



## COPA EUROPE FACTSHEET

COPA EUROPE will deliver a cloud-based infrastructure for harvesting, accommodating, transmitting, and distributing sports and esports content, including infrastructure to allow content creators and producers of live coverage to react to live outcomes, via innovative workflows.



### PROJECT

9

PARTNERS

MULTI-DISCIPLINARY CONSORTIUM

6

COUNTRIES

CROSS-EUROPEAN COLLABORATION

36

MONTHS

PROJECT KICKED-OFF NOVEMBER 2020

4.9

€ MILLION

CO-FUNDED BY THE EUROPEAN COMMISSION

## WHAT COPA EUROPE WILL OFFER ESPORTS



Production of inclusive live coverage workflows, embellishing broadcast with informative, rich & comprehensive graphics.



Transmedia storytelling for unified & complete entertainment experience fostering audience engagement & participation.



Automated parallel coverage for live events, creating more content and high quality second-screen experiences.

## ESPORTS STAKEHOLDERS' ROLE

## COPA EUROPE WORKSHOPS

COPA EUROPE will establish closely working groups of stakeholders with consortium members to co-develop higher quality experiences in premium sports service broadcasting, democratize the consumer experience and personalize the distribution to change the experience of each viewer individually.



Decision-making support toward an enhanced and enriched media ecosystem.



Unique perspective that understands & respects the esports culture and its fans.



Access to live esports events, to help us evaluate tools in an in-situ approach.

### PROJECT PARTNERS



This project has received funding from the European Union's Horizon 2020 Research and innovation Programme under Grant Agreement No 957059.

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