

# THE EUROVERSE



tale  
mate

Create. Connect. Combine. The Unthinkable.

*An EU-controlled and hosted digital universe  
where users and their data are completely safe and private.*

*A universe where the only focus is the usability of the virtual  
world in order to enhance possibilities for its users.*





# Building a consortium on the development of the Euroverse

- A consortium should be created with the clear aim of establishing 'The Euroverse', following the European standards for general wellbeing, safety and privacy.
- The need for an EU based, safe and secure, project requires a collaborative effort from experts across various fields.
- This collaboration will accelerate progress, facilitate knowledge sharing and create new developments.
- It would be a mistake to leave the creation of the virtual world solely in the hands of (US) profit driven private entities.



# A consortium agreement

## Two distinct phases:

- **Gathering of partners by LOI.**

Partners across various domains express their willingness to collaborate with a LOI. *Based on the LOI's (European) grants can be requested to fund the project.*

- **Binding consortium agreement.**

An agreement containing all conditions, contributions, desired outcomes and the organizational structure of the consortium.

# Partners to the consortium

The consortium aims to leverage each partners expertise, technology, and resources towards the common objective and comprises four distinct partner groups, each playing a crucial role.

*Each partner will contribute in-kind. In the consortium agreement, all contributions will be assigned a value.*



## Tech partners

Contribution of technological expertise to develop various facets of the Euroverse.



## General development Partners

Policymakers creating the necessary frameworks and fostering the right conditions.



## Funding partners

Visionary investors who believe in the Euroverse project.



## User groups

Test panels that systematically track, test and provide feedback on the development.



# Tech partners

Partners contributing their technological expertise to develop various facets of the Euroverse, ensuring its global development, security and user-friendliness.

- Tech company for the development of the **'universe' and several 'digital worlds'** as set-up for the Euroverse. (**Talemate**)
- Tech companies for **cyber and data security** and the creation of the **'Personal Data Vaults'**.
- Tech companies for the development of the **dynamic cloud infrastructure** to host the Euroverse in the EU.
- Tech company(y)/(ies) for the **Euroverse design** (UX).
- Tech companies creating a multitude of **'digital worlds'** offering their services to companies and actors willing to be present in the Euroverse.

## Developing the Euroverse.



# General development partners

Policymakers both dedicated to crafting the necessary legal frameworks and fostering the right conditions for project development, legal experts an ethical commission and others.

- The **European Union (EU)** as a **regulatory body** and as the provider of a **European secured server**.
- **Government bodies and actors** to co-create elements, to assemble a **legal-team** implementing the EU-rules, and a **morality-team** to create a clear 'code of conduct'.
- **Legal** partners.
- **Insurance** partners.
- **Lobbyteam**.
- **Ethical** committee.
- **Commercial** team.

**Creating the right conditions for the Euroverse.**





# Funding partners

Visionary investors who believe in the Euroverse project and provide financial support in anticipation of a later return on investment.

- **Sponsors** as interested funders looking for a long-term investment.
- **Beneficials** as interested funders looking for a steady return on investment.
- **Circumstantial funding partners** due to the projects location and testing grounds\*.

\*For example: considering Luxembourg's attractive and dynamic business environment, located in the centre of Europe, and its aim of making the country the most trusted data economy in Europe, hosting the Euroverse in Luxembourg would be a possible strategic choice. Therefore, Talemate is considering seeking the support of Luxinvest as a funding partner and first liaison in and with Luxembourg and in the search for additional partners in Luxembourg and Europe.

## Creating the right conditions for the Euroverse.





# User groups

Test panels across the project that systematically track, test, and provide feedback on the development of the Euroverse, ensuring a project that resonates with its end-users.

Different panels, across the testing areas, offering the necessary input based on user-like experiences to optimize the development of every asset of the Euroverse.

**Ensuring a community driven approach.**



# Location of the consortium

## EU

The consortium will be EU-based providing:

- EU hosting of the Euroverse
- EU control
- EU operating system

This will ensure the safety of the project, an efficient control and an obligation to follow European law.

All technological assets will be European or working as a closed European system.

