

CreSense

Creative Human Sensing

co-innovation proposal

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Nokia Veturi LEAD networking event 30.10.2025

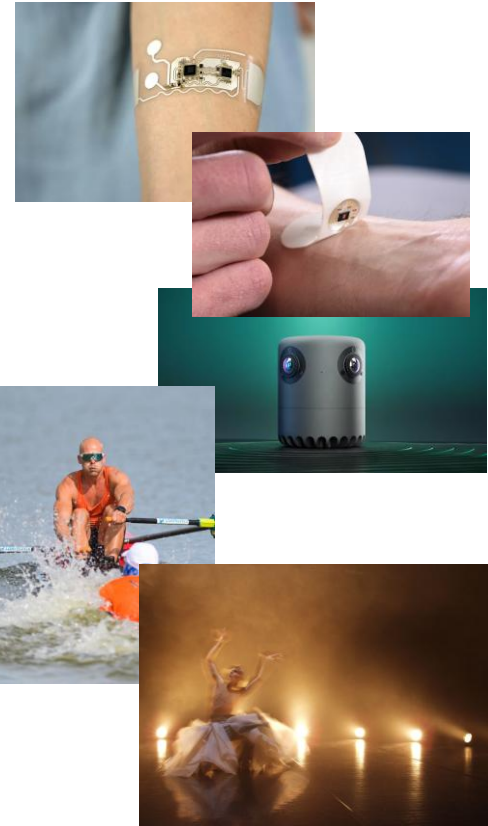
03/11/2025 VTT – beyond the obvious

Aim

CreSense project investigates how motion tracking, real-time multimodal feedback, and spatial audio can be combined to enhance movement-based interaction and learning. Applications range from neurorehabilitation and sports training to immersive environments for performing arts, gaming and learning

Aims

- Apply most recent human body sensing technologies in creative fields such as dance, sports, and XR interactions
- Customise and integrate existing sensing technologies
- Develop generative AI framework capable of integrating motion, audio, haptic and visual modalities
- Enable new ways to perform, experience and deliver art using sensing technologies, communication systems and digital design



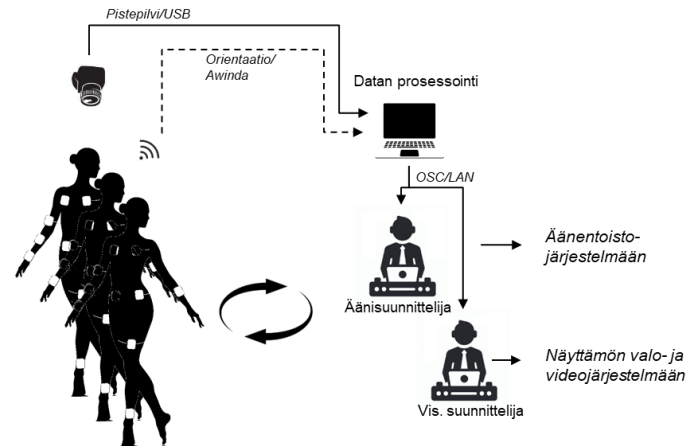
Background: SonicMove

Project details:

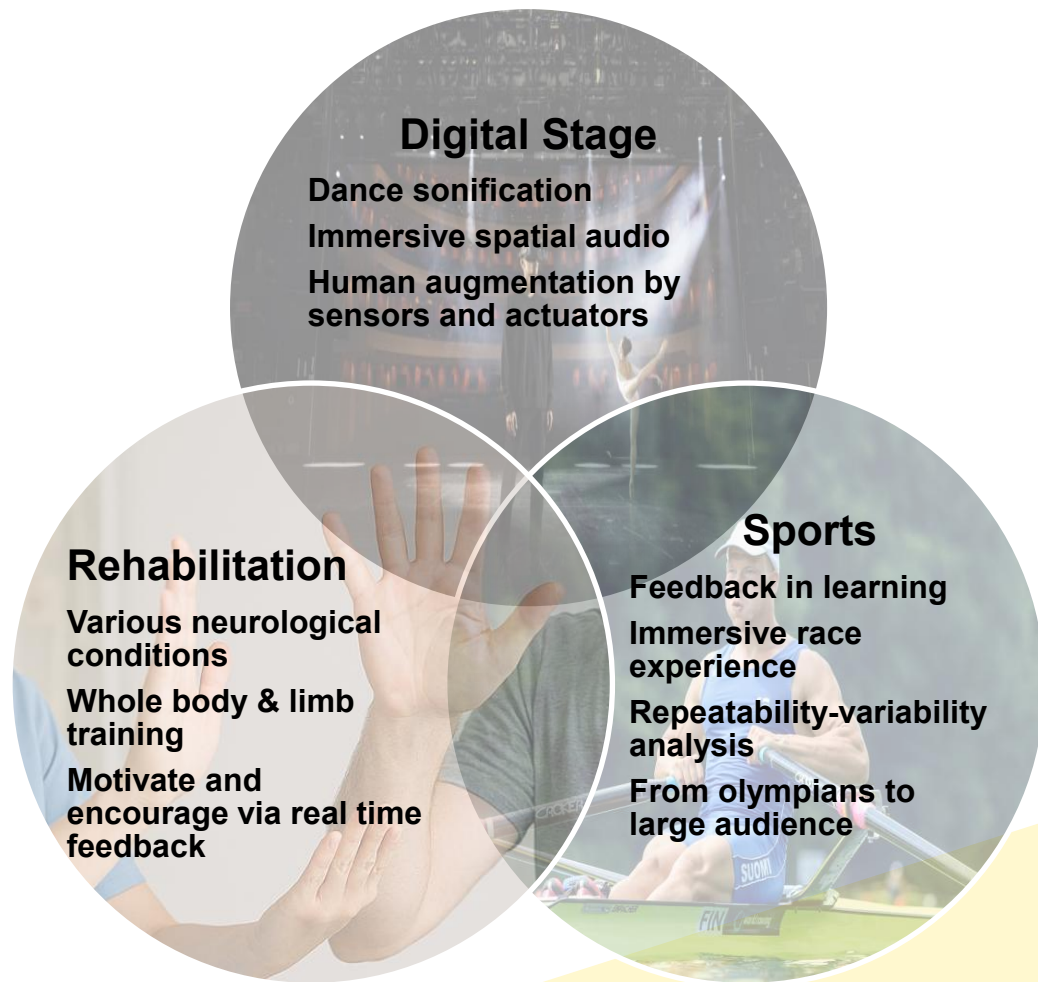
- BF Co-research
- 2/2023-12/2025
- VTT, UEF, Aalto, Genelec Oy, BGMT oy
- 0.5M€

