understanding for the COST Action Leading Platform for European Citizens, Industries, Academia and Policymakers in Media Accessibility approved by the Committee of Senior Officials through written procedure on 24 March 2020.



## MEMORANDUM OF UNDERSTANDING

For the implementation of a COST Action designated as

**COST Action CA19142**   
**LEADING PLATFORM FOR EUROPEAN CITIZENS, INDUSTRIES, ACADEMIA AND POLICYMAKERS  
IN MEDIA ACCESSIBILITY (LEAD-ME)**

The COST Member Countries and/or the COST Cooperating State, accepting the present Memorandum of Understanding (MoU) wish to undertake joint activities of mutual interest and declare their common intention to participate in the COST Action (the Action), referred to above and described in the Technical Annex of this MoU.

The Action will be carried out in accordance with the set of COST Implementation Rules approved by the Committee of Senior Officials (CSO), or any new document amending or replacing them:

- a. "Rules for Participation in and Implementation of COST Activities" (COST 132/14 REV2);
- b. "COST Action Proposal Submission, Evaluation, Selection and Approval" (COST 133/14 REV);
- c. "COST Action Management, Monitoring and Final Assessment" (COST 134/14 REV2);
- d. "COST International Cooperation and Specific Organisations Participation" (COST 135/14 REV).

The main aim and objective of the Action is to LEAD-ME creates a fruitful collaboration among all stakeholders in the field of Media Accessibility: researchers, engineers, scholars as well as businesses and policymakers will be empowered with a common and unique platform for observing and influencing Media Accessibility and contributing to existing standards, and propose new ones, in Europe. This will be achieved through the specific objectives detailed in the Technical Annex.

The economic dimension of the activities carried out under the Action has been estimated, on the basis of information available during the planning of the Action, at EUR 80 million in 2019.

The MoU will enter into force once at least seven (7) COST Member Countries and/or COST Cooperating State have accepted it, and the corresponding Management Committee Members have been appointed, as described in the CSO Decision COST 134/14 REV2.



The COST Action will start from the date of the first Management Committee meeting and shall be implemented for a period of four (4) years, unless an extension is approved by the CSO following the procedure described in the CSO Decision COST 134/14 REV2.

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**OVERVIEW**

**Summary**

The proposed LEAD-ME COST Action aims to help all stakeholders in the field of **Media Accessibility and cross-cutting topics (e.g. AI and Interactive Technologies)** in Europe to meet the legal milestones requested by the recently passed European legislation. Researchers, engineers, scholars as well as businesses and policy makers will be empowered by LEAD-ME with a common and unique platform which, during the next 48 months, will **collect, create, share, and disseminate innovative technologies and solutions, best practices and guidelines, and promote them.** Furthermore, it will contribute towards existing and new standards on Media Accessibility among 28 European or associated countries. To do so, the LEAD-ME network will make use of the specific tools of the COST Action: meetings and working group meetings; educational institutes, short-term scientific mission; dissemination activities. LEAD-ME will boost a cultural change and the creation of a new mindset when designing tools for professional and private activities for all European citizens of all abilities and disabilities. This COST Action is strongly needed to **avoid further fragmentation in the European accessibility scene,** challenging the European Single Digital Market idea. The uneven take-up in Europe is the direct result of the complex nature of Media, the background technology involved, the fast-changing technology and business models, and the wealth of EU languages. This counts for both the market and research.

<p><b>Areas of Expertise Relevant for the Action</b></p> <ul style="list-style-type: none"> <li>• Computer and Information Sciences: Artificial intelligence, intelligent systems, multi agent systems</li> <li>• Languages and literature: Translation and interpretation</li> <li>• Media and communications: Media and communications, social aspects of information science and surveillance, socio-cultural communication</li> <li>• Electrical engineering, electronic engineering, Information engineering: Human computer interaction and interface, visualization and natural language processing</li> </ul>	<p><b>Keywords</b></p> <ul style="list-style-type: none"> <li>• Accessibility</li> <li>• Media</li> <li>• Audiovisual </li> <li>• Multimedia </li> </ul>
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**Specific Objectives**

To achieve the main objective described in this MoU, the following specific objectives shall be accomplished:

Research Coordination

- Trace the panorama and develop a roadmap for Media Accessibility across Europe
- Host EU funded project results to offer resilience to existing solutions
- Internationally coordinate the development of knowledge-producing narrative on accessibility referred to multimedia sector
- Coordination management of policy makers to standardize regulation on accessibility topics starting from UN art. 21 and 30 and addressing the European Union (EU) Directive on the Accessibility of Websites and Mobile Applications, the Audiovisual Media Services Directive (AVMSD) and the European Accessibility Act
- Develop a platform to gather all accessibility information
- Define both a professional and an academic curriculum for the next accessibility experts in Europe with the related certifications
- Coordination of new experimentation and testing of innovative tool and technology applied to media content in an accessible way

Capacity Building

- Fostering knowledge exchange and development of a joint research agenda on Accessibility
- Establish the platform where stakeholders and communities for applications on accessibility linked to the multimedia sector will meet
- Involvement of associations of people with disabilities and other associations at European, national and local level under the motto “nothing for us without us” 

## TECHNICAL ANNEX

### 1 S&T EXCELLENCE

#### 1.1 SOUNDNESS OF THE CHALLENGE

##### 1.1.1 DESCRIPTION OF THE STATE-OF-THE-ART

In 2015 Netflix announced that it would provide audio description of its original content [Daredevil, House of Cards, Orange is the New Black] for its vision-impaired audience [Netflix, 2015]. Previously Netflix had responded that it had 'no immediate plans' to make their content accessible to viewers with vision impairment when questioned by the Accessible Netflix Project (ANP) [Kingett, 2014a; Ellis, 2015]. While a television show featuring a character with an impairment such as Daredevil's Matt Murdock's vision impairment would be of interest to theorists in critical disability studies, the question of whether the program itself is accessible to viewers with the same impairment has not garnered much attention [Ellis and Kent, 2015].

For people with a disability such as a hearing, sight or mobility impairment, media content and social media applications provide extra barriers: the media device needed to have appropriate assistive technologies which can make the content accessible.

