



## Human-AI Teaming Platform for Maintaining and Evolving AI Systems in Manufacturing

### D8.1 – TEAMING.AI Corporate Identity

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## 1 Executive Summary

The present document constitutes Deliverable D8.1 “TEAMING.AI Corporate Identity” in the framework of WP8 “Dissemination and exploitation”, regarding Task 8.1 “Design and Implementation of Communication Strategy”.

This report includes the design of the project visual identity, communication material and other icons and diagrams as well as the creation of the document templates that will be used throughout the project. What is more, it details the structure and information presented in the project website.

## 2 Introduction

TEAMING.AI aims to overcome the lack of flexibility as a limiting factor of current Industry 4.0 while ensuring the role of the human being in the future industrial scenario by means of a human centred AI collaboration. To this aim, the project will rely on the combination of advanced methods for the representation of complex manufacturing processes by means of a novel approach which combines knowledge graphs and relational machine learning to realise true human-AI teaming working schemes, thus answering the actual needs of the industry.

CORE is leading the Communication and Dissemination activities of the project, coordinating and supervising all the respective endeavours. The first goal within WP8 is to create a unified visual image for the project where all elements are in accordance with each other and TEAMING.AI's main objectives and functions. Significant resources are dedicated to disseminating and exploit the project's results with an entire WP particularly focused on communication and dissemination activities. As the project evolves, all partners will contribute to the dissemination and communication tasks according to their role, by means of sharing input about their progress, participating in events, organising workshops, publishing papers, and disseminating TEAMING.AI's results.

## 3 Visual Identity

### 3.1 Logotype

The development of a clever and unique visual identity is very important as it is meant to visually communicate the identity of the project. The logo should grab the attention, make the project easily recognisable and ensure the consistency of the project outputs. A brainstorming took place to find the appropriate concept for the logo considering all the key aspects. Five different logos were designed with the intention to stand out from the crowd and create symbolic and brain semiotic processes that correlate with the project's core elements (see figures below).



Figure 1. Logo 1



Figure 2. Logo 2



Figure 3. Logo 3



Figure 4. Logo 4



Figure 5. Logo 5

For its selection, partners were asked to vote digitally which one of the five versions they preferred. Voting was active for three days and all 15 partners of the Consortium participated. Google forms was used as a tool to set up the voting. Logo in Figure 1. Logo 1 was selected by the majority of the partners to represent the project. Bellow, you can see the results of the voting.

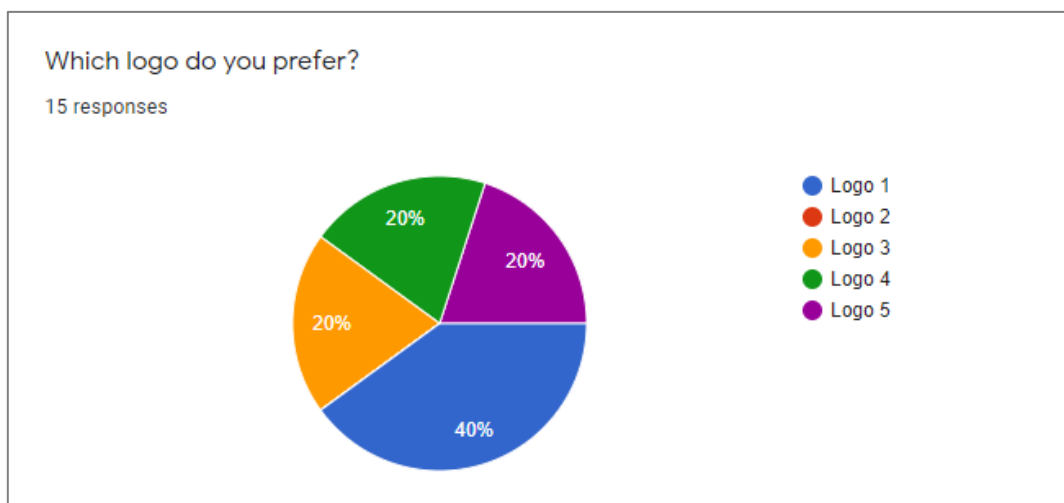


Figure 6. Voting results



### 3.1.1 Logotype design

The TEAMING.AI logotype was designed based on the typeface “Proxima Nova”. Tweaking the letter “i”, to resemble a person, the collaboration among humans and Artificial Intelligence, which constitutes the main aspect of the project, is represented.



Figure 7. Logotype design

### 3.1.2 Logomark design

The logomark design draws inspiration from the idea of the abstracted icons of two cogs that come together. The two cogs signify the Human-AI collaboration aspect of the project.

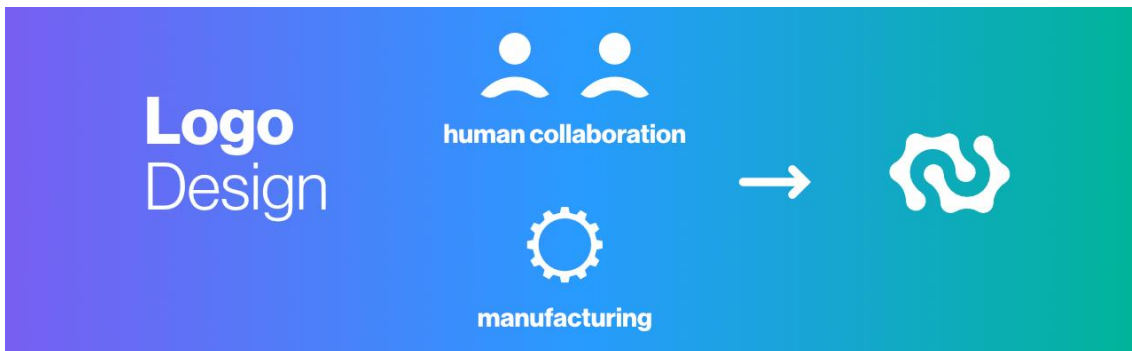


Figure 8. Logomark design

### 3.1.3 Logo styles

Multiple styles of the logo are deployed. The design is focused on the adaptability on different screen and paper sizes as well as different background colours, dark or light.



# teaming.ai

Figure 9. TEAMING.AI Logo

### 3.1.4 Colour scheme

The colour scheme consists mainly of a gradient colour, starting from Medium Slate Blue, and through Dodger Blue ending up to Light Sea Green. Medium Slate Blue represents the Artificial Intelligence aspect of the project, while the other two colours reference the human factor and the value of collaboration.

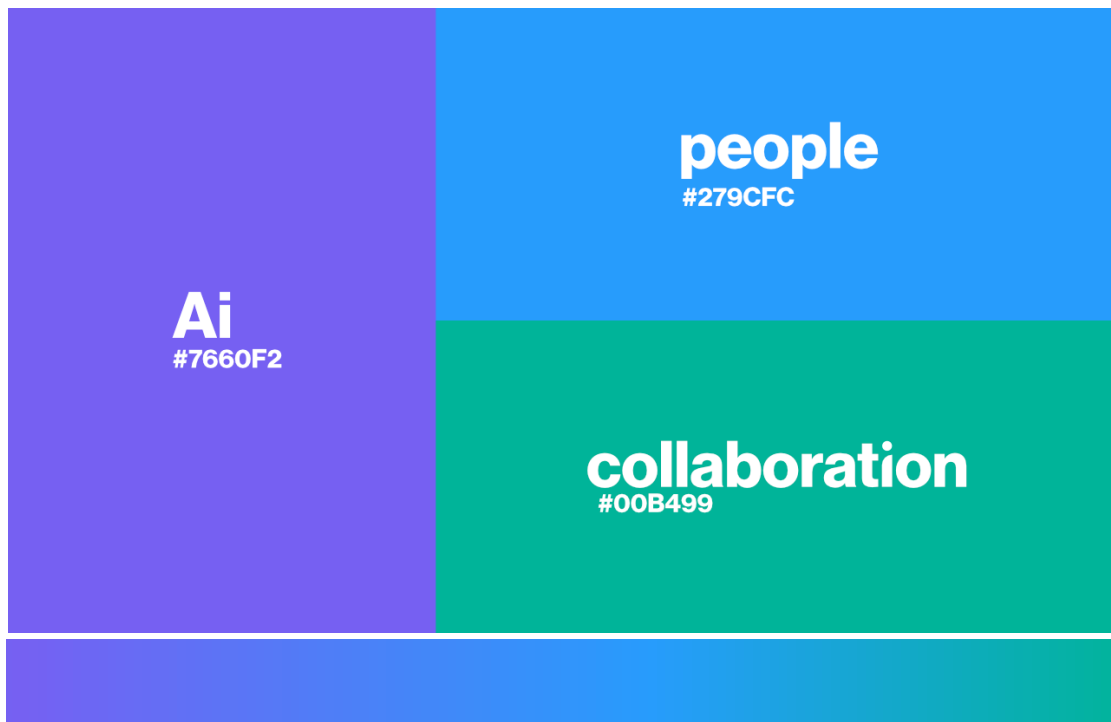


Figure 10. Main colour choices

Two supplementary colours are also included in the colour scheme, to anticipate for instances when an accent colour or a darker background colour are needed.



Figure 11. Supplementary colours

### 3.1.5 Typography

Typography is an essential part of the visual identity of Teaming.AI. The Proxima Nova Family typeface is used for the logo and print material to convey clarity and the modern innovations of the project. For the templates, Arial, a universally available font, was used to ensure a seamless adaptation of the visual identity typography from all the partners, while ensuring that the same message is conveyed.

Proxima Nova (2005) bridges the gap between typefaces like Futura and Akzidenz Grotesk. The result is a hybrid that combines modern proportions with a geometric appearance.

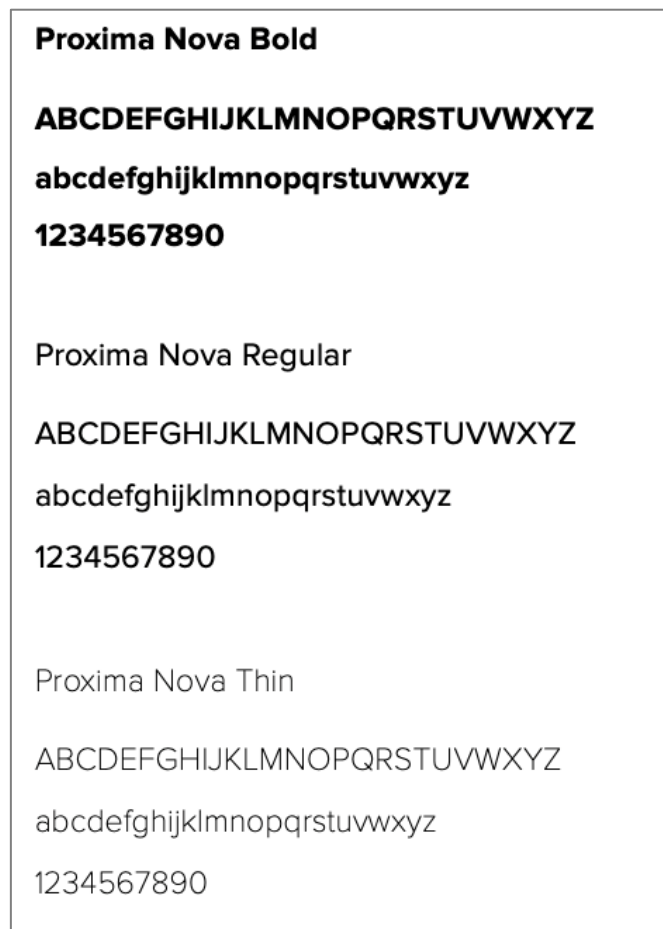


Figure 12. Logo & printed material typography

## 3.2 Design elements and illustrations

Icons, illustrations and diagrams were designed using the project's colour scheme to strengthen its visual identity and facilitate understanding of the various technologies and innovations that the project will pursue. Moreover, banners and background images were created to be used in social media and presentations.

### 3.2.1 Illustrations

For the project's website home page and communication materials, an illustration of an isometric representation of the project structure with an overview to the innovations it will pursue was designed. It visualises the continuous and seamless collaboration among human actors (such as Operators and Development Operators), Machine Learning and Domain Experts as well as Artificial Intelligence and Knowledge Graph Learning.

