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European Music Trails 2.0: Bach – The Art of Movement

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101052908	EUMUT 2.0	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	NOTENSPUR LEIPZIG EV	DE
PARTICIPANT	FONDAZIONE TEATRO COMUNALE DI MODENA	IT
PARTICIPANT	LE CONCERT DE L HOSTEL DIEU	FR

Compendia

EUMUT 2.0 is a follow-up project of EUMUT 2018–2020 funded by Creative Europe. Based on the rich musical heritage of Leipzig, EUMUT 2.0 has J. S. Bach at its core and aims to bring the connections his music draws throughout Europe into focus, from his lifetime until today and including dance. The consortium from Germany, Poland and France and their associated partners will profit from the project to internationalize their work through coproduction, the transnational circulation of a touring exhibition and co-creations, an international Academy, networking and peer learning. Notenspur Leipzig e.V. was awarded the European Heritage Label which will be held alive through European cooperation projects. Since many years, their intention is to make music both more accessible and interactive. The partners from Swidnica (a Bach Festival) and Lyon (a baroque orchestra) work in the same direction, so that through this cooperation, their activities will be enhanced and internationalised. Transnational creation and circulation will be addressed through:

- * a jointly developed touring exhibition with analogue and digital content shown in all 3 countries to diverse audiences

- * an international academy for emerging musicians and concert tours

- * new concert formats including dance elements with audience engagement jointly developed and presented in at least 2 countries

- * highlighting the rich European music and dance heritage that has long been based on travelling ideas

The project contributes to the priority of audience: It aims to increase and facilitate cultural access to and participation in musical and dance activities through:

- * workshops in schools, co-creation with students

- * low-threshold offers for general public including the touring exhibition, music in the green and musical bicycle tours

- * audience engagement activities such as Night of Home Music

and thus, develop the current audiences from rather old, local, well-educated towards a younger and more diverse audience.

Objective	Transnational creation and circulation		
Priority(ies)	Audience engagement		International dimension
Sector(s)	Music	Intangible cultural heritage	Dance
Proposal Keyword(s)	music	Cultural heritage - Culture	dance Intangible culture fields
Free Keyword(s)	public space, cross genre, low-threshold		

Classroom, a teenage view

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101053095	Classroom	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	FUNDACAO CENTRO CULTURAL DE BELEM	PT
PARTICIPANT	ARC EN REVE	FR
PARTICIPANT	Z33	BE

Compendia

'Architectures of Learning' focuses on the architecture of our most pervasive, obsolete and contested learning environment: the classroom. Considering adolescence (and the often-neglected spaces of secondary education) as the threshold through which children are transformed into the citizens of the future, we will discuss the classroom as a space of learning with a view to innovating in the design of secondary-school architecture.

Learn-A is an artistic project realised by a partnership of three cultural institutions in collaboration with three educational agencies. It involves research, exhibitions, discussions and the dissemination of innovative ideas in architecture. The project is based on communication, co-creation, mediation and building processes within the school ecosystem. An exhibition will be produced as a support medium and to provide the tools for holding laboratories where the architecture of the classroom will be examined by adolescent students and cultural agents. Aimed at a wider audience, the exhibition will present a historical overview of late twentieth-century secondary-school buildings and pedagogical projects in parallel with contemporary examples.

In its iterations in France, Portugal and Belgium, the project will be a stage on which cultural institutions, in partnership with educational agencies, can engage with young students. Youngsters will be challenged to contribute to the exhibitions by participating in activities and workshops, as well as producing materials (visuals, soundscapes, films, etc.) from their own daily learning environments.

The goal is to combine the sophisticated narratives of high-profile cultural institutions with first-hand experiences in different European contexts. The outcome will provide materials to nurture innovation in architectural design, reinforcing capacity and placing European architects at the forefront of pedagogical debates at a time when digital technologies are having a profound social impact.

Objective	Competitiveness and innovation	
Priority(ies)	Annual Priority	Audience engagement
Sector(s)	Architecture	
Proposal Keyword(s)	Architecture - Culture	
Free Keyword(s)	Pedagogy, Adolescents, Schools, Buildings, Learning, Integration, Exhibition	

An Innovative Digital Environment Based on Research with Elements of Immersive Aesthetics and Serious Gaming

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101054570	ImGame	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	VIDZEMES AUGSTSKOLA	LV
PARTICIPANT	DIMOS TRIPOLIS - MUNICIPALITY OF TRIPOLIS	EL
PARTICIPANT	PRO PROGRESSIONE KULTURALIS NONPROFIT KOZHASZNU KFT	HU

Compendia

ImGame will be an innovative digital environment that interweaves the fields of serious gaming and immersive aesthetics. It will serve as a dissemination tool to interactively demonstrate the research results concerning the phenomenon of immersiveness in contemporary art. Globally, there are almost no playful and educational media that would teach the history of contemporary art, inform about its antecedents, its conceptual background, and the network of related ideas. ImGame invites the user to dive into the immersive stylistics used in new media art and other types of modern culture. It will help build a new and currently underrepresented category of serious games that explains the rich intertextual context of digital artefacts today. The objective of the project is to develop a new genre of gaming in the crosscut of serious and art games that documents the cultural capital of contemporary aesthetics, especially focusing on the young artists' work in the three partner states – Latvia, Hungary, and Greece. As well as, the objective is to transfer knowledge about contemporary artistic thought to the public not just to the connoisseurs of art. The project will develop new technological knowledge (node-based shader creation workflow for A-Frame) and thus offer the possibility to students to create multi-platform interactive experiences without the need for them to have programming skills. The main expected result is an increased knowledge transfer between the sector of artistic research and serious gaming. The planned activities are research into the phenomenon of immersiveness, the creation of the prototype and its dissemination. There are eight persons working in the project including artists, researchers, and managers. The project continues to develop the prototype of game designed through a post-doctoral project of Vidzeme University of Applied Sciences. Next to the prototype of ImGame, a scientific article will be published to present the results of the project.

Objective	Competitiveness and innovation
Priority(ies)	Audience engagement
Sector(s)	Digital arts
Proposal Keyword(s)	Digital arts
Free Keyword(s)	Serious game, research-based art game, immersive aesthetics, development of gaming genres

S.O.S Heritage

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101055573	SOS Heritage	198,723

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	MAZZINI LAB SRL BENEFIT	IT
PARTICIPANT	ASSOCIAZIONE DIMORE STORICHE ITALIANE	IT
PARTICIPANT	FUNDATIA TRANSILVANIA TRUST	RO
PARTICIPANT	NARODNI MUZEJ KRUSEVAC	RS
PARTICIPANT	UNIVERSITAT FUR WEITERBILDUNG KREMS	AT

Compendia

The SOS HERITAGE (SOS-H) project moves from the described context, to undertake concrete actions to build the capacity of the heritage sector in facing the challenges and opportunities of digitalisation, digital access and risk management of tangible cultural heritage.

The SOS-H project has been designed to develop and mainstream innovative tools to build the capacity of the cultural heritage sector in assessing, managing and preventing risk to their patrimony caused by natural disasters and climate change, and by collecting and experimenting best practices for promoting tangible cultural heritage and engaging audiences with of digital technologies.

This will be accomplished through the following Specific Objectives:

SO1.To share and test best practices of digital content creation and communication for successful stakeholders and community engagement.

SO2.To develop and test a web app, designed to help professionals handle their risk assessment procedures and produce risk management plans in an immediate, digital way.

SO3. To develop and test a training course on "Risk management of cultural heritage" targeted at owners, managers and professionals.

Expected results of the project are:

ER1. Implementation of project activities and production of project Outputs at least 90% in line with what programmed.

ER2. Involvement of at least n. 45 stakeholders in project activities, and awareness raised between at least n. 2000 European citizens.

ER3. Implementation of n. 3 pilot projects at local level, aimed at communicating to a wide audience tangible cultural heritage with the support of digital technologies.

ER4. Delivery of an innovative web tool for risk assessment of cultural heritage, ready to be adopted by Cultural Heritage professionals.

Built the capacity of at least n. 100 cultural heritage professionals from n. 4 Countries.

Objective	Competitiveness and innovation			
Priority(ies)	Annual Priority			
Sector(s)	CH - Libraries and archives	CH - Museum	CH - Historical sites and buildings	
Proposal Keyword(s)	Artefacts	Conservation	Buildings	Tangible cultural heritage
Free Keyword(s)				

BABEL or The Art of Listening in Theatre for Young Audiences

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-3	101055604	BABEL	2,000,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	TEATERCENTRUM I DANMARK	DK
PARTICIPANT	AGORA THEATER	BE
PARTICIPANT	ASSITEJ INTERNATIONAL ASSOCIATION OF THEATRE FOR CHILDREN AND YOUNG	IT
PARTICIPANT	ASSITEJ SVENSKA FOR F BARN- OCH UNGDOMSTEATER	SE
PARTICIPANT	ASSOCIATION FOR THE DEVELOPMENT OF OF THEATRE FOR CHILDREN AND	RS
PARTICIPANT	BABORO GALWAY INTERNATIONAL CHILDRENS FESTIVAL LIMITED BY GUARANTEE	IE
PARTICIPANT	BRONKS JEUGDTHEATER	BE
PARTICIPANT	LA BARACCA SOCIETA COOPERATIVA SOCIALE ONLUS	IT
PARTICIPANT	LA MONTAGNE MAGIQUE THEATRE DES JEUNES DE LA VILLE DE BRUXELLES	BE
PARTICIPANT	LUTKOVNO GLEDALISCE LJUBLJANA	SI
PARTICIPANT	MENU SPAUSTUVE	LT
PARTICIPANT	RIALLES, ESPECTACLES INFANTILS I JUVENILS, DE SABADELL	ES
PARTICIPANT	SCENES D'ENFANCE ASSITEJ FRANCE	FR
PARTICIPANT	STICHTING DE STILTE	NL

Compendia

BABEL or the Art of Listening in Theatre for Young Audiences (TYA) comes out of a long and ripe reflection over languages within the network of ASSITEJ International (Association of Theatre for Children and Young People) focused on the communications processes, intercultural dialogue and mutual understanding in TYA and more extensively the Performing Arts for Young Audiences.

All partners intend to pursue the rights of children and youth to full cultural citizenship. In Babel, they will investigate together with performers, artistic facilitators and researchers the opportunities given by artistic languages to create high-quality shows for children, overcoming the barrier of languages and potential misunderstanding, fostering intercultural and intergenerational dialogue in the Performing Arts for Young Audiences.

Through Babel they will go deeper in developing and promoting this specific sector, in terms of creative processes circulation of artworks, and dissemination of results.

In order to do so, Babel is structured as a long, shared and widespread training pathway. It will be continuously articulated in that wide international dimension (in Europe and beyond) which is guaranteed by a partnership composed of 14 solid and high-profile partners, from 11 European countries: 13 organisers of recognised international TYA Festivals and Assitej International.

The project foresees a diverse set of activities all intertwined in terms of timing and implementation: the Festivals/Babel Squares, the Multi-lingual creation groups, the Island of reflections, the Mosaic pieces, the Catalogue of Inspiration, the Intertwined pathways (dedicated to young artists, and to bring an extra-European dimension through sharing of the experience).

This close connection between these activities will allow a synergic development, thus helping Babel to coherently pursue the targeted objective and priority, while setting out its specific aims to reach the goals partners have established.

Objective	Competitiveness and innovation					
Priority(ies)	International dimension					
Sector(s)	Theatre		Other		Dance	
'Other' sector(s)	Performing Arts for Young Audiences					
Proposal Keyword(s)	Festivals	Training for cultural and creative professionals	Organisation of the mobility of cultural artists and works	Language	Research	theatre
Free Keyword(s)	Sensitive relationship between performers and young audiences. Multiculturalism. Interlinguistic collaboration. Training. Mobility. Artists. Young generations. Beyond Europe. Free access of knowledge					

Dancing Together, Again! Creative Residencies Programme

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101055615	DTACRP	185,667

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	NARODOWY INSTYTUT MUZYKI I TANCA	PL
PARTICIPANT	GEORGIAN ARTS RESEARCH INSITUTE ARI	GE
PARTICIPANT	MOVIMENTO DANZA	IT
PARTICIPANT	TRANZICIJSKO FIKCIJSKO KAZALISTE	HR

Compendia

Dancing Together, Again! Creative Residencies Programme is a call for artists, curators/producers and researchers to collaborate in developing new practices for the dissemination of dance in local communities. The project focuses on audience development and social inclusion.

The project aims to create new frameworks and networks for the sharing and exchange of ideas, methods and visions between European countries and beyond, to increase awareness and competitiveness in the field of dance research and production, and to bridge the gaps between dance professionals and local communities. The proposed structure introduces a slow-paced approach to dance production and research and aims to create models that provide sufficient time to relate, practice, immerse oneself in the process, deeply understand and analyse.

To accomplish this, a series of biannual 3-week creative residencies will be organized in Italy, Croatia and Georgia, bringing together an artist, a curator/producer and a researcher from each of the 4 participating countries and inviting them to work collaboratively across disciplines and with local communities – those socially vulnerable and better-off, as well as different ethnic and religious groups, citizens and immigrants, young and old, people with special needs and people with limited access to cultural content. The works of all 36 participants (performances, papers, videos, etc.) will be presented at the end of the 30-month project within the framework of a 10-day festival in Poland. The whole project will be documented through videos, an online blog and social media.

All participants of the residencies will be selected through an international call, CV, and a letter of motivation regardless of gender, age, cultural background, education or special needs. They will be given a framework: theme, workspace, accommodation, scholarships and contacts with local communities, and asked to fill this framework with creative ideas.

Objective	Competitiveness and innovation	
Priority(ies)	Audience engagement	Social Inclusion
Sector(s)	Dance	

Proposal Keyword(s)	dance	Festivals	Integration of disadvantaged groups	Integration of people of different races and ethnic origins	Training for cultural and creative professionals	Organisation of the mobility of cultural artists and works
Free Keyword(s)	Site-specific projects, creative residencies for dancers, choreographers, curators, producers, researchers, dance residencies, lectures, dance workshops, audience development, cultural collaborations					

A SEA CHANGE

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101055619	ASEA	199,727

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	KONTEJNER / BIRO SUVREMENE UMJETNICKE PRAKSE	HR
PARTICIPANT	MITROPOLITIKOS ORGANISMOS MOUSEION EIKASTIKON TECHNON THESSALONIKIS	EL
PARTICIPANT	NEME	CY
PARTICIPANT	QUOARTIS FUNDACION	ES

Compendia

“A sea change” project innovates and integrates high quality European critical, interdisciplinary, and participatory artistic practices that deal with issues of blue economy into the lives of coastal communities in a more direct and purposeful manner, going beyond the profit agenda and tourist oriented cultural activities, and emphasizing at the same time sustainable living, critical approach and social inclusion. It focuses on creative and innovative interventions in cultural and natural ecologies related to the sea, engaging an array of different cultural agents and citizens in a common effort to catalyze positive change and make real difference in the lives of involved European coastal communities. The project is concentrated on the Mediterranean region, uniting four European partners based in Mediterranean countries highly dependent on blue economy sector: Cyprus (NeMe), Spain (Quo Artis Foundation), Greece (MOMus-ECA) and Croatia (KONTEJNER, as the lead partner). As a consortium dedicated to creation and promotion of socially and environmentally beneficial contemporary cultural practices, project partners in this initiative address the local and European blue economy urgencies in the areas most affected by them – on the coastline and along the seas of Mediterranean countries. The project is built around designing, testing and assessing community-oriented innovative actions that aim to: a) bring new and sustainable cultural practices to coastal areas, b) educate and build capacities of involved cultural agents and local citizens, and c) foster critical practices and innovations in coastal economies.

Objective	Competitiveness and innovation			
Priority(ies)	Audience engagement	Green deal		
Sector(s)	Digital arts	Other		
'Other' sector(s)	Interdisciplinary art			
Proposal Keyword(s)	Video arts	Digital arts	Museums	Research
Free Keyword(s)	Interdisciplinary art, intermedia art, bioart			

OperaVision Next Generation

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-3	101055639	OVNG	2,000,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	OPERA EUROPA	BE
PARTICIPANT	ASSOCIATION OPERA ET ORCHESTRE NATIONAL DE MONTPELLIER	FR
PARTICIPANT	DEN NORSKE OPERA & BALLETT AS	NO
PARTICIPANT	DEUTSCHE OPER AM RHEIN THEATERGEMEINSCHAFT DUSSELDORF-DUISBURG	DE
PARTICIPANT	FINNISH NATIONAL OPERA	FI
PARTICIPANT	FONDAZIONE I TEATRI	IT
PARTICIPANT	FONDAZIONE TEATRO DELL'OPERA DI ROMA CAPITALE	IT
PARTICIPANT	FONDAZIONE TEATRO REGIO DI PARMA	IT
PARTICIPANT	FUNDACIO DEL GRAN TEATRE DEL LICEU(BARCELONA)	ES
PARTICIPANT	FUNDACION DEL TEATRO REAL	ES
PARTICIPANT	HRVATSKO NARODNO KAZALISTE U ZAGREBU	HR
PARTICIPANT	IRISH OPERA TRANSFORMATIONS COMPANY LIMITED BY GUARANTEE	IE
PARTICIPANT	KUNGLIGA OPERAN AKTIEBOLAG	SE
PARTICIPANT	KUNSTHUIS OPERA VLAANDEREN BALLETT VLAANDEREN	BE
PARTICIPANT	MAGYAR ALLAMI OPERAHAZ	HU
PARTICIPANT	NARODNI DIVADLO BRNO, PRISPEVKOVA ORGANIZACE	CZ
PARTICIPANT	NIEDERSACHSISCHE STAATSTHEATER HANNOVER GESELLSCHAFT MIT	DE
PARTICIPANT	OPERA DE LILLE	FR
PARTICIPANT	OPERA FOR PEACE LEADING YOUNG VOICES OF THE WORLD	IT
PARTICIPANT	PALAU DE LES ARTS, FUNDACIO DE LA COMUNITAT VALENCIANA	ES
PARTICIPANT	ROSSINI OPERA FESTIVAL FONDAZIONE	IT
PARTICIPANT	STADTISCHE BUHNEN FRANKFURT AM MAIN GMBH	DE
PARTICIPANT	STADT MANNHEIM	DE
PARTICIPANT	STICHTING NATIONALE OPERA & BALLETT	NL
PARTICIPANT	TEATR WIELKI IM. STANISLAWA MONIUSZKI W POZNANIU	PL
PARTICIPANT	TEATR WIELKI OPERA NARODOWA	PL
PARTICIPANT	THEATRE ROYAL DE LA MONNAIE	BE

Compendia

OperaVision Next Generation (OVNG) is a project led by Opera Europa and 26 opera companies from 14 countries to bring opera and musical theatre to audiences worldwide digitally.