Indeed, the EU Media Sector is still far to meet the UN requirements set by Art.30 and 21 of the Convention on the rights of **person with disabilities**. The Convention recommend the full participation in cultural life, recreation and leisure for persons with disability which should enjoy access to cultural materials, to television programs, films, theatre and others in accessible formats, through the Internet. For this reason, the European legislation has taken 3 concrete actions to comply with the UN Convention:

1) **The European Union (EU) Directive on the Accessibility of Websites and Mobile Applications [Eurlex]**. This directive requests from all EU member states to meet common accessibility standards in public bodies websites and mobile apps. This Directive was transposed into the laws of each EU member state by September 23 2018. The Directive is based on the **Web Content Accessibility Guidelines (WCAG) 2.0 [W3]** four steps: "Perceivable, Operable, Understandable, and Robust". The Directive references EN 301 549 **[Functional Accessibility Requirements]** as the standard which will enable websites and apps to comply with the law. The schedule for compliance across EU countries is:

- September 2019 new public sector websites
- September 2020 all public sector websites
- September 2021 all public sector mobile apps



2) The Audiovisual Media Services Directive (AVMSD) **[Eurlex]** governs EU-wide coordination of national legislation on all audio-visual media both traditional TV broadcasts and on-demand services. The directive was approved on 2018 and Member states will have 21 months to transpose it into national legislation. It provides:

- rules to shape technological developments
- creating a level playing field for emerging audiovisual media
- preserving cultural diversity
- protecting children and consumers
- safeguarding media pluralism

- combating racial and religious hatred
- guaranteeing the independence of national media regulators.

3) The European Accessibility Act [[European Concilium](#)] is a law that would make many products and services in the European Union (EU) more accessible for persons with disabilities. The Accessibility Act takes the form of a Directive, which is legally binding, meaning that the EU Member States have an obligation to apply what the Act mentions. The Action foresees that only certain products and services need to be accessible:

- Smartphones, tablets and computers
- Ticketing machines and check-in machines
- Televisions and TV programmes
- Banking and ATMs
- E-books
- Online shopping websites and mobile applications

In order to comply with this new legislation, not only public sector organisations but also private companies and organizations will need to monitor the accessibility of their websites, mobile apps, and media content, make information from the monitoring available in an accessibility statement.

Digital content accessibility refers to the inclusive practice of making digital contents usable and comprehensible by all citizens (with abilities and disabilities included). This is strictly linked also to the web accessibility, for which significant progress has been made to improve the accessibility of digital content, at least in the publishing sector, when the evolution of electronic formats has created new opportunities to produce and deliver digital contents accessible from scratch, needing less additional processing or adaptation. Differently, in the Media-Audio-visual sector limitations and barriers are still preventing AV Media Accessibility, being related to usability, interoperability and standards issues, as well as lack of business-case for take-up by mainstream actors, legal barriers (for example for the transnational reuse of accessible content), difficulties in the reuse of accessible content over time and across different platforms. [[ICCHP Conference Tool](#)]

Additionally, the Media Access Research, in the next three years, will go through an intense change due to six factors:

1. The new EU legislation will trigger accessibility services deployment across Europe.
2. From the previous premise, **minority languages** will develop language technologies and automation.
3. Sound and audio are going through a change with spatial properties and object audio-based production.
4. Accessibility services will change the workflow to web-based.
5. Artificial Intelligence (AI) and Deep Learning will be applied to accessibility services.
6. Terminology shift from disability to ability/competences from disability/impairments leading to a widening scope for end-users: the aged, refugees, but also tourists, etc, etc.

As a matter of fact, EU has dedicated effort on AI (e.g. 48Mio Euro only to H2020 call ICT48) which should respect human rights, going beyond efficiency or profit in judging success, and incorporating mechanisms for accountability and transparency. AI developers are acutely aware of the need to treat marginalized groups fairly, especially for race and gender. Indeed, many persons with disabilities are keen on accessing technologies. Both assistive technologies and mainstream accessible technologies can support independent living, and, if designed properly, they also are a gateway to participate in all aspects of life, on an equal basis with others: from education to employment, leisure, culture and even political participation [[European Disability Forum](#)]. Accessible artificial intelligence features, from text description of photographs, automatic captioning, through to inclusive dating site are under development but disability shown to be properly treated when is about media content creation through the AI means of.

### 1.1.2 DESCRIPTION OF THE CHALLENGE (MAIN AIM)

Strictly speaking, digital television does not utilize the Internet and is beyond the scope of this special issue topic, although the problems with bandwidth on the broadcast channel related to providing accessible content. And sign language avatars, in particular, have a certain effect resonance with all digital communications methods. However, it is increasingly impossible to separate these two media. Twitter and other social media increasingly play an important role as a (feed)backchannel to television viewing. More directly related to accessibility is the ability for hybrid broadcast/broadband delivery systems to provide the extra bandwidth offering additional accessibility options through the Internet. As well as being integrated into the television sets these accessibility options can also be offered through a second screen such as a tablet computer in conjunction with a traditional television service. With the increasing growth of streaming on-demand service, either affiliated with a television station such as the ABC's iView or dedicated services such as Netflix, television is migrating away from its terrestrial broadcast origin to being fully online. As the recent Netflix legal appeal in the United States shows, this transition is causing difficulties as regulatory regimes try to catch up with this form of radical evolution of television from a local to a global audience. This has significant implications for the regulation of accessibility standards, although ironically in many cases these local standards are an attempt to comply with the globally-focused UNCRPD enacted by the United Nations [Accessible television, Ellis and Kent, 2015].

LEAD-ME aims to help addressing this European legal framework. It will meet the legal milestones settled by the international legislation by creating a fruitful collaboration among all stakeholders in the field of Media Accessibility and the cross-cutting topics (e.g. AI and Interactive Technologies). Researchers, engineers, scholars as well as businesses and policymakers will be empowered by LEAD-ME thanks a common and unique platform. During the next 48 months, LEAD-ME will collect, create, share, and disseminate innovative technologies and solutions, best practices and guidelines (see deliverables in Section 4.1.2), and contribute to existing and new EU standards on Media Accessibility, firstly, among 20 European COST Members, of which 10 from Inclusiveness Target Countries. After the approval of the Memorandum of Understanding the Network, being inclusive, will be opened to both COST and Non-COST Countries and entities interested in LEAD-ME, among which international organizations which has outstanding invitations. This will empower and encourage researchers from Europe and Inclusiveness Target Countries to acquire new competencies thanks also to the Short-Term Scientific Missions. LEAD-ME will encourage the EU Single Digital Market and avoid costly and senseless duplications.

The Action will impact and influence on Short-Term to Long-Term Scientific, Technological and Socio-Economic changes in the society, creating a more trustful and **accessible environment** for all starting from best practices delivered by other EU projects, real user needs. It will help towards the fragmented EU media market due to the wealth of languages spoken in Europe, and the uneven deployment of language technologies in the many EU languages.

Europe may find hard to compete with social networks, but may become the best testbed for Media Accessibility services and research in all media formats given the cultural, social and linguistic reality:

- The number of coexisting EU languages
- Language sizes from large to minority languages
- The three writing alphabets (Latin, Greek and Cyrillic)
- The status of languages: from bilingual to multilingual
- Media translation approaches like subtitling, dubbing and voice-over
- The number of EU Sign Languages.