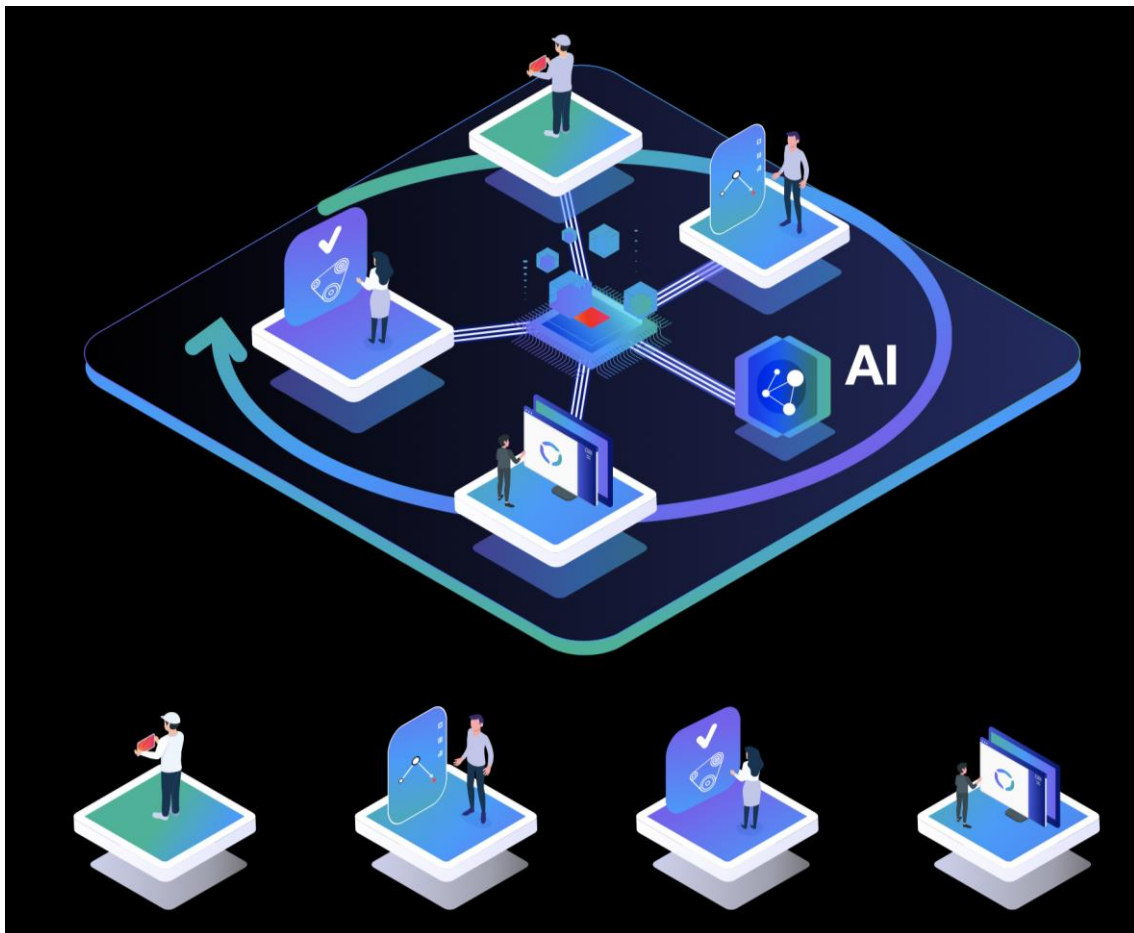


Figure 13. Project structure illustration

Furthermore, a series of three isometric illustrations were created to communicate visually the three main aspects of the project:

- **The representation of processable knowledge:** An illustration of people interacting with a representation of a display of information
- **Relational Machine Learning techniques:** An illustration that abstractly visualizes a Machine Learning diagram
- **Cross functional teamwork:** An illustration that indicates a collaboration between humans and Artificial Intelligence

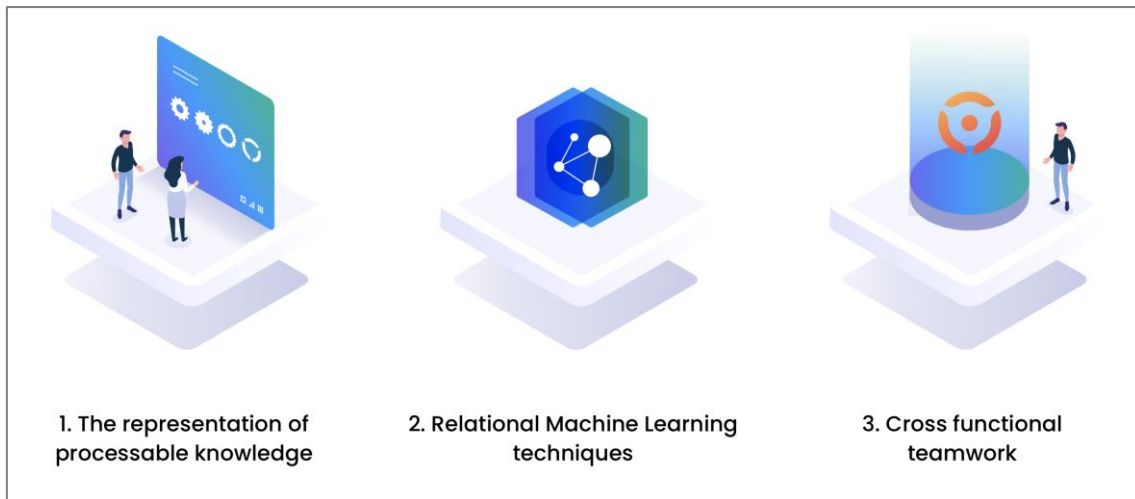


Figure 14. The three main aspects of project illustrations

Three additional illustrations were designed to indicate the three respective sections of the project. The project's use cases are represented by an illustration showcasing a human interacting with a machine via an interface, indicating the applied nature of this section, while an illustration of a chip with knowledge and data hovering above it showcases the technology section. Finally, an interpretation of the Artificial Intelligence acronym in combination with the human symbol serves as an illustration for the section of the general description of the project.

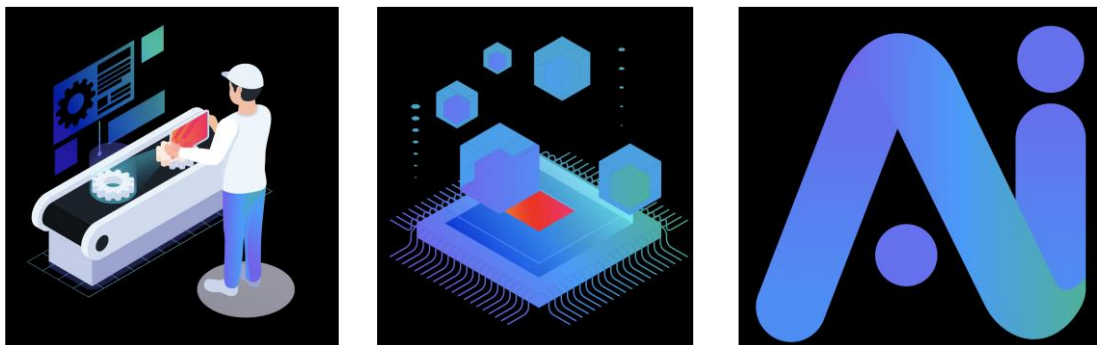


Figure 15. Three illustrations to communicate the respective parts of the project

### 3.2.2 Icons

For the purpose of the project's website as well as the communication material, a series of icons were designed to facilitate comprehension and to further extend the project's visual identity. The aim was to make the big volume of information easier to comprehend and to make the interaction with the project's website as user friendly as possible.

A series of four icons was created, representing the four main aspects of the innovation that the project will pursue. All icons are based on different configurations of circular arcs. This aims to communicating the nature of the project that will facilitate a continuous and seamless process of work and data processing in manufacturing, while taking into consideration the human factor.

- **Trustful Human-AI Teaming:** The circular arcs reconfigure to represent a human being.
- **Situation Awareness in Production Processes:** The circular arcs reconfigure to represent a mechanical cog that is glowing from the inside.

- **Auditable Ethics:** The arcs reconfigure into a stable structure that represents communication between different people.
- **Agile AI System Engineering:** An arc depicts a speedometer icon.



Figure 16. Four main aspects of the project icons

For the webpage where the technology of the project is described in more detail, a collection of icons carrying on the same aesthetic lines was designed. These four icons represent the four building blocks of the project endeavour: Model, Construction, Knowledge Graph Learning and Teaming Engine.

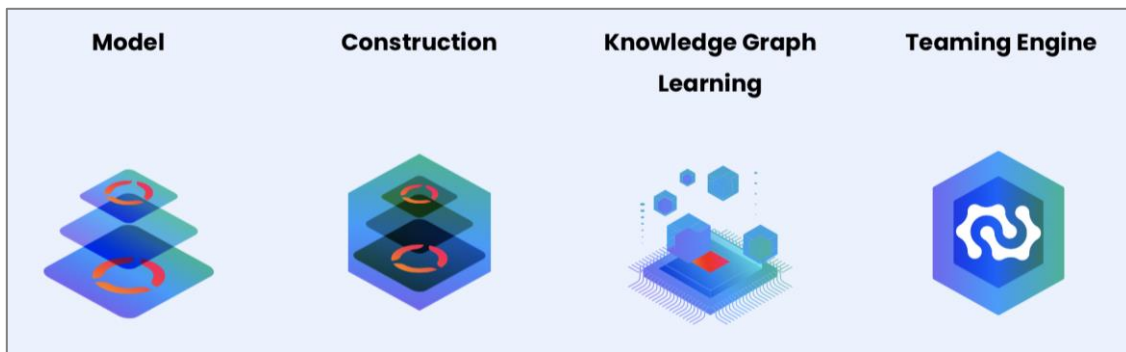


Figure 17. The four building blocks icons

## 4 Communication Materials

To support dissemination activities, brochures, posters, banners and other forms of collaterals were developed and will be updated if needed following the evolving needs of the project.

TEAMING.AI will mostly rely on electronic information means, due to better scalability, easy updates and respect to the environment. The project is however aware that printed information is still the principal instrument for informing specific groups of stakeholders (e.g., participants to fairs, conferences and workshops).

The first version of the .pdf files have already been distributed to the partners and uploaded to the website so that they will be able to print the needed material. The visuals created for the communication material are also uploaded separately on the project's repository for the partners' convenience.

Partners will also use alternative ways of supporting the dissemination of the project. Depending on the needs that may arise, other modalities could be deployed, such as electronic factsheets, delegates packs at conferences or other events, other types of gadgets. Such decisions will be taken when details of participation to events are worked out and an executive planning for those is being elaborated.

The communication materials prepared so far are the following:

- the leaflet / the e-brochure
- the poster
- the banner

### 4.1 Leaflet/e-brochure

An A5 leaflet was designed that presents the main aspects of the project. On the leaflet the reader can find information about the main aspects of the project along with the impact it will achieve. A brief mention of the project's pilots is also included, along with a brief presentation of the consortium.

The leaflet was slightly modified to serve as an electronic brochure and it will be distributed through the project's website, social media accounts and direct e-mails. It was considered an important provision due to its efficacy, but also because of the health measures of COVID-19 that are necessary in the foreseeable future. In the electronic brochure the reader will find the same information and visuals with the leaflet, with very small adaptations.



Figure 18. Leaflet/e-brochure page 1/4

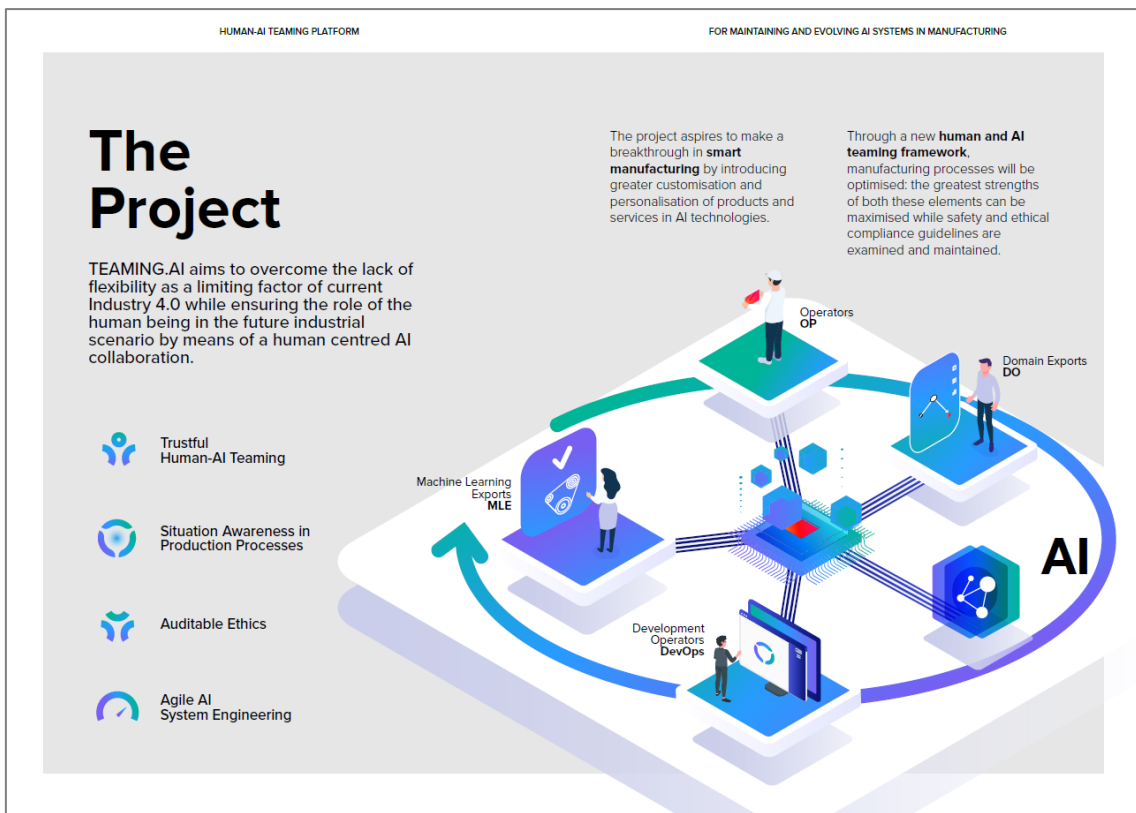
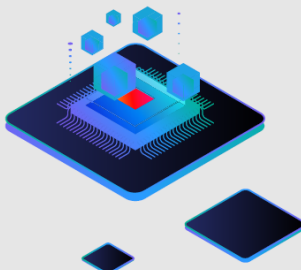



Figure 19. Leaflet/e-brochure page 2/4



Leaflet / e-brochure

HUMAN-AI TEAMING PLATFORM
FOR MAINTAINING AND EVOLVING AI SYSTEMS IN MANUFACTURING

## Use Cases

TEAMING.AI framework will be tested in 3 industrial use case scenarios selected to represent different levels and aspects of human involvement

**Use Case 1**

Transfer learning based robust **quality inspection** (for plastic injection sector)

AI/ML systems in plastic industry usually rely on machine vision techniques based on smart cameras and neuronal networks as classifiers to detect mentioned common faults. Stability problems during **quality control process** increases setup and maintenance time and "out of tolerance" products always have a risk to be used by customer which negatively affect **production efficiency**.