## LUXEMBOURG (TBD)

Following Luxembourg's aim of making the country the most trusted data economy in the EU and its continuing investments in the digital infrastructure the consortium could propose Luxembourg as the best strategic location for hosting the Euroverse.

The country is renowned for its advanced digital infrastructure, excellence in cybersecurity and stringent data protection measures.

# Organisation of the consortium

## BOARD

A general board will lead the consortium towards its goals. Every partner in the consortium will have at least one seat in the board, and extra seats according to the defined and valorised input in the Consortium.

The board will assign a project management, provide general operational guidelines and objectives for the management and evaluate its functioning.

## EXECUTIVE

The consortiums executive will be a project management team ensuring that the set objectives and goals are reached. The management team will coordinate between the partners in the Consortium and follow-up on the overall project.



# Business development by the consortium

The consortium will be funded by the gathering of funds and grants, participation in kind by partners, funds from funding partners and a revenue stream after launch.

## FUNDING

- Funding partners, as visionary investors, providing the necessary means to kick-start the consortium.
- Grants and funds of government agencies (EU and national).

## TRANSACTION FEE

On every transaction conducted inside the Euroverse - sales, business transactions, a.o. - a small fee will be automatically deducted to finance the Euroverse and its founding and developing consortium.

## EXPOSURE

Participating companies and entities in the consortium will benefit from the value of publicity as a founding member of the Euroverse.

***It would be a mistake to leave the creation of the virtual world solely in the hands of (US) profit driven private entities.***

*A consortium of several partners should therefore be created with the clear aim of establishing 'The Euroverse', following the European standards for general wellbeing, safety and privacy.*



# THE EUROVERSE: DEVELOPMENT





# The development of the Euroverse

Unlimited digital universes are the future. These digital realms will transform how we interact, communicate and engage. Each universe will form an immersive, interconnected virtual reality where users can access a multitude of experiences in real-time.

They allow for a seamless integration of virtual and physical realities, enabling users to transcend a whole range of limitations present in the physical reality.



# Unlimited applications in the Euroverse

## PERSONAL

Users will be able to meet other people without geographical limitations, visit digital events or conferences. They will be able to unleash their own creativity in virtual art galleries, by immersive storytelling or music creation.

## SOCIETY

Users and institutions will be able to develop new ways of education through virtual classrooms, interactive simulations and by virtually working in skill-building environments. Gatherings, events and meetings will be happening without any limitation.

## BUSINESS

Users and companies will have access to digital marketplaces to buy, sell and trade in virtual offices and with personal real-time advice. In a safe and secure environment any business transaction will be possible.





# A universe

The Euroverse will be a universe, **a fully developed environment** where users can meet, and worlds can be installed, if they follow the explicit general rules and guidelines. It is the set-up of the Euroverse, the place where users enter the Euroverse and **start their digital journey**.

**Talemate**, as a leading tech company with the necessary experience will develop this Universe **as set-up**.

**The starting point of the Euroverse.**





## EUROVERSE

Worlds as **digital hubs** will be present in the Euroverse offering different experiences, services or possibilities to its users.

A digital office, service point or store.

A digital wing of a museum, a training facility or **any other surrounding** offering a digital experience to users.

## DIGITAL HUBS

Any company, organization, government body or other can create or order the creation of **its own world**, a digital hub to provide their services, on the condition that they **comply with the Euroverse rules**, guidelines and the code of Conduct.

# An avatar for all

Users will be represented by their self-created **avatar**, a **digital twin** representing themselves digitally. Every European above 18 years old will be offered a free avatar.

**Scanning booths** will be installed where any user can scan him- or herself in under two minutes ensuring a swift and safe access to the Euroverse.

Necessary **updates** to the avatar, following personal changes, will be conducted from home, by the user with the smartphone.



# Cybersecurity and safety in the Euroverse

The Euroverse as a completely safe and secure digital space with stringent measures in place protecting the project, its users and all possible data while following European data and privacy guidelines.

## Safe access and Vault

- Stringent access control based on verified identity.
- State-of-the-art account protection and multiple steps verification.
- A Personal Data Vault for every user.

## General cybersecurity

- A cybersecurity system equipped especially for the Euroverse with continuous updates to provide full data security and ownership.

