What is ITEA 2?

Maintaining leadership in the rapidly developing area of Software-intensive Systems and Services (SiS) is essential to securing Europe’s future competitiveness in a wide range of industries.

SiS are a cornerstone of Europe’s most competitive industries and a vital driver of innovation.

Over the past decade, there has been an explosion in embedded SiS now at the heart of a wide range of products and services. We have witnessed a dramatic increase in the use of electronics and SiS in cars, aircraft, medical systems, mobile communications and household appliances such as televisions, DVD players and refrigerators.

ITEA 2, the successor to ITEA, was set up to strengthen European industry in this rapidly evolving field. ITEA 2 helps bring together partners from large companies, small and medium sized enterprises (SMEs), research institutes and universities in strategic projects for pre-competitive R&D.

ITEA 2 Strategy

Change the battleground in ICT primarily to embedded and distributed software and services for the SiS industries.

Maximise the involvement of SMEs to increase the momentum of the initiative from an already high participation level in ITEA.

Foster and leverage the impact of academia/research institutes, first of all in continuing the solid application-oriented grounding of the programme but, in addition, intensifying co-research and transfer.

Further improve the ITEA processes to address the overarching issue of time-to-market.

ITEA 2 projects are industry-driven and must involve complementary R&D from a minimum of two partners in at least two EUREKA countries. They build crucial middleware, prepare common standards and establish solid technology platforms, laying the foundation for the next generation of products, systems, appliances and services.

What ITEA 2 does

The research areas that are outlined in the ITEA Technology Roadmap for Software-Intensive Systems form the technical basis for the ITEA 2 programme.

Application domains and technology clusters

ITEA 2 has mapped out six major application domains:

- Home
- Cyber Enterprise
- Nomadic
- Intermediation Services & Infrastructures
- Software & Services Creation
- Emerging Applications

and four main technology areas to cluster hundreds of basic technologies:

- Content
- Infrastructures & Basic Services
- Human-System Interaction
- Engineering

The six application domains

HOME: all activities, apart from nomadic applications, that may be required in domestic environments to exchange information inside and outside the home (using all types of devices and appliances) and perform corresponding tasks.

CYBER ENTERPRISE: all activities that may be required by a cluster of people or machines that work and interact with each other and with their surroundings to achieve a common goal and/or to perform tasks, regardless of their location.

NOMADIC: the activities required by mobile people to exchange information and perform tasks while away from their homes and workplaces. This includes all other mobile and transportation applications.

INTERMEDIATION SERVICES & INFRASTRUCTURES: all activities required to support those who need to access and manage networks and network services – including design, implementation, sales, maintenance and billing services.

SOFTWARE & SERVICES CREATION: all activities relevant to those engaged in designing, implementing, verifying, maintaining and modifying software-intensive products, systems or services.

EMERGING APPLICATIONS: novel emerging applications such as those from the convergence of cognitive, bio- and nano-technologies or ‘smart energy’ that cannot readily be attributed to one of the five other domains.
Join our programme

All national governments of countries in the EUREKA framework support the ITEA 2 programme by funding partners within a consortium engaged in an ITEA 2 project directly, according to national funding procedures.

To be considered for funding, a project must first be labelled by ITEA 2. Partners must negotiate the funding with their national authority.

The ITEA 2 organisation issues annual Calls for Projects. Each Call is announced by the end of the year and launched at the beginning of the following year. The labelling takes place by late autumn that year.

Project labelling follows a two-step procedure:

1. Producing a Project Outline (PO). The PO gives a short overview of a project, mainly to describe what the project is about. Proposals positively evaluated by ITEA 2 are invited for the second step.

2. Writing a Full Project Proposal (FPP), describing the project content and how the project will be executed and managed. Approved FPPs will receive the ITEA 2 label.

The public authorities are fully informed about POs once accepted and FPPs when submitted. ITEA 2 takes their feedback into account in the decision process. The public authorities announce their decision on funding – in principle – three months after the ITEA 2 labelling date.

The future of embedded and distributed software