📍 FAR/Turkey

**Use Case 2**

**Machine diagnostics** for plastic injection sector to improve quality and reduce waste

This use case focuses on machine and process diagnostics rather than checking the **quality at the end of the production** of an injection moulding process starting with the pre-processing (insert preheating, testing of raw materials, dyeing and dry), the actual process of injection (temperature, pressure, moulding cycle time) and the post-processing (annealing, humidity).

📍 IAL/Spain

**Use Case 3**

**Ergonomics and risk prevention** in large part manufacturing

Workers have to **manipulate and manually clamp large-sized and heavy parts in highprecision manufacturing machines** for grinding or milling operations with high quality. This process takes an important part of the total cycle time of a working order and workers are exposed to occupational risks.

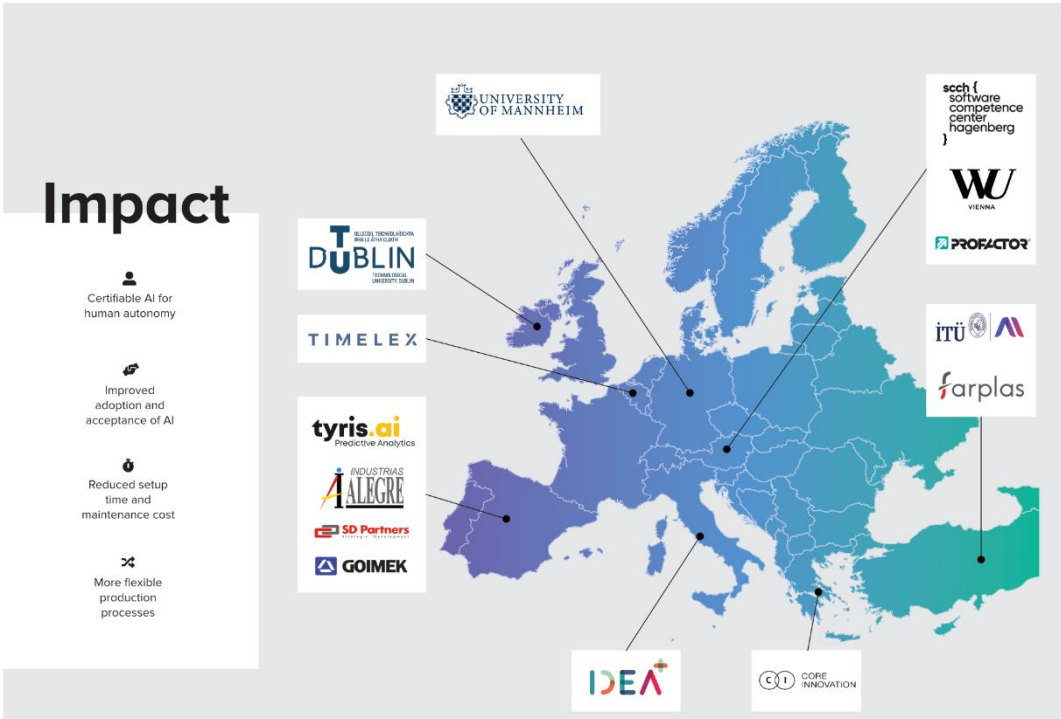
📍 GOI/Spain

Figure 20. Leaflet/e-brochure page 3/4

HUMAN-AI TEAMING PLATFORM
FOR MAINTAINING AND EVOLVING AI SYSTEMS IN MANUFACTURING

## Impact

- Certifiable AI for human autonomy
- Improved adoption and acceptance of AI
- Reduced setup time and maintenance cost
- More flexible production processes



The map shows the following partner logos: UNIVERSITY OF MANNHEIM, scch (software competence center hagenberg), WU VIENNA, PROFACOR, itü, farplas, IDEA, CORE INNOVATION, tyris.ai Predictive Analytics, INDUSTRIAS ALEGRE, SD Partners, GOIMEK, and DUBLIN (TECHNOLOGICAL UNIVERSITY OF DUBLIN). TIMELEX is also listed on the left side of the map.

Figure 21. Leaflet/e-brochure page 4/4

## 4.2 Poster and Banner

An A3 poster and an 800x2000mm banner (portrait) were additionally designed, presenting the project's visual identity on two larger scale formats. Their main purpose is to strengthen the project's visual identity and communicate information in events. For this reason, those two formats carry less information and aim to communicate mainly the main aspects of the project as well the consortium and different communication channels for anyone interested in learning more.



Figure 22. Poster

## Human-AI Teaming Platform for Maintaining and Evolving AI Systems in Manufacturing

**TEAMING.AI aims to overcome the lack of flexibility as a limiting factor of current Industry 4.0 while ensuring the role of the human being in the future industrial scenario by means of a human centred AI collaboration.**

- Certifiable AI for human autonomy
- Improved adoption and acceptance of AI
- Reduced setup time and maintenance cost
- More flexible production processes

@TEAMING.AI

TEAMING AI PROJECT

TEAMINGAI-PROJECTEU

Trustful Human-AI Teaming

Situation Awareness in Production Processes

Auditable Ethics

Agile AI System Engineering

This project receives funding from the European Union's Horizon 2020 Research and Innovation Programme under Grant Agreement Number 957402

Figure 23. Banner

## 5 Templates

Templates for the project's documents (deliverable, agenda, and MoMs) and presentations were created to ensure a coherent, visually integrated result.

### 5.1 Deliverable

The deliverable template includes styles for headings, body text, tables, figures, and captions. On the top of every page is a header including the title of the document followed by the project logotype. At the bottom of each page, the footer shows project acronym, the GA number and the paging of the document. All these elements are shown in

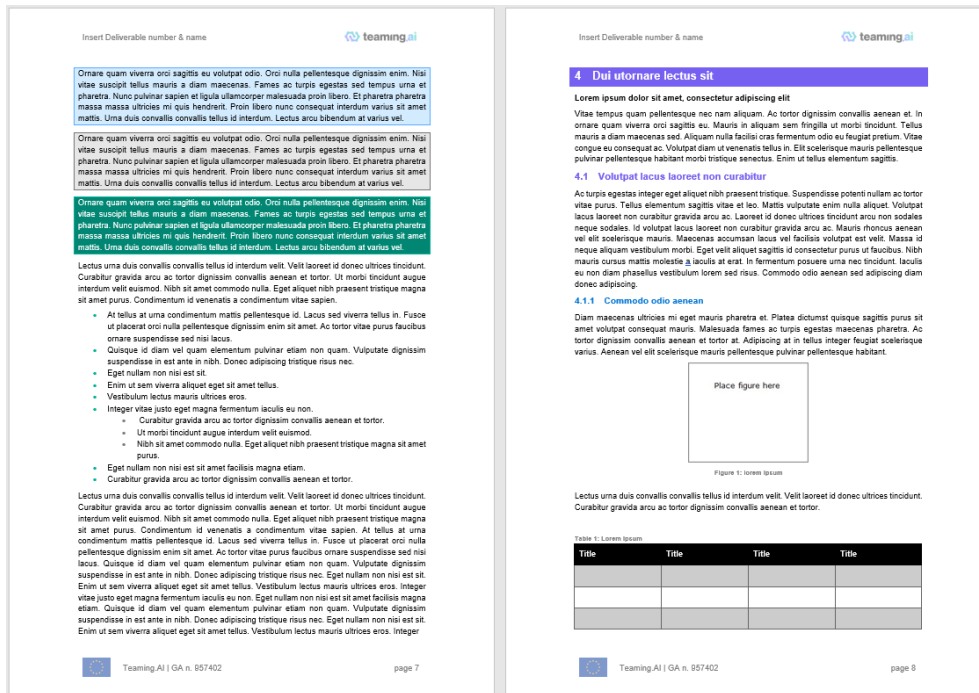


Figure 24.

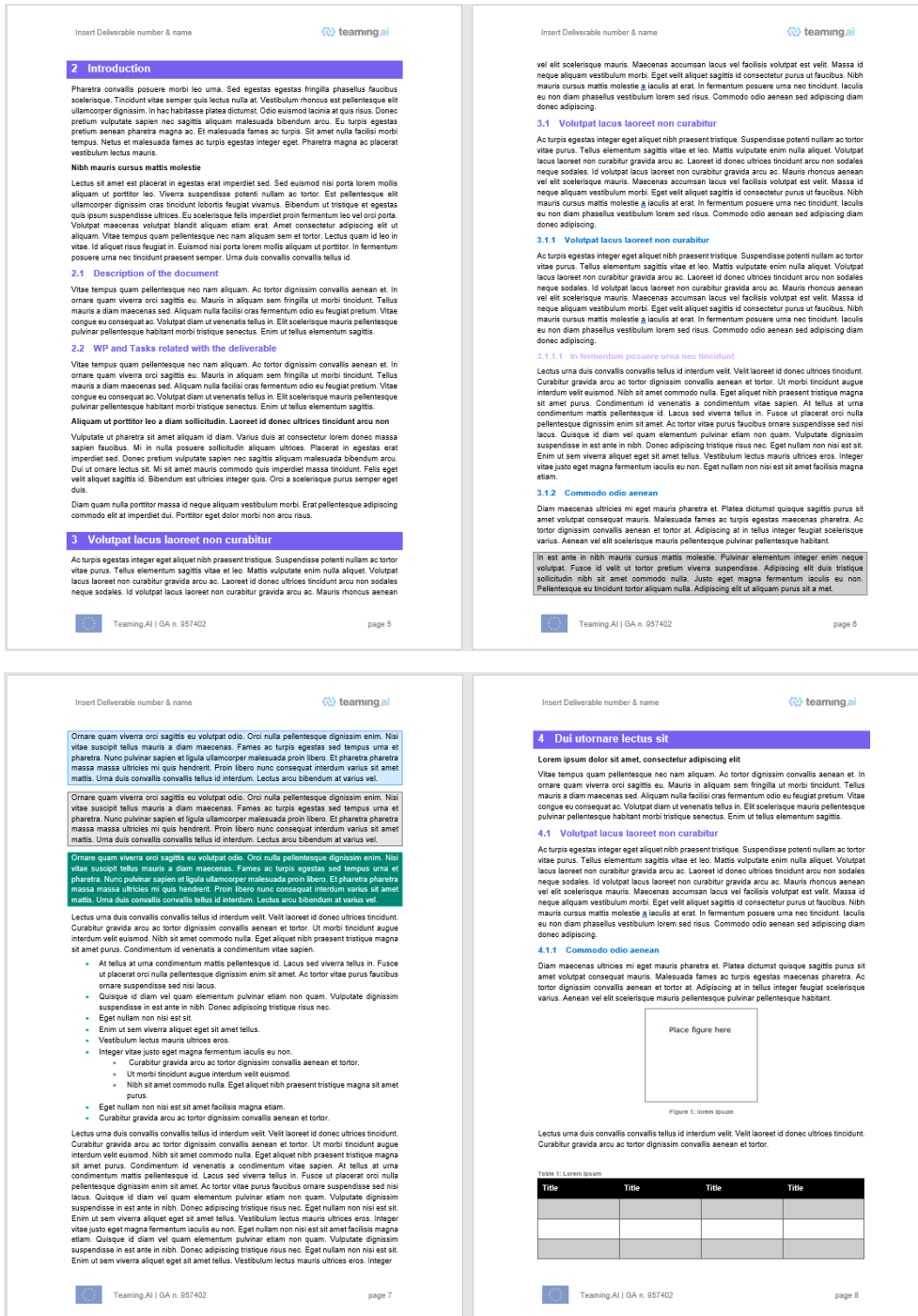


Figure 24. Deliverable template

## 5.2 Agenda

The agenda template includes styles for headings, tables and captions. On the top of every page is a header including the European Union flag, the project's declaration of H2020 funding and its Grant Agreement Number. At the bottom of each page there is a footer with the acronym of the project, the GA number as well as the call, followed by the paging of the document. All the above elements can be seen in Figure 25.