## Insurance

- A final safeguard for every user in the form of an insurance policy for all data, not only showcasing the safety of the Euroverse, but ultimately ensuring it.



# Personal security inside the Euroverse

- Users will carry a 'Personal Data Vault' (PDV). This PDV contains all the information a user chooses to upload, with automatic updates from every possible linked device, all safely encrypted. Only the user can access or grant access to his own PDV.
- The PDV carries a unique signature: nobody can act like the user, and everybody is sure who they are interacting with.
- The development of this PDV will be established in several steps, each time enlarging its capabilities following all safety guidelines and regulations.

## PERSONAL DATA

Civil status, addresses, resumé, licenses, insurance, warranties: a full personal administration easily accessible.

## CONSUMER DATA

Subscriptions, client and banking information: any and all necessary data to conduct business transactions.

## HEALTH DATA

Medical files and history, health tracker information, prescriptions, appointments: a full health panel.

## OPTIONAL DATA

Any data the user wishes to share and use inside the Euroverse. All safely encrypted and protected.

# A VIRTUAL EU

## REGULATOR

The EU should be the main regulatory body creating a 'digital constitution' with the necessary rules, laws and guidelines for the creation and use of the Euroverse.



## AUDITOR

Following its role as regulator the EU should provide the necessary checks and controls on the use, access and development of the Euroverse.



## SUPPORTER

To allow the Euroverse to succeed the EU should recognize it as its digital counterpart accessible to all members of the EU.



# Timeline

A preliminary time line, to be finalised by the Consortium as an indication of the need for a fast and efficient process of development.

## 2025

- Gathering of partners with an LOI and constituting the Consortium agreement.
- Applying for national and EU funds.
- Continuous development of technological assets.

## 2026

- Launch of first test environments in preliminary universe.
- First users access in certain regions (Flanders, Luxembourg, ...)
- First use and testing of PDV.

## 2027 - 2030

- An ever-expanding universe with a multitude of worlds.
- Access for over 50% of EU members with their own avatar and fully functional PDV.
  - First return on investment consortium.










# Status

● Completed

● In progress

● To be developed

THE EUROVERSE		PREREQUISITES	DEVELOPMENT	START UP	FINISH
TECHNICAL DEVELOPMENT:					
	DESIGN	Scan and design software. Technical development.	Scan and design universe and hubs.	First digital hubs created. Development universe started.	Continuous work in progress.
	PLATFORM	No-code software platform, open to external integrations.	The Talemate Platform.	Expanding scope.	Continuous build-up.
	SECURITY	Listing needs, requirements and possible partners.	Cybersecurity and access control.	Existing technology to integrate.	Seeking technical partner.
	VAULT	Listing needs, requirements and possible partners.	ID check and protection of personal data in vault.	To be developed based on existing technology.	Seeking technical partner(s).
	SERVERS	Listing possible EU server locations (existing or to be developed).	Extra secured and European server space.	Integration in existing servers or developing new sites.	Seeking technical solution.
FRAMEWORK					
LEGAL		Listing protection possibilities Euroverse concept and idea.	Extra secured and European server space.	I-Depot completed.	Acquiring Patent and Registered trademark.
ETHICS		Outlining necessary ethical standards.	A clear ethics guidebook	First ideas completed, full start-up required.	Assemble broad ethics committee.
	FUNDING	Outline of possible funding.	Application for several funding programs.	Preliminary discussions in progress.	2025
	INSURANCE	Listing possible firms to provide full insurance coverage.	A leading firm willing to provide insurance with new product.	Negotiations started.	Upon launch Euroverse.
	POLICY AND LEGISLATION	Advocacy with several partners on all possible levels.	Adaptation national and EU framework, guidelines and legislation.	National law and EU directive.	2027 – 2028

*As it is the aim of the EU and its member states to ensure a safe society in the physical world, the EU should provide the same in the digital realm by creating a safe, secure and GDPR-proof 'Euroverse'.*

*A controlled environment where people can meet , knowing for sure who they are meeting, without fake profiles or spam . an environment where children and youngsters can discover all the digital possibilities in safe spaces. A universe where economic and financial transactions are secure.*



# THANK YOU

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