

Overview Seventh Call Approved Projects



Northern Periphery and Arctic Programme
2014-2020



EUROPEAN UNION
Investing in your future
European Regional Development Fund

STRAND 1 – Main Projects

Project name	Budget in EUR*		Partnership:	Summary
Priority Axis 2 – Entrepreneurship				
389 SCITOUR	Total cost	1.067.549,42	Lead Partner: University of Lapland,	The project will develop the SCITOUR concept, guidelines, model products and a SCITOUR brand, as well as digital infrastructure for marketing, information distribution and network communication. The SCITOUR project's main idea is to create a new niche of tourism that has a strong appeal to tourists who are curious and want to combine exceptional experiences and, importantly, learning about what they see during their trip. The initial goal is to create a new scientific tourism brand that has a transnational and universal appeal that also answers the challenges of the current post-truth phenomena, where scientific facts are questioned. The project will be conducted and lead by professionals in tourism and science communication, in cooperation with the tourism and business field. The main focus of this development project is on existing micro-companies and SMEs, but the work will be oriented towards supporting start-ups in the future.
Scientific Tourism	Total grant	683.231,11	Arctic Centria (FI)	
	ERDF	500.129,30		
	ERDF 20%	128.112,00	Partnership:	
	Greenland	54.989,81	University of Lapland, Multidimensional Tourism Inst. (FI) UHI Centre for Recreation and Tourism Research (SC) University of Iceland - Hornafjordu Research Center (IS) Greenland National Museum (GL)	
395 Storytagging 3	Total cost	999.757,47	Lead Partner: Robert Gordon	StoryTagging3 will increase the market reach of creative industry SME's by developing a digital platform that will allow creatives to harness (as stories) much of what makes Northern localities distinctive to the people who live & work there: place, identity & community; folklore; cultural heritage; landscape & natural heritage, etc. The platform is the key output of the project & underpins all project objectives. Partners will work with local communities to gather stories that celebrate these local heritage assets, unique to the NPA area. Up to 30 stories will be collected in each partner country & mapped via the platform (enhanced from RGU's existing story trails platform). Of these, 10-15 will be recorded by local storytellers in audio format & mapped. Project partners will work with creative SMEs to bring stories to life through new products or works. Partners will collaborate with 5 SMEs selected in a transparent process in each country (8 in Scotland). The project will promote the Story tagging platform internationally & digital marketing models will be applied to enhance the market reach of participating creatives. Visitors
A digital platform to enhance the market reach of creative SMEs by collecting, mapping and bringing stories to life	Total grant	649.842,33	University (SC)	
	ERDF	604.120,03		
	ERDF 20%	45.722,30	Partnership:	
			University of the Highlands and Islands (SC) Kenozero National Park (RU) Causeway Coast and Glens Heritage Trust (NI) Ulster University (NI) Region Västerbotten (SE) Kvarken Council English (FI)	

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				<p>accessing stories will access information about participating SMEs & their products & works. Links will allow online visitors to purchase, access & participate remotely.</p> <p>The platform will push online traffic to established tourist & visitor information sites. The platform will collect data analytics, allowing creative to better understand their customers/ audience & to help design & refine future products & works. At project end, the platform will be available to communities & creatives across the NPA area & a not-for profit business model will be adopted to sustain the digital platform. The platform will also host a skills hub (with training materials on harnessing stories, digital marketing & data analytics) to enhance the capacity of communities & creative SMEs across the wider region.</p>
Priority Axis 4 - Natural and Cultural Heritage				
391 COAST	Total cost	999.014,46	Lead Partner: Agricultural University of Iceland (IS)	<p>Coastal zones are at the frontline of sustainability challenges; arising from the exploitation of natural resources such as fish stocks, loss of cultural heritage, changing demographics, waste disposal, and climate change impacts. Nowhere is this more apparent than in the Northern Periphery and Arctic (NPA). The coast is one of the most significant unifying habitats in the region.</p> <p>The project will provide a roadmap for protecting, promoting and developing the cultural and natural heritage of sparsely populated and remote coastal communities. Local authorities play a pivotal role in enabling resilience building and coastal sustainability. The project will produce a COAST Toolbox for local authorities, focusing on SMART Blue Growth, which is based on principles of sustainability, mitigation, planning, adaptation, resilience and transition.</p>
Sustainable Resilient Coasts	Total grant	638.231,89	Partnership: Oulu University of Applied Sciences (FI) Mayo County Council (IE) University College Cork (IE) ‘Causeway Coast and Glens Heritage Trust (NI)	
	ERDF	504.701,89		
	ERDF 20%	133.530,00		

STRAND 2 – Capitalisation Projects

Project name	Budget in EUR [†]		Partnership:	Summary
Priority Axis 2 - Entrepreneurship				
405 RYE SC	Total cost	99.430,44	Lead Partner: Kajaani University of Applied Sciences English> (FI)	<p>RYE SC IS aiming to b sustainable business ideas competition for facilitating young entrepreneurs and innovators of the northern periphery and Arctic. The Rye Sustainability Challenge aims to join together young innovators and entrepreneurs through a transnational ideas competition, and facilitate processes in which they can develop sustainable solutions for their local communities and economies.</p> <p>The project goal is to challenge participants to find concrete, sustainable and economically viable business ideas that at the same time, create regional prosperity through entrepreneurship. This will be achieved by arranging a number of the Rye Sustainability challenge competitions (6), which was a successful concept created in the previous Rye Connect -project funded by the NPA, and by capitalising on its key results and promoting the chosen approach to a broader public.</p>
RYE Sustainability	Total grant	64.629,78		
Challenge	ERDF	64.629,78	Partnership: Cooperation Västernorrland (SE) The Advantage Foundation (NI)	

