

MOTIVATEXR Project

AI-assisted No-Code Authoring and Experiencing Tools for Industrial XR Training and Assistance

WORKSHOP PROGRAM

Workshop Chair: *Javier Serrano, Universidad Politécnica de Madrid, Spain*

Session Chairs: *Alberto del Río, Universidad Politécnica de Madrid, Spain, Iñaki Martínez, Tecnalía Research & Innovation, Spain*

Workshop Organising Committee

- Javier Serrano, Universidad Politécnica de Madrid, Spain
- Alberto del Río, Universidad Politécnica de Madrid, Spain
- Iñaki Martínez, Tecnalía Research & Innovation, Spain
- Pablo Aguirrezabal, Tecnalía Research & Innovation, Spain
- Baptiste Sai, CS Group, France
- Paschalis Choropanitis, D-CUBE, Greece
- Angeliki Karatzaferi, D-CUBE, Greece
- Antonio Zanesco, Youbiquo, Italy
- Luca Rizzi, CETMA, Italy
- Sarah de Cristofaro, CETMA, Italy
- Natalia Cardona, F6S, Ireland
- Nikos Achilleopoulos, Gruppo Maggioli, Italy
- Maxime Claisse, Sopra Steria, France
- Lucas Colomines, Sopra Steria, France

Workshop Objectives

The workshop will present the main technological outcomes and validation strategy of the MOTIVATE XR project, focused on the creation, publication and use of industrial XR experiences for training and assistance. MOTIVATE XR aims to reduce the complexity, time and cost required to produce XR content by combining no-code authoring tools, AI-assisted transformation of technical documentation, computer vision, digital twin concepts, remote assistance and XR experiencing technologies.

The workshop will follow a practical and technology-oriented structure, showing how different components of the MOTIVATE XR tool suite address the complete workflow from industrial documentation and 3D assets to authoring, interaction, experiencing and pilot validation. Special attention will be given to the role of AI in transforming technical manuals into actionable knowledge, supporting object understanding in XR environments, and enabling more accessible authoring processes for non-programming users.

The workshop is designed for researchers, XR developers, industrial technology providers, training centres, European projects, and stakeholders interested in the adoption of XR technologies in industrial contexts such as maintenance, assembly, manufacturing, energy distribution, aerospace and human-robot collaboration.

Format

The workshop will run for 90 minutes and will be structured around six invited talks. A short introduction will frame the objectives of the workshop and the MOTIVATE XR project, while a brief wrap-up discussion will close the session.

Each invited talk will follow a compact format of approximately 12 minutes of presentation and 2 minutes for Q&A and transition.

AGENDA

4 NOVEMBER 16:30 - 18:00

16:30 – 16:35 | Welcome and workshop introduction

16:35 – 16:47 | Talk 1 — MOTIVATE XR: A European Tool Suite for Industrial XR Training and Assistance

Speaker: *Javier Serrano, Universidad Politécnica de Madrid, Spain*

16:47 – 16:59 | Talk 2 — KAYROX: Ubiquitous No-Code XR Authoring for On-the-Job Industrial Training

Speaker: *Pablo Aguirrezabal, Tecnalia Research & Innovation, Spain*

16:59 – 17:11 | Talk 3 — Inscape: Collaborative Storytelling-Based Authoring for Complex XR Training Scenarios

Speaker: *Eric Menou, CS Group, France*

17:11 – 17:23 | Talk 4 — Vision-Based Object Segmentation, Placement and Orientation for XR Industrial Assistance.

Speaker: *Paschalis Choropanitis, D-CUBE, Greece*

17:23– 17:35 | Talk 5 — Semantic Process Engine: From Technical Documentation to Knowledge Graphs and Conversational Assistance

Speaker: *Maxime Claisse, Sopra Steria, Franc*

17:35– 17:47 | Talk 6 — Validating MOTIVATE XR: Industrial Pilots, Evaluation Strategy and Lessons Learned.

17:47– 18:00 | Q&A, Wrap-up, Discussion and Closing Remarks

Expected Outcomes

The workshop will provide EuroXR participants with a compact overview of the MOTIVATE XR technological pipeline and its application to real industrial training and assistance scenarios. It will also foster discussion on how AI, no-code authoring, computer vision, semantic processing and XR platforms can accelerate the adoption of immersive technologies in European industry.

By bringing together technology providers, research partners and pilot validation leaders, the workshop will contribute to the exchange of practical experiences on the deployment of XR in industrial environments, with particular attention to usability, interoperability, AI-assisted content creation and the needs of non-programming users.