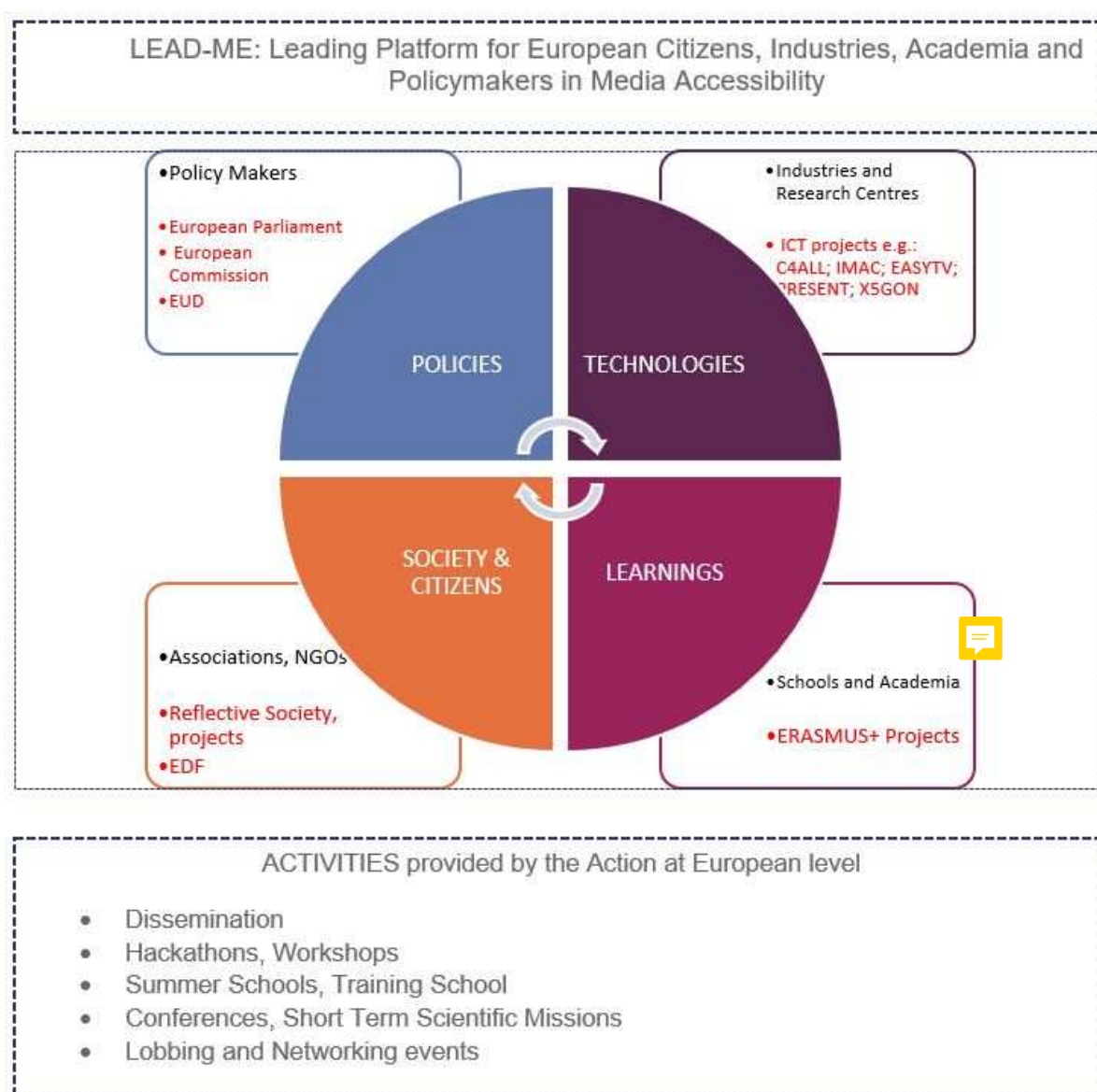
Indeed, within its activities (including job creation on Media Accessibility field of), LEAD-ME Action will refer to the European Charter for Regional or Minority Languages, namely the European Convention for the protection and promotion of languages used by traditional minorities. Together with the Framework Convention for the Protection of National Minorities it constitutes the Council of Europe's commitment to the protection of national minorities. Regional or minority languages are part of Europe's cultural heritage and their protection and promotion contribute to the building of a Europe based on democracy and cultural diversity.

## **1.2 PROGRESS BEYOND THE STATE-OF-THE-ART**

### **1.2.1 APPROACH TO THE CHALLENGE AND PROGRESS BEYOND THE STATE-OF-THE-ART**

The LEAD-ME Action will address the main research questions with respect to the challenge of accessibility for all citizens and the core domains of exclusion identified in the literature when it is about the Media Accessibility sector. The Action will progress beyond current state-of-the-art understanding on the following: existing knowledge and techniques on Media Accessibility; the best conceptual approach on media contents accessibility; implications of no appliance of accessibility in media contents; how to improve accessibility across economic, social, services, civil rights and community/spatial domains.

The Action will create a comprehensive theoretical framework (Deliverable D.4) describing how to easily generate Media Accessibility contents thanks to the involvement of innovative ICT techniques like AI, Machine Learning, Immersive and **Interactive technologies**. It will also perform experiments, use case and pilots, allowing to evaluate the potential of a new European platform. In addition, it will open a new path for learning material production that will enhance the state-of-the-art. Furthermore, the shortening of the R&I cycle (from research to innovation to production and back to research) will have an indirect effect on the progression of Learnings on Media Accessibility. Indeed, performing most tasks online will mitigate the time-consuming production and distribution of media accessible contents and will greatly facilitate the accessibility to media by European citizens.



The approach to the challenge and progress beyond the state of the art foreseen a quadruple interaction with the main stakeholders for the accessibility field of aiming to impact on them and create a European Media Accessible Space for all EU citizens. This includes newcomers and especially those with disabilities. The Action will draw and build research dialogues on Media Accessibility. This is both in

terms of geographically, linguistic and disciplinarily research knowledge and expertise. The Action will integrate individual (e.g. mother tongue) and macro-level factors (such as institutional and policy systems) to form a new theoretical approach, drawing on existing and new empirical studies. This will advance conceptual innovation on Media Accessibility with a particular emphasis on accessible contents and media interaction outcomes.

If policy makers consider important to investing in the accessibility topic, as a consequence, the SMEs and R&I centres will innovate the Media Sector through new projects and technologies. Thus, the researches and learning activities will be boosted creating also new jobs experimenting new Media Accessibility services at citizens' disposal. The Action will also support interpreters, facilitating the support to person with disabilities during the LEAD-ME meetings, which will be opened to all people with abilities, and disabilities. In this sense, this LEAD-ME will create not only good practices (D.6, D.8, D.10) on Media Accessibility, allowing the sharing of them among and outside the network of the Action, but also will sustain a virtuous circle of trust and cooperation among stakeholders able to influence each other.