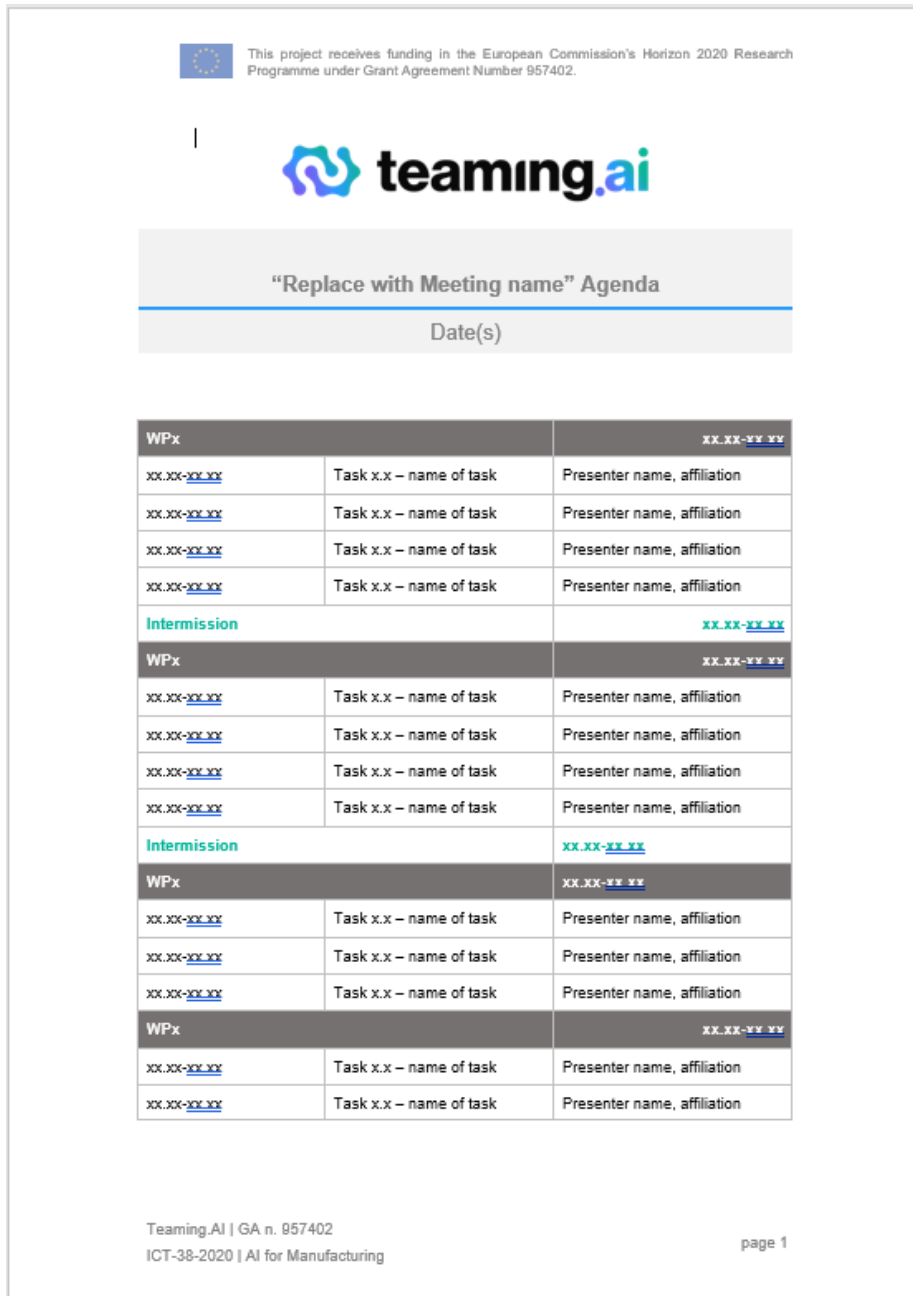


Figure 25. Agenda Template

### 5.3 Minutes of Meeting (MoM)

The MoM template includes styles for headings, body text, tables and captions. On the top of every page is a header including the meeting name and the project logo. At the bottom of each page there is a footer with the acronym of the project and the GA number followed by the paging. All the above elements can be seen in Figure 26.

teaming.ai

Insert Meeting name

### Minutes Log

Topic:	
Work Package(s) / Task(s):	
Goal:	
Minutes:	
Next meeting date:	xxxx/202x

Topic:	
Work Package(s) / Task(s):	
Goal:	
Minutes:	
Next meeting date:	xxxx/202x

Topic:	
Work Package(s) / Task(s):	
Goal:	
Minutes:	
Next meeting date:	xxxx/202x

Topic:	
Work Package(s) / Task(s):	
Goal:	
Minutes:	
Next meeting date:	xxxx/202x

Teaming.AI | GA n. 957402 page 2

teaming.ai

Insert Meeting name

### Participants List

Teaming.AI | GA n. 957402 page 3

teaming.ai

Insert Meeting name

### Agenda & Conclusions

Teaming.AI | GA n. 957402 page 4

teaming.ai

Insert Meeting name

### To do list

N#	Decision / action to do	Responsible Partner	Deadline
			xxxx/202x

Teaming.AI | GA n. 957402 page 5

Figure 26. MoM Template

## 5.4 Presentation

The presentation template includes styles for headings, body text and colours. It has been created in a 16:9 widescreen format. The main notion was to produce a creative template that aims to breathe life into TEAMING.AI's presentations. The following figures show examples of the presentation template in PowerPoint, in both light and dark colours.

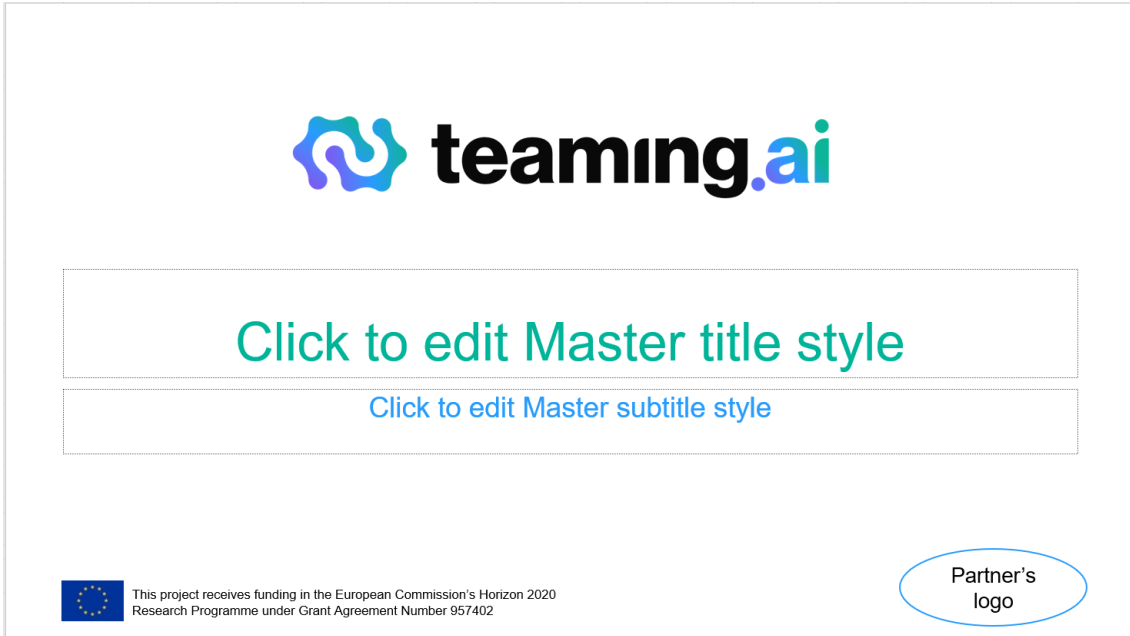


Figure 27. Presentation Template – Title page



Figure 28. Presentation Template – Title page (dark background)



## WPx: Progress and status

Leader's logo

### Tasks

- T8.1: Communication and Dissemination Plan
  - Leader: CORE, M1-M36
- T8.2:
  - Leader:
- T8.3:
  - Leader:
- T8.4:
  - Leader:

Figure 29. Presentation template – Work package description

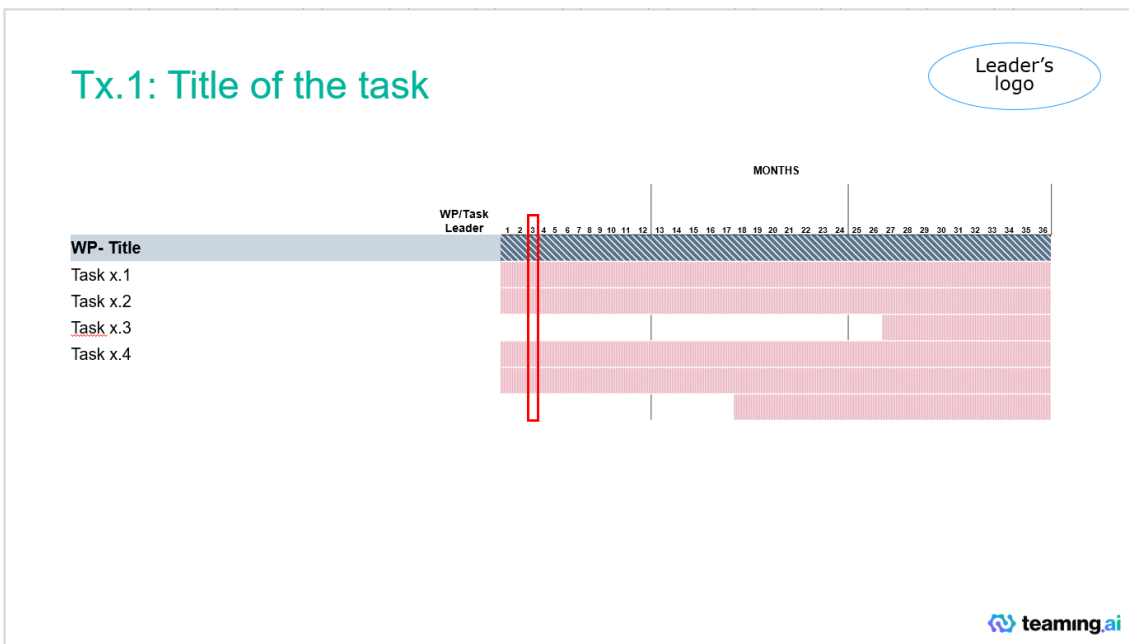


Figure 30. Presentation Template – Gantt

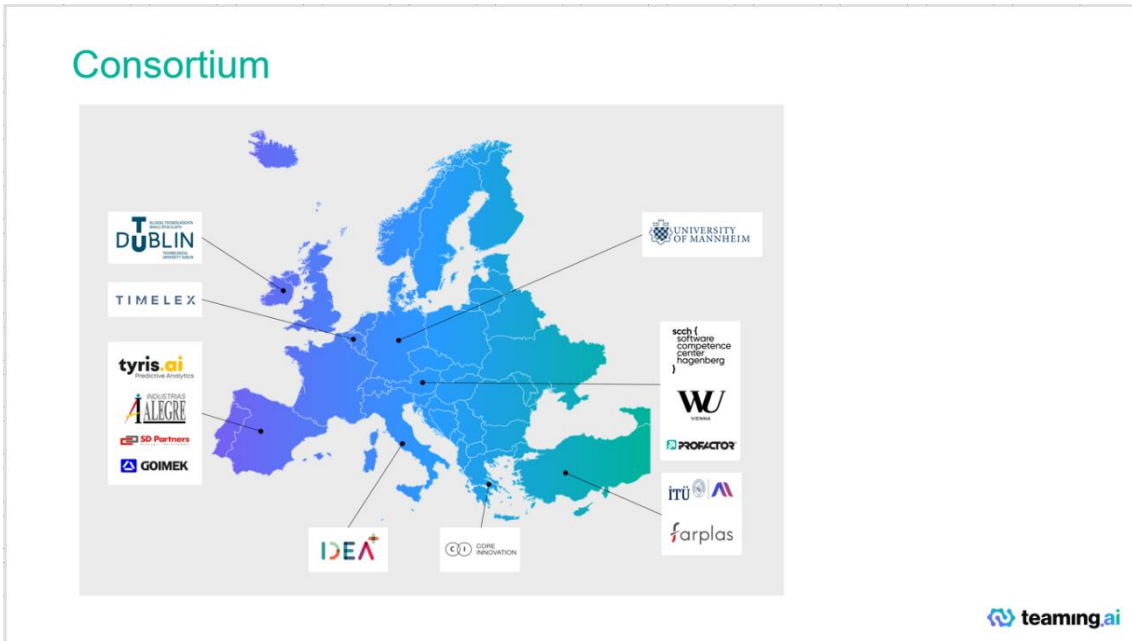


Figure 31. Presentation Template – Consortium Map



Figure 32. Presentation Template – Closing Page

## 5.5 Newsletter

A newsletter template (see Figure 33 and Figure 34) has been set up in order to be used to TEAMING.AI's email campaigns. Modifications will be applied in each campaign, depending on the information that needs to be shared.