Building on the success of the streaming service - first established by Opera Europa with Creative Europe support in 2014 - offering freeview access to Europe's opera stages to an average of 10 thousand viewers per day, OVNG is the opera sector's proposal for post-pandemic recovery, supporting the digital transition of European companies and encouraging global discovery of opera without travel.

OVNG will be a major force for resilience for the opera sector, with at its core a single digital window on over 140 new productions streamed and accompanied by enriching editorial material to present each creation in context. It will give a new digital stage to the next generation of talent through performances, masterclasses, concerts and audio diaries with young artists drawn from four partners expert in talent development. It will help the sector by pioneering new means to reach audiences digitally through innovative content on alternative social channels. It will test a new economic model to develop the competitive edge of the sector through an individual-giving pilot scheme. The project will reflect and promote inclusive, diverse and gender-balanced best practice in the sector.

Finally, OVNG will focus on capacity building through a series of seminars, Audio-visual & Digital media forums and partnerships with other networks - all aimed at maximising the impact of the project's shared learning. Through this digital transformation of the sector, OVNG aims to reach 20 million views by diverse international audiences for content streamed on its platform, to find new solutions to the challenges of access, mobility and financial sustainability in the digital sphere, and to celebrate European cultural excellence for the world.

Objective	Transnational creation and circulation	
Priority(ies)	New technology	
Sector(s)	Opera	Dance
Proposal Keyword(s)	opera	
Free Keyword(s)	OperaVision Next Generation (OVNG) is a project led by Opera Europa and 26 opera companies from 14 countries to bring opera and musical theatre to audiences worldwide digitally	

Bridging Musical Heritage: Shaping creativity today by reconnecting cultures from the past

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101055652	BMH	199,984

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	UNIVERSIDADE DE COIMBRA	PT
PARTICIPANT	ARTWAY LDA	PT
PARTICIPANT	CAPELLA SANCTAE CRUCIS	FR
PARTICIPANT	JANGADA DOS SENTIDOS - ASSOCIACAO CULTURAL	PT
PARTICIPANT	UNIVERSIDAD DE VALLADOLID	ES

Compendia

"BMH - Bridging Musical Heritage" is a new project that creatively promotes and spreads collections from European musical heritage. The project consolidates connections steadily weaved over the last 10 years between research and historical performance practice centres in Portugal, Spain and France, aiming to broaden their respective spectrum of action and influence. Through the circulation of musicians, by making recovered scores from Santa Cruz monastery in Coimbra (Portugal) easily accessible, by producing digital free-view content, and by holding multiple and diverse pedagogical actions, "Bridging Musical Heritage" will offer new perspectives on early music heritage and promote the transnational exchange of musicians and patrimony within Europe. This will have a lasting impact on present and future generations by catalyzing interest and curiosity towards Europe's shared culture and musical heritage, while simultaneously making them widely and readily accessible.

Project activities will mainly focus on making a new project that creatively promotes and spreads collections from European musical heritage. The project consolidates connections steadily weaved over the last 10 years between research and historical performance practice centres in Portugal, Spain and France, aiming to broaden their respective spectrum of action and influence. Through the circulation of musicians, by making recovered scores from Santa Cruz monastery in Coimbra (Portugal) easily accessible, by producing digital free-view content, and by holding multiple and diverse pedagogical actions, "Bridging Musical Heritage" will offer new perspectives on early music heritage and promote the transnational exchange of musicians and patrimony within Europe. This will have a lasting impact on present and future generations by catalyzing interest and curiosity towards Europe's shared culture and musical heritage, while simultaneously making them widely and readily accessible.

Objective	Transnational creation and circulation	
Priority(ies)	Audience engagement	International dimension
Sector(s)	Music	
Proposal Keyword(s)	music	
Free Keyword(s)	Intangible Heritage, Bridging Cultural Heritage, Building audiences, Early music sources, Iberian music, Musical Performance, Practice as Research	

Innovation and Best Practice for International Standards on Sculpture Study and Management

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101055655	BISS	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	FUNDACION GALA SALVADOR DALI	ES
PARTICIPANT	CBM & PARTNERS - STUDIO LEGALE - AVVOCATI GIUSEPPE CALABI E CRISTINA RIBONI	IT
PARTICIPANT	MUSEE NATIONAL AUGUSTE RODIN	FR

Compendia

The main goal of this project is to significantly contribute to the study and management of sculpture at an international level. The strategic objective is to enhance visibility of sculpture and the professionalization of this artistic sector through the creation of a dedicated European network. This will allow to learn from each other's experiences, and to share the results with a wide range of stakeholders.

To achieve this, we aim to create a set of international standards to identify sculptural works of art. According to specific literature and evidence, the difficulties in the labelling of artworks of a reproducible nature are arising in multiple contexts. The purpose is to establish a proper taxonomy to identify the concise nature of a every work of this kind.

These standards have been lacking to the date in Europe. They would be helpful to frame the works of a wide range of artists, mainly sculptors. It cannot be excluded that they could also benefit the work of further three-dimensional creators. Furthermore, they would be equally applicable to the works of deceased or living artists, from the mid-19th century onwards. The creation of a guideline of this genre would absolutely help both the catalogue of works already completed, as well as the labelling of forthcoming sculptures, editions, or reproductions.

These standards will be developed transnationally from the outset, according to the specific legal provisions of a selected number of European member states. In addition, they will be conceived to be implemented in newest technologies associated with digital transformation, mainly blockchain.

This project is led by the Fundació Gala-Salvador Dalí in Figueres (Spain), and our partners are the Musée Rodin in Paris (France) and CBM & Partners Studio Legale, in Milano (Italy). We also count on the advice of two associated partners: the Museo Nacional Centro de Arte Reina Sofia in Madrid (Spain) and the Henry Moore Institute in Leeds (United Kingdom).

Objective	Competitiveness and innovation
Priority(ies)	International dimension
Sector(s)	Sculpture

Proposal Keyword(s)	Sculpture	Museums	Research	Works of art	Conservation	Training for cultural and creative professionals

Free Keyword(s)	Sculpture management, Capacity building, Standardization, Digital transformation, Blockchain
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Future Laboratory - A performing arts network connecting artists and audiences to find the European narratives of tomorrow

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-2	101055671	Future Laboratory	975,340

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	VILLE DE LUXEMBOURG	LU
PARTICIPANT	CYCLORAMA	FR
PARTICIPANT	FONDAZIONE PICCOLO TEATRO MILANO-TEATRO D'EUROPA	IT
PARTICIPANT	LA COMEDIE DE REIMS	FR
PARTICIPANT	MADRID DESTINO CULTURA TURISMO Y NEGOCIO SA	ES
PARTICIPANT	MUNICIPIO DO PORTO	PT
PARTICIPANT	NOWY TEATR	PL
PARTICIPANT	STAATSTHEATER MAINZ GESELLSCHAFT MIT BESCHRANKTER HAFTUNG	DE
PARTICIPANT	TEATRUL TINERETULUI PIATRA NEAMT	RO
PARTICIPANT	THEATRE DE LIEGE ASBL - CENTRE DRAMATIQUE DE LA FEDERATION WALLONIE-	BE
PARTICIPANT	THEATRE NATIONAL DE STRASBOURG	FR

Compendia

European performing arts institutions with a strong international component increase their collaboration to launch a prototype project to find the European narratives of tomorrow.

They are setting up a research project to support the career and international development of emerging artists, who face an uncertain future after the COVID pandemic.

The partners are determined to better integrate and involve marginalized, isolated and disengaged communities into their artistic activities and increase their representation on stage, and to reconnect with existing audiences after the prolonged closure due to the pandemic.

To renew the audience for the future and for it to be more inclusive, the partners commission 15 emerging artists to take part in a collaborative research project to look at those communities: the aim is to identify and draft new narratives for the European stage. This will place them at the intersection of performing arts institutions and their current and future audiences, and play a key role in putting the artist and creation back at the heart of society.

Over the course of 30 months, the 15 artists are contracted to travel and participate in three 10-working days research-residencies in three cities, where they conduct research and development work using local resources from the host institution and a local mentor to help them explore the socio-economic realities and connect with marginalised communities in each partner institution and their city. They also benefit from the guidance from the partners throughout the project and work on their overall capacity building and networking abilities.

The overall objective for the artists is to formulate a concept idea for a production that matches their artistic convictions and includes the most urgent issues they have identified during their research on the larger theme of social inclusion. This project will also be fed by new and missing narratives artists feel the need to be told on our stages tomorrow.

Objective	Competitiveness and innovation	
Priority(ies)	Social Inclusion	International dimension
Sector(s)	Theatre	
Proposal Keyword(s)	theatre	
Free Keyword(s)	Research residency Emerging artists Capacity building Audience development Social inclusion New narratives	

Innovative sustainable artworks in public space

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101055680	VITAL	199,999

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ASSOCIATION APOLLONIA	FR
PARTICIPANT	CONA ZAVOD ZA PROCESIRANJE SODOBNEUMETNOSTI LJUBLJANA	SI
PARTICIPANT	ODA	XK
PARTICIPANT	OUT OF THE BOX ART COMPANY	EL

Compendia

VITAL aims to create an innovative artistic ecosystem that respects the environment and contributes in its own way to the fight against global warming and atmospheric pollution. Concretely, Strasbourg will be offered four artworks integrating living plants and technologies using renewable energy, designed for public space with active participation of citizens. VITAL network, thanks to its knowledge of the European artistic milieu, was able to choose a certain number of artists who are sensitive to environmental issues with concrete ideas in line with the programme's objectives and priorities. Thus, Marco Barotti captures the fluctuations of atmospheric CO2 thanks to the living plant moss that covers his sound installation, while Klitsa Antoniou dreams of a garden, created from the burnt elements of the great fire in Cyprus and animated by the public. Thibault Honoré invents a sculpture whose palms are activated by wind energy, which in turn allows a series of activities and functions such as lighting and watering. Finally, the artists Irena Pivka and Brane Zorman are inventing a sound application linked to the biodiversity of a public space. In VITAL's working method, the citizens play an extremely important role and participate in all the stages of the artistic process, i.e. design, production, operation and perpetuation, entirely based on the principles of co-production. In addition to raising awareness among artists and the targeted and wide public, our aim is to create a European dynamic and a network for production and promotion of environmentally friendly works in public space, with the involvement of local authorities.

Objective	Competitiveness and innovation		
Priority(ies)	Green deal		
Sector(s)	Art in public space	Digital arts	Sculpture
Proposal Keyword(s)	Visual arts - Culture		
Free Keyword(s)	public_space innovation ecology climat social_inclusion art_installation		

LOST MUSIC: Increasing the audience of classical music through the attractiveness of lost heritage

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101055689	LOST MUSIC	196,560

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	FORLIMUSICA ASSOCIAZIONE DI PROMOZIONE SOCIALE - APS	IT
PARTICIPANT	ASSOCIATION EUROPEENNE DES CONSERVATOIRES, ACADEMIES DE MUSIQUE ET	BE
PARTICIPANT	DIPUTACION PROVINCIAL DE ALICANTE	ES
PARTICIPANT	OBSHTINA DIMITROVGRAD	BG

Compendia

Bringing innovation into classical music has always been a challenge, especially when it comes to its audience. The majority of current audience falls into a very specific social and cultural category and targeted age, which rarely includes younger audience (14-35y.o). The COVID-19 pandemic has further worsened the situation of classical music artists so the necessity to find new audiences is even greater.

The project LOST MUSIC is composed by partners: 1.FORLIMUSICA APS (Italy); 2.Dimitrovgrad Municipality (Bulgaria); 3. Provincial Council of Alicante and 4. AEC - Association Européenne des Conservatoires (Belgium) that came together to overcome the above-mentioned needs using an heritage common to 3 of the territories involved: lost heritage linked to difficult past of the XX century, proven to be a captivating subject for youngsters.

Project objective will be thus that of increasing the audience of classical music in 3 involved territories (Forli, Dimitrovgrad, Alicante) and:

- i) Increasing the audience of smaller music realities by retaining local and transnational audience;
- ii) Developing the knowledge of classical music and its actors
- iii) Making classical music more attractive and captivating, linking it with the territory and with the messages brought by the audience;
- iv) Creating new cooperation opportunities for artists through the collaboration with the territory both at local and transnational level

After a phase of research on past compositions and messages linked to the historical periods of the lost places(WP2) the project will involve local and transnational citizens in audience engagement activities with musicians and composers (WP3). The audience will be then involved in the work of co-creation of a new composition that will transfer the new messages attributed to the lost heritage places by citizens. The new composition will circulate in an itinerant concert that will take place in the identified lost place in each of the 3 countries (WP4).

Objective	Transnational creation and circulation		
Priority(ies)	Audience engagement		International dimension
Sector(s)	Music	CH - Historical sites and buildings	
Proposal Keyword(s)	music	Landscape heritage	
Free Keyword(s)			

Rewilding Cultures

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-2	101055695	RC	994,700

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	PROJEKT ATOL ZAVOD ZA UMETNISKO PRODUKCIJO POSREDOVANJE IN ZALOZNISTVO	SI
PARTICIPANT	CULTIVAMOS CULTURA - ASSOCIACIAOCULTURAL	PT
PARTICIPANT	DIGITAL ART INTERNATIONAL	FR
PARTICIPANT	HELSINGOR KOMMUNE	DK
PARTICIPANT	IONIAN UNIVERSITY	EL
PARTICIPANT	SCHMIEDE HALLEIN - VEREIN ZUR FORDERUNG DER DIGITALEN KULTUR	AT
PARTICIPANT	SUOMEN BIOTAITEEN SEURA RY	FI
PARTICIPANT	UDRUGA ZA RAZVOJ URADI SAM KULTURERADIONA	HR

Compendia

Rewilding Cultures joins partners from eight EU countries in their common interests in art-science and art-technology research and in capacity building of creative communities, through international mobility of artist, researches and technologists.

The project forms a network of international innovative hybrid-format events (27) for research and co-creation in the field of art, technology and communities. What these events have in common, is their deliberate setting in remote environments, away from the usual urban set-up of contemporary creative hubs, which enables them to focus on process-based activities like peer learning, field work, research and co-creation, instead on presentation of finished artworks.

The activities within the project are augmented and connected through strong outreach mechanisms through a publication series (2 books), an international conference (1) which presents both practice and theory, and a media strategy with a dedicated media partner (over 100 articles).

The Residency programmes (33) form another important backbone of the project and offer developmental, as well as community and research-oriented work.

These content pillars are traversed with mechanisms for continuous innovation and future proofing of our formats: on the one hand we focus on developing a more environmentally sustainable future, and on the other on development of measures (4 priorities) for better inclusivity and accessibility of our events. These values are even further proliferated through a public call for Green and Inclusive Mobility (min. 24 grants), which help connect similar hybrid event formats outside of our consortium.

Art & technology communities and audiences from 9 partner countries will directly benefit from the project (4000 active participants in 4 years), external stakeholders like researchers, academia, practitioners and other target groups will be reached via media coverage, online documentation and social media.

Objective	Transnational creation and circulation			
Priority(ies)	New technology		International dimension	
Sector(s)	Digital arts			
Proposal Keyword(s)	Digital arts	Research	Creative industries	Organisation of the mobility of cultural artists and works
Free Keyword(s)	New and Obsolete Technologies, Temporary learning communities, Capacity building			

Enabled Theater

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101055699	Enabled	197,146

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	CENTAR ZA KULTURU I RAZVOJ PREDSTAVLJACKE UMJETNOSTI, MUZIKE I LITERATURE,	BA
PARTICIPANT	JAVNA USTANOVA GRAD TEATAR BUDVA	ME
PARTICIPANT	PLESNI CENTAR TALA	HR
PARTICIPANT	SRPSKO NARODNO POZORISTE	RS

Compendia

Enabled Theatre is a project made by a consortium of experienced cultural organizations, aiming to establish and cultivate a theatre for and about the people with special needs. It also enables the mobility of people with special needs and those taking care of them, and uses innovative online means allowing persons with special needs to collaborate in theatre projects across the Western Balkans and the EU. It will bring together people with the special needs, the medical and other professionals that work with persons with special needs (psychologists, therapists, pedagogues and others), and professional artists (actors, musicians, visual artists, writers, directors). It will take place in Montenegro, Serbia and Bosnia and Herzegovina and Croatia. The participants will consist of the persons with the special needs, people accompanying them, and professional artists. A methodology for collaboration will be developed between artists and persons with special needs, allowing them to work together, leading to cooperative series of workshops. During this process, an online platform will be launched inviting tens of persons with disabilities (among them workshop participants) to begin sharing ideas on stories and the proceeds, allowing them for greater communication. All this will culminate with a series of artistic creations, key of which will be a theatre play created by and for persons with disabilities, and strong advocacy campaign to open the first ever regional cultural center in Montenegro, exclusively focused on cultural integration for persons with special needs.