LEAD-ME will also promote the new professional profiles required in Europe to perform all Media Accessibility-related jobs, thus generating quality trained professionals for the EU market, away from amateur and casual workers with a special focus on involving the Disabled as well. This will have a direct impact on the market position of Media Accessibility normalising the services, away from the niche situation promoted by exclusive policies. The concept of Universal Design will be at the heart of all research and training thus aligning Europe to UN proposition of Europe as a diverse and inclusive society where democratic participation is for all.

## ACTIVITIES

### 1.2.2 OBJECTIVES

As follows, the LEAD-ME Action has SMART (Specific, Measurable, Achievable, Relevant and Timely) objectives which can be divided in Research Coordination Objectives and Capacity Building Objectives. description of the relevant Working Groups (WGs) linked in here can be found in Section 4. The deliverables foreseen for each WG will provide the measurement of the reached Objectives.

#### 1.2.2.1 Research Coordination Objectives

- Develop a roadmap for Media Accessibility with clear KPIs (WG4)
- Trace the panorama of Media Accessibility (e.g. actors and agencies) across Europe (WG1 and WG2)
- Develop a platform to gather all that information also using AI to generate automatic infographics (WG1)
- Development of a common understanding of the accessibility issue when enjoying leisure activities such as watching TV or reading (WG2, WG4)
- Coordination of data and info on accessibility (WG1)
- Coordination of new experimentation and testing of innovative tool and technology applied to media content in an accessible way (WG1)
- Internationally coordinate the development of knowledge-producing narrative on accessibility referred to multimedia sector (WG2)
- Coordination management with policy makers to standardize regulation on accessibility topic starting from UN art. 21 and 30 and addressing the European Union (EU) Directive on the Accessibility of Websites and Mobile Applications, the Audiovisual Media Services Directive (AVMSD) and the European Accessibility Act (see above) (WG4)
- Support market application for accessibility ecosystem (WG3)
- Disseminate research results to the general public and stakeholders (e.g. EU parliament) (WG4)
- Organise Training School and Seminars, Summer Schools, Workshops and Short-Term Scientific Missions (WG2)
- Organise Workshops towards a common understanding of accessibility research, resources, and training across EU (WG2, WG3)
- Participate in standardisation activities to feed EU research results (WG3)
- Host EU funded project results to offer resilience to existing solutions (WG1)

#### 1.2.2.2 Capacity-building Objectives



- Fostering knowledge exchange and development of a joint research agenda on accessibility (WG2, WG4)
- Acting as the platform stakeholders and community for applications on accessibility linked to the multimedia sector (WG1)
- Involvement of association of people with disabilities (e.g. Deaf or Blind) and other associations. European Disabilities Forum (EDFUD) under the motto “nothing for us without us” will be involved, as well as of AGE EUROPE the association for the largest and growing population in Europe with hearing and sight loss, and also ECRE for those newcomers to Europe who will need of language accessibility. In parallel, A bras Ouverts (French association, with 1 000 volunteers accompanying 600 children, adolescents and young adults with disabilities) and World Enabled (part of the previous OECD Forum 2019 - World in Emotion, California, NY, Mexico, Philippines), to benefit of their findings and need assessments will be also involved into LEAD-ME. (WG3, WG4)

## **2 NETWORKING EXCELLENCE**

### **2.1 ADDED VALUE OF NETWORKING IN S&T EXCELLENCE**

#### **2.1.1 ADDED VALUE IN RELATION TO EXISTING EFFORTS AT EUROPEAN AND/OR INTERNATIONAL LEVEL**

LEAD-ME will be able to finally meet the UN requirements set by Art.30 and 21 of the Convention on the rights of person with disabilities which recommend the full participation in cultural life, recreation and leisure for persons with disability which should enjoy access to cultural materials, to television programs, films, theatre and others in accessible formats, through the Internet. Moreover, it will meet the EU2020 Strategy and its Digital Agenda exploiting the potential of Information and Communication Technologies in order to foster innovation, economic growth and progress thanks to the involvement of cross-cutting topics which affects the Media Sector when related to Accessibility. The Action, indeed, will promote the digital literacy, skills (creating new professional profiles) and inclusion allowing the research and new studies on how to cost-effectively provide media accessible contents to European citizens without language discrimination. In this sense, the Summer School, as well as the Short-Term Scientific Mission, will contribute to creating new jobs especially for disabled people innovating the sector.

Moreover, the Action will liaise and interact with European resource building programmes such as C4ALL, IMAC, EASYTV, PRESENT, X5GON, SIGN-HUB, ACTION, REBUILD, ERASMUS+ training: ACT, ADLAB PRO, ILSA, LTA, EASIT, IMPACT projects which relate to accessibility topic. This will trigger joint dissemination activities, cross-fertilisation, and resilience.

Finally, LEAD-ME will liaise with further actions (e.g. H2020 funded projects, Startups) by: (i) regularly informing the respective coordinators on the Action’s scientific programme and progress; (ii) co-organising, whenever appropriate, events, e.g. Workshops at international conferences of the domain; and (iii) promoting the Action’s in these projects and actions.

### **2.2 ADDED VALUE OF NETWORKING IN IMPACT**

#### **2.2.1 SECURING THE CRITICAL MASS AND EXPERTISE**

The Action will create a new strategic partnership aimed at bringing together experts and researchers in cross-cutting topics of Accessibility to form a strong network able to overcome the lacks and weaknesses in the current European Media Strategy. This strong network will position itself in Europe with clear research and commercial potential, being able also to generate newly qualified job profiles, e.g. Sign Language Interpreters, Blind re-speakers, thanks to the definition of a curriculum of studies which will prepare the next generation of experts (see WG2 in Section 4.1.1). A COST Action through its activities (coordination of research, networking, exchange of expertise, new research partnerships formulation), is the perfect framework for the aims and activities of LEAD-ME Action, addressing directly the network and its stakeholder’s, differently from the other EU funding programmes, and creating a common working framework.

Thus, the initial wider network was initially created. It includes 25 experts from 20 countries in Europe (among which 10 ITCs) who prepared the LEAD-ME Action, 6 of which at SMEs. The network is well balanced, involving experts from different fields/crosscutting topic which relates to Media Accessibility

and providing their know-how in line with the 4 Working Groups (WGs) which will constitute the backbone of the project. Indeed, people initially involved into the Action are experts on Computer and Information Sciences, Languages and literature, Educational sciences as well as other engineering and technologies. As a matter of fact, the core proposers are already participating in many national and European projects e.g. H2020 related to the LEAD-ME Action, having the necessary skills and experience to achieve the project objectives.

The Action has a strong participation from the field of ICT being balanced by the presence of important stakeholders representing the citizens' needs with NGO and end-user representatives. Indeed, the networks have a good equilibrium in terms of entities participation: 7 SMEs/Large Enterprise, 6 Higher Education & Associated Organisations, 7 Private Non-Profit without market revenues, NGO. Finally, LEAD-ME by enhancing scientific synergies between disciplines and integrating them into heterogenous WGs will underline the importance of universities and applied research which together with Industry, SMEs and Association representatives will have the specific role to create and disseminate knowledge overpassing the actual state-of-art e.g. in producing new academic articles, whitepapers and guidelines. The strong presence of cross-cutting topics related to the same Action will be able to create an innovative environment and network clever to create new model and ideas challenging the status-quo in Media Accessibility in Europe.