Figure 33. Newsletter template page 1/2



Figure 34. Newsletter template page 2/2

## 6 Website

The project website is the main Dissemination and Communication tool. It is the project's primary method of communication with external stakeholders and the wider public. This gateway will ensure that project information is diffused as widely as possible. The project website serves as a main communication tool for the project and its visibility and further promotion, ensuring TEAMING.AI's message is being effectively communicated.

The objective was to set up TEAMING.AI website within M3, establishing a strong, modern and edgy online presence that represents the values of the project. Managing it in a dynamic way by connecting it to social networks which were also created in M3 of the project was also a primary goal for the first months of the project.

CORE designed and developed the project website and then created, edited and developed content based on the project proposal. The website will be constantly updated in cooperation with the other project partners throughout the course of the project.

### 6.1 Website's structure

The website is accessible in the following address: <https://www.teamingai-project.eu/>. All pages of the website display on the top-left corner the TEAMING.AI logo, and on the top right the navigation pane. Links to the main pages "Home", "About", "Use Cases", "Consortium" and "Resources" are all accessible in the navigation pane, as well as social media, and e-mail buttons. The footer of each page contains reference to the HORIZON 2020 funding by the European Union, the Coordinator's and the Communication Manager's contacts, Social Media links, and the Privacy Policy.

#### 6.1.1 Website Navigation tree map

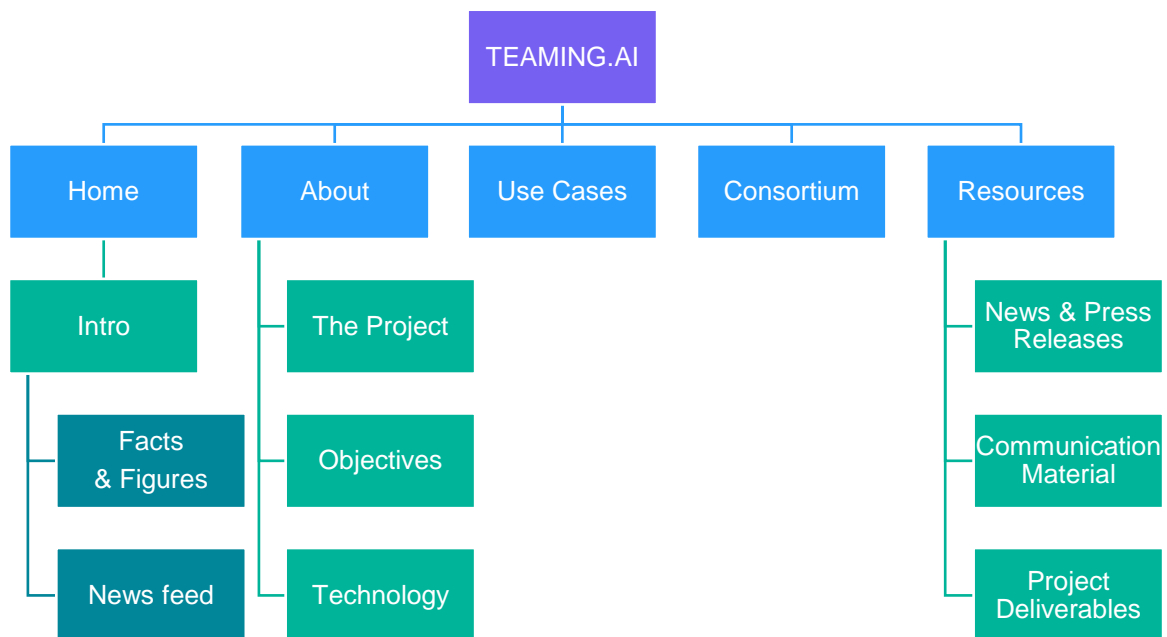


Figure 35. Website navigation tree map

### 6.1.2 Essential Technical Features

The website uses the following advanced technical features:

- *Fully responsive: all website contents and pages have a mobile-ready version.*
- *Cross platform desktop browsers compatibility: website supports all major desktop browsers.*

### 6.1.3 Aesthetic elements

The website follows a simple structure, dedicating each page to a specific part of the project. The layout of each page is facilitated using distinct background colors and illustrations. The background colour is predominately white. Certain subsections containing data and more technical information use a dark background while others use a gradient from a Medium Slate Blue, and through Dodger Blue ending up to Light Sea Green to emphasise the respective content.

Pop-up panes are used on several occasions in order to avoid adding more material to the length of the page and keeping all content as brief as possible, while fitting on a single typical computer screen, allowing the visitor to maintain a mental map of their navigation throughout the site.

Visuals, diagrams and icons have been designed and implemented in order to facilitate the comprehension of the innovation pursued and to increase awareness of the project's visual identity.

## 6.2 Main Pages and Essential Interactive Elements

### 6.2.1 Main Menu – Navigation Pane on Header

TEAMING.AI project web contents are divided into 5 main sections as shown in Figure 36. The main navigation panel is on the top of the browser to allow easy and immediate accessibility to the entire website. It offers links to the following pages:

1. **Home:** It provides a brief description of the project and its expected impacts, along with a list of the project's figures. It also contains a small newsfeed (events calendar and twitter feed).
2. **About:** This section contains three subcategories:
  - *The project* which is a more elaborate description of the project.
  - *Objectives* which is an in-depth presentation of the project's objectives.
  - *Technology* which demonstrates the developed technologies within the project.
3. **Use cases:** The three industrial use case scenarios in which TEAMING.AI framework will be tested in.
4. **Consortium:** Presentation of the consortium partners, along with a short description, their logo, and link to their websites.
5. **Resources:** This cluster of pages provides up-to-date information about the course of the project and important resources material for different purposes (i.e., news & press releases, communication material, project deliverables).



Figure 36. Main menu – Navigation pane on header

## 6.2.2 Footer Section

The footer Section contains the reference to the HORIZON 2020 funding by the European Union, with the official EU logo and the Project's Grant Agreement number. A section with links to the website main pages and project's social media is also included. At the bottom part of the footer, the last section is added with contact details of the Project Coordinator and the Dissemination & Communication Manager of the project.

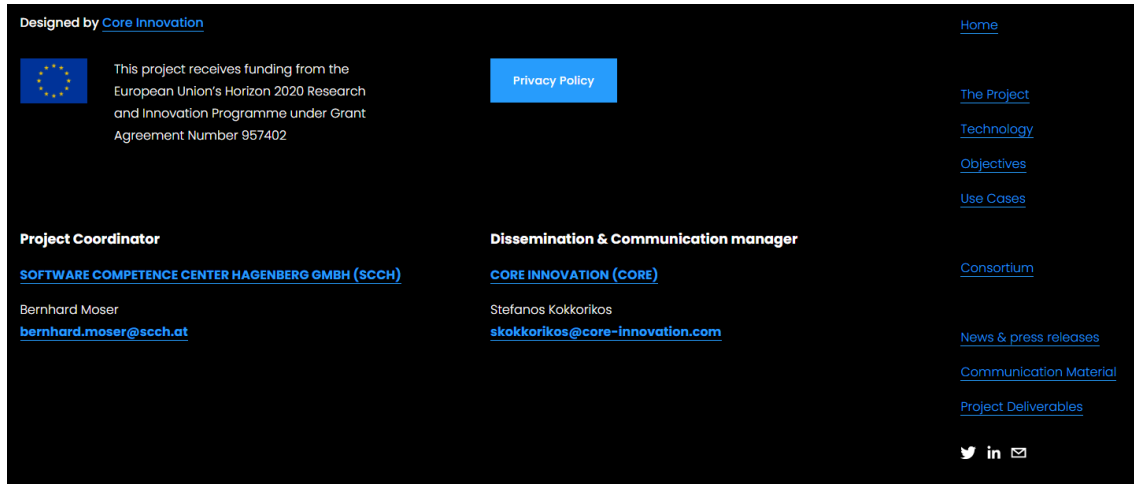


Figure 37. Footer

Privacy policy button is also included in the footer and by clicking it, a new window opens where the user can read an extended text that describes the privacy policy, collection of personal data, tracking technologies and cookies, GDPR regulations, etc. on the website (Figure 38).

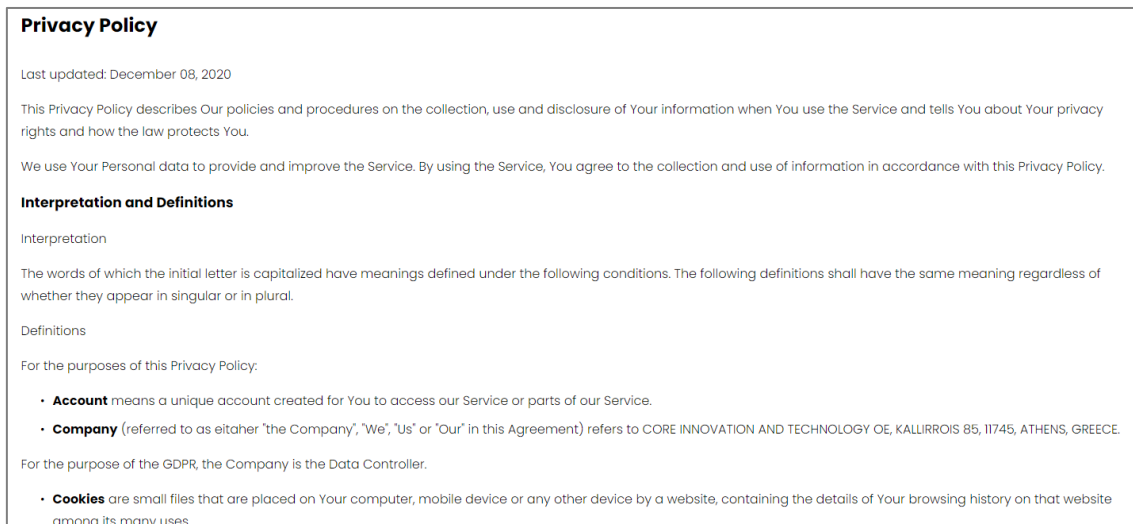


Figure 38. Privacy Policy window

## 6.2.3 Home Page

The first thing that the user sees when entering the website, is a pop-up with the cookies policy. In this pop-up, the user can choose necessary cookies only, a selection or allow for all cookies. After clicking the button of his/her preference, the pop-up disappears.

**Cookie consent**  
 This website uses cookies that help the website to function and also to track how you interact with our website. But for us to provide the best user experience, enable the specific cookies from Settings, and click on Accept.

[Preferences](#) [Accept All](#)

Figure 39: Cookies pop-up

The introduction part of the Home page provides a brief description of the project in a small paragraph to keep the audience engaged. An illustration that encapsulates the main aspects of the project is incorporated to engage the visitor and entice them to browse through the website.

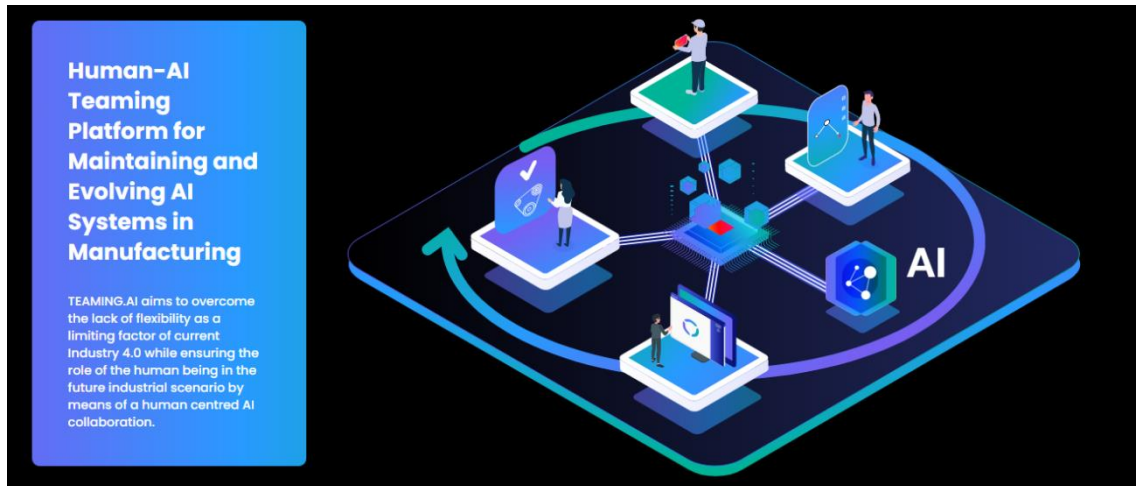


Figure 40. Introduction

In the same section, underneath the introductory text, innovations of the project are presented, accompanied by the relevant icons (Figure 41).

