



Università  
Ca'Foscari  
Venezia

**PROJECT ACRONYM AND TITLE:** ODYCCCEUS - Opinion Dynamics and Cultural Conflict in European Spaces

**FUNDING PROGRAMME:** Horizon 2020 – Future and Emerging Technologies

**CALL:** H2020-FETPROACT-2016-2017 FET Proactive ; Topic FETPROACT-01-2016

**TYPE OF ACTION:** RIA

**SCIENTIFIC FIELD:** Global Systems Science; Knowledge infrastructure; Cognitive science, human computer interaction, natural language; Pure mathematics, Applied mathematics; Social sciences, interdisciplinary.

**HOST DEPARTMENT/CENTRE:** Department of Management

**SCIENTIFIC RESPONSIBLE:** Prof. Massimo WARGLIEN

**GRANT AGREEMENT NUMBER:** 732942

**FINANCIAL DATA:**

Project total costs	Overall funding assigned to UNIVE
€ 5.817.276,25	€ 608.937,50

**ABSTRACT:**

Social media and the digitization of news and discussion fora are having far-reaching effects on the way individuals and communities communicate, organize, and express themselves. Can the information circulating on these platforms be tapped to better understand and analyze the enormous problems facing our contemporary society? Could this help us to better monitor the growing number of social crises due to cultural differences and diverging world-views? Would this facilitate early detection and perhaps even ways to resolve conflicts before they lead to violence? The Odyceus project answers all these questions affirmatively. It will develop the conceptual foundations, methodologies, and tools to translate this bold vision into reality and demonstrate its power in a large number of cases.

Specifically, the project seeks conceptual breakthroughs in Global Systems Science, including a fine-grained representation of cultural conflicts based on conceptual spaces and sophisticated text analysis, extensions of game theory to handle games with both divergent interests and divergent mindsets, and new models of alignment and polarization dynamics. The project will also develop an open modular platform, called Penelope, that integrates tools for the complete pipeline, from data scraped from social media and digital

sources, to visualization of the analyses and models developed by the project. The platform features an infrastructure allowing developers to provide new plug-ins for additional steps in the pipeline, share them with others, and jointly develop the platform as an open source community. Finally, the project will build two innovative participatory tools, the Opinion Observatory and the Opinion Facilitator, which allow citizens to monitor, visualize and influence the dynamics of conflict situations that involve heterogeneous cultural biases and non-transparent entanglements of multilateral interests.

<b>Planned Start date</b>	<b>Planned End date</b>
01 January 2017	31 December 2020

**PARTNERSHIP:**

<b>1</b>	MAX PLANCK GESELLSCHAFT ZUR FOERDERUNG DER WISSENSCHAFTEN E.V.	Germany	Lead Partner/Coordinator
<b>2</b>	UNIVERSITÀ CA' FOSCARI VENEZIA	Italy	Partner
<b>3</b>	CHALMERS TEKNISKA HOEGSKOLA AB	Sweden	Partner
<b>4</b>	UNIVERSITE PIERRE ET MARIE CURIE - PARIS 6	France	Partner
<b>5</b>	UNIVERSITE PARIS DIDEROT - PARIS 7	France	Partner
<b>6</b>	VRIJE UNIVERSITEIT BRUSSEL	Belgium	Partner
<b>7</b>	UNIVERSITEIT VAN AMSTERDAM	Netherlands	Partner
<b>8</b>	UNIVERSITAET LEIPZIG	Germany	Partner

**WEBSITE:** available within two months after the starting date