Indeed, many activities are already taking place across Europe, in a rather fragmented way. For example, there are conferences organized in Poland (Intermedia), Spain (ARSAD and Fun4ALL), Media4 ALL, Languages and the Media (Germany), IFA (Germany), INTERSTENO (Italy), sometimes in a conflicting way. LEAD-ME will coordinate all these conferences to secure they don't clash in dates, it will understand new conferences needed, and secure an organization. Also, some worldwide conferences can take place in Europe such as XRACCESS or TVX. The Action will also help in hosting these conferences in Europe.

### 2.2.2 INVOLVEMENT OF STAKEHOLDERS

A central goal of the Action is to enhance the Media Accessibility through proper cooperation among policy makers, society representatives (e.g. associations of Deaf, of Blind, ...), academia and industry, transferring knowledge within academia and between academia and industry. Thus, the ultimate beneficiaries of such knowledge transfer are expected to be the end-users of media which, increasingly, rely on the various circle create by this Action.

At the same time, end-users are in diverse communities, including linguistic communities. Not all languages are equally represented in the media and digital landscape, as has been repeatedly emphasised in the European context. Part of this Action's strategy is to emphasise multilingually in media content generation. This includes European languages with a small number of speakers (e.g. Slovenian or Swedish), which are also well-represented in the Consortium. Small under-resourced languages would benefit from advances in multi-task and transfer learning related to media content accessibility referring to the European Charter for Regional or Minority.

The Action is addressed to the needs of policy makers, researchers in academia, industry players and end-users. It will be emphasised the synergies among representatives enabling transfer and knowledge gap-filling through direct interactions between academics and industrial partners.

The Action will maximise the involvement of stakeholders through:

- Regular meetings and Short-Term Scientific Missions enable to acquire knowledge and develop skills and networking capabilities by interacting with both academic and industrial partners;
- Development of tools for dissemination and collaboration, such as white papers and guidelines, the Action will enable partners to converge on standards and goals that will facilitate Media Accessibility;
- Interaction via Workshops, conferences and summer schools, encouraging dissemination and fostering stronger collaborations on media accessible contents.
- Stakeholders involvement from academia, industry progress, associations and policy makers able to boost economic and social impacts.

### 2.2.3 MUTUAL BENEFITS OF THE INVOLVEMENT OF SECONDARY PROPOSERS FROM NEAR NEIGHBOUR OR INTERNATIONAL PARTNER COUNTRIES OR INTERNATIONAL ORGANISATIONS

The Action will establish strong links with three standardization agencies related to Media Accessibility (W3C, ISO, IEC) since work on Media Accessibility in standardization is paramount for knowledge transference.

Finally, other relevant international organizations (e.g. European Commission and ITU) were already invited to LEAD-ME and their invitation is outstanding. Once the MoU will be approved the LEAD-ME network will renew its invitation for them to be fully integrated into the Network. The aim is to better involve stakeholders and policy makers to create a unique European Agenda on Media Accessibility (D.10):

- ITU might contribute in WG3 by helping in defining the LEAD-ME Standardization Outcomes and promoting them among Europe-wise and globally;
- EC might contribute in WG4 by proving the EU Vision and Priorities and taking onboard the LEAD-ME recommendations

## 3 IMPACT

### 3.1 IMPACT TO SCIENCE, SOCIETY AND COMPETITIVENESS, AND POTENTIAL FOR INNOVATION/BREAK-THROUGHS

#### 3.1.1 SCIENTIFIC, TECHNOLOGICAL, AND/OR SOCIOECONOMIC IMPACTS (INCLUDING POTENTIAL INNOVATIONS AND/OR BREAKTHROUGHS)

##### **Socioeconomic Impacts:**

- facilitate and boost the accessibility for European citizens on media content creation and interaction through cost-effective innovative tools which benefit from ICT last innovations (e.g. AI and Machine Learning).
- Defining new professional profiles to cater for the new accessible media Europe.
- Enabling new jobs for disabled people like deaf sign language interpreters for TV or Blind re-speaker.
- Generating Training School and Courses for experts to produce quality
- Organising Short-Term Scientific Mission able to increase networking and chance to create and produce new innovative products

##### **Scientific Impacts:**

- Identify and map accessibility research across the EU
- Agree on a European accessibility research agenda avoiding duplication and creating a univocal one able to do not create ambiguity
- Become world leaders on Media Accessibility solutions, since EU has a wealth of languages, media translation traditions, and three writing systems (Latin, Cyrillic and Greek)
- Change existing disability paradigm based on clinical distinction towards a Human Rights and abilities paradigm
- Understanding accessibility normalisation and diversity against existing inclusion models
- Develop multidisciplinary user-centric research methodology taking into consideration the many Ethical issues related to vulnerable groups

##### **Technological Impacts:**

- Generate one-stop-shop platform where existing accessibility solutions funded by EC money are available across EU countries.
- Creation of new services content production from automated, semi-automated, post-edited and crowdsourcing
- Share tools and solutions across languages and writing alphabets
- Share prototyped technology towards market-ready solutions
- Organising Short-Term Scientific Mission able to create sharing moment on innovative technologies usage for media content accessibility

### 3.2 MEASURES TO MAXIMISE IMPACT

### 3.2.1 KNOWLEDGE CREATION, TRANSFER OF KNOWLEDGE AND CAREER DEVELOPMENT

The new resources, tools, and Training Schools created through this Action will serve as a large and versatile path for all Action stakeholders. Thus, the Action will issue periodic newsletters, organise events and activities to initiate collaborations with industry and to communicate and engage with European politicians and stakeholders at the European Commission. Both the Short-Term Scientific Missions, Trainings and the Summer School, will be useful to create sharing moment on innovative technologies usage for media content accessibility, leverage the knowledge the competencies and the new innovative idea which can be translated in projects and products.

The Action through its educational activities, which include large sessions on the exchange of experiences, which include Workshops, Short-Term Scientific Mission, Training, Summer School will be able to define new professional profiles to cater for the new Accessible Media in Europe. The same experts will be trained through proper courses and Schools to produce high-quality content on accessibility improving the research state-of-the-art. Finally, the Action, taking advantage of the cooperation among academia, enterprises and stakeholders, will be able to boost the new service content production from automated, semi-automated, post-edited and crowdsourcing.