**Innovation brought by the Project**

- Trustful Human-AI Teaming
- Situation Awareness in Production Processes
- Auditable Ethics
- Agile AI System Engineering

Figure 41. Innovations brought by the project

The last two sections provide information about the project's facts and figures (Figure 42) and a latest news & twitter feed section (Figure 43). Facts and figures are presented in a brief way, using monochromatic, minimal icons to facilitate effortless and swift comprehension of the subjects. This is one of the instances, where the use of a different background colour, gives emphasis to the content and compartmentalises with visual cues, the different sections of the page.

- 15**  
Partners
- 8**  
Countries
- 5,7M€**  
EU Funding
- 36**  
Months

Figure 42. Facts & Figures



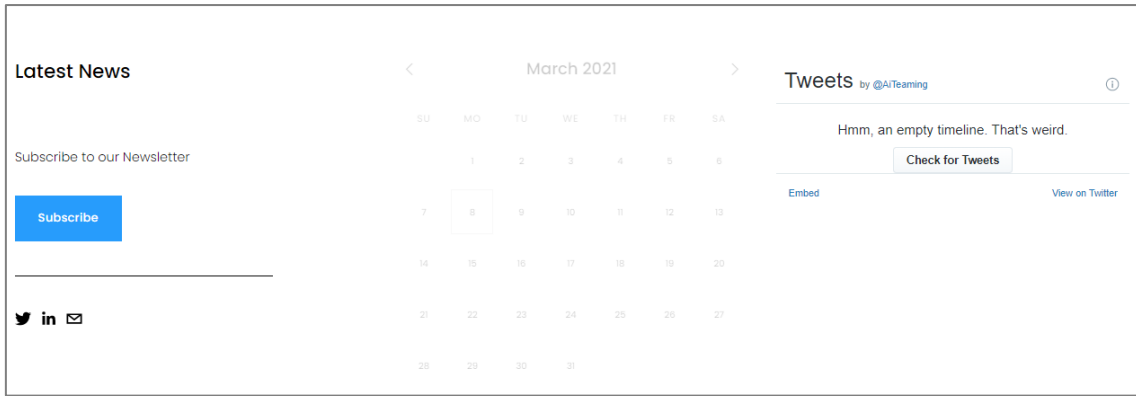


Figure 43. Latest news / newsfeed

## 6.2.4 About

This section is divided in three subsections, which give a better insight of the project.

### 6.2.4.1 The project

The introduction section of the “The Project” subpage presents in further detail the project and its aims.

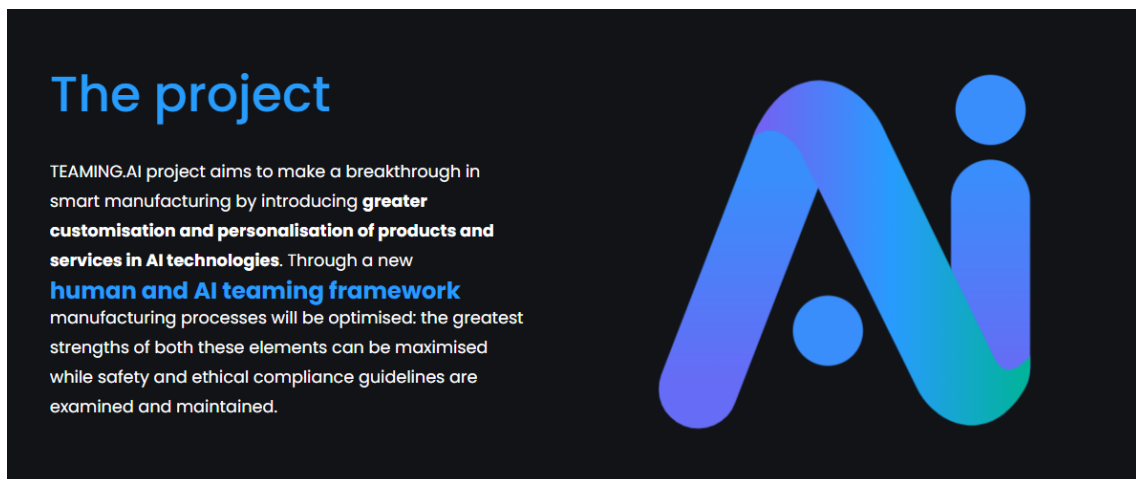


Figure 44. The project introduction

Following the introduction subpage, some of the most important impacts of the project are presented.



Figure 45. Impacts

The last section of this subpage analyses the operational framework which will be developed for TEAMING.AI. The three aspects which will be integrated in the project are presented below the

operational framework. To this purpose, three icons were designed, to make these features of the project more distinct and comprehensive.

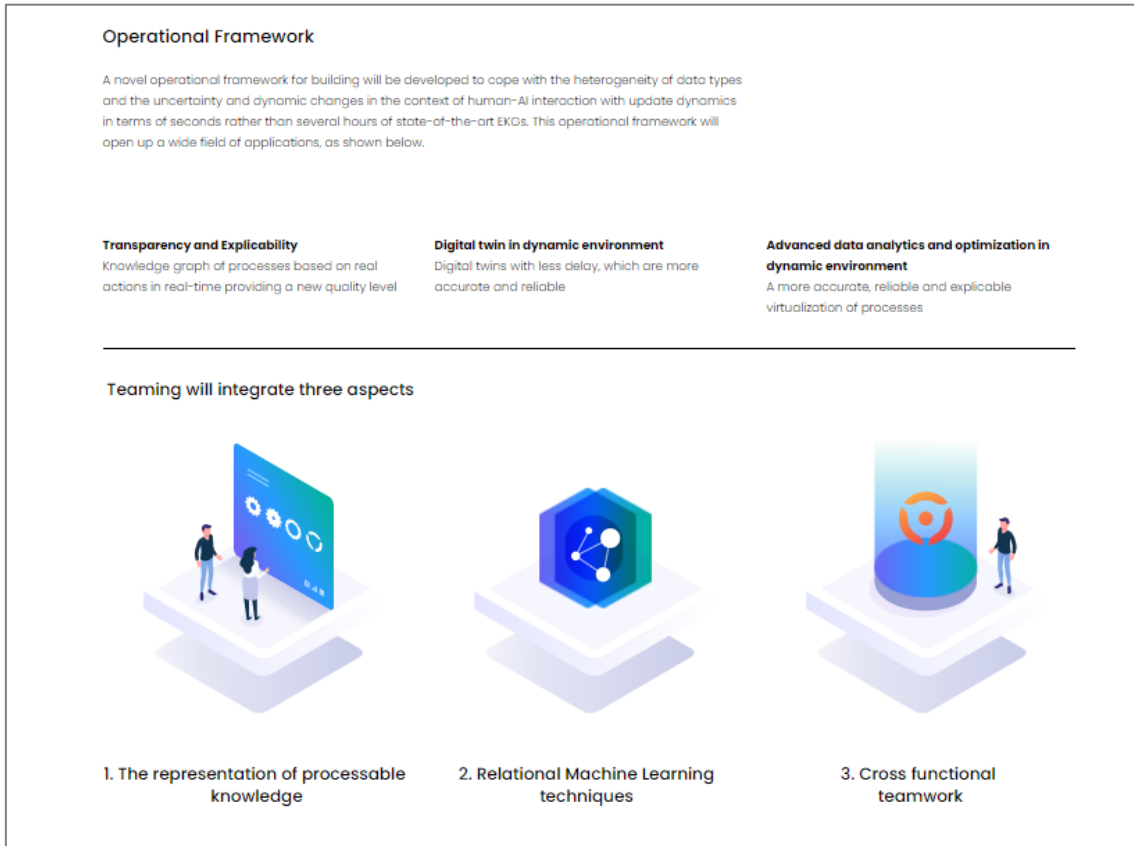


Figure 46. Operational framework and aspects of TEAMING.AI

### 6.2.4.2 Objectives

The introductory section of the Objectives page briefly introduces the innovations that will be pursued for the duration of the project. They are accompanied by an illustration that represents the aforementioned text (Figure 50).

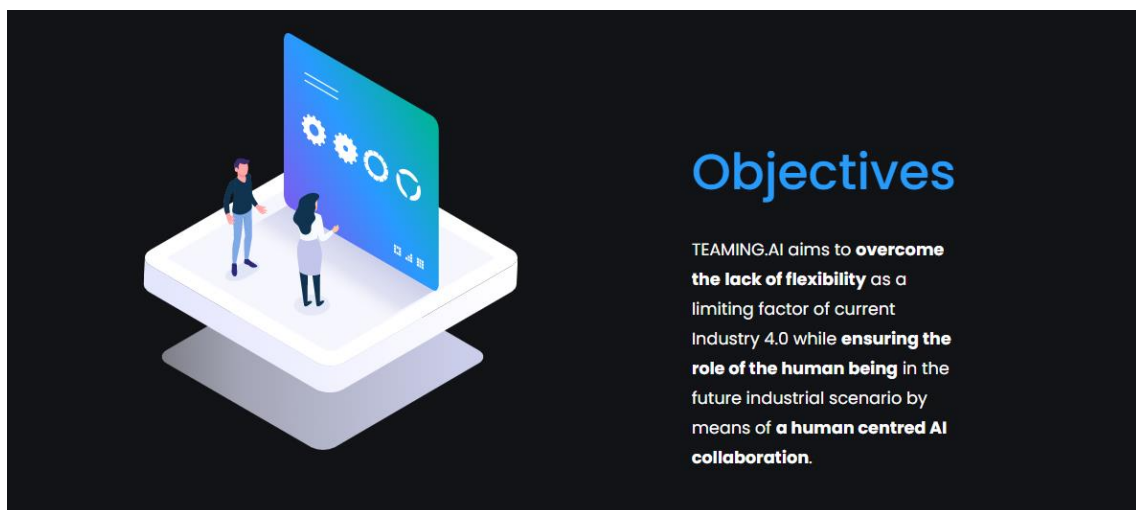


Figure 47. Objectives

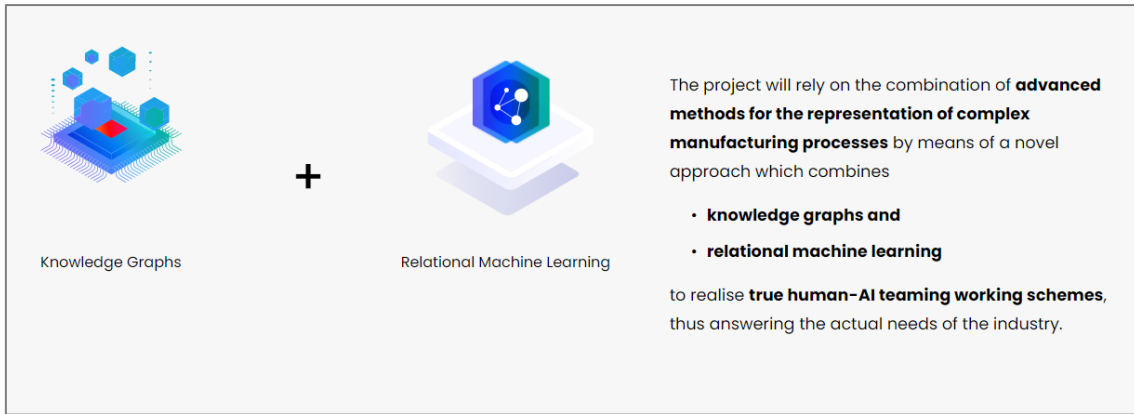


Figure 48. Project’s objectives

In the following section, the novel human-AI teaming software platform that will be developed, introducing its importance for Auditable Ethics, Agile Development and Operational Performance, is presented. These are the three ways which are going to be employed in order to realise the project’s ambition, are presented (Figure 49).

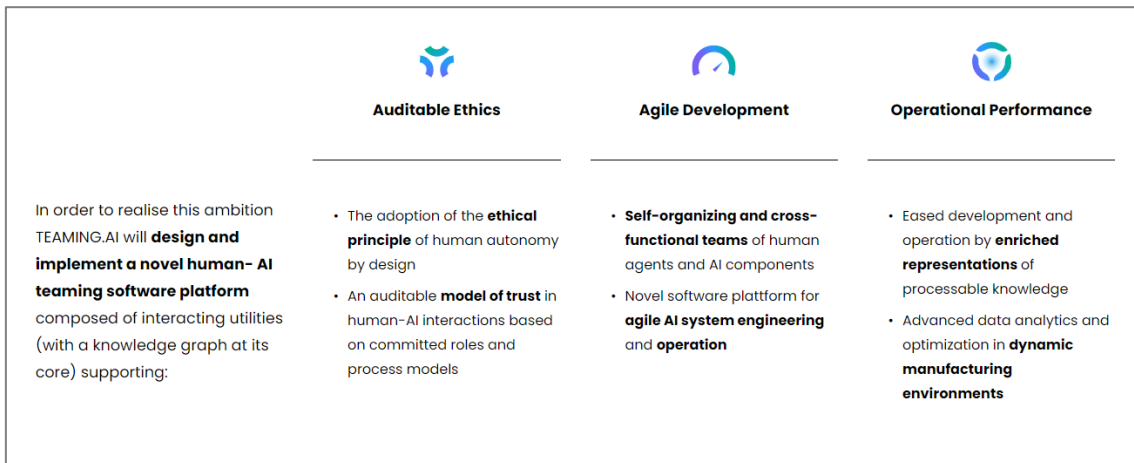


Figure 49. Ways to realise the project’s ambition

Following the main objectives and the way to achieve them, the next section acquaints the audience with the principal ideas behind the use cases where the project will be developed and tested (Figure 50). By pressing the button “learn more” the user is transferred to the subpage “use cases”, which is analysed below, in 6.2.5.