Objective	Transnational creation and circulation	
Priority(ies)	Social Inclusion	Audience engagement
Sector(s)	Theatre	
Proposal Keyword(s)	theatre	
Free Keyword(s)	Theatre for persons with special needs, innovation in collaboration of persons with special needs	

Europe in Synch 2.0

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-2	101055702	EINS	999,998

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	AMAEI - ASSOCIACAO DE MUSICOS ARTISTAS E EDITORAS INDEPENDENTES	PT
PARTICIPANT	EASTASTE GROUP BT	HU
PARTICIPANT	INK MUSIC GMBH	AT
PARTICIPANT	JEPPESEN NIS HARVEY BOGVAD	DK
PARTICIPANT	LINDE KLAUS	DE
PARTICIPANT	MITTETULUNDUSUHING MUSIC ESTONIA	EE
PARTICIPANT	REBEL STUDIO JEDNOSTAVNO DRUSTVO SOGRANICENOM ODGOVORNOSCU ZA	HR
PARTICIPANT	SIGIC - SLOVENSKI GLASBENOINFORMACIJSKI CENTER, DRUSTVO	SI

Compendia

Europe in Synch 2.0 enhances the professional capacity of European artists, composers, their labels and music publishers in the Synch field, Synch being the art of licensing music for the use in audio-visual programmes, whether in film, television, advertising or video-games. Promoting the utilisation of culturally diverse European Music content in new audio-visual productions, Europe in Synch 2.0 will follow up on its 2019/2020 Music Moves Europe preparatory action: It will bring into motion a curated process of educating, of networking, connecting, and communicating, of creative and legal consulting, brokering and monetisation, to open the way towards an optimised Synch business environment for artists, composers and European SME's. EinS will work towards territorially bespoke, but universal in principle, Synch-business scenarios by bringing together the "Music" (European rights owners and composers) with the "Opportunities" (advertising and TV/ film production, now with video-games also included via the wider expertise of the new Consortium members). The project will feature the EinS Academy, continuing the day-long workshops featuring catalysts from the film, advertising and gaming sectors, it will upgrade the EinS outreach Networking and Prospecting at other creative industry events (including those from client sectors), establish a regular EinS Lab creative industries event, and develop the EinS Platform for communicating and disseminating the project, as well as fostering new connections and synch briefings for EU labels and publishers. A Synch Observatory for the continuous analysis and evaluation will also be launched as part of the project. Europe in Synch 2.0 explicitly implements and supports inclusion and diversity practices, as well as adapting the key sustainable development goals to its music sector activities via a proactive running thread of cross-cutting priorities that will be overseen by one of the Consortium members.

Objective	Competitiveness and innovation
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Priority(ies)	Annual Priority
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Sector(s)	Music
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Proposal Keyword(s)	music
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Free Keyword(s)	capacity building, training, synch licensing. networking, innovation
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DIALOG CITY - A holistic approach towards a digital cultural infrastructure in European cities

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-2	101055705	DIALOG CITY	995,689

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	STADT ASCHAFFENBURG	DE
PARTICIPANT	CENTRO FORMAZIONE PROFESSIONALE CEBANO MONREGALESE SOCIETA	IT
PARTICIPANT	CONSORZIO INTERAZIENDALE CANAVESANO PER LA FORMAZIONE PROFESSIONALE	IT
PARTICIPANT	CULTUREPOLIS	EL
PARTICIPANT	FONDAZIONE CIRKO VERTIGO ETS	IT
PARTICIPANT	QUATORZE	FR
PARTICIPANT	STADTMUSEUM GRAZ GMBH	AT

Compendia

By developing new practices on how to connect digital innovation directly to citizens' physical participation, DIALOG CITY aims at contributing to increased access to culture through a dialogical approach. Co-creation is at the core of our project idea encompassing a CITIZEN ARCHIVE PLATFORM for the cultural heritage sector and an innovative design thinking toolkit on FUTURE LITERACY.

Three HYBRID FESTIVALS serve as physical and digital cultural platforms in order to reach diverse audiences. An ART FOR PUBLIC residency programme invites artists to develop ideas for urban interventions dealing with local or global topics that are of great significance for the respective urban society based on participatory approach.

Digital transformation is more of a mindset than a purely technical innovation. Hence the overall goal of this project proposal is to create a socially inclusive, environmentally friendly, and economically sustainable urban digital environment.

By developing a web tool to archive all kinds of data-based objects of various citizen groups, direct engagement and mediation with the audience in the interpretation, communication and presentation of cultural heritage will be widened.

The creation of a Future Literacy toolkit and the subsequent implementation of workshops by trained artists, the methodology has outstanding potential to give citizens and stakeholders a compass in the face of the increasing complexity of our globally interconnected world.

Our project proposal wants to build partnerships between small and medium-size cities in five European countries based on collaboration between city museums, city archives, cultural organisations, urban activists, social architects as well as training facilities. This way, it includes different viewpoints and creates the basis of humane digitization and ongoing 'user engagement'. And it enables a sustainable network where creative solutions are continuously developed in the most diverse areas of society.

Objective	Competitiveness and innovation	
Priority(ies)	Audience engagement	
Sector(s)	Art in public space	CH - Libraries and archives
'Other' sector(s)	Artistic research	
Proposal Keyword(s)	Training for cultural and creative professionals	Archives and Libraries - Culture
Free Keyword(s)	smart city, participatory approach, audience development, future literacy, digital transformation, digital-analogue-connection	

The Ulysses' Shelter: Building literary residencies network 3

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101055713	Ulysses_Shelter_3	199,740

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	SRSSEN IVAN	HR
PARTICIPANT	CULTURE RESET ZS	CZ
PARTICIPANT	DRUSTVO SLOVENSKIH PISATELJEV	SI
PARTICIPANT	FUNDACIO MALLORCA TURISME	ES
PARTICIPANT	INIZJAMED	MT
PARTICIPANT	THRAKA	EL
PARTICIPANT	UDRUZENJE KROKODIL	RS

Compendia

The Ulysses' Shelter: Building writers-in-residence (phase 3) is a literary residency network which was initiated in 2017 by Sandorf, independent publisher from Croatia, together with two partners from Greece and Slovenia. Now, in its third phase, the network includes seven partners from seven different countries: Croatia, Slovenia, Greece, Serbia, Malta, Spain and Czech Republic and collaborates with many institutions and NGOs in each participating country. The objective of the project is transnational creation and circulation, in this project specifically in the literary field. The idea of the project is to combine literary residencies for emerging writers, literary translators and from this year also for screenwriters of younger generation with a strong supportive programme from which benefit not only participating authors but also the local community where the activities will be held. The residency programme addresses international dimension as its priority by giving the young emerging authors an opportunity to work, perform and present themselves in different social and cultural contexts. The programme will try to reach that by giving the participants new international experiences and motives for their work by:

- enabling young writers, literary translators and screenwriters to gain an insight into cultural and literary scenes of (partner) country of their choice;
- encouraging collaboration between authors from different countries
- encouraging networking with stakeholders in the cultural and more specifically literary field – active participation in literary festivals in partner countries
- connecting participants with local communities through supporting activities such as public presentations of participants (literary evenings, festivals, workshops etc.).

In the context of sector specific priorities, this initiative is crucial for capacity building both of partners and authors through professional support and encouraging various literary activities.

Objective	Transnational creation and circulation			
Priority(ies)	International dimension	Annual Priority		
Sector(s)	Publishing and literature			
Proposal Keyword(s)	Organisation of the mobility of cultural artists and works	Literature books and reading - Culture	Creative Writing	Literary Translation
Free Keyword(s)	Residencies network			

Book = Life

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-2	101055716	BiL	188,300

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	OSRODEK BRAMA GRODZKA - TEATR NN W LUBLINIE	PL
PARTICIPANT	STADT MUNSTER	DE
PARTICIPANT	THE OLD LION PUBLISHING HOUSE LIMITED LIABILITY COMPANY	UA

Compendia

What are benefits of reading? The answer is different for everyone. For ones - healing, joy, the hope of a better future, for the others - knowledge, values, ideas or identity... Reading can bring us together, despite of differences in gender, nationality, race, language, age, health, or profession. We can safely share our experiences through literature. Books and people are diverse. And it is the diversity that we find most valuable. It allows us to expand our awareness, and to build cross-cultural dialogue. Books provide questions and answers of what we need to change in ourselves and give us the power to change the world. They know no boundaries, and are open to anyone. They are available to whoever wishes to take them in hand. As we hold a book in our hand, it lets us remember that it also holds us. Let us hold each other and go through life together, because a book is life. We invite you to this project, in which books bring people together. Let's meet at the conference, international exhibitions, festival and more!

Objective	Transnational creation and circulation	
Priority(ies)	Audience engagement	International dimension
Sector(s)	Publishing and literature	
Proposal Keyword(s)	Books	
Free Keyword(s)	Literary Child and Youth Development	

phōnē - Giving Minority Languages a Voice

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-2	101055718	phōnē	899,196

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	FRYSKE TOANIEL STIFTING TRYATER	NL
PARTICIPANT	AXENCIA GALEGA DAS INDUSTRIAS CULTURAIAS	ES
PARTICIPANT	FIBIN TEORANTA	IE
PARTICIPANT	ITU TEATTERIFOREENINKI	NO
PARTICIPANT	LANDKREIS BAUTZEN	DE
PARTICIPANT	STADTTHEATER	IT
PARTICIPANT	Stichting Hanzehogeschool Groningen	NL
PARTICIPANT	TEATR PIBA	FR
PARTICIPANT	TEATRUL EVREIESC DE STAT	RO
PARTICIPANT	UNIVERSITAET LEIPZIG	DE

Compendia

phōnē – Giving Minority Languages a Voice promotes and safeguards cultural and linguistic diversity in Europe. The project connects people who belong to a language minority across language and cultural borders. phōnē makes an active contribution to the vitalisation of vulnerable RMLs and will give them a voice, a stage and a platform for exchange. Endangered languages as well as their theatres must succeed in transmitting their culture / language to future generations. Young people, whose RML roots are not yet firmly established, are therefore the main target group. Together with RML speakers from their parents' or grandparents' generation, they will develop creative forms of expression under the leitmotif of Tradition in Modernity to tell stories about their communities. All artistic work is for, with and about the communities. Common learning of methods of biographical/documentary writing and intergenerational community theatre on a European level will lead to 8 contemporary theatre plays and professional productions. Intergenerational community theatre productions will open up new formats, places (site specific) and digital medias (podcasts / vodcasts). Joint co-creations will be developed at international festivals and citizens from all involved 8 communities will develop a multilingual theatre event. It is the declared aim of phōnē to establish a network for RML theatres that has been missing for a long time. phōnē's legacy is be:part, a hybrid handbook (toolkit) of proven working methods and best practices examples for minority language theatre.

Objective	Transnational creation and circulation
Priority(ies)	Audience engagement
Sector(s)	Theatre
Proposal Keyword(s)	Cultural heritage - Culture
Free Keyword(s)	Minority Language, Inclusion, Diversity, Theatre

Opera Out of Opera: going social, digital and visual to engage young audience through innovative itinerant and ondemand performances

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-2	101055724	O.O.O. 2	909,775

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	CONSERVATORIO DI MUSICA "SANTA CECILIA"	IT
PARTICIPANT	ASSOCIATION EUROPEENNE DES CONSERVATOIRES, ACADEMIES DE MUSIQUE ET	BE
PARTICIPANT	INSTITUTO POLITECNICO DO PORTO	PT
PARTICIPANT	KUNSTHOGSKOLEN I OSLO KHIO	NO
PARTICIPANT	NOVA OPERA	UA
PARTICIPANT	STOCKHOLMS KONSTNARLIGA HOGSKOLA	SE
PARTICIPANT	UNIVERSITAT MOZARTEUM SALZBURG	AT
PARTICIPANT	WALLMUSE	FR

Compendia

The project builds upon the previous "O.O.O. - Opera Out of Opera" Creative Europe project, that arose from the common need of partners to re-launch and make new, younger audiences rediscover Opera. This intangible heritage is in fact struggling with decline in participation, aging audiences, and the difficulty in attracting/retaining new public, forcing the sector to find innovative formats for music fruition and new ways to attract and involve the public, also in the light of the ongoing Covid-19 health crisis.

O.O.O. 2 aims at addressing these needs by achieving the following objectives:

- Creating and testing a reduced and innovative opera format, consisting in a visually attractive and engaging performance, easily reproducible, able to attract and engage young audience;
- Developing an Audience Engagement Strategy, foreseeing a set of activities for actively involving the TGs since the very beginning of the project;
- Co-creating a highly innovative OPERAONLINE, able to reach/engage the public both in presence and at distance, respecting Covid-19 safety measures and bringing opera experience everywhere;
- Improving the existing interactive system (APP) to customize the fruition of the performance, educate the new comers through tailored contents and guiding them in understanding the performances;
- Conveying the project vision and results, also by fostering synergies and networking opportunities with other EU initiatives and relevant stakeholders.

The project will produce the following outputs:

- 1 Audience Engagement Strategy
- 1 upgraded Smartphone APP for audience engagement both during the performances and beyond
- 1 Co-created OPERAONLINE
- 1 Artistic Residency in Rome
- 5 itinerant performances in Italy, Portugal, Norway, Austria and Sweden
- Communication outputs

Target Groups (9660) of the activities will be:

- Young public;
- HEIs, Opera theatres, Opera organisations operating at local, national and international level;
- Artists;
- General Public.

Objective	Transnational creation and circulation	
Priority(ies)	Audience engagement	New technology
Sector(s)	Opera	
Proposal Keyword(s)	opera	Digital arts
Free Keyword(s)	Audience Engagement, Co-creation, Young public, New technologies	

future.repair.machine

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101055726	Future	199,060

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	UNIT GMBH	AT
PARTICIPANT	BAYERISCHE THEATERAKADEMIE AUGUST EVERDING IM PRINZREGENTENTHEATER	DE
PARTICIPANT	BIS ES MIR VOM LEIBE FAELLT E.V.	DE
PARTICIPANT	ENSEMBLE21 EV	DE
PARTICIPANT	PRO PROGRESSIONE KULTURALIS NONPROFIT KOZHASZNU KFT	HU
PARTICIPANT	Stichting Tegentijd	NL

Compendia

The international cooperation future.repair.machine investigates the concept of repair as a sustainable and innovative tool in the cultural-social environments of five European cities: Graz, Eindhoven, Budapest, Berlin and Munich. What keeps artists, scientists and citizens busy in 2021 are questions of the climate and a changed use of our resources. Future.repair.machine connects artists, scientists and citizens to collaborate with the aim to make the present sustainable for the next generations. We have to radically rethink matters, move towards a sustainable circular economy, which means creating new things from old ones, dealing creatively with what already exists and we have to do it now. It's a sustainable concept, inherent to repair in which is displaying respect and appreciation for the things around us. This is a source of powerful creative and economic forces. Along these lines, the international project future.repair.machine launches is starting an integrative-creative, transnational process that deals with the value of repair in relation to: public space, urban design, language, atmosphere, clothing and body modification. With this collaboration, future.repair.machine hopes to kindle awareness for a truly united artistic approach and a sustainable partnership with the rich contemporary cultural landscapes of Europe and the shared awareness for repair as an innovative tool for change in our present societies. We will create five new formats of city-based repair concepts and strategies, which will be a collaboration between professional and nonprofessional artists, citizens, experts and scientists in each city and deliver a future.repair.conference with workshops and at least we will found with partners from all over Europe the future.repair.academy as a sustainable platform and an ongoing working tool.

Objective	Transnational creation and circulation				
Priority(ies)	Green deal			Audience engagement	
Sector(s)	Other				
'Other' sector(s)	Transdisciplinary artistic work on the theme of repairing. Involved are the disciplines: performance, visual art and architecture.				
Proposal Keyword(s)	Visual arts - Culture	Fashion design	theatre	Training for cultural and creative professionals	Organisation of the mobility of cultural artists and works
Free Keyword(s)	Through different fields of art learn more about the idea of repairing the things, the mind, the world				

TREMOLLO_forte: TRans-European Music Organizations Linked Organically_one step Forward

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101055729	TREMOLLO_f	199,990

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ASSOCIAZIONE MUSICALE ETNEA	IT
PARTICIPANT	EUROPA JOVOJE EGYESULET	HU
PARTICIPANT	FLONFLONS	FR
PARTICIPANT	OMLADINSKO I KULTURNO UDRUZENJE WEMSICAL SERBIA	RS
PARTICIPANT	VIA LACTEA VZW	BE

Compendia

This project proposal supports the "crescendo" of TREMOLLO - TRans-European Music Organizations Linked Organically, a small-scale cooperation project started in 2019 with Creative Europe support.

This new step forward for the "TREMOLLO_forte" project will consolidate and expand the organic link created in 2020-21 among 3 cultural NGOs already active in the field of music at local and regional level in Italy, Hungary and Serbia, allowing them to expand their range of activities to a wider Trans-European level, and to actively support the international mobility of artists and cultural operators from their respective regions. The importance of Cultural Diversity in today's contemporary mainstream culture is deeply rooted in the common values that define the very nature of the partnership, now enlarged to include new partners from Belgium and France.