Thus, is possible to affirm that this Action not only will be able to create and transfer new knowledge, overpassing the actual state-of-art, but also will boost the career development creating the tomorrow's jobs which benefit not only from ICT technologies, but also from social studies and appliance on the media sector for new accessible content delivery. In this sense LEAD-ME will enable new jobs for disabled people like deaf sign language interpreters for TV or Blind re-speaker

### 3.2.2 PLAN FOR DISSEMINATION AND/OR EXPLOITATION AND DIALOGUE WITH THE GENERAL PUBLIC OR POLICY

LEAD-ME partners, to disseminate and exploit the network results, will use: Workshops, Short-Term Scientific Missions, conference, journal publications and LEAD-ME website. Allowing the uptake research on the field of content Media Accessibility, software and data sets of resources will be available (through website) to the public. Working Groups Leaders, MC Chair and Vice-Chair will also participate at international events positioning LEAD-ME and bringing to the next level the state of the art which will be re-wrote taking into account the innovation which is occurring in the media content accessibility creation. The exploitation strategy of LEAD-ME will be: jointly via the COST members (e.g., joint technical white papers on the state-of-the-art) as well as individually by each member (via publications). In addition it will be highly used the website. This will be visible (e.g. use of google AdWords) and regularly updated with all information and result on LEAD-ME. It will contain a private section to distribute internal information and a public one to inform external stakeholders of main events and outcomes. The website will include:

- A database of the people involved Action;
- A database of the funded European projects (and related contacts) on the field treated by the Action;
- All the events (meetings, open conferences, Training Schools, call for participation, Short-Term Scientific Missions) to increase the participation in the Action;
- All Training/research material produced by the Action (presentations, results of brainstorming sessions and hackathons, lecturers) for educational and instructional purposes;
- A repository of all the publications and reports produced;
- A query tool/bottom where people can directly post questions which will be open to all the Action community and beyond other interested researchers and professionals which can easily interact.

In addition, all results will be disseminated and exploited as follows:

- Presentations at thematic national and international Workshops and Conferences. These targeted publications aim to reach possible national and international stakeholders.
- Participation and organisation of meetings and events (included training schools and short term missions) with attendants from industry, governments, universities to better share experiences and to boost the sharing moments and the creation of new innovative ideas.
- Development of hosting events in which EU funded projects (e.g. CONTENT4ALL, ImAc, EasyTV, SIGN-HUB, X5gon, UMAQ, MeMAD, ReBUILD, DA4YOU, ILSA, EASIT, ADLab Pro,

LTA, ACT) on the accessibility topic will be presented to the community network and beyond to share and learn from other experiences (D.12).

- Development of use cases, pilots, prototypes and libraries (D.4).
- Publications of articles in important scientific journals. Special Issues at Scientific Journals will be organised in the different research areas from engineering, to psychology, sociology or Media Studies (D.12).
- Training School and activities will especially target Master and PhD students, who will benefit from the educational and networking opportunities offered by the Action.
- Short-Term Scientific Mission will target both students, researchers, entrepreneurs to create a cooperation system in which they can share good practices, experiences, idea and knowledge which, in the end, should be translated in new innovative projects and products/tools for the improvement of the media content accessibility.
- The Action will also make use of social media channels to reach a broader European audience and inform citizens of how COST's investment is used to promote science, technology and society. A mailing list will be created, and a periodic newsletter will be issued with a wide distribution to academic and industry partners as well as to European politicians and stakeholders included the European Commission and Parliament.
- The Action will produce a co-authored white paper (D.2, D.4, D.5, D.6, D.7, D.8, D.9, D.10) on the state of the field and progress achieved.
- The Action will organise a series of Training events and School during the 48 months of project duration. A final conference for disseminating the main findings, discussing further concrete applications and possible roadmap, will be organized by the end of the month 48. In addition, two specialised courses will be organised every year: Summer (June) and Winter (February) taking place at universities and research institutes. Taking advantage of the Accessibility interest group at NEM, special sessions will be organised in each NEM Summit organised every year.

The combination of technical meetings, partner visits and exchanges, Short-Term Scientific Missions, white papers, annual Workshops with shared task competitions, Training School, final dissemination event and scientific publications represent a broad dissemination portfolio which will be consolidated in a report at the end of the Action (D.12).

All these dissemination activities will continue beyond the initial 48 months foreseen by COST in order to reach more audience making citizens and stakeholders aware of the Action topic and state-of-the-art.

Finally, all Action's outputs, included reports, will be available for all citizens as well as the scientific community and policy makers which can take advantage from LEAD-ME Action.

## 4 IMPLEMENTATION

### 4.1 COHERENCE AND EFFECTIVENESS OF THE WORK PLAN

#### 4.1.1 DESCRIPTION OF WORKING GROUPS, TASKS AND ACTIVITIES

The LEAD-ME action will be structure in multidisciplinary and cross-sector Working Groups (WGs) which will leverage on the specific competencies and expertise of the diverse partners involved:

**WG1: Technical Platform that allows a single point-of-access to relevant Media Accessibility technologies (Leader: ideally a representative of Industry or Applied Research Institute)**

This WG will work as a collector of all the technologies developed in previous, running and future EU funded projects and beyond, in the diverse Media domains (audiovisual, multimedia) and addressing different accessibility domains (cognitive, visual, auditive). Researchers and engineers will work together to identify commonalities among existing tools and innovations assets in research projects. They will make them available in a unique platform. The main outcome of WG1 will be the creation of an online platform acting as a One-Stop-Shop for Accessible Technologies (D.2, D.3, D.4).

**WG2: Guidelines and Curricula for Teaching and Training Media Accessibility (Leader: ideally a representative of University)**

This WG will collect the experiences matured in Universities and Research Institutes when preparing for or updating the next generation of researchers and engineers in the field of Media Accessibility. These experiences will be complemented by the expectations expressed by the End User representatives, as well as the Market panorama expressed by the Industrial partners. The main outcome of WG2 will be the definition of best practices, guidelines (D.5) and a set of curricula that should be implemented in order to have a harmonized approach in educating for Media Accessibility (D.6).

**WG3: Quality and Standardization (Leader: ideally a representative of Industry or International Organization)**

This WG will draw the current status of Market and International/Industrial standards in the field of Media Accessibility, it will collect the findings from academia and it will onboard the needs expressed by the end-user organizations (D.7). The main outcome of WG3 will be the identification and promotion of a set of standards at European and International level to ensure the compatibility among technical tools and procedures to guarantee a satisfactory minimum level of quality, enclosing quality criteria defined as an additional outcome of the WG (D.8).

**WG4: Status-quo and Future Directions of Media Accessibility (Leader: ideally a representative of User Representative Organization)**

This WG will analyse the current legislative framework relevant to the Media Accessibility topic and will dialogue with the other WGs to measure its applicability and status-quo of application in Industry, Standards and Curricula. Based on the result of this analysis (D.9), WG4 will derive as the main outcome a list of strategic priorities for future directions (medium/long vision) e.g. in the technology as well as a list of priorities for policy-makers with respect to Media Accessibility (D.10).

