

The New European Bauhaus (NEB) Facility: A multi-annual EU funding instrument (2025–2027)

It is part of the **Horizon Europe** Strategic Plan and combines:

- **Research & Innovation component (RIA as well as IA)** – funds research, demonstration and innovation projects within Horizon Europe.
- **Roll-out component** – supports scaling and deployment through additional EU funding instruments and programmes beyond Horizon Europe.

Strategic Focus Areas (destinations for 2026)

The 2026 calls target three thematic destinations reflecting priority research and deployment areas:

1. Connecting green transformation, social inclusion and local democracy
2. Circular and regenerative approaches for the built environment – (see above call for the synergy component)
3. Innovative funding and business models for neighbourhood

2026 Call Overview:

Call: [Beautiful, inclusive and sustainable neighbourhoods for communities \(HORIZON-NEB-2026-01\)](#)

Call Identifier: [HORIZON-NEB-2026-01](#)

Programme: Horizon Europe – NEB Facility (Research & Innovation component)

Planned Opening: 5 May 2026

Topic: **9 Topics are announced**

Deadline: 1 December 2026, 17:00 CET (for all 9 Topics)

Budget & Eligibility: The Facility's overall R&I budget is significant (indicatively around €101 m for 2026), distributed across three destinations and nine topics with typical project contributions in the multi-million-euro range. Specific budget allocation for each Topic will be available after the launch on 5 May 2026.

Practical Next Steps:

- Identify relevant topics under the call [HORIZON-NEB-2026-01](#) matching strengths of your research group and decide if the proposal should address Research and Innovation Action or Innovation Action. Accordingly, we can do an appropriate scouting depending on your project idea and accompany you through the proposal development process.
- Alternatively, you may also like to contact [National Contact Points \(NCP\)](#) for tailored guidance on topic interpretation and compliance guidelines.

For more Information: [Watch this](#)