Key outcomes

- Pilots:
 - [Biodatasonaatti](#)
 - [Sonic Organism](#)
 - Circus acrobatics
 - Neurological rehabilitation
- Sonification toolkit
 - Camera and wearables input
 - Open Sound Control interface
 - Data fusion



Use Cases



Technical enablers



3D audio



Tactile
actuators



Motion capture
& analysis



Wearable
sensors



Multimodal
generative AI



Audiotactile
synthesis

Work packages

WP1: Project Management

WP2: Sensor Integration

- 3D capture technologies
 - Motion tracking
 - Head scanning
- Wearable sensor customisation
- Tactile actuator integration
- Multimodal algorithms and ML

WP3: 3D Solutions

- **Multimodal** interaction; audio, tactile, visual content design for Human Augmentation
- Immersive audio design
- Generative AI models

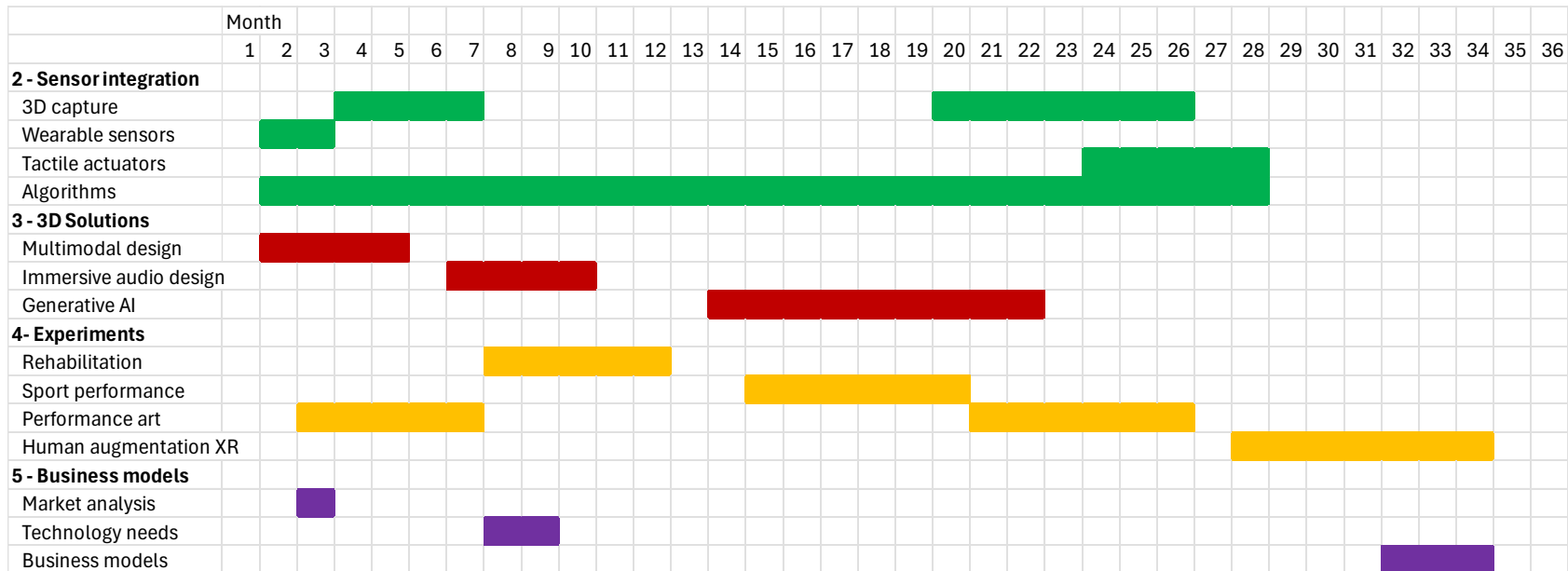
WP4: Experiments

- Rehabilitation
- Sport performance
- Performance Art (Dance and Opera)
- Human augmentation in XR

WP5: Business Models

- Market analysis
- Technology needs
- Business models

Draft timeline



Consortium (draft)

VTT

Research organisations



Companies



More
companies
needed!!

Partners



bey⁰nd

the obvious

Thank you!

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