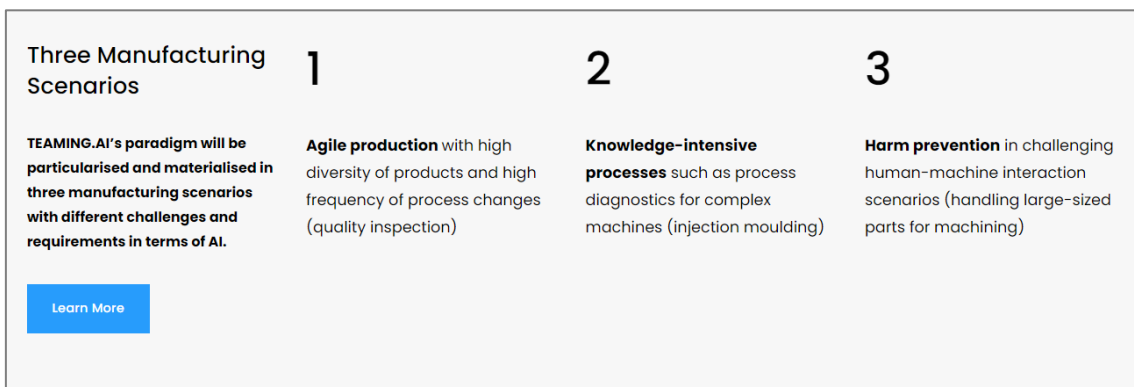


Figure 50. Three manufacturing scenarios

### 6.2.4.3 Technology

In the introductory part of this page, the main technologies that will be developed are presented. The audience is introduced to the Knowledge Graph Engine that will power the project’s endeavour. The text is accompanied by the four building blocks which are the technologies that will be developed. These blocks are accompanied by an icon that was specifically designed to represent each of them, respectively (Figure 51).

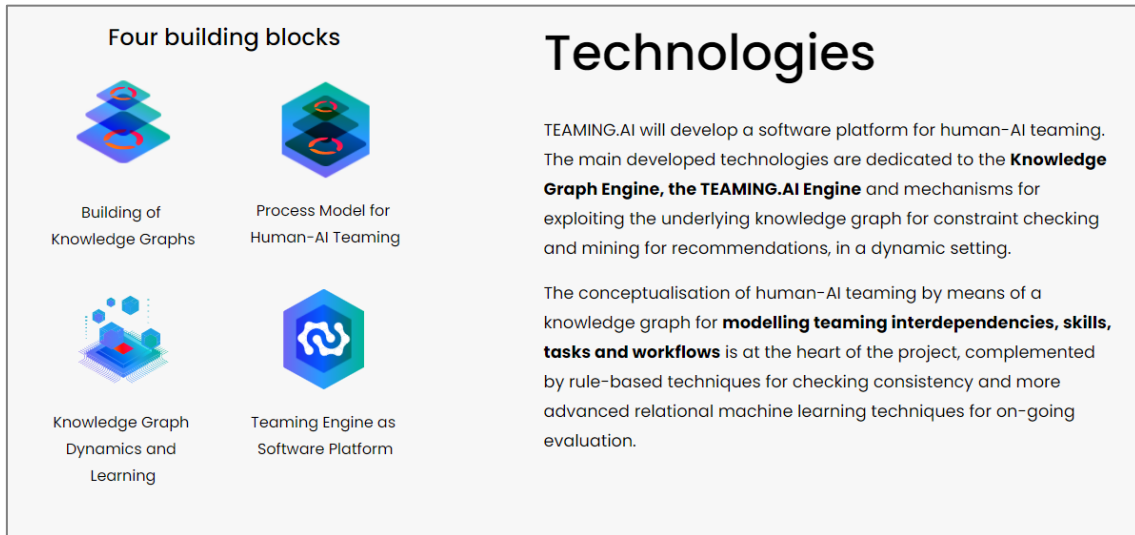


Figure 51. Project technologies

As a final point, a box contains a summary of the techniques and technologies that the project will develop (Figure 52).

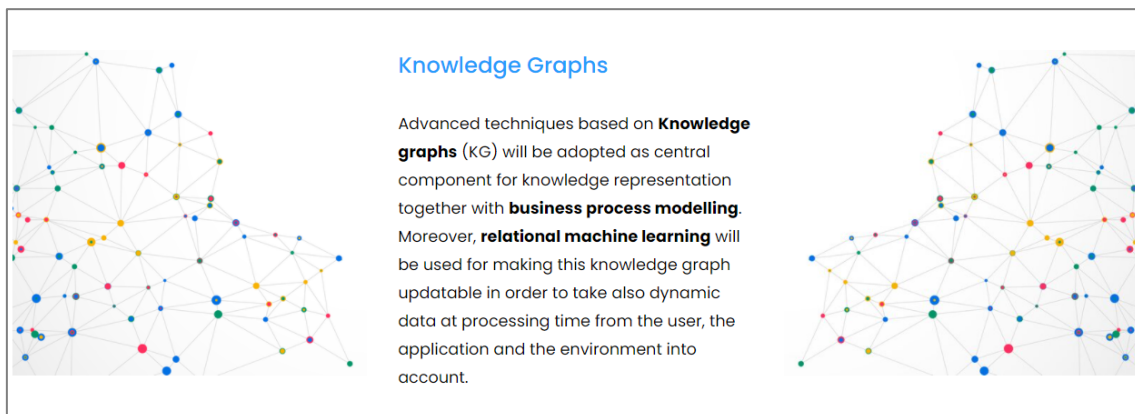


Figure 52. Knowledge graph

### 6.2.5 Use Cases

In the introductory part of this page, the three distinct use case scenarios are introduced. An illustration showcasing a human interacting with a machine via an interface, indicates the applied nature of the Use Cases Scenarios (Figure 53).



Figure 53. Use cases introduction

Subsequently a table that contains specific techniques and technologies is included, illustrating the extent to which each use case will be relevant to them.

OBJECTIVES		USE CASE 1	USE CASE 2	USE CASE 3
Auditable Ethics	Human Autonomy	•	••	•••
	Prevention Of Harm	◦	◦	•••
	Explicability	••	•••	•••
Agile Development	Cross-Functional Team-work Efficiency	••	•••	•••
Operational Performance	Rate Of Setups	•••	•••	•
	Product Diversity	•••	•••	•
	Automation Degree	•••	••	•
	Process Dynamics	•	••	•
	Dependency On Human	•	•••	•••

Index: no relevance ◦ low relevance • medium relevance •• high relevance •••

Figure 54. Use cases table

As a final point, the three use cases are layout in three columns, containing an introductory paragraph as well as brief information on the where each one of them is going to take place (Figure 55). Each scenario is followed by a “Learn More” button that prompts a pop-up pane with more information on the respective use case (Figure 56).

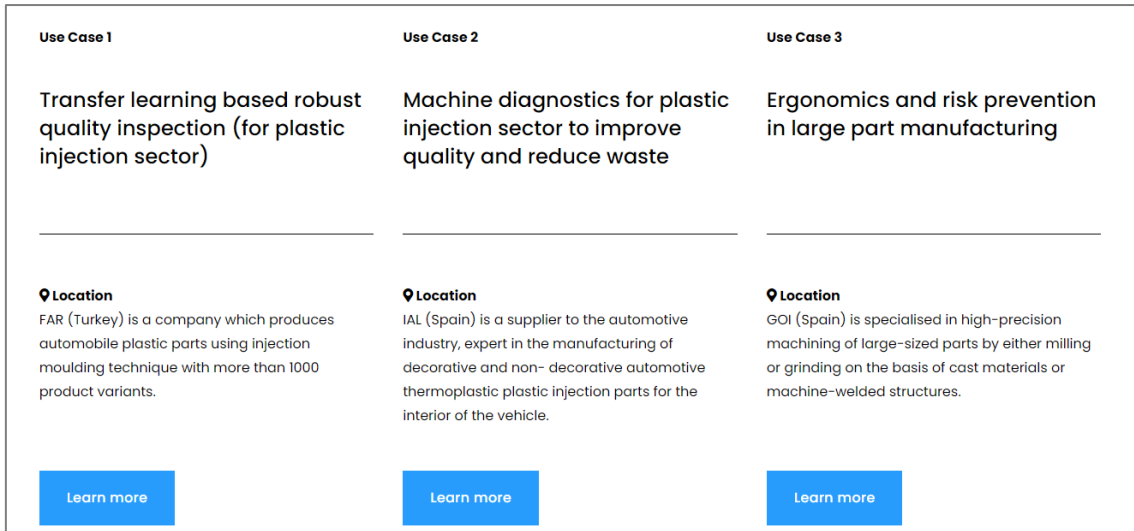


Figure 55. Three use cases scenarios

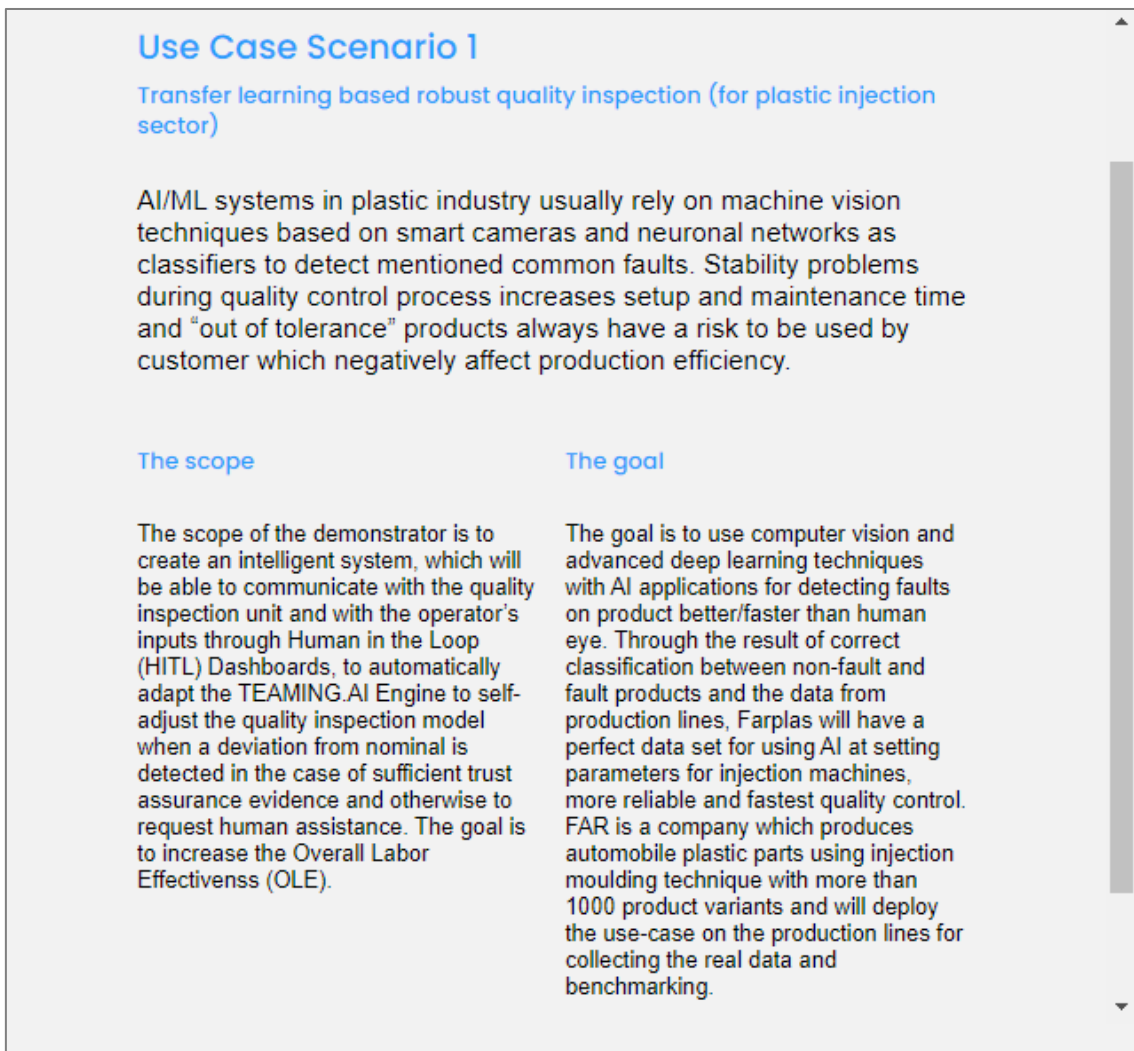


Figure 56. Use case 1 pop-up

### 6.2.6 Consortium

This page is dedicated to the presentation of the companies that comprise the project's consortium in the form of a simple grid of the partners' logos (Figure 57). At the left side of the grid, some brief information about the Consortium is presented, as well as data of the Project Coordinator. On the event of a click on a logo a pop-up window offers a short description of the company, accompanied by a link to the company's website for further information (Figure 58).