Each WG will comprise at least three main phases:

- 1) analysis of the current situation/status-quo,
- 2) synthesis/creation of a report with suggestions and improvements recommendation
- 3) communication/dissemination of the findings/results in each of the relevant domain.

During each phase, the WGs will communicate and share relevant information outside the Action and at the end, they will produce individual and joint outcomes: e.g. whitepapers, reports or Workshops and conferences. The final Workshop will provide a summary of the whole Action outcomes.

LEAD-ME will be coordinated by the Management Committee (MC) guided by MC Chair, Vice-Chair and Grant Holder which will be elected during the Kick-off Meeting. Chair and Vice-Chair will preside over the MC and oversee the work of the Working Groups (WGs), each of which is managed by a WG Coordinator and Deputy Coordinator. The Grant Holder will be in charge of monitoring the consumption of the Action resources and report in case of criticalities. The MC will hold two meetings per year, in conjunction with the WGs meetings, to minimize costs. There will be further MC roles to increase the quality and the impact of the Action, namely, the Scientific Coordinator and the Dissemination Coordinator, also to be elected at the Kick-off Meeting. At least 1 of the key roles identified above will be reserved to a member belonging to one of the ITC participating in the Action.

The Scientific Coordinator will periodically report to the MC on the scientific progress of the Action; oversee the implementation of a shared repository of materials/work; liaise with the WG Coordinators about work to be done; provide advice on research topics based on the Memorandum of Understanding; in collaboration with the WG Coordinators, develop scientific/technical programmes for Action Workshops; together with the Dissemination Coordinator, organise the publication of a series of articles/proceedings resulting from the Workshops/Conferences; and generally oversee the scientific activities of the Action, identifying any need for improvement/discussion at MC Meetings.

The Dissemination Coordinator's tasks will include forming a Dissemination Committee; drafting a Dissemination Plan in the first quarter of the Action; overseeing the design and production of dissemination materials; coordinating the promotional activities for Workshops/Conferences to ensure broad participation; liaising with key industrial and academic partners; periodically publishing an Action Newsletter; maintaining a regularly updated list of Action Participants, stakeholders, end-users and other target audiences and keeping them informed about the Action's activities; generally overseeing the dissemination activities and identifying any needs for improvement/discussion at MC Meetings.

Scientific and Technical coordination will focus on the identified WG1 to WG4. Membership of WGs will be open to all participants; each WG will be coordinated by its Coordinator and Deputy Coordinator, who will be elected at the Kick-off Meeting. They will (i) organise and chair WG Meetings, prepare meeting agendas and minutes; (ii) coordinate and review scientific/technical work; (iii) ensure continuous/efficient communication within and across WGs; (iv) periodically prepare reports to the MC; and (v) regularly communicate with the Scientific Coordinator and Dissemination Coordinator. The Scientific and Technical coordinators will also shape and guide the process to evaluate and approve STSM received as a result of open calls to interested stakeholders outside the consortium, following the directives of the MC.

Permanent working groups will be created with a top-down approach, primarily centred around the WGs structure, however other permanent WGs might be created to allow for cross-fertilization among WGs and around specific topics (e.g. Citizen Involvement, Content Creation). It is also envisaged that ad-hoc temporary WGs will be generated to deal with particular events, for example, the organisation of XR Access 2020, or XTV 2020, or Media4All 2021. WGs will also come up with long term activities, such as providing advises and making more accessible future events like the Eurovision Song Contest in 2021 or more internationally the FIFA WorldCup 2022 in Qatar.

Working Groups will gather together in both online and face-to-face meetings and they will leverage on already existing Media meetings such as New European Media (NEM) venue, where, apart from the Action meetings, other activities might be organised: Training School, writing white papers, or Joint Workshops.

In addition to that, the Action, through its MC will set up an Industrial Advisory Board (D.11), in charge of promoting the Action in international venues like IBC (<https://www.ibc.org>) or NAB (<https://www.nabshow.com>) as well as to other international associations or bodies e.g. <https://www.hbbtv.org>.

Meetings, Industrial Engagement and Partner Visits and a flexible membership structure. WGs will produce reports on the state of the field and progress achieved, coordinate data creation and shared-task competitions in the core research themes and conduct a road mapping exercise to the future. This will also take into account developments outside Europe, thus updating continuously the state-of-the-art on the Media Accessibility Topic.

#### 4.1.2 DESCRIPTION OF DELIVERABLES AND TIMEFRAME

During the project timeframe, we identify the following activities and deliverables types, which are also visualized in the GANTT below (Section 4.1.4). In the GANTT diagram we also identify the main deliverables for each of the WGs.

**P)** are deliverables constituted by relevant publications in the form of whitepapers or reports, to be distributed to the large public;

**O)** are deliverable released as Software or Online Services;

**W)** are activities in the form of Workshop organization, while **C)** stands for Conferences. The main difference relies on the nature of the event: the Workshops will have the purpose of collecting inputs from the audience while the Conferences will focus on the presentation of results;

**S)** represents the organization of Training Schools.

WG2, WG3 and WG4 foreseen 4 main activities each: an initial Publication (deliverable), a Workshop to collect user input, a second Publication (deliverable) and a Conference to disseminate the results (as anticipated also in Section 4.1.1). In addition to those, WG2 will organize two training schools while WG4 foresees also an internal preliminary Workshop before the first publication.

WG1 will deliver the website to promote the project activities and to publish all the deliverables, which will act also as a One-Stop-Shop at a later stage. The WG1 will also organize two Hackathons or Competition to attract interested stakeholder in the project activities, Accessible Media technologies as well as content creators who might use those technologies.

Activities labels as **M**) in the GANTT represents Action meetings while **D**) constitutes dissemination material that could not be determined at the time of writing: social media activities or blog posts, interviews, joint publications, etc.

The foreseen Action deliverables are the following, divided per WG and with indicated the due month:

- D.1 (WG1): Creation and publication of a website branded with the COST Action identity (M3)
- D.2 (WG1): Whitepaper related to "Available Technology for Accessible Media in EU and beyond" (M15)
- D.3 (WG1): Delivery of the One Stop Shop platform for collecting and distributing accessibility assets (M33)
- D.4 (WG1): Report on Hackathons/Open Competitions: Create novel services with existing technologies or propose novel technologies for the platform (M42)
- D.5 (WG2): Whitepaper related to the current best practices and curricula for Media Accessibility (M12)
- D.6 (WG2): Whitepaper related to Novel Professional and Academic Curricula and Educational Recommendation for Accessibility (M30)
- D.7 (WG3): Whitepaper on standards in Media Accessibility that covers status quo and existing criticalities (M18)
- D.8 (WG3): Whitepaper presenting Novel Standards in Media Accessibility given the Status Quo and the emerging needs of the communities (M30)
- D.9 (WG4): Survey across Europe on the current legislative framework in Accessibility and its limitations (M15)
- D.10 (WG4): Whitepaper reporting on the New Priorities and Updated legislation for Media Accessibility Success based on survey results (M33)
- D11 (Dissemination and Joint Activities): Creation of an Industrial Advisory Board (M12)
- D12 (Dissemination and Joint Activities): Report of all the publications (articles, conferences) and dissemination activities conducted during the action (M48)

The list of deliverables is also reported in the GANTT below.

