

International collaboration in e-social sciences

a view from the EC

by Nikos Kastrinos
DG RTD

content

- why e-social science (and humanities)?
- related parts of FP7
 - Socio-economic and humanities research in FP7
 - Research Infrastructures
 - the EU-ICT programme
 - possibly the “Ideas” programme and the ERC
- Towards e-infrastructures for SSH research

why e-social science (and humanities)?

- Are there social science and humanities researchers who do not use e-mail?
 - from the ease of computer-mediated interaction through...
 - data compilation, storage and analysis; data-mining; digital worlds; to...
- increased validity and reliability of theories and findings;
- better functioning of communities of peers; and
- much more efficient processes of innovation and discovery

Related aspects of FP(7)

- Collaboration in socio-economic sciences and humanities
- Research Infrastructures
- Information and Communication Technologies
- “Ideas”: Frontier Research and the ERC

8. Socio-Economic Sciences and the Humanities

Growth, employment and competitiveness in a knowledge society

**Combining economic, social and environmental
objectives in a European perspective**

Major trends in society and their implications

Europe in the world

The citizen in the European Union

Socio-economic and scientific indicators

Foresight activities

Research Infrastructures

Support to existing research infrastructures:

Transnational Access

Integrating activities

Research e-infrastructures

Support to new research infrastructures:

**Construction of new research infrastructures and
major updates of existing ones**

Design studies

3. Information and Communication Technologies

ICT Technology Pillars

Integration of Technologies

Applications Research

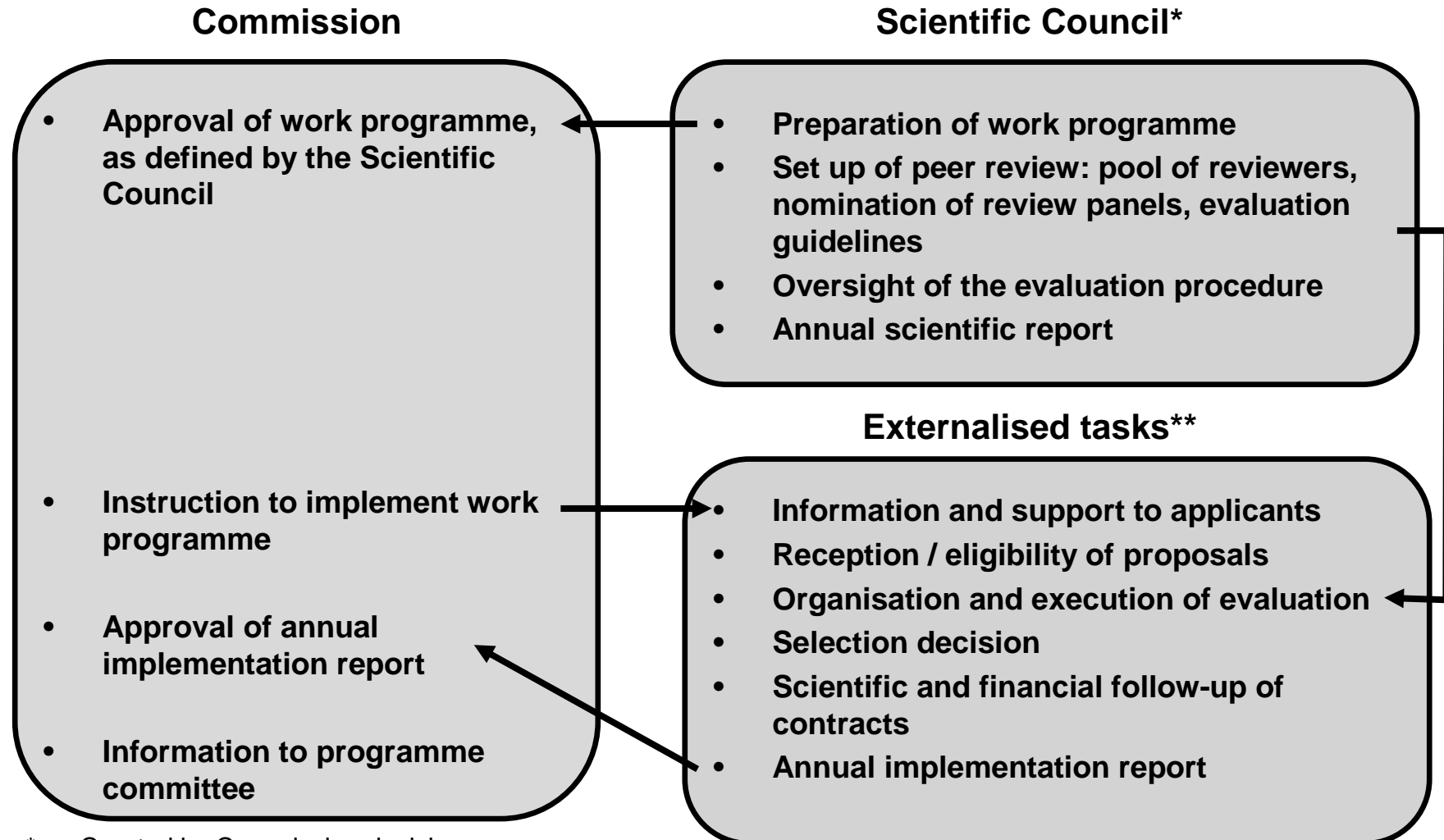
Future and Emerging Technologies

ICT technology pillars

- *include among other things: ...*
 - *Knowledge, cognitive and learning systems*: capturing and exploiting knowledge embedded in web and multimedia content; bio-inspired artificial systems that perceive, understand, learn and evolve, and act autonomously; learning by machines and humans based on a better understanding of human cognition.
 - *Simulation, visualisation, interaction and mixed realities*: tools for innovative design and creativity in products, services and digital media, and for natural, language-enabled and context-rich interaction and communication.

Ideas – Frontier Research

ERC – European Research Council



* Created by Commission decision

** Under the responsibility of the Commission

To wrap up

- A wave of innovation based on the adoption of new technology;
- A new wave of innovation based on convergence between social sciences (and humanities) and computer science;
- The new wave is full of opportunity (and a bit of a challenge);
- It is critical to organize an active international community, and
- the funders will follow...