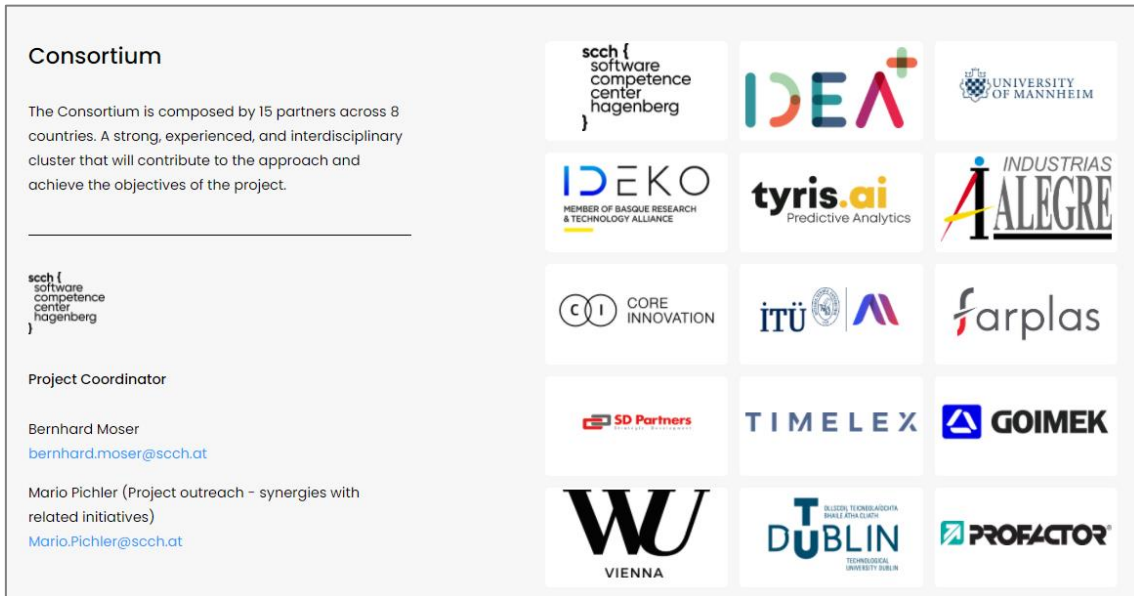


Figure 57. Consortium grid

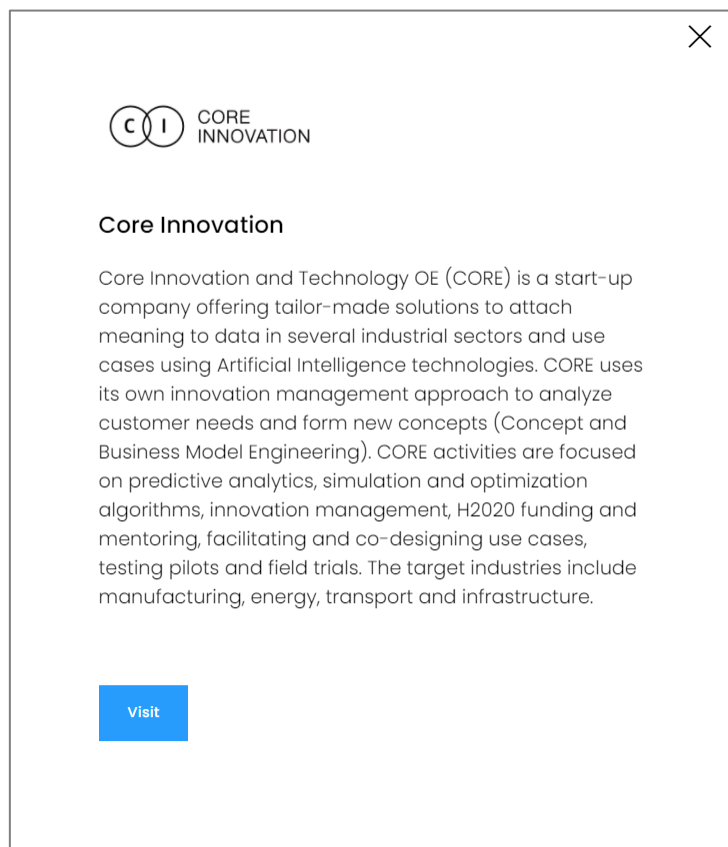


Figure 58. Partners pop-up pane example (in this case CORE)

Below, partners are placed into a competence matrix, showing their role to the project.

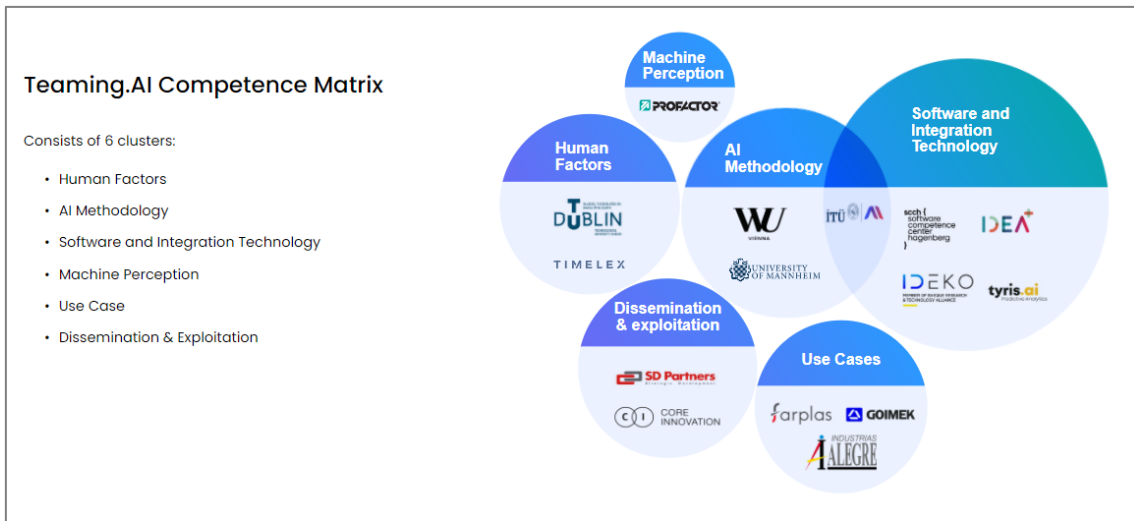


Figure 59. TEAMING.AI Competence Matrix

### 6.2.7 Resources

The resources webpage operates as a hub of up-to-date information. It comprises of the Latest News, Useful Links, Communication Material and Project Deliverables subpages. At this moment only the “News & Press Releases” subpage is live since there is no material for the other subpages.

#### 6.2.7.1 News & Press Releases

As the project will progress and the respective dissemination and communication activities increase, this page will display network events, fairs, workshops, conferences, and exhibitions. In this way, the audience will be updated about the industry and the whole sector actions and progresses. This section operates as a hub to connect with the audience and communicate the project’s up-to-date information. A calendar displaying future and past events and the project’s Twitter feed are followed by subscription options to the different communication channels that the project will use (Newsletters, social media etc).

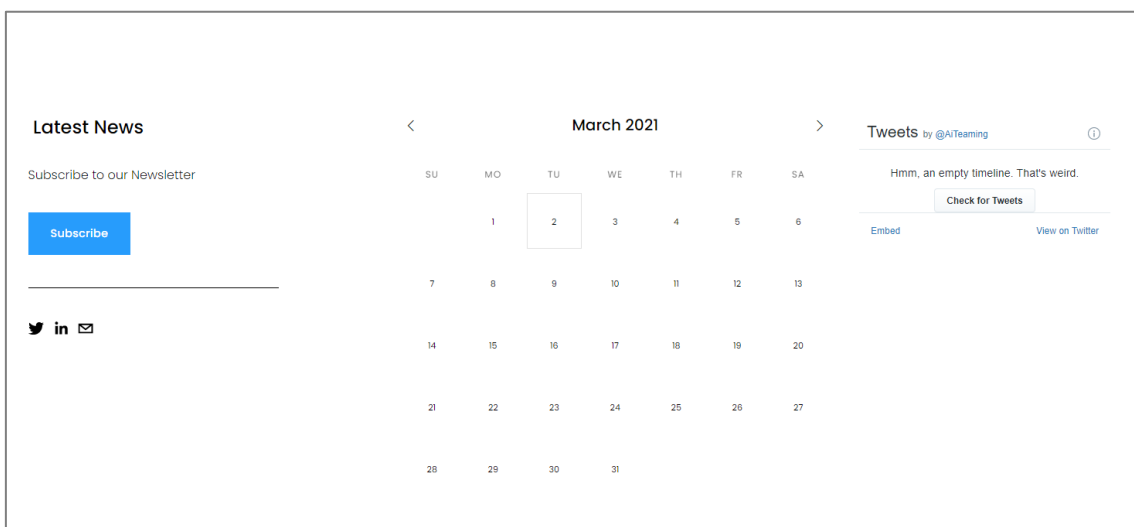


Figure 60. News & press releases subpage



### 6.2.7.2 Communication Material

On this subpage, the visitors have access to the Communication Material of the project. This material comprises of files of the project's logo, of the electronic and physical versions of the leaflet, poster and banner as well as an e-brochure and the project presentation.

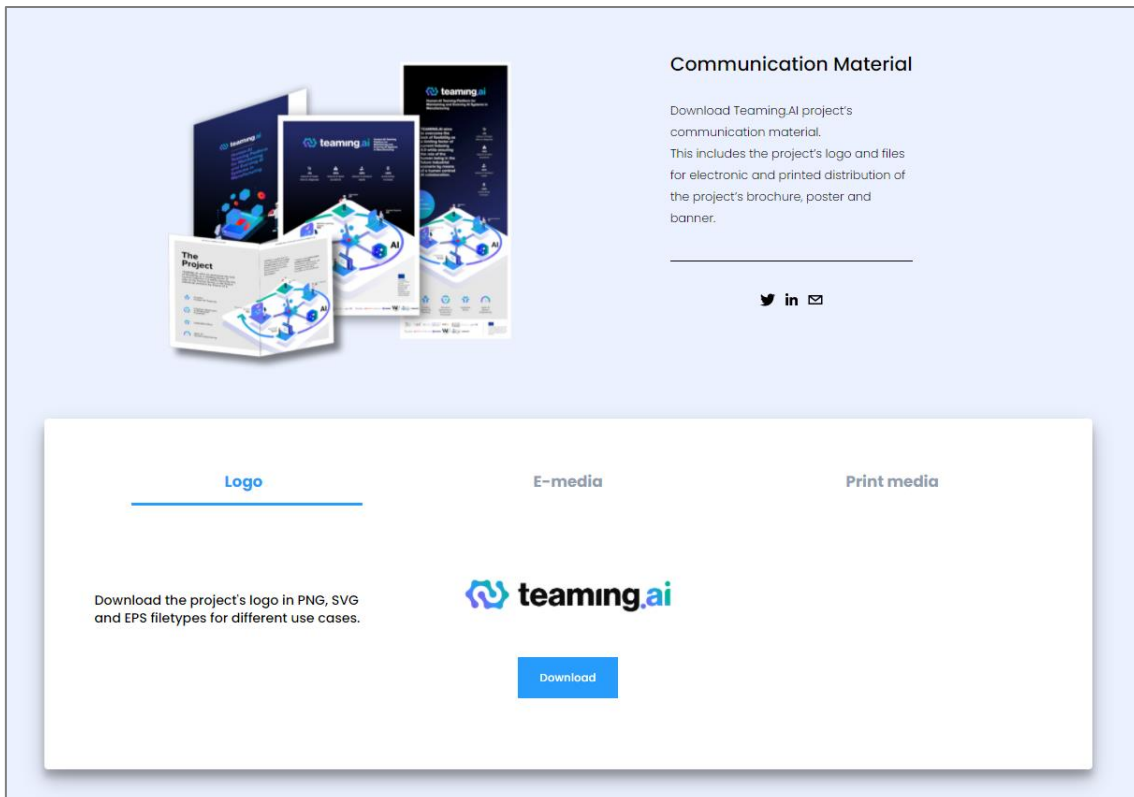


Figure 61. Communication material subpage

### 6.2.7.3 Project Deliverables

In this subsection, all public submitted deliverables will be available for downloading, in .pdf format.