Introduction of the Roll2Rail and IT2Rail projects Philippe Citroën (UNIFE)





Shift2Rail: A Key Initiative for a step change!





Start of rail research within H2020!



Roll2Rail





IT2Rail













Facts and Figures

- Total budget: 16€ Mil
- Duration: 30 months
- 31 Partners
- 12 EU member states

• 11 Work Packages







Introduction and context



- Roll2Rail will feed directly into S2R IP1
 - IP1 and Roll2Rail will focus on technological innovations in different subsystems of the vehicles (like Traction, Brakes, Running Gear, Car Bodyshell, Train Communications, Noise, Train Interiors and Energy Performance)
- The aim is to develop key technologies and remove blocking points for radical innovation in the field of railway vehicles





This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No: 636032





Facts and Figures

- Total budget: 12€ Mil
- Duration: **30 months**
- Partners: 27
- 9 EU member states
- 9 Work Packages









Introduction and context

- IT2Rail will feed directly into **S2R IP4**
- IP4 and IT2Rail are dedicated to solutions for transport multimodality, seamlessness and sustainability (like Interoperability Framework, Shopping, Booking & Ticketing, Trip Tracking, Travel Companion, Business Analytics)
- The aim is to transform the European citizen's global travel interactions into a fully integrated and customised experience









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Impact of Roll2Rail and IT2Rail and their continuation in Shift2Rail

Reduced life cycle costs of rolling stock and the track

Increase capacity of the railway system

Punctuality and operational reliability increase

Reduction of energy consumption

Improve environmental performance

Improve quality of service and customer experience

Increase Market Uptake

Increase Competitiveness of the European Industry

Societal Impact: Promoting Modal Shift

Impact to Standards and Regulations





Thank you for your attention!