All the main LEAD-ME activities will be centred around 6 milestones:

**M1** (Y1, Q1): Kick-off meeting, definition of the Project Management Structure, Creation of a Brand Identity and Project website

**M2** (Y1, Q4): Release of the first set of whitepapers for WG2, WG3, WG4, internal consultation for WG2

**M3** (Y2, Q2): Stakeholder involvement: Workshops organized by WG2, WG3, WG4, Publication and Hackathon of WG1, Summer school organized by WG2

**M4** (Y3, Q2): Release of the updated whitepapers including stakeholder feedback (WG2, WG3, WG4)

**M5**: (Y4, Q2): Stakeholder involvement: results presentation as conference for WG2, WG3, WG4; Second summer school organized by WG2 and second hackathon organized by WG1, which by them would have released the One-Stop-Shop platform.

**M6**: (Y4, Q4): Final conference with the presentation of the joint results.

#### 4.1.3 RISK ANALYSIS AND CONTINGENCY PLANS

Ensuring that the Action runs according to the plan, the MC will be responsible and committed, together with all WGs in reacting quickly to take immediate contingency measures in the case in which risks will occur. Every WG will have a leader and a deputy leader who will assure the timely production of strategic outputs and outcomes and facilitate the MC in the coordination tasks by continuously monitoring the WG's performance avoiding the occurrence of risk and activation of the contingency plans.

Risks (L – Low; M – Medium; H – High)	Contingency Plans



Shortage of expertise in providing Trainings courses, Workshops and in exchanging of experiences and expertise itself – <b>L</b>	Increasing communication among the network and outside (also through communication channels) to involve researchers and academia/universities which use study the field of Media Accessibility.
Low participation in Training School, Summer Schools, Workshops organised – <b>L</b>	Increase the promotional/dissemination activities stimulating the attendance increasing also the financial support.
Partner/Network defection - <b>L</b>	People engaged in the project are the most valuable sources. MC will make it clear that all partner engaged sign a confidentiality agreement legally binding for at least 4 years (i.e. lifetime project) and in the event they will leave. It should be possible leave the Action network only with a justified cause and with suitable notice periods, to ensure adequate time is available to find a suitable replacement and smooth transfer of responsibility and work.
Limited financial resources and/or misuse of project resources – <b>L</b>	Any effort will be made regularly monitoring all costs incurred during the whole action life (48 Months). Any departure from plans will be immediately notified to the COST program and their recommendations will be sought.
Delays in submitting Action reports and achieving of deliverables and milestones – <b>M</b>	The COST program will be informed in advance on any problem in delivering reports and reaching both deliverables and milestones. To avoid this, a robust delivery plan will be set up by MC in accordance with the WGs.
Lack of interest of stakeholders and engagement of industry and citizens – <b>L/M</b>	<p>An intense dissemination and exploitation activity and campaign focusing on advantages of the Action and its results will be executed. Managed stakeholder's consultation events will be set up to better promote the Action results increasing their participation to the Action activities.</p> <p>Additionally, to avoid the insufficient engagement of industry and citizens will be organised additional public and industry-led events to promote their participation, both at the international/European level both at the local level within each partner country.</p> <p>Involvement of International Organization like ITU or EC will facilitate the engagement of Industries and Citizens.</p>
Delay in creating a catalogue of existing technologies – <b>L/M</b>	There is a repository ( <a href="https://mapaccess.uab.cat">https://mapaccess.uab.cat</a> ) as a beta, on which LEAD-ME can take advantage in structuring the next European Repository for Media Accessibility.

#### 4.1.4 GANTT DIAGRAM

In the Gantt below we specify the activities and deliverables for each WGs along the Action timeline, as well as the main project meetings. The legend for the Gantt letter was already specified in Section 4.1.2 above, however, in this section, we comment on the activities and deliverables distribution along the time.

In order to get the best value for money and minimize the travelling costs (and pollution), MC and WG meeting have been co-located twice a year and in two special occasions (Y2, Q2 and Y4, Q4) around those meeting Conferences, Workshops, Summer Schools and Hackathons will be organized.

We believe STSMs are very powerful instruments that should be used already since the very beginning of the Action; the MC together with the Scientific and Technical coordinator will define the internal rules and eligibility (for stakeholders joining when the Action is already in place) to profit from STSM.

Milestones (as described in Section 4.1.2 and indicated with a grey background in the Gantt) will happen once a year, with the addition of preliminary activities (Kick-off Meetings, Website) at the beginning of the project and finalization activities at the end of the same one (Final Conference and Joint Publication).

Once the website, the branding and the online presence in social media have been established and for the whole duration of the Action, we will communicate and disseminate LEAD-ME activities and results.

Lead	Activity	Year 1				Year 2				Year 3				Year 4			
MC	Kick-Off meeting, WGs formation, MC election	M															
MC	Final conference with presentation of Joint Results																C
MC	MC meetings	M		M		M			M		M		M		M		M
WGs	Working Groups Meetings	M		M		M			M		M		M		M		M
MC	Short-Term Scientific Mission	M	M	M	M	M	M	M	M	M	M	M	M	M	M	M	M
WGs	Other Dissemination and Joint Publications		D	D	D 1 1	D	D	D	D	D	D	D	D	D	D	D	D 1 2
WG1	Website delivery and branding	O D 1															
	Whitepaper: Available Technology for Accessible Media in EU and beyond					P D 2											
	Delivery of the One-Stop-Shop platform										O D 3						
	Hackathons/Open Competitions: Create novel services with existing technologies or propose novel technologies for the platform						W							W D 4			
WG2	Whitepaper: Current best-practices and curricula for Media Accessibility				P D 5												
	Workshop open to selected invited: How to enforce curricula						W										
	Summer Schools: Media Accessibility						S							S			

	Whitepaper: Novel Curricula and Educational Recommendation									P D 6								
	Conference: Whitepaper Presentation																	C
WG3	Whitepaper: On standards and quality in Media Accessibility – status quo and criticalities			P		D 7												
	Workshop open to selected invited: How to fill the gaps in standards and quality measurement					W												
	Whitepaper: Standards and Quality Measure 2.0 in Media Accessibility									P D 8								
	Conference: Whitepaper Presentation																	C
WG4	Internal Workshop: Current Legislative framework vs. Expectations and Technical Status Quo			W														
	Survey: The current legislative framework and its limitations				P	D 9												
	Workshop open to selected invited: Enforce the legislation and define priorities					W												
	Whitepaper: New Priorities and Updated legislation for Media Accessibility Success									P	D 1 0							
	Conference: Whitepaper presentation, at the EU Parliament if possible																	C