Following the successful formula of the first (still ongoing) phase of the project, TREMOLLO_forte is centered around an existing network of already established world music festivals and events organized by the project partners, that constitute the heart of the Organic Link concept and the nucleus of the (extendable) TREMOLLO network.

The opportunity for selected young artists and bands to share the stage with more established international artists, while engaging with peer musicians from other parts of Europe in creative and production residences, within the multicultural and stimulating context of international World Music Festivals, is a crucial point of the strategy, with clear repercussions on the cost-effectiveness of the events and the sustainability of the whole project.

This plan of activities will build on the established experience of the project partners to organize successful events at regional level, and will strengthen their capacity to co-produce and disseminate the results of their activities in the cultural and creative sectors at European and International level.

Objective	Transnational creation and circulation				
Priority(ies)	Annual Priority			International dimension	
Sector(s)	Music		Intangible cultural heritage		
Proposal Keyword(s)	Organisation of the mobility of cultural artists and works	music	Festivals	Traditions	Integration of people of different races and ethnic origins
Free Keyword(s)					

Role of Visual - Sculpture Art Creation in the Context of Sustainable Behaviour

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101055730	RE-USE	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	SCULPTURE LINE S.R.O.	CZ
PARTICIPANT	AREACREATIVA42	IT
PARTICIPANT	GALERIA JANA KONIARKA V TRNAVE	SK

Compendia

Young talents in visual art/sculpture do not have sufficient support and conditions for their creation, be it in terms of new opportunities for creation in public space or access to material and technical facilities, due to high costs related to sculpture creation. In reaction to this situation, the main aim of the project conducted by four partners: CZ, IT, SK, IS, is to foster art creation of young talents in order to help them to develop their career in full respect of their creative talent and ambitions. The objective of the project is first to provide support to young talents in their career helping to tackle the obstacles on the related labour market. It introduces innovative approaches and stimulates international multidisciplinary co-creation, by connecting talents and experts from other disciplines: ecology/environment, natural and social sciences to one place. Second, in the context of the call's priorities the project addresses the topic of sustainable behaviour of young talents. Third, general public as the audience of visual art in open space will be approached by the theme of the climate change consequences in the area they live in and beyond through the topic of sustainable clothing. Created artworks will serve as a medium with a potential to boost a behavioural change.

Activities: international multidisciplinary hackathon, creation of artworks for open space and awareness raising events and educational activities

Outputs: 3 artworks in 3 locations (CZ, IT, IS) created from recycled/re-used material, accompanied by exhibitions, awareness raising and educational events

Expected results: Young talents trained in green skills, better changes on the labour market; behavioural change in terms of sustainability on the side of both target groups; strengthening of the role of visual art in today's context

Beneficiaries: 160 young talents (visual/sculpture art + other disciplines); general public, indirectly experts of the international multidisciplinary

Objective	Competitiveness and innovation				
Priority(ies)	Green deal				
Sector(s)	Sculpture	Other		Art in public space	
'Other' sector(s)	fine arts, training of professionals in creative industry				
Proposal Keyword(s)	Sculpture	Fine arts	Organisation of the mobility of cultural artists and works	Training for cultural and creative professionals	Textile art
Free Keyword(s)	Sustainability, environment, climate change, circular economy, EU Strategy for Sustainable textile, behavioural change, clothing, sustainable art creation				

Maritima - Islands of Mediterranean

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101055734	MARLANDS	191,383

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	FUNDACION UNIVERSIDAD CATOLICA DE VALENCIA SAN VICENTE MARTIR	ES
PARTICIPANT	ASOCIACION CULTURAL ART MADE	ES
PARTICIPANT	FONDAZZJONI CENTRU GHALL-KREATTIVITA	MT
PARTICIPANT	FUNDACIO ES BALUARD, MUSEU D'ART MODERN I CONTEMPORANI DE PALMA	ES
PARTICIPANT	TECNOLOGIKO PANEPISTIMIO KYPROU	CY
PARTICIPANT	TREE SRL	IT

Compendia

Maritima-Islands is a communicative space for the institutions, artists, researchers and public of the Mediterranean with a special focus on the islands of the region. It is created for people to exchange their experiences, for motivate them to gain new knowledge, encourage them to conduct collective artistic work and recognise the uniqueness of the islands also to spread this knowledge beyond the targeted zone as these islands. The purpose of this project is to create a clear cut picture of every island as a matchless cultural and ecological system, to stimulate preservation of the cultural heritage and development of contemporary art on islands. Another objective – to support European dialogue between contemporary art, other disciplines and science that could helps to revitalize the cultural sector in this area. The project is planned to make an experiment that will introduce the new method which assist to change the form of co-creation and international communication making it easier, eco-friendlier and less resource-consuming, as well as more simple in understanding for the greater audience so that to cause their sensitive response. We believe it is crucial to investigate the environmental and social problems of the islands and reflect these in the final collective artworks created by the contemporary artists in collaboration with other's disciplines and science. These 4 artworks will be interactive, highly mobile, inclusive, large-scale and, thus, will be create in art residencies period of project. It will be possible to demonstrate the final works online and offline without transportation. The production will become an example of the new methods – a hybrid format that includes digital and offline modes and will represented by several final events. It is going to be very helpful to the cultural community, while the project's website that will store all the materials will let continue the communication between the islands.

Objective	
Priority(ies)	
Sector(s)	
Proposal Keyword(s)	Visual arts - Culture
Free Keyword(s)	art and science, video art, interdisciplinary, mediterranean islands, mediterranean culture, contemporary art

Along the Walk

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101055748	AtW	198,709

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	GORILLA THEATER BERLIN EV	DE
PARTICIPANT	COMBATS ABSURDES	FR
PARTICIPANT	DRUZINA UMETNOSTI NAROBOV	SI

Compendia

Conducted by 3 European theatre companies (Gorilla Theater, Berlin, Combats Absurdes, Lyon, DU Narobov, Ljubljana), Along the Walk is a project of artistic and cultural experimentation. Its central theme is deceleration. The main objective is to develop innovative models of artistic creation and production in the field of performing arts, based on the concepts of deceleration, collective work, environmental awareness, social inclusion and intercultural dialogue.

The core of the project is the so-called Walks: 14 artistic tours, carried out in rural areas, walking, by duos of artists from 8 different countries. The Walks are both artistic productions and research tools. They allow the artists-researchers to experiment with innovative methods and analyze the impact of their artistic productions with the audiences they meet. The Walks take place in 8 European rural areas, creating and sharing international contemporary performing arts within local areas, co-creating European identity. The experience of the travel is directly shaping the performances, grounded in each specific local context and built by the active participation of the audience. These artworks are built on a solid experience of the partner companies in artistic improvisation and inspired by action research methods.

Beside the Walks, the project offers two other significant outputs: the Conference and the Book. Through them the gained knowledge is shared, contributing to the capacity building of European art professionals.

The persons directly benefiting from the project belong to two target groups. One is people living in rural areas: 2800 persons will experience and co-create 42 performances within Walks in 8 rural areas. The other is European professionals from the sector of performing arts: 14 artists strongly involved in the project, 70 art professionals from 15 countries participating at the Conference, the Book will be disseminated to a large network of art professionals, at least 1000 persons.

Objective	Transnational creation and circulation
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Priority(ies)	Social Inclusion
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Sector(s)	Art in public space	Theatre
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Proposal Keyword(s)	theatre	Organisation of the mobility of cultural artists and works	Training for cultural and creative professionals	Works of art	Integration of disadvantaged groups	Research
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Free Keyword(s)	Performing arts, European rural areas, Deceleration, Participatory art, Artistic improvisation, Action research
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GG4A: Innovative Intercultural Reading Promotion

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101055753	GG4A	199,982.4

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ALES CIGALE	SI
PARTICIPANT	ALBERDANIA SL	ES
PARTICIPANT	DRUSHTVO ZA IZDAVACHKA DEJNOST SKAZNUVALKA DOOEL SKOPJE	MK
PARTICIPANT	EDITORIA TRINTA POR UMA LINHA LDA	PT
PARTICIPANT	KULTURNO UMETNISKO DRUSTVO SODOBNOST INTERNATIONAL	SI

Compendia

The project GG4A: Innovative Intercultural Reading Promotion promotes and contextualizes six high quality European literary works for young readers of minority and/or less known literatures, most of them written in lesser used languages. Leading authors from Slovenia, the Basque Country and Portugal are translated into Macedonian, Slovenian, Basque, Spanish and Portuguese by renowned translators.

Dissemination activities of translated works in five languages of the project are based on research on reading literacy, which in digital times requires new tools to reach new audiences. To foster digital reading literacy they include the use of an interactive platform in which reading competence is linked to digital competence through gamification in previously prepared ludic activities that include competition, teamwork and creativity. Creative writing workshops are other project's activities which, in addition to offering different types of activities for young people, provide materials (handbooks, webinars, videos) for teachers and librarians that can also be used when the project ends. Important activity is networking: tutoring of consortium members, sharing best practices within and outside the consortium at B2B meetings, large and small book fairs and video presentations for Latin American publishers. Five public events will be organized during the course of the project, including translated authors and their translators. All these activities will be promoted through press releases, newsletters, announcements, social media, bloggers, etc.

Young adult literature always has two addressees. Although the project activities are designed for young people, they also address adults (experts, teachers, librarians, general audience) at the same time. The members of the consortium are convinced that all audiences will benefit from the results of the project, as well as the societies of the countries included in Europe and beyond.

Objective	Competitiveness and innovation
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Priority(ies)	New technology
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Sector(s)	Publishing and literature
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Proposal Keyword(s)	Books	Creative Writing	Literary Translation	Publishing
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Free Keyword(s)	Reading promotion, interactive reading promotion, reading & digital literacy
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TEKHNE - Sound, Technology and Innovative Usership

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-2	101055765	TEKHNE	997,872

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	Q-O2	BE
PARTICIPANT	DISK-INITIATIVE BILD UND TON EV	DE
PARTICIPANT	GROUPE MUSIQUE ELECTROACOUSTIQUE D'ALBI	FR
PARTICIPANT	NEPIERADINATAS MUZIKAS UN FILMU MAKSLAS BIEDRIBA SKANU MEZS	LV
PARTICIPANT	OUT.RA - ASSOCIACAO CULTURAL	PT
PARTICIPANT	TRAFOSTACJA SZTUKI W SZCZECINIE	PL

Compendia

This project is situated in the field of the sonic arts. It focusses on technology as a means of access and diversity, rather than as an instrument of control. Technology, if understood critically and used creatively, can be a tool for emancipation. Creative experimentation can demystify preconceptions and lead to a more autonomous mindset towards the tools around us.

History has shown that moments of technological shifts have offered a possibility for social shift. Taking this as inspiration, the project will explore the possibilities of innovative uses of technology to create spaces of inclusion for artists and their public, and will generate tools for curators to accommodate such innovation. By putting our focus on the position of the user of technology, rather than its developer, we hope to forefront technology's participative potential.

The consortium of six organisations will propose activities for artists and their audiences. A combination of research, experimentation, creation, education, and dissemination activities will be offered in the form of residencies, commissions, workshops, performances, exhibitions, talks and publications and radio broadcasts.

More than 200 artists and a wider public of several tens of thousands will benefit from these activities. A secondary audience including curators and theorists will profit from the research, reflection, archive and publications. Through an extensive radio network activated by the consortium, a diverse public from in and beyond the EU will be able to participate in the project's results.

The project will seek a balance between theoretical reflection and practical implementation, providing new experiences to people who seek to interact in autonomous ways with different types of technology. It aims to support a more inclusive field, and to use sound and music as a vehicle to promote new perceptions to the innovative usership of technology.

Objective	Competitiveness and innovation					
Priority(ies)	International dimension			Audience engagement		
Sector(s)	Music	Digital arts		Other		
'Other' sector(s)	sonic arts					
Proposal Keyword(s)	Radio and Cross-Media - Culture	Digital arts	Integration of people of different races and ethnic origins	music	Research	Training for cultural and creative professionals
Free Keyword(s)	sound, diversity, technology					

B-Me - Blending Melodies: Bridging cultural identities

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101055770	B-Me	199,924

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	SISTEMA CYPRUS	CY
PARTICIPANT	ASSOCIACAO DAS ORQUESTRAS SINFONICAS JUVENIS SISTEMA PORTUGAL	PT
PARTICIPANT	EL SISTEMA GREECE	EL

Compendia

“B-Me - Blending Melodies: Bridging cultural identities” is based on the transnational creation and circulation of musical compositions that will be created through the collaboration of local composers with musicians who have a refugee or migratory background and performed by the Sistema orchestras and other children, youth and professional orchestras. Sistema Cyprus, El Sistema Greece and Associação das Orquestras Sinfónicas Juvenis Sistema Portugal, join their expertise to bridge cultural identities through music diversity seeking to form a new European music identity. Fifteen local composers will have the opportunity to work together with fifteen musicians who have a refugee or migratory background (5 and 5 in each partner country) in a powerful intercultural experience that creatively enhances social diversity. Fifteen original compositions (5 in each country) will be created and throughout the process, the 30 participants will benefit from strong networking opportunities and from the circulation of their compositions in at least 3 EU countries. 400 children attending our Sistema inspired programs will benefit from the project’s workshops, which aim to strengthen their sense of belonging in their new societies and their understanding of other cultures through music. In Greece and Cyprus Sistema students are at their large majority students of migrant and refugee backgrounds. Portugal’s participants are children located in 'Priority Intervention School Territories' and have less favored socio-economic backgrounds. Other composers and university music students will also benefit from the project's seminars that will take place in each country. Finally, our programs' orchestras will offer 3 main concerts (1 in each country) and at least 10 other children, youth and professional orchestras in the EU and internationally will perform the project's new compositions, giving the opportunity to other musicians and audiences to engage with the produced compositions.

Objective	Transnational creation and circulation			
Priority(ies)	Social Inclusion	Audience engagement		
Sector(s)	Music			
Proposal Keyword(s)	Integration of people of different races and ethnic origins	music	Integration of disadvantaged groups	Integration of refugees and migrants
Free Keyword(s)	youth symphony orchestras			

Remix Comix – Comics for Heritage

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101055772	Remix Comix	199,900

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	MULTIMEDIJALNI CENTAR LED ART	RS
PARTICIPANT	FONDACIJA NOVI SAD - EVROPSKA PRESTONICA KULTURE	RS
PARTICIPANT	FORUM LJUBLJANA ZAVOD ZA UMETNISKO IN KULTURNO PRODUKCIJO	SI
PARTICIPANT	LUSTR FESTIVAL ILUSTRACE ZS	CZ
PARTICIPANT	MONIKA HUSAR	RS
PARTICIPANT	STICHTING ZID	NL

Compendia

Main objective of Remix Comix project is the transnational creation of new, innovative contemporary comics that challenge dominant models of heritage presentation to develop and engage new audiences especially people belonging to minorities and socially marginalized groups and increase their cultural access and participation. Specific objective is to develop innovative and engaging formats of comics in the open space of 5 European cities - Novi Sad (Serbia), Ljubljana (Slovenia), Amsterdam (Netherlands), Praha (Czech) and Pančevo (Serbia) that will be created through the cooperation of comic artists, writers, activists and local communities from 4 different partner countries. Main project activities will be a) 2 conferences to present best practices, exchange and discuss on comics correlation to invisible heritage, public space and social inclusion b) 5 artists in residence programs to produce 5 site-specific comics in the public space. Follow up activities will include heritage walks which will be used to present the project results to a wider audience. The results of the project will be 5 site-specific comics, 1 project publication and a film. The project will involve 25 direct multidisciplinary participants- 1 by each partner (comic artists, writers, poets, community and heritage activists and experts) and at least 100 community representatives belonging to less privileged groups. The indirect group of the project will be much wider since the site-specific comics will be created in the high frequency spaces like parks, markets, city squares etc and promoted through existing comics and community festivals. Through the project direct participants will have intercultural and artistic exchange as well as space to discover heritage that is invisible, or not sufficiently represented in museums, in school textbooks, TV screens, and tourist guides. The site-specific comics installations will be part of the official program of the Novi Sad - European Capital of Culture.

Objective	Transnational creation and circulation		
Priority(ies)	Audience engagement		Social Inclusion
Sector(s)	Art in public space	Decorative arts	Intangible cultural heritage
Proposal Keyword(s)	Comics	Cultural heritage - Culture	Integration of disadvantaged groups
Free Keyword(s)	Site specific comics, Comic Festivals		

SHAPING THE FUTURE

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101055789	STF	199,520

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	I.L.E.M. SRL	IT
PARTICIPANT	DRUSTVO LJUDMILA LABORATORIJ ZA ZNANOST IN UMETNOST	SI
PARTICIPANT	I-CITY	BE
PARTICIPANT	MOHOLY-NAGY MUVE SZETI EGYETEM	HU

Compendia

The overall goal of the project is creating and validating a model for empowering European visual artists in producing, disseminating and marketing their creations at international level by mastering and participating to current and future technological and audience trends.

To achieve this overall goal, the following objectives were designed:

- Specific Objective 1: To provide emerging visual artist a series of competencies and skills in the realm of digital tools and methodologies.

- Specific Objective 2 To build the capacity of partner organisations' staff of understanding new technologies in digital arts, to provide better training and support to visual artists.

Specific Objective 3: To create and pilot a support scheme to facilitate visual artists in undertaking artistic processes and developing futuristic ideas and artworks.

The consortium is composed by four full partners from Italy, Slovenia, Hungary and Belgium, each already very active in the field of training, promoting and supporting visual artists under complementary aspects.

