

How can we connect with PSCR stakeholders about our public safety technology solutions?

The best method to connect with PSCR stakeholders about your public safety technology solution is to participate in PSCR 2020: The Digital Experience. There will be several networking opportunities in which you can link up with other attendees. Additionally, you are welcome to apply for any of our [funding opportunities](#) as they become available. Sign up for our [newsletter](#) to stay up-to-date with funding opportunity announcements.

If an organization has a unique R&D focus for a technology solution, will this be considered for funding, or are only responses to PSCR OI prize challenges accepted?

PSCR has a number of [funding opportunities](#). We will have ongoing grants and Open Innovation opportunities coming out soon. Please sign up for our [newsletter](#) to stay up-to-date with funding opportunity announcements.

With regard to future CHARIoT challenges, would there be consideration of the participants using their hardware and platform of their choice?

At this time there is no plan for a future CHARIoT challenge. However, sign up for our [newsletter](#), as new opportunities in the [User Interface/User Experience portfolio](#) may be presented in the coming months. Additionally, we will keep your consideration in mind for the future.

Does PSCR have any future plans with regard to 5G technology?

Every [research portfolio](#) that PSCR is currently investigating will be dependent on the successful deployment of a 5G network. Everything we are working on, from applications to services, will be dependent on 5G. For example, 5G presents a much larger data pipe; Augmented Reality and Virtual Reality both require a lot of data and low latency.

How can I sign up for PSCR 2020?

You may sign up for PSCR 2020: The Digital Experience directly through this [form](#) or on the [PSCR website](#). Also, be sure to sign up for our [newsletter](#) to receive additional updates about PSCR 2020 as we prepare for its launch.