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STRAND 3 – Disruptive Technologies Projects

Project name	Budget in EUR [‡]		Partnership:	Summary
Priority Axis 1 - Innovation				
401 DisruptAqua Disruptive Technologies in the Arctic Seafood Sector	Total cost	155.004,00	Lead Partner: Highlands and Islands	DisruptAqua aims to evaluate which specific ICT technologies (specifically blockchain, IoT, AI) are most suitable and applicable for Arctic seafood businesses by articulating the benefits and costs; and understanding the route to practical application. The project will develop the research already undertaken by partners to inform how new solutions could be used by businesses to add-value to their products and ensure sustainable production. The overarching objective is to identify and develop a model that ensures full blockchain traceability of high value seafood products through the supply chain from primary producer to consumer, ensuring value associated to provenance, environmental stewardship, quality and trust is maintained, particularly by SMEs in remote and sparsely populated areas.
	Total grant	85.002,00	Enterprise (SC)	
	ERDF	32.500,00		
	Norway	27.502,00	Partnership:	
	Iceland	25.000,00	Nofima AS (NO) Iceland Ocean Cluster (IS)	
388 DISTINCT Disruptive Technologies Transforming NPA Communities	Total cost	€153.845,93	Lead Partner: ERNACT - European	This project explores the practical application of Disruptive Technologies in public service provision. This includes use of Virtual Reality (VR), Internet of Things (IoT), Artificial Intelligence (AI) and Blockchain in health and social care, environmental management and training. Successful application can save costs, increase viability, improve use of scarce human resources, span distances and improve decision making. However, the small number and concentration of disruptive technology research and innovation centres, allied with low levels of awareness, present serious blocks to realising this improvement. The approach of DISTINCT is to work on a transnational axis, producing discrete outputs to overcome these blocks and challenges, i.e.: Use technology foresight techniques and structured engagement with public sector and research/innovation workers to estimate demand and identify applications, models and solutions; Deploy demonstrators and develop disruptive technology rollout roadmaps to build awareness, confidence and implementation knowledge in distinct public sector areas (environment, health/social care and training); Document existing disruptive technology
	Total grant	€99.999,84	Regions Network for the Application	
	ERDF	€99.999,84	of Communications Technology (IE)	
			Partnership: Karelia University of Applied Sciences (FI), Umeå University (SE)	

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Project name	Budget in EUR [†]		Partnership:	Summary
				centres of capacity and best practice options to improve innovation and diffusion.
399 TESTED IOT Testbed	Total cost	€153.161,41	Lead Partner: NHS Highland (Highland Health Board) (SC)	This project focuses on the innovation opportunities offered to healthcare providers and other public bodies by the provision and implementation of an Internet of Things (IoT) infrastructure and strategy. In non-clinical applications, for example, water management, health and safety, energy use, waste management, estate management, medical equipment asset and inventory and many other such areas, there are substantial opportunities for businesses, government agencies, academics and the healthcare providers themselves to develop efficient and effective IoT solutions.
	Total grant	€99.554,91	Partnership: Ulster University (NI), Region Västerbotten (SE)	
	ERDF	€99.554,91		The TESTED project uses this non-clinical focus to test the potential for IoT applications comparing three regions in the NPA area. It includes the mapping of current IoT infrastructure and use within each region to establish a comparative baseline; a review of stakeholder opinions of those engaged within the infrastructure as suppliers, stakeholders or end-users; identification of best practice; and, the development of a common but regionally flexible IoT strategy that will enable each region to support IoT Testbeds, and a process whereby such testbed projects (pilots) can be evaluated. The main output will be a STRATEGY, a BEST PRACTICE evidenced INFRASTRUCTURE and a PROCESS to support non-clinical IOT. To illustrate this planned methodology and to operationalise the deliverables identified for this project, a specific focus on water management will be developed as a potential exemplar that, following the TESTED project, can be implemented and evaluated with funding from other sources. The output from TESTED will be an easily replicable methodology for use in any other region and with any other public body.
Priority Axis 4 - Natural and Cultural Heritage				
390 STRATUS Pushing the Limits of VR in Cultural and Natural Heritage	Total cost	153.773,42	Lead Partner: Mayo County Council (IE)	Stratus will use disruptive VR technologies to enable exploration of the Past, Present and Future, maximising societal benefits from natural and cultural heritage. In Stratus we will use VR to enhance the visitor experience, help direct the flows of visitors and inform policy.
	Total grant	99.201,71	Partnership: Ulster University (NI), The University Court of the University of St Andrews (SC) , Gunnar Gunnarsson Institute (IS)	
	ERDF	90.189,71		The project aims to push the limits of VR today with the goal of enabling its potential to be realised in the future. We will develop VR solutions that enhance and integrate exploration of cultural and natural heritage. This will
	ERDF 20%	9.012,00		

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			<p>bring together real-world media (aerial, 360, 3D and stereoscopic) with virtual world media enabling new perspectives on natural and cultural heritage to enrich onsite experiences and inform digital narratives. The project will design collaborative heritage VR where multiple users communicate within the same Virtual Environment, mixing onsite and offsite participants and using VR to connect together cultural and natural heritage sites both enhancing experience and managing flows of visitors (Wild Atlantic Way).</p>