In the short term, the project, which will last for a total of 24 months, is expected to produce three main outputs, bond to the production of the model, to the validation of the training methodology and to the validation of the mentoring and marketing support schemes thanks to the created network.

It will produce the following results:

OUTCOME 1. An integrated model for supporting visual artists in facing the challenges and opportunities of digital arts is developed.

OUTCOME 2. A training methodology is tested and validated with project partners' staff and with n. 20 visual artists from n. 4 Countries.

OUTCOME 3. A support scheme for helping n. 10 visual artists deliver innovative digital artworks using new technologies is tested and validated in n. 4 Countries, with the support of a network of local and international stakeholders.

Objective	Competitiveness and innovation					
Priority(ies)	New technology			International dimension		
Sector(s)	Digital arts		Painting, drawing		Sculpture	
Proposal Keyword(s)	Creative industries	Drawing	Digital arts	Virtual Reality	Visual arts - Culture	Training for cultural and creative professionals
Free Keyword(s)						

ThisPLACED - Rediscovering landscapes and identity of peripheral cultural regions across the EU

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101055817	ThisPLACED	199,921

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	FONDAZIONE MARCHE CULTURA	IT
PARTICIPANT	ASSOCIATION KULTURANOVA UDRUZENJE	RS
PARTICIPANT	AYUNTAMIENTO DE MANISES	ES
PARTICIPANT	FUNDACJA OCHRONY KRAJOBRAZU	PL

Compendia

While in some European regions, territorial and cultural imageries are clearly defined and easily identifiable, in others, such elements are often underrated and unknown. Notwithstanding this, many of these areas enclose valuable cultural features which, if potentialized, can ignite important regeneration processes. ThisPLACED has thus set as a general objective to enhance a more authentic narration of certain "peripheral" places of European culture, giving expression to the authenticity of certain cultural imageries coming from different EU countries and relating them to each other.

The project aims to achieve this through the following main activities and outputs:

- Establishment of a Transnational Network for the creation of common cultural promotion methodologies
- Collaborative reshaping of regional identities and cultural imageries, through participatory initiatives and a transnational training
- Transnational co-creation and circulation of cultural, creative and artistic imageries, to be carried out through artistic residencies and the Displaced Festival

This proposal has as target groups:

- Representatives of the cultural sector (at least 40 directly involved in the training activities)
- Local communities and citizens (at least 150 people directly involved in participatory activities)
- Visual and multimedia artists (at least 16 engaging in co-creation processes)
- Transnational audience (at least 600 people expected to attend to the Displaced Festival)

By the end of its implementation, ThisPLACED expects to have contributed to the definition of a specific imagery for the 4 territories involved by connecting them through a transnational network that will foster cultural exchange and attract a wider public. The direct involvement of artists and cultural operators will in turn contribute to the development of a more dynamic cultural sphere in the 4 pilot regions, while fostering the creation of professional opportunities within CCIs.

Objective	Competitiveness and innovation		
Priority(ies)	Audience engagement		New technology
Sector(s)	Intangible cultural heritage	CH - Historical sites and buildings	
Proposal Keyword(s)	Landscape heritage	Cultural heritage - Culture	
Free Keyword(s)	Cultural Identity, Territorial Imageries, Folklore, Myths, Traditions, Peripheral areas, Tangible & Intangible Heritage		

Life and environment of Women Leaders in Western Balkans History in Virtual Reality

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101055818	SHELeadersVR	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	UDRUZENJE ZA DIGITALIZACIJU I INFORMATIZACIJU KULTURNE BASTINE DIGI.BA	BA
PARTICIPANT	ARHEOLOSKI INSTITUT	RS
PARTICIPANT	JAVNA USTANOVA NARODNI MUZEJ CRNE GORE	ME
PARTICIPANT	NOHO LIMITED	IE
PARTICIPANT	UNIVERZITET-SARAJEVSKA SKOLA ZA NAUKU I TEHNOLOGIJU PU	BA

Compendia

Western Balkans have always been considered patriarchal and predominant by men but history of these countries encounters many women who held prominent positions and led kingdoms in the medieval period. The project will focus on such historical characters and take the users to time travel to their lives through Virtual and Augmented Reality. We will virtually recreate the castles where those women lived and add the actresses performing the scenes from their lives. The users of VR headsets will be placed in historical buildings and participate in stories about selected ladies through interactive digital storytelling. Furthermore we will create an AR route through the reconstructed locations, leading the users to the remains of selected places where our characters will appear over the mobile devices. The project will be developed by the digital artists and VR developers from BiH and Ireland in collaboration with heritage professionals and historians from Serbia, Montenegro, BiH, Albania and North Macedonia. We will select historical buildings where women rulers were living, will digitize cultural heritage material, sites and historical buildings using 3D, VR and AR technologies. The project will strengthen transnational creation, increase cultural access to cultural heritage, participation in culture as well as audience engagement and development both physically and digitally through created applications, accessible online and within selected museums. The project will help European cultural and creative sectors to fully take advantage of new technologies to enhance their competitiveness, as well as accelerate their digital transition as a response to the COVID-19 crisis. It will foster cooperation between organizations active in the culture field, to increase the European dimension of creation and circulation of European artistic content as well as to encourage the development, experimentation, dissemination or application of new and innovative practices.

Objective	Competitiveness and innovation		
Priority(ies)	Audience engagement		New technology
Sector(s)	CH - Historical sites and buildings	CH - Museum	Intangible cultural heritage
Proposal Keyword(s)	Cultural heritage - Culture		
Free Keyword(s)	Gender, castles, digital heritage, virtual reality, augmented reality, visual arts, transnational, co-production		

Rail2Dance (Rail to Dance)

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101055821	Rail2Dance	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	STADTISCHE THEATER CHEMNITZ GGMBH	DE
PARTICIPANT	NORRLANDSOPERAN AB	SE
PARTICIPANT	PTL - PLESNI TEATER LJUBLJANA ZAVOD ZA UMETNISKO PRODUKCIJO IN IZVEDBO	SI
PARTICIPANT	TANSSITEATTERI MOBITA/DANSCON KANNATUSYHDISTYS RY	FI

Compendia

The environmental crisis and the pandemic have deeply shaken our realities and have provided dance professionals overall with a unique, yet challenging, opportunity to reflect on current and future challenges, by re-examining audience engagement, sustainability and mobility paradigm in performing arts.

Rail2Dance brings together 4 established dance organizations in Europe, Städtische Theater Chemnitz - Ballett Chemnitz in Germany, Tampere Dance Theatre in Finland, Plesni Teater Ljubljana in Slovenia and Norrlandsoperan in Sweden to develop dance and performing art within trains, stations and places of mobility. Rail2Dance aims to revitalize these places with dance, to engage large-scale and new audiences, but also to train European dance professionals to develop new skills in audience development, performing in public spaces and sustainable mobility, in order to encourage the European dance scene to shift towards carbon-less solutions.

Rail2Dance has 3 main objectives aligned with the Creative Europe priorities :

1. Audience development / Develop and engage new audiences for dance across Europe, including those with less access to culture, through physical and virtual performances in places of transport and mobility
2. Sustainable mobility / Develop a mobility programme for dance artists using sustainable transports and VR technologies, to test new models for environment-friendly mobility
3. Capacity Building / Develop and share new methodologies and skills for the dance sector, to improve its professional development and opportunities

A core team of 5 artists selected from Germany, Finland, UK, Slovenia and Sweden will join this 2-year project and be joined by local communities of artists in the activities, which include:

A mentored residency in Slovenia

A 3-month local action research

A VR experience development

Rail2Dance on tour, the core mobility phase of the project in Germany, Finland, Slovenia and Sweden

A virtual/physical conference in Germany and a final toolkit.

Objective	Transnational creation and circulation		
Priority(ies)	Audience engagement		Green deal
Sector(s)	Art in public space	Dance	CH - Historical sites and buildings
Proposal Keyword(s)	dance	Organisation of the mobility of cultural artists and works	
Free Keyword(s)	sustainable touring, performing arts, public space		

PERforming arts to promote social welfARE access in Europe

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101055822	PERFARE	199,998

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	CONSORZIO MARCHE SPETTACOLO	IT
PARTICIPANT	ARTEMREDE-TEATROS ASSOCIADOS	PT
PARTICIPANT	FUNDATIA ALT ART PENTRU ARTA ALTERNATIVA	RO
PARTICIPANT	MALMO STAD	SE
PARTICIPANT	PRO PROGRESSIONE KULTURALIS NONPROFIT KOZHASZNU KFT	HU
PARTICIPANT	WELCOME A.P.S.	IT

Compendia

PERFARE “PERforming arts to promote social welfARE access in Europe” wants to contribute to the Culture strand’s objective “2 – Innovation” by mapping, capitalising and further transferring European good practices in the field of the cross-fertilisation opportunities between the (performing) arts activities and health and social care services delivered by the Welfare systems of the partners’ territories involved.

The specific objectives are:

1. To innovate the partners’ organisations creative models in order to make Welfare services (i.e. health and wellbeing) an integral part of their artistic work;
2. To facilitate the access to performing art experiences for audience groups with health problems by systemising collaboration opportunities among cultural-creative actors and the Welfare Sector

To this end, a multi-level consortium composed by creative and cultural organisations coming from Italy, Hungary, Portugal, Romania and Sweden will be firstly involved in a capacity building process to foster their ability to work and cooperate with the actors of their local Welfare systems. They will search and further map (i.e. through an interactive tool) success stories of such cooperation, they will share knowledge and capitalise tools already developed and they will participate in a tour of field visits across Europe to gain direct experience of how performing arts interventions can improve Welfare services for people with physical and/or mental health issues. Then, each partner will set up a cooperation scheme with one or more stakeholders of its Welfare system. Thanks to a common and legal-embedded framework (i.e. through the signature of specific Memoranda of Understanding), 5 calls for actions will be launched to fund artists and their innovative ideas to involve audience groups composed by local vulnerable population with health problems. The resulting pilot actions will be implemented in the partner territories and evaluated to measure their impact.

Objective	Competitiveness and innovation		
Priority(ies)	Social Inclusion		
Sector(s)	Theatre	Music	Dance
Proposal Keyword(s)	Training for cultural and creative professionals	Integration of disadvantaged groups	
Free Keyword(s)	Welfare, health, physical, mental, wellbeing, arts, interventions, creative, model, innovation, cooperation, programming, funds, public-private, schemes		

The Sustainable Institution

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101055825	TSI	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	PERFORMANCE ELECTRICS GGMBH	DE
PARTICIPANT	SAS LUMA/ARLES	FR
PARTICIPANT	VSI RUPERTAS	LT

Compendia

the sustainable institution is a cooperative 3-phase project which seeks to identify, confront and propose solutions to the ecological and economic challenges the creative industry faces. the sustainable institution will manifest as an international symposium series, transdisciplinary artist residency and digital toolkit. The programme is a call to action to innovate new sustainable approaches and stimulate human, economic and ecological change to the cultural landscape.

The symposium series will take place at LUMA Arles, France, Rupert Centre for Art and Education, Lithuania and E-WERK Luckenwalde, Germany and bring together interdisciplinary thinkers to collaboratively create positive sustainable transformation and tangible solutions for the cultural sector. the sustainable institution artist residency is an opportunity for creative practitioners to produce new solutions in the fight against climate change and mitigate the environmental burden of exhibition making. Three creative practitioners will be selected to develop a prototype for sustainable exhibition making, supported by a mentored 6 month research and development period and studio for 6 weeks. The toolkit is an open resource and tool for culture to improve ecological, economic and human sustainability. In collaboration with Gallery Climate Coalition, the toolkit presents the project's carbon calculation in addition to prototypes, symposium excerpts, performances, actionable guidelines and a collection of established resources. This is available online to the public, who can use the tools for their own transformation towards sustainability.

Audiences will be reached via an international press campaign, print and digital marketing campaign and on site events at each institution (symposiums, artist talks, tours). This project seeks to engage an online readership of 1.5 million readers, and on-site audiences of 5000+. The consortium seeks to engage audiences across diverse sectors including contemporary art, politics, design, environmental activism, innovation and technology. The consortium intends to achieve this through its interdisciplinary programme outlined above. the sustainable institution aims to raise awareness of the carbon impact of the cultural sector and offer real tangible solutions for reducing carbon emissions in relation to travel, creative production and digital activity. The consortium also intends to provide 3 contemporary creative practitioners with the opportunity to develop a real prototype towards sustainable exhibition making.

Objective	Transnational creation and circulation		
Priority(ies)	Green deal	International dimension	
Sector(s)	Art in public space	Graphic arts / Design	
Proposal Keyword(s)	Works of art		
Free Keyword(s)			

Miroir d'eau - Water Mirror

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101055827	Mirror	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	PROCEDE ZEBRE	FR
PARTICIPANT	ASSOCIATION FOR PROMOTION AND DEVELOPMENT OF CULTURAL ACTIVITIES STUDIO	BA
PARTICIPANT	ASSOCIAZIONE CULTURALE LELASTIKO APS	IT

Compendia

The "Water Mirror" project aims to erase the formal border between learning and artistic creation. It aspires to make theatrical creation and practice the core of a lifelong, multi-sectoral and multi-disciplinary learning process.

We are three dance and theatre companies based in France, Bosnia-Herzegovina and Italy. We are developing a series of workshops that involve professional artists, young people who have dropped out of school or are in social care, high school students, university students, guidance counsellors and teachers on an equal footing.

All are involved in the same process of theatrical experimentation and discovery of the modern choir. All of them will have to share their gestures, their voices, their knowledge to end up with performances which, throughout Europe, will give all audiences the history of our continent, its memory and its words.

" Water Mirror " will use the European literature of the last century, for example the memoirs of Stefan Zweig, to open the artistic and concrete research. Subsequently, the participants will discover contemporary references and confront the reflection of these texts in the present, in their own time.

The performances that will result from this literary and scientific work will be offered in six European countries, and will allow thousands of people to grasp pieces of our common history and consciousness.

The project is supported by Procédé Zèbre (Vichy), Lelastiko (Brescia) and Studio Teatar (Zenica). The Gymnasiums of Sigmaringen (Germany) and Perchtoldsdorf (Austria) as well as the University of Veterinary Medicine of Cluj-Napoca (Romania) are associated with it. Numerous artistic, social and educational institutions in the Allier, Lombardy and Bosnia will also collaborate with us.

Objective	Transnational creation and circulation			
Priority(ies)	Social Inclusion			
Sector(s)	Art in public space	Theatre	Dance	
Proposal Keyword(s)	theatre	Integration of disadvantaged groups	Integration of unemployed young people	Organisation of the mobility of cultural artists and works
Free Keyword(s)	Lifelong learning			

Urban Travel Machines. European Planetariums and Immersive Poetry Performances

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101055837	UTM	199,999

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ARTESIS PLANTIJN HOGESCHOOL ANTWERPEN	BE
PARTICIPANT	AALTO KORKEAKOULUSAATIO SR	FI
PARTICIPANT	AYUNATMIENTO DE A CORUNA	ES
PARTICIPANT	DIE WIENER VOLKSHOCHSCHULEN GMBH	AT
PARTICIPANT	KONINKLIJKE STERRENWACHT VAN BELGIE	BE
PARTICIPANT	POLSKO-JAPONSKA AKADEMIA TECHNIK KOMPUTEROWYCH	PL
PARTICIPANT	SIHTASUTUS TEADUSKESKUS AHHA	EE

Compendia

UTM contributes to the renewal of the literary sector in Europe through the adoption of Immersive Technology. UTM enhances transnational mobility, new technology and audience engagement with regards to poetry performance.

In order to do that, UTM builds upon

- (1) the networks and practices of slam poetry. They have proved themselves a vibrant vector of audience expansion and artistic renewal, in particular when it comes to urban and cultural diversification in the literary sector.
- (2) immersive technology that has gained massive traction in the CCI's at large, yet remains strongly underused in the context of literary creation, in spite of significant expertise within European art schools (visual arts).
- (3) tech infrastructure in 4 scientific planetariums, re-defining 3D projection technology as a compelling means of digital storytelling in the context of 4 creative cities (Tartu, La Coruna, Vienna and Brussels) .

UTM comprises 3 art schools and 4 planetariums with a combined experience in 35 relevant EU funded projects since 2018. Together, they will

- (1) build 1 Immersive Website in order to build, exchange and disseminate immersive tools and skills, and make these accessible for literary and visual artists during and beyond the project's lifespan for an aspired audience of 40,000 viewers
- (2) host 4 two-day Immersive Poetry Festivals in the planetariums of Tartu, La Coruña, Vienna and Brussels, tied in with existing literary festivals, for a combined audience of 1500 live visitors;
- (3) set up 3 Collaborative Creation Courses at art schools in Antwerp, Helsinki and Warsaw, where 3 x 5 poetry performers co-produce 360° immersive environments for the Festivals mentioned above, together with 3 x15 visual arts students, under supervision of immersive specialists;
- (4) set up 2 Immersive Storytelling Labs (online) for 2 x100 professionals from the CCI's, 4 Poetry Youth Labs for 4 x 50 creative youths; and 3 Immersive Creator Exchanges for 3 x15 visual artists.

Objective	Transnational creation and circulation		
Priority(ies)	Audience engagement		New technology
Sector(s)	Art in public space	Digital arts	Publishing and literature
Proposal Keyword(s)	Virtual Reality	Poetry	Digital arts Creative Writing
Free Keyword(s)	Immersive Technology, Slam Poets, Visual Arts, Creative Youths		

Sensory Engagement navigating symbiotic innovation

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101055846	SENSin	163,443

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ABR ALTERNATIVE BRAINS RULE	CY
PARTICIPANT	IBONIS EUROPEAN RESEARCH PROJECTS SL	ES
PARTICIPANT	KYTTARO ENALLAKTIKON ANAZITISEON NEON (K.E.A.N)	EL

Compendia

SENSin is an innovation lab that will target transnational symbiotic collaborations and audience engagement through exploring holistically the senses. The project will involve conceptual investigation into enhancing audience experiences along with developing specific methodologies on creative collaborations and communication of artistic purpose.

The Creative & Cultural sectors have taken a hit for the past year and a half. With this project, we want to assist in the resilience effort bringing an attitude towards creativity and reinforcing exploration and experimentation in transnational and transcultural collaborations. We are proposing a project that will benefit both the creatively distant audiences and the creatives/culture professionals. At the same time we will engage with inclusion practices, thus revolutionizing experiences from a sensory perspective. We propose a project that focuses on engaging audiences in a wider spectrum by bringing in the foreground inclusion for people with sensory disabilities.

Innovation practices will lie within the subject of the senses with the consortium partners exploring the possibilities of experiences focusing on understanding the basic human senses and their enhancement within a multisensory cultural experience.

Within this project we will prioritize wider Audience engagement, establishing Sustainability practices for cultural/creative projects, and reaching an International dimension through this collaboration. For these purposes, we will establish an action plan with experiential and NFE activities with the employment of various digital tools that will result in engaging events with sensory enhancement on a local and transcultural level and apply art communication/comprehension practices to larger audiences. In Parallel we will establish Sustainability practices for cultural creative projects both on the sustainability of productions and ecological impact applied and evaluated through this project's activities.

Objective	Transnational creation and circulation		
Priority(ies)	Audience engagement		Social Inclusion
Sector(s)	Art in public space	Digital arts	Architecture
Proposal Keyword(s)	Visual arts - Culture	Design and applied arts - Culture	
Free Keyword(s)	Inclusion, Design, Conceptual Sensory Design, Exhibition		

StreetArt for RIGHTS

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101055847	StreetArt for RIGHTS	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ASS ARTMOSFERA	IT
PARTICIPANT	ANAZITITES THEATROU	EL
PARTICIPANT	PICK UP PRODUCTION	FR

Compendia

StreetArt for RIGHTS is an urban arts festival that fights discrimination and sensibilizes to sustainable development through participatory and innovative workshops and performances. The festival bounces in Italy, Greece, France over a three-year cycle, contributing to resilience of the cultural sector in the pandemic context.

6 Creative workshops in Italy, Greece, and France involve citizens and artists in a participatory and inclusive process. Each creative workshop focuses on issues linked to social inclusion and/or environment sustainability, leading to the design of artworks and performances from street culture artists, nurtured by citizens' contributions, concerns, solutions, questions and considerations.

Best practices are identified, documented and shared by partners during 6 cross-fertilization seminars.

The artistic creations which result from the workshops are exhibited in three StreetArt for RIGHTS festivals, welcoming audiences and artists from European countries in order to give visibility to the citizen-driven creations. The festivals involve artists from various disciplines from street culture arts. A call for proposals welcomes contributions from citizens and artists (participants to I Portunus are given the priority to bring their talent).

The opening Festival in Rome, Italy, will inaugurate 4 StreetArt works in the popular neighbourhood of Corviale, setting the tone of this European open-air museum. The Greek edition of StreetArt for RIGHTS invites participants to discover the social and artistic fabric of Thessaloniki, while the "bouquet final" of StreetArt for RIGHTS invades the fertile space of Transfert in Rezé, France.

Year-round, the permanent call for proposals identifies inspiring contributions from citizens and artists to take action for a more inclusive and sustainable Europe, while the "European Active Story-telling" disseminates citizen-driven contributions and artistic interpretations on these common challenges.

Objective	Transnational creation and circulation					
Priority(ies)	Social Inclusion			Green deal		
Sector(s)	Circus arts		Art in public space		Dance	
Proposal Keyword(s)	street art	Festivals	Creative industries	Creative Writing	circus arts	Integration of disadvantaged groups
Free Keyword(s)	inclusion, sustainability, participatory approaches, cross-fertilization, accessibility					

BITE of Art 2.0 – Reshaping the work of European contemporary visual art operators in new digital environment

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101055850	BITE 2.0	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	UDRUZENJE GRADJANA BUM	RS
PARTICIPANT	BACKSLASH	ES
PARTICIPANT	CONNECT INTERNATIONAL	BE
PARTICIPANT	CONSORCI DE MUSEUS DE LA COMUNITAT VALENCIANA	ES
PARTICIPANT	JAVNI ZAVOD MLADI ZMAJI-CENTER ZA KAKOVOSTNO PREZIVLJANJE PROSTEGA CASA	SI
PARTICIPANT	TIPOVEJ, ZAVOD ZA USTVARJALNO DRUZBO	SI

Compendia

Competitiveness and resiliency of the contemporary visual art today depends on the capacities of cultural operators to use opportunities of new technologies and innovative working practices, in order to join global market and reach and engage with new and wider audience. This is exactly what BITE of Art 2.0 will offer, aiming to increase competitiveness and contribute to the economic sustainability of the European cultural operators active in the field of socially engaged contemporary visual art, through development, dissemination and application of the freeware business model BITE CABM 2.0 which is based on innovative and digital management and marketing practices, for reshaping the way they work and developing new and socially and politically engaged young audience. Using cross-sectoral and trans-national synergy of experiences and expertise of 6 partners from 4 countries, we will develop BITE Contemporary Art Business Model 2.0 which will contain: 1) approaches for innovating programs of cultural operators through new technologies, allowing them to explore and exploit potential of digital and open spaces; 2) know-how for opening and running blockchain-based Virtual galleries on the global market, widening its outreach; and 3) communication strategy based on content marketing approach for supporting audience building efforts of first 2 features. Other key activities are focused on enhancing capacities of 16 cultural operators based on BITE CABM 2.0 and its integration into their work, as well as its application on 4 socially engaged contemporary visual art events in 4 participating cities (including BITE festival in Ljubljana for young emerging artists where BITE Art Tour will be applied), reaching and engaging at least 10000 socially and politically passive young people. These activities will be supported through extensive communication strategy reaching at least 660.000 young people, and later disseminated toward at least 55000 cultural operators all over Europe.

Objective	Competitiveness and innovation					
Priority(ies)	Audience engagement			New technology		
Sector(s)	Art in public space		Digital arts			
Proposal Keyword(s)	Creative industries	Digital arts	Exhibition	Festivals	Visual arts - Culture	Training for cultural and creative professionals
Free Keyword(s)	Contemporary art business model, competitiveness of contemporary visual art sector, new technologies and innovations, new young audience, social and political engagement of young people through art					

promoting CultuRE as A Tool to Empower citizens from disadvantaged backgrounds and enhance social cohesion

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101055855	CREATE	199,999

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ASOCIACION ANDALUZA EN LUGAR DE CREACION	ES
PARTICIPANT	ARTIT ATHENS MONOPROSOPI IDIOTIKI KEFALAIOUCHIKI ETAIREIA	EL
PARTICIPANT	CESIE	IT
PARTICIPANT	INTERNATIONAL CONSULTING AND MOBILITY AGENCY SOCIEDAD DE	ES
PARTICIPANT	VSJ URBANISTINIO SOKIO TEATRAS LOW AIR	LT

Compendia

CREATE aims at harnessing the role of culture as a driver for social cohesion, inclusive recovery, active citizenship and wellbeing by promoting artistic creation and artistic processes as a tool to enhance the social inclusion of young people from disadvantaged backgrounds.

Specifically, it seeks to: offer innovative methodologies to design, tailor and implement social intervention programmes based on artistic creation and artistic processes; promote lifelong and peer learning opportunities to artists; favour the empowerment of young people from disadvantaged backgrounds.

The project is organised in 3 main phases: 1) A Social Intervention Framework will be co-designed following a multistakeholder approach and will offer a methodological scheme for planning, implementing and embedding artistic/creative activities following the pedagogic experience in creation methodology. 2) The Capacity-Building Programme will empower artists on the knowledge, resources and attitudes to tailor and lead social intervention programmes. 3) The activation of local social intervention programmes through Experimentation Labs will offer a space for constructive dialogue and exchange, creative expression, collaborative work and skills development. This will be complemented by sharing, promoting, transferring and favouring the long-term maintenance of CREATE at EU level.

CREATE will especially focus on performing arts (dance, theatre, music and interactive art/technological artistic practices), on environmental humanities and on intervention in spaces (architecture, urbanism, art in open spaces) through Experimentation Labs where artists will guide young people in the process of developing artistic pieces (e.g., theatre plays, music concerts, dance performances, etc.) as a tool for their skills development and social inclusion. Their co-creations will also be showcased as part of a Final Exhibition in Italy and, moreover, the Consortium will organise National Symposiums in Spain, Lithuania and Greece to present the approach proposed by CREATE.

The project will benefit young people with disabilities, with a migrant background and belonging to ethnic minorities (final beneficiaries) and artists and professionals from the Cultural and Creative sector (direct beneficiaries). Indirectly, CREATE will also target NGOs and associations, social and educational practitioners, and public authorities.

This transnational initiative brings together 5 multidisciplinary institutions from Spain (En Lugar de Creación and INCOMA), Italy (CESIE), Lithuania (Low Air) and ARTIT (Greece).

Objective	Competitiveness and innovation					
Priority(ies)	Social Inclusion					
Sector(s)	Dance	Other			Theatre	
'Other' sector(s)	Performing arts (dance, theatre, music and interactive art/technological artistic practices), environmental humanities, and intervention in spaces (architecture, urbanism, art in open spaces)					
Proposal Keyword(s)	Integration of people of different races and ethnic origins	Integration of people with disabilities and special needs	Integration of refugees and migrants	Training for cultural and creative professionals	dance	Other artistic craft
Free Keyword(s)	artistic creation, young people, migrant background, disabilities, ethnic minorities, active citizenship, social innovation, cohesion, social inclusion, capacity building for artists					

EDGE - Co-creation, circulation, capacity building and awareness in Peripheral and Ultra Peripheral Festivals

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101055858	EDGE	199,999

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	PLUTAO CAMALEAO - ASSOCIACAO CULTURAL E RECREATIVA	PT
PARTICIPANT	KRXN SL	ES
PARTICIPANT	LOUVANA DISKOI LTD	CY

Compendia

EDGE – Co-creation, circulation, capacity building and awareness in Peripheral and Ultra Peripheral Festivals, is a collaborative project of three boutique festivals: Tremor, in the Azores, Portugal, Keroxen in the Canary Islands, Spain, and Fengaros, in Cyprus. EDGE aims at closing the gaps between the festivals of peripheral and ultra peripheral islands, and those of central Europe by creating a transnational co-creation program for local artists and by enforcing environmentally responsible behaviors in festivals.

Festivals from peripheral zones face inevitable economic and logistical challenges when compared to their central counterparts, which reflect on greater difficulty in booking foreign acts, as well as in fostering strong, structured music industries that enable music careers for local artists and allow significative local community engagement. Moreover, adopting sound environmental, inclusion and gender balance agendas, in often isolated and fragile communities, can be particularly challenging. This project addresses the problems of island peripherality, while acknowledging each island's particular features and challenges, by supporting the transnational co-creation of local artists, as a way of both promoting them to external publics and promoters, and bringing each festival closer to its local community, thereby increasing audience engagement and renovation. Notwithstanding its co-creation focus, EDGE is also centered in bringing sustained and structured environmentally friendly solutions to peripheral festivals while adopting responsible inclusion and gender balance actions. EDGE's capacity building program will reflect this project's main objectives to train artists and music professionals of each territory to boost their music scenes, and bring proximity to local artists, music professionals and general public of the territories to more structured and dynamic music markets.

Objective	Transnational creation and circulation		
Priority(ies)	Audience engagement		Green deal
Sector(s)	Music		
Proposal Keyword(s)	Festivals	music	Organisation of the mobility of cultural artists and works
Free Keyword(s)			

Open Atelier - building new innovative formats for active audience participation and interaction with cultural heritage within European House Museums

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-2	101055864	Open Atelier	890,022

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	SKAGENS KUNSTMUSEER S/I	DK
PARTICIPANT	AALBORG UNIVERSITET	DK
PARTICIPANT	ASSOCIAZIONE MARCHIGIANA ATTIVITA TEATRALI - AMAT	IT
PARTICIPANT	MENNINGAR- OG VIDSKIPTARADUNEYD	IS
PARTICIPANT	MUZEJ IN GALERIJE MESTA LJUBLJANE	SI
PARTICIPANT	POLITECNICO DI MILANO	IT
PARTICIPANT	STIFTELSEN CARL OCH OLGA MILLES LIDINGOHEM	SE

Compendia

Open Atelier is an interdisciplinary and cross-sectoral network of 4 European House Museums, 1 creative performance organisation, and 2 universities, with an overall goal of enhancing the capacity of museum professionals in relation to audience engagement. The aim is to create new ways to actively engage audiences in the way cultural heritage is explored, interpreted, mediated, presented, and used to examine contemporary issues. This by taking into account digital possibilities, as well as lessons learned during COVID-19.

Open Atelier will take point of departure in the concept of the Atelier, the artist's private workroom, but will innovate the use, understanding and engagement with that space, by opening up its doors to the audience. Open Atelier will transform use of the atelier space into an "experience lab"; an interactive, co-creative, dynamic and participatory space, where cultural heritage is point of departure for new interactions and experiences between the audience and the museum and its professionals. To do so, Open Atelier will develop the 9 Open Atelier Formats which will consist of innovative, operative blueprints for new audience-centered participatory museum experiences.

Through a workshop-based approach built on interdisciplinary collaboration, and co-creative processes, the partners will design, develop, implement, experiment, test, and evaluate the 9 Open Atelier Formats. This process will result in the facilitation of two Open Atelier Experiences at each partner museum as well as a Digital Youth Competition. Importantly, all major project results will be collected into the Open Atelier Manual which will be disseminated to relevant stakeholders to support the future exploitation and benefit from the Open Atelier Formats. This will secure the sustainability of the results and ensure that the Open Atelier project can have significant long-term impact on other museums, as well as to other cultural and creative organisations and contexts.

Objective	Competitiveness and innovation		
Priority(ies)	Annual Priority		
Sector(s)	CH - Museum	Intangible cultural heritage	Other
'Other' sector(s)	Performance and experiences		
Proposal Keyword(s)	Cultural heritage - Culture		
Free Keyword(s)	Museums, innovation, professional capacities, co-creation, interdisciplinary collaboration, audience-centered, experiences, cross-sectoral		

Wall Dialogue Resistance

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101055870	Wall	199,965

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	TEATRO DI SARDEGNA CENTRO DI INIZIATIVA TEATRALE SOCIETA COOPERATIVA ARL	IT
PARTICIPANT	ASOCIACION HACENDERA	ES
PARTICIPANT	ASSOCIAZIONE CULTURALE NO AU	IT
PARTICIPANT	BALLET TEATRO CONTEMPORANEO DO PORTO CRL	PT
PARTICIPANT	COLECTIVO NORAY S. COOP. PEQUENA	ES
PARTICIPANT	IL CANTIERE / LAVORI IN CORSO	IT
PARTICIPANT	LES TETES DE L'ART	FR

Compendia

The core aspect of the project is to implement cross-border dialogue, participation and interaction through a journey across Mediterranean borders where transnational cooperation is required to develop a participative, human-site specific approach to creative process, useful in everyday life to increase a collaborative European citizenship attitude.

In each location where the artistic team will work, a residency and an interdisciplinary performance would become an occasion to meet local communities, collecting ideas and speculation about a question: What is beyond the Wall? Overcoming the separation from the others, uncertainties and difficulties experienced during this pandemic. In a time that required a strong resilience and creative attitude to face difficulties, the dimension of the wall / what's beyond it has a propulsive energy that supports action, cooperation and solidarity in a new dimension of rediscovered sociability, which overcomes a present that has forced us to renounce the public dimension of human contact, essentials for any cultural activity and democratic societies.

The project intends to increase cultural accessibility for a wide range of people involved through a residence's time (4 workshops, 4 performances) and an online question shared to collect and re-elaborates the most imaginative answers. This participative approach connects the digital shift with face to face interaction recognizing the pivotal role of the body as a tool for listening, dialogue and participation, in remote or in presence contexts. Wall brings attention to its environmental sustainability by choosing public transport for the entire journey, length 6 weeks. A Glocal model for cooperation, a green way for artists and artworks circulation and a performance format will be shared allowing a wide range of participation and interaction during the project implementation and after (storyboard, Podcast, Documentary, Performance-format will join about 50.000 peoples).

Objective	Transnational creation and circulation		
Priority(ies)	Audience engagement		Social Inclusion
Sector(s)	Art in public space	Dance	Intangible cultural heritage
Proposal Keyword(s)	Integration of people of different races and ethnic origins	dance	
Free Keyword(s)	cross-border dialogue, human-site specific approach, European citizenship attitude		

POETS OF TODAY - VOICES OF TOMORROW

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-2	101055877	POT-VOT	757,001

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	PIONIRSKI DOM - CENTER ZA KULTURO MLADIH	SI
PARTICIPANT	FUNDACJA ARTERIA	PL
PARTICIPANT	HARTEFAKT FOND FONDACIJA	RS
PARTICIPANT	PRO PROGRESSIONE KULTURALIS NONPROFIT KOZHASZNU KFT	HU
PARTICIPANT	SUOMEN LASTENKULTTUURIKESKUSTEN LIITTO RY ASSOCIATION OF FINNISH	FI

Compendia

Poets of Today-Voices of Tomorrow is a cooperation project of 5 project partners which will bring poetry closer to young people and local communities with the main goal of changing a school curriculum in a way of bringing poets into the classrooms on a regular yearly basis. 20 artists will explore the potential of poetry performance to share the innovative methodology with 50 poets, 100 school teachers and reach more than 5000 young audience members from all 5 participating countries. International poet collective will become influencers for methodological process, perform in 5 different countries and present the process at Frankfurt Book Fair, publish an international book, which will include translations of poems in 5 partner languages and their contacts to enable further possibilities for translation and publishing in other EU countries. 50 EU poets will be educated to perform in schools and be connected with high school teachers to start the discussion and practice about representation of poetry in schools. 50 literary events in schools-Poetry Days will be the most important result of that and will connect teachers and poets to engage the young audiences. A Tool Book will be created to spread the methodology in the long term and prepare new format scripts, to promote poets in partner countries and beyond. To support artists' visibility, 5 Poetry City Walks will be organised - to connect poetry with life in the community and to offer quality cultural programmes for cities with emphasis on innovative poetry performance formats. Literary maps will be developed with professional illustrators. The project will ensure gender equality and address gender representation in poetry. It will also focus strongly on environmental sustainability (with focus on eco promotional material). One of the most important outputs will also be a Policy Proposal for governments to start advocating for more funding for cooperation between poets and teachers and more poetry in schools.

Objective	Competitiveness and innovation	
Priority(ies)	Audience engagement	International dimension
Sector(s)	Other	
'Other' sector(s)	Poetry, performing arts	
Proposal Keyword(s)	Poetry	Literature books and reading - Culture
Free Keyword(s)	Cultural Education, Young Audience, Pedagogues, Performance, Culture in Public Places	

ZERO WASTE DESIGN

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101055882	ZWD	199,986

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	REGIONE TOSCANA	IT
PARTICIPANT	CRAFTS COUNCIL OF IRELAND LIMITED	IE
PARTICIPANT	IED ISTITUTO EUROPEO DI DESIGN SOCIETA' PER AZIONI - SOCIETA' BENEFIT	IT
PARTICIPANT	LA NUEVA VIDA DE RAIMUNDO SLL	ES
PARTICIPANT	UNIVERSITE DE GABES	TN

Compendia

The overall goal of the ZERO WASTE DESIGN project: to promote and support the creation of operative tools for the re-use of waste materials in the design sector, thus focusing on the recycling / up-cycling processes, while sensitising potential customers/users to reduce their waste production.

This goal will be achieved through the following specific objectives:

- To build a common model for the upcycling of goods and for a more sustainable and inclusive approach in the design goods production chain.
- To build the capacity of emerging designers with a training program aimed at enabling them to fully exploit their potential as "Zero Waste Designers".
- To pilot concrete actions aimed at producing prototypes of new products using recycled/waste materials in n. 4 Countries.
- To promote a sensitization processes towards citizens about the cultural and civic value of recycling.
- To support the creation of a network amongst stakeholders dedicated to the promotion of zero waste design, with the potential of being expanding at EU level and also outside the Union, in neighbouring Countries.

In the short term, ZWD is expected to deliver the following results:

- Creation and delivery of a model ("blueprint"), built with research and exchange of practices, to implement and support "zero waste design".
- Development and implementation of a training course for "Zero waste designers", aimed at building green skills of n. 20 emerging professionals.
- Validation of n. 4 actions aimed at delivering new products using recycled materials and waste.
- Raised awareness between citizens in n. 4 Countries about the importance of reducing waste production and mainstreaming reuse and recycle practices, with a series of workshops and events.
- Creation of an International network aimed at collecting, promoting and supporting "zero waste designers", in the European Union as well as in Neighbouring Countries.

Objective	Competitiveness and innovation		
Priority(ies)	Green deal		International dimension
Sector(s)	Fashion design	Craftwork	
Proposal Keyword(s)	Design and applied arts - Culture	Creative industries	Training
Free Keyword(s)			

Attention, Algorithms, and Social Justice

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101055888	AASJ	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	KUNSTHALL TRONDHEIM AS	NO
PARTICIPANT	FORENINGEN ART HUB COPENHAGEN	DK
PARTICIPANT	STATE OF CONCEPT	EL
PARTICIPANT	TROPICAL PAPERS	FR

Compendia

The project "Attention, Algorithms, and Social Justice" focuses on innovation in the arts field by supporting artists and art institutions across Europe to a) research and develop new artworks exploring attention, algorithms, and social justice, b) discuss these issues in a transdisciplinary symposium in Denmark, c) explore new formats of exhibiting art in an exhibition in Norway and Greece, d) publish and disseminate the findings on a web platform based in France, e) involve new, diverse, and broad audiences, including marginalized groups. The EU grant theme the project responds to is "Social Inclusion." The project aims to increase social inclusion in the following ways: by developing new artworks and critical artistic tools to engage with algorithms, by including marginalized artists and giving them the opportunity to develop new projects as well as showcasing their work, and by involving a large and broad audience including marginalized groups in the exhibitions, public programs, and online platform. This is key to genuinely and with integrity respond to digital technologies and work towards more equal and equitable approaches to algorithms, while considering accessibility for visually impaired and those otherwise excluded from many screen-based technologies. All project partners and associated partners actively work with social inclusion in their strategy and activities, for instance by supporting artists from marginalized groups and building ongoing relations with diverse audiences and local communities. These objectives respond to Objective 2 of the call, "Innovation." The innovative dimension of the project applies to technological developments in art, supports critical thinking with regard to ongoing socio-technological changes, and comprises novel methodologies of art and exhibition making that will benefit several European audiences, geographies, and contexts.

Objective	Competitiveness and innovation	
Priority(ies)	Social Inclusion	
Sector(s)	Digital arts	Other
'Other' sector(s)	Visual art	
Proposal Keyword(s)	Visual arts - Culture	
Free Keyword(s)	social inclusion, algorithms, exhibition, symposium, attention, marginalized groups, contemporary art, online platform	

Discovering Young Composers of Europe [Renewed and Enriched Edition]

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101055902	DYCE	197,735

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	DIVERTIMENTO ENSEMBLE	IT
PARTICIPANT	ENSEMBLE SONORO SL	ES
PARTICIPANT	FORENINGEN OSLO SINFONIETTA OG CIKADA	NO
PARTICIPANT	MITTETULUNDUSHING ANSAMBEL U	EE

Compendia

DYCE is based on 3 main axes:

- stimulating young musical creativity in Europe and giving young European composers international professional opportunities
- involving the public in activities of cultural growth and participation
- thanks to Storytellers, innovatively communicating DYCE from inside: through videos, interviews, posts, all protagonists share their work, features, motivations, difficulties, satisfactions.

Europe is divided in 4 regions, each "administered" by one of the 4 DYCE partners-ensembles specialised in performing/teaching contemporary music.

Two European calls select 20 composers (among students from all European academies) and 4 "Storytellers", and the 4 partners carry out many Audience Development activities, aimed at providing the public with tools for knowledge, conscious listening, and evaluation of today's music.

After the performance of the 20 winning pieces in 4 live streaming concerts in the partner cities, the audience and the ensembles vote for the best composers. As a result, 12 new pieces are commissioned: 4 for ensemble and 8 for solo instrument.

Each solo composer chooses a performer to collaborate with during the writing: 8 "musical pairs" are formed and tutored by the partners.

During the project, the Storytellers travel (to composers, pairs, academies, concerts, conventions), write interviews, stories, presentations, and post their materials on DYCE website and on FB + IG. At least 32 videos are produced and dozens of posts.

In June 2023 each partner performs in concert the 4 new pieces for ensemble + 2 new pieces for solo. The 4 composers for ensemble stay for 3 days in each city and participate in the rehearsals, working closely with the 4 partners.

A round table about composition teaching and a final DYCE convention take place in Milan with all protagonists: partners, composers, performers, storytellers, academy members, audience.

The video recordings of concerts, convention, and Storytellers' material remain available on DYCE website.

Objective	Transnational creation and circulation	
Priority(ies)	International dimension	Audience engagement
Sector(s)	Music	
Proposal Keyword(s)	music	
Free Keyword(s)	composition, creation, audience development, communication, young musicians	

Empathy and Sustainability: The Art of Thinking like a Mountain

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-2	101055903	EMPACT	971,603

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	TECHNOLOGIKO PANEPISTIMIO KYPROU	CY
PARTICIPANT	ESPACIO ROJO	ES
PARTICIPANT	FONDAZIONE LAMBERTO PUGGELLI	IT
PARTICIPANT	ID22 - INSTITUT FUR KREATIVE NACHHALTIGKEIT - INSTITUTE FOR CREATIVE	DE
PARTICIPANT	MOUSEIO VORRE	EL
PARTICIPANT	NATURE, ART & HABITAT	IT
PARTICIPANT	NATZIONALNA AKADEMIYA ZA TEATRALNO I FILMOVO IZKUSTVO (NATFIZ)	BG
PARTICIPANT	UMETNOSTNA GALERIJA MARIBOR	SI
PARTICIPANT	WISEFOUR INNOVATION AND DEVELOPMENTORGANISATION LTD	CY

Compendia

The project adopts an innovative approach by addressing the role of empathy in advocating for the climate crisis at the speed needed through artistic co-operation and creation of novel art-projects, and suggests that exploring the empathy-sustainability relationship through the arts can bring significant advances to the promotion of sustainability actions and pro-environmental behaviours. The project aims at supporting a diverse set of cultural players to take an active role promoting empathy and sustainability in their respective local, national and transnational/European communities, advancing a better understanding of the ways in which empathy-related arts contribute to individual sustainability orientations and broader environmental sustainability.

The project is expected to initiate a dialogue between artists, sustainability experts, philosophers and social scientists, in order to explore the importance of empathy as a key to aid people tackle and act upon climate change. In that scope, the proposal lies on two interconnected pillars: (i) the facilitation of artists to produce, through sustainable practices, art that fosters an empathic stance towards non-human beings and nature, and thus effectively incorporate the concept of sustainability in their artistic production; (ii) the necessity for artists and cultural workers to become themselves empathic and resilient individuals in order to deal with the post-pandemic social and economic crisis. The proposed set is designed on our belief that the concept of empathy and its conceptual derivatives can shed new light on how we understand and embody sustainability in the arts, and become the common theoretical ground of the two pillars.

Objective	Transnational creation and circulation		
Priority(ies)	Green deal		
Sector(s)	Film / video arts	Other	Painting, drawing
'Other' sector(s)	Fine, Visual & Performative Arts		
Proposal Keyword(s)	Visual arts - Culture	Organisation of the mobility of cultural artists and works	
Free Keyword(s)	capacity building, empathy, sustainability, transnational creation		

REALITIES IN TRANSITION

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-2	101055918	RIT	999,132

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	SECONDE NATURE	FR
PARTICIPANT	ARS ELECTRONICA LINZ GMBH & CO KG	AT
PARTICIPANT	BLACK EUPHORIA	FR
PARTICIPANT	DARK EUPHORIA	FR
PARTICIPANT	DATATRON FIUM SL	ES
PARTICIPANT	INTERACTIVE MEDIA ART LABORATORY ASBL	BE
PARTICIPANT	KONTEJNER / BIRO SUVREMENE UMJETNICKE PRAKSE	HR
PARTICIPANT	STICHTING V2-INSTITUUT VOOR DE INSTABIELE MEDIA	NL

Compendia

The growth of XR (Extended Reality) scenarios (Augmented & Virtual Realities, Metaverse...), raises serious social and cultural issues.

We aim at addressing these by thinking and promoting a common, open and sustainable XR, at a European level.

To do so, the activation of an active, thinking XR community is needed. It will be done by :

- Aggregating existing XR creative and activist initiatives and communities
- Capacitating cultural actors and creators towards XR as a sustainable and inclusive common good
- Supporting alternative XR creation to experiment and promote new narratives and creative processes

Through 4 main types of activities:

- Engaging local creative communities around XR
- Exploring and promoting XR as a sustainable common good
- Aggregating a sustainable European XR Community
- Capitalizing on the project outcomes

Which will be carried out using methodologies in line with the values driven by the concept of commons (horizontality, open-sourcing, peer-to-peer learning...)

The 7 members of the consortium will animate the European XR community composed of the following contributors and beneficiaries, from diverse sectors, at various levels of implication :

- The cultural and creative sector
- Students and academia
- Economic sector
- Government and policy makers
- Civil society

The project will produce:

- An active European community of 5000+ stakeholders
- Which will set the fundamentals of a common, open and sustainable XR
- A creative community of 3000+ professionals who will have been trained at open, accessible and aware XR
- A set of new XR creations, in line with the values fostered by the project, reaching an audience of 100 000+

Contributing to:

- A general recognition of the necessity of a common, open and sustainable XR
- The capacitation of CCS professionals
- A better access to sustainable alternative XR scenarios for the general audience

Objective	Competitiveness and innovation		
Priority(ies)	New technology		
Sector(s)	Digital arts	Art in public space	Other
'Other' sector(s)	Extended reality, Augmented Reality and Virtual Reality		

Proposal Keyword(s)	Digital arts	Virtual Reality	Creative industries	Organisation of the mobility of cultural artists and works	Training for cultural and creative professionals
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Free Keyword(s)	Extended reality (XR) , Augmented reality (AR) , agregation of a european independant XR community , young and emergent artists capacity building , promotion of open source methodologies
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New artistic perspectives on memories of the transatlantic trade of enslaved people

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-2	101055921	MANIFEST	995,152

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	KHORA APS	DK
PARTICIPANT	ASSOCIACAO CULTURAL GERADOR	PT
PARTICIPANT	CULTURE & MEDIA AGENCY EUROPE	BE
PARTICIPANT	LES ANNEAUX DE LA MEMOIRE	FR
PARTICIPANT	PRO PROGRESSIONE KULTURALIS NONPROFIT KOZHASZNU KFT	HU

Compendia

MANIFEST is an effort to contribute to Europe's collective memory of the TransAtlantic trade of enslaved people through artistic creation.

It will select an important number of artists and support and stimulate the development of their artistic creation at the service of the re-imagination of this memory.

Several of the resulting artworks will be enhanced and completed with the use and production of AR/VR and with other digital technologies. Activities include two artistic residencies, one in Budapest and one Lisbon, as well as some workshops in Copenhagen. All along the Project, a Partner will provide historic and documented support to the artistic work with a solid contribution about the material and immaterial heritage and the social traces of this TransAtlantic trade. This will result in an interactive Resources Publication on the matter. An event in Nantes will close the project, combining an engagement of the artwork and the artists with a public debate on the topic at stake.

The Project will strongly address young and multicultural artists and audiences, and in particular those who are personally and culturally most directly linked with the long-term effects of this trade.

The Consortium is composed of five partners from five EU countries: Denmark, Belgium, Hungary, Portugal; and France. They jointly combine a most strong expertise in digital and A/R technology at the service of the arts; proven experience in projects involving artists and the creative industries; communication; and scientific/historical background on the topic.

Objective	Transnational creation and circulation		
Priority(ies)	Social Inclusion	New technology	
Sector(s)	Digital arts	Art in public space	Intangible cultural heritage
Proposal Keyword(s)	Organisation of the mobility of cultural artists and works		
Free Keyword(s)	Social and Intercultural Dialogue through Art		

Digital Inter/Section

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-2	101055922	DIS	999,791

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ZINC	FR
PARTICIPANT	COPPENS ANNE-CATHERINE	DE
PARTICIPANT	KIKK	BE
PARTICIPANT	KONTEJNER / BIRO SUVREMENE UMJETNICKE PRAKSE	HR
PARTICIPANT	SIGNAL PRODUCTIONS S.R.O.	CZ

Compendia

Digital arts and cultures organisations are a key resource for a conscious digital shift of the whole CCS, a role being reinforced by the post-pandemic context. However, they are poorly recognized, and their economic models are fragile.

Digital Inter/Section aims at experimenting in diversifying their sources of income and business models, while promoting a sustainable, ethical and inclusive economic development, for a CSS's digital shift in line with European values.

This will be done by designing and testing new services and products in the framework of heterogeneous alliances between digital arts organisations and private companies, analyzing them and drawing from these a tested methodology for business model diversification, replicable by other digital arts or CCS organisations, alongside international studies, the aggregation of an international business community and many conferences and events.

4 types of activities will be carried out:

- 1 - Diagnosis and initial analysis
- 2 - Testing and collective sharing of new sustainable business models
- 3 - Creating international alliances and opportunities
- 4 - Developing and disseminating methodologies and preconisations amongst the CCS

The project will involve the 4 main digital arts organisations and 30 private companies which will cooperate, and 5000 to 10.000 organisations of diverse sectors, that will benefit from the dissemination of the replicable methodology, recommendations and alliances model.

In the long term it will bring:

- Economic resilience for these organisations
- Economic resilience and opportunities for digital artists and creators, and so boost the production and circulation of digital and new media art
- Inspiration for global CCS business model transitions

Objective	Competitiveness and innovation		
Priority(ies)	New technology		
Sector(s)	Digital arts	Art in public space	Other
'Other' sector(s)	Extended reality, Metaverses and NFT		
Proposal Keyword(s)	Digital arts	Creative industries	Virtual Reality Visual arts - Culture
Free Keyword(s)	Innovation, CCS capacity building, economic resilience, business models diversification, digital creation, digital shift		

Art Activism in post-COVID Europe: A new agenda on methodology, artistic practices and stakeholder relations

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-2	101055926	ArtACT	447,807.8

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	BELETRINA, ZAVOD ZA ZALOZNISKO DEJAVNOST	SI
PARTICIPANT	ASOCIACION CULTURAL LEA LIBRE EXPRESION ARTISTICA	ES
PARTICIPANT	FORENINGEN LITTFEST	SE
PARTICIPANT	POEZIECENTRUM VZW	BE
PARTICIPANT	VEREIN ZUR FOERDERUNG DES HAUSACHER LESELENZES E.V.	DE

Compendia

The goal of the ArtACT project is to demonstrate the potential of arts for generating social change through art activist practices and methodologies.

The ArtACT consortium – composed of five cultural and artistic organisations from Slovenia, Germany, Sweden, Belgium and Spain - will accomplish this goal through initiating highly visible trans-European art activist collaborations to produce 5 large-scale trans-European art activist pilot projects, employing a range of artistic formats and practices and directly including over 100 European artists and over 500 European Citizen Artists. The projects will be multi- and interdisciplinary in nature, and focus on those art forms, which have so far been under-deployed, thus expanding art activist practices beyond visual arts, graphic design and film to also include literature, poetry and performing arts.

The art activist project topical focus will include, but extend beyond environmental issues to other important topics on the current global and European public policy agenda.

Through methodological elaboration and building trans-European communities of practice, the project will facilitate the emergence of a new wave of contemporary art that will contribute to finding solutions to central societal challenges of our time.

The major project outputs include stakeholder events, artistic performances and artworks, a film documentary and a project publication, detailing the emergence of the ArtACT pilot art activist projects, employing the case study method. In this way, the project outputs will be distributed widely to audiences, artistic community and societal stakeholders, producing artistic and societal impacts at scale.

Objective	Transnational creation and circulation		
Priority(ies)	Social Inclusion		Audience engagement
Sector(s)	Art in public space	Publishing and literature	Other
'Other' sector(s)	Festivals		
Proposal Keyword(s)	Works of art	Festivals	
Free Keyword(s)	Art activism, Citizen artist, Creative writing, Poetry, Literature, Performing arts		

Shared History Of the World

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101055942	SHOW	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	STICHTING PRINS27	NL
PARTICIPANT	MK SUSTAINABLE SOLUTIONS	FR
PARTICIPANT	REBLIKA B.V.	NL
PARTICIPANT	STICHTING MIND THE GENERATIONS	NL
PARTICIPANT	VEREIN FUR JUNGE AFRIKANISCHE UND ANDERE DIASPORA VJAAD EV	DE

Compendia

The European cooperation project Shared History Of the World (SHOW) presents the cutting edge of Creative Technology with Performance art, Literature and Transmedia, with a thematic focus on the interdisciplinary and innovative art form “Afrofuturism”. To this day, the voices of Afro-Europeans in the cultural and creative sector are underrepresented. The SHOW responds to the need of Afro-Europeans on the one hand, and society at large on the other hand, for positive representations of Afro-European art, culture, identity and history.

The project vision is a European cultural scene where Afro-European artists and creatives are recognized, empowered and showcased – to have an inclusive cultural sector for all. To realise this, the SHOW project initiates a European Afrofuturistic arts movement. SHOW connects Afro-European artists across borders and promotes their culture and history in a strong frame of high-quality, multidisciplinary artistic and creative productions.

The project activities focus on creation and distribution, bringing Afro-European communities together in the process to build a strong (artist) community and cultural infrastructure. The project activities include:

- Production of the Afrofuturism VR experience, integrating VR technology, 8D sound, literature and performance art;
- European Tour to the largest stages and online distribution of the production, to introduce audiences to Afrofuturism and the Shared History Of the World narrative;
- Community development by 1) developing and hosting an online platform and 2) organising a conference;
- Marketing campaign using innovative tools to engage a wide online and offline audience.

The SHOW project is initiated by a committed partnership from the Afro-European communities in five European countries. The partners work with various creative and promotional representatives of Afro-European culture, aiming to establish strong cross-border connections in the Afro-European creative scene.

Objective	Transnational creation and circulation				
Priority(ies)	Social Inclusion				
Sector(s)	Other	Publishing and literature		Digital arts	
'Other' sector(s)	virtual reality				
Proposal Keyword(s)	Digital arts	Visual arts - Culture	Virtual Reality	Literature books and reading - Culture	Video arts
Free Keyword(s)	Mixed media production, Afro-European cultural and heritage, 8D Sound, Afrofuturism				

Future Divercities

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-3	101055943	FD	1,994,232

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	FRICHE LA BELLE DE MAI	FR
PARTICIPANT	ANTI - CONTEMPORARY ART FESTIVAL YHDISTYS RY	FI
PARTICIPANT	ASOCIATIA CENTRUL CULTURAL PLAI	RO
PARTICIPANT	BIOS EXPLORING URBAN CULTURE	EL
PARTICIPANT	DRUSTVO ZA RAZVJO TRAJNOSTNEGA OBLIKOVANJA TRAJNA	SI
PARTICIPANT	EUROPAIKO DIKTYO DIMIURGIKON KOMVON	EL
PARTICIPANT	INNOCAMP PL SPOLKA Z OGRANICZONA ODPOWIEDZIALNOSCIA	PL
PARTICIPANT	KONTEJNER / BIRO SUVREMENE UMJETNICKE PRAKSE	HR
PARTICIPANT	LAMA SOCIETA COOPERATIVA - IMPRESASOCIALE	IT
PARTICIPANT	LIEPAJAS PILSETAS PASVALDIBAS IESTADE KULTURAS PARVALDE	LV
PARTICIPANT	PUBLIC ART LAB EV	DE
PARTICIPANT	SAVONIA-AMMATTIKORKEAKOULU OY	FI
PARTICIPANT	SECONDE NATURE	FR

Compendia

Future DiverCities seeks to re-imagine culture-led regeneration of urban empty space in an ecological way, developing new kinds of cultural interventions in 8 European Cities.

Until now the cultural regeneration route has often led to the establishment of new built spaces, development of infrastructure and creation of landscape fixtures. With major changes in the way we inhabit our cities, it is becoming urgent to address urban cultural regeneration in a more ecological way, as the approach taken to date will not suffice to address the major challenge of building environmentally resilient cities. There is a space and a demand to inject new project's concepts on how to better weave together culture/regeneration/ecology and that's what the 13 partners from 10 countries involved in the project propose to do. They will demonstrate through long experimentation in urban settings how culture-led projects can produce ecological transformation. The project's pilots, led by 9 Creative hubs, will explore the positive facets of the void in cityspace and imagine new ways to create and to design participative cultural interventions in vacant urban spaces to enhance its ecological value. The creative hubs and their partners will be trained along the way building expertise in urban ecology and capacity as ecological changemakers.

The project's experimentations are plugged into 3 ECOCs plans allowing them to gain a much wider impact. Parallel to this, a wider group of hubs leaders (ECHN) will engage in the project through twinning to learn directly from the experience.

The pilots will be testbeds for researchers who will draw recommendations and methods to better qualify and systemise the ecological factor in culture-led urban regeneration strategies.

The project seeks to prepare creative hubs' leaders in leading bigger conversations about sustainable urban regeneration, contributing to a change of policy paradigm with the ecology at its heart.

Objective	Competitiveness and innovation		
Priority(ies)	Green deal		
Sector(s)	Art in public space	Digital arts	Fashion design
Proposal Keyword(s)	Creative industries		
Free Keyword(s)	Art in public spaces, Participatory project, sustainable city, urban ecology, Green deal, New EU Bauhaus		

PANG – Performing Arts for Next Generation. Instruction to fight the doomsday

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101055948	PANG	199,998

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ASSOCIAZIONE ARTISTI DRAMA	IT
PARTICIPANT	GLOCALMUSIC - GREMIO PARA O DESENVOLVIMENTO DA MUSICA CRIATIVA, CRL	PT
PARTICIPANT	PIONIRSKI DOM - CENTER ZA KULTURO MLADIH	SI
PARTICIPANT	SOLTUMATU TANTSU UHENDUS	EE

Compendia

PANG – Performing Arts for Next Generation. Instruction to fight the doomsday responds to the problems of marginalisation and social unease among EU youngsters by activating their participation in the artistic creation process through the use of performing arts as a mean of relationship and confrontation to break down the geographical boundaries and sense of isolation generated by the pandemic situation.

Indeed, the current Covid-19 emergency increased insecurity for all of us but especially for youngsters, forced to renounce to their social and cultural life. According to the study “The effects of COVID-19 on young people’s mental health and psychological well-being” commissioned by the Youth Partnership–EC & Council of Europe in the Field of Youth (Dec2020), teenagers are one of the sections of the population most affected by the measures taken to deal with the health crisis.

Thus, the PANG main objective is to tackle the COVID-19-related crisis by building a new active audience for performing arts, involving youngsters into the co-creative transnational process based on the pandemic experience that will bring to the creation of several artistic co-productions on the common theme “The end of the world”.

The project will be implemented by 4 EU organizations coming from Italy, Portugal, Slovenia and Estonia active in different performing arts sectors. It will last 24 months, following 4 main phases:

- 1) Creation of youngsters local teams in the 4 countries and activation of workshops with artists, according to the partners’ favourite artistic field (theatre, music, improvisation, dance), so to make the ateliers multidisciplinary.
- 2) Production and staging of local performances on the theme “The end of the world”, as final outcomes of the workshops in each country
- 3) Co-production of the PANG installation, through a transnational artists’ residency in Estonia
- 4) Rehearsing and staging of the PANG installation in all the countries

Objective	Transnational creation and circulation			
Priority(ies)	Audience engagement		Social Inclusion	
Sector(s)	Dance	Music	Theatre	
Proposal Keyword(s)	dance	music	theatre	Integration of disadvantaged groups
Free Keyword(s)	audience development, social inclusion, youth, youngsters, co-creation, impro theatre, festivals, cultural cooperation, multidisciplinary			

Culture Testbeds for Interactivity, Performance and Technology

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-3	101055953	ACuTe	1,793,502

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	OULUN AMMATTIKORKEAKOULU OY - OULU UNIVERSITY OF APPLIED SCIENCES	FI
PARTICIPANT	ARS ELECTRONICA LINZ GMBH & CO KG	AT
PARTICIPANT	CENTRO AZKUNA DE SOCIEDAD Y CULTURA CONTEMPORANEA SA	ES
PARTICIPANT	EESTI KUNSTIAKADEEMIA	EE
PARTICIPANT	EUROPEAN THEATRE CONVENTION EV	DE
PARTICIPANT	LL DET NORSKE TEATRET	NO
PARTICIPANT	OO THEATER UND ORCHESTER GMBH	AT
PARTICIPANT	SCHAUSPIELHAUS GRAZ GMBH	AT
PARTICIPANT	SLOVENSKO NARODNO GLEDALISCE NOVA GORICA	SI
PARTICIPANT	STADT DORTMUND	DE
PARTICIPANT	STICHTING DE TONEELMAKERIJ	NL
PARTICIPANT	STICHTING SAXION	NL
PARTICIPANT	TEATRUL NATIONAL MARIN SORESCU DIN CRAIOVA	RO
PARTICIPANT	THEATRE DE LIEGE ASBL - CENTRE DRAMATIQUE DE LA FEDERATION WALLONIE-	BE

Compendia

ACuTe is a trend setting, large-scale European innovation project aiming to revolutionize the way theatre and performing arts are produced and performed with emerging technology and new forms of cultural collaboration and competence development.

ACuTe will be delivered via a strong partnership of 14 leading theatres, universities and creative arts organizations including Ars Electronica, the European Theatre Convention, and Europe's first Academy for Theatre and Digitality. From 10 different European countries, this consortium will achieve new approaches and models for testing of new technology leading to audience development, co-creation, and capacity development within performing arts and theatre institutions.

With an interdisciplinary approach integrating digital technology and co-creation methodologies, a new type of 'culture testbed' will be created. These testbeds will lead to the testing and tangible prototyping of new technologies within performing arts productions under three themes: 1. new dramaturgies, 2. stage design and 3. audience engagement – innovations on how we tell stories on stage, how they are produced, and the way audiences interact and engage with them. Specifically, a series of nine (9) separate experimental theatre productions will be designed, produced and performed as the core of the testbed outputs. Other activities include a series of Expert in Residencies to support prototyping, European level knowledge transfer events, online content for professional communities, training workshops and online and face-to-face activities offered with the partnering institutions focusing on developing professional capacity in the deep integration of technology in the long-term theatre production process. Culture testbeds will also enable meaningful communication with and engagement of audiences across Europe and within the European theatre sector.

The project will offer a new level of integration across dozens of institutions by building upon short-term training projects previously funded by the EU which introduce emerging technologies among performing arts institutions to create a more robust, long-term methodology for integrating technologies in public performances at institutions – testbeds have been chosen as the approach to support this deep innovation process. With a wide range of diverse activities until 2025, the four-year project applies testbeds as a proven process of innovation in other industries to address the diverse needs of the performing arts sector. Furthermore, the project will support co-creation within existing performance production teams at each participating institution and exposes European creative professionals and thousands of audience members to new live cultural experiences through various emerging technologies.

Activities specifically aim to encourage audience development amongst under-represented audience groups. Outreach and accessibility will be the key elements of this approach. With a focus on change management and an emphasis on cultural mediation, the project will result in increased capabilities for digital technology usage within a cultural, performing arts context across European theatres. Project evaluations and (digital) audience development strategies will be shared at conferences, in research blogs, within European theatre networks and help to further contribute to the future viability of audience development in the cultural sector post-COVID-19 among performing arts institutions, policy makers at the EU level.

Six different work packages and associated milestones will be delivered throughout five project stages by experienced performing arts professionals, external experts and academic advisors from the consortium, the three research partners - The Estonian Academy of Arts, Estonia; Saxion University of Applied Sciences, Netherlands; and Oulu University of Applied Sciences, Finland as well as the theatre network organization - European Theatre Convention (

Objective	Competitiveness and innovation
Priority(ies)	New technology
Sector(s)	Theatre
Proposal Keyword(s)	theatre
Free Keyword(s)	Innovation, emerging technology, theatre sector

Augmented Europe next challenges

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101055955	AUGENEXT	199,753

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	MEET DIGITAL COMMUNICATION SRL IMPRESA SOCIALE	IT
PARTICIPANT	JAUNO MEDIJU KULTURAS CENTRS RIX-C	LV
PARTICIPANT	MADE GROUP ASTIKI MI KERDOSKOPIKI ETAIREIA	EL
PARTICIPANT	MULTITRAB PRODUCTIONS-ATHENS DIGITAL ARTS FESTIVAL ASTIKI MI KERDOSKOPIKI	EL
PARTICIPANT	PUBLIC ART LAB EV	DE

Compendia

AUGENEXT is aimed at shaping the future of Europe, of its cities and its citizens, in a more sustainable, inclusive and resilient way. A multidisciplinary and transnational team of artists, youngsters and activists will work to boost visions, dreams, actions that - encompassing lessons learned from the past year – will inspire and guide future ways of living together. The global emergence from the COVID 19 pandemic brings unprecedented effort, energy, impetus towards recovery. While cities around the world are embracing a new spirit of necessitated invention and ad hoc collaboration, AUGENEXT explores opportunity to use “un-disciplinary” co-invention to help them explore current living, learning, and working environments, anticipate societies’ needs, and magnify their potential to craft a new, more equitable, sustainable, resilient and integrated future.

To do that the project will build on AUGENEXT project and its community of 700 youngsters from Italy, Germany, Greece, Latvia, that worked together, supported by artists, to co-create ideas and visions on 4 challenges:

- 1) Diversity and social inclusion
- 2) Climate change
- 3) Future jobs
- 4) Connecting people and cities

We want to keep this community alive, keep working with the youngsters, inviting young artists to take an active role to interpret the ideas and visions coming from the youngsters through co-creation events (artathons), using innovative languages and perspectives (data, AI, VR) to co-create digital artworks that can rise citizens’ awareness on the 4 challenges in the light of the pandemic.

The project will give to the artists the opportunity to learn how to use digital languages, tools for the audience development, to reach young people, involve them and at the same time to shine a new light on societal challenges.

At the same time, we want to:

- enlarge the transnational community of youngsters and young artists
- spread know-how and competences that could serve them for their future

Objective	Transnational creation and circulation	
Priority(ies)	Audience engagement	New technology
Sector(s)	Digital arts	
Proposal Keyword(s)	Digital arts	
Free Keyword(s)	Active participation through arts and culture, co-creation young artists and activists for a better future, more inclusive and sustainable	

Deconfining arts, culture and policies in Europe and Africa

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-3	101055965	DECONFINING	1,816,840

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ZENTRUM BUNDESREPUBLIK DEUTSCHLANDES INTERNATIONALEN	DE
PARTICIPANT	ART TRANSPARENT	PL
PARTICIPANT	BODO2024 IKS	NO
PARTICIPANT	GOETHE-INSTITUT EV	DE
PARTICIPANT	HRVATSKO NARODNO KAZALISTE IVANA PLZAJCA RIJEKA	HR
PARTICIPANT	INSTITUT UMENI - DIVADELNI USTAV	CZ
PARTICIPANT	INSTITUT ZA TRANSMEDIJSKI DIZAJN - ZAVOD ZA UMETNISKO USTVARJANJE	SI
PARTICIPANT	KULTURHAUPTSTADT BAD ISCHL - SALZKAMMERGUT 2024 GMBH	AT
PARTICIPANT	NACIONALINIS KAUNO DRAMOS TEATRAS	LT
PARTICIPANT	ON-THE-MOVE.ORG AISBL	BE
PARTICIPANT	PRO PROGRESSIONE KULTURALIS NONPROFIT KOZHASZNU KFT	HU
PARTICIPANT	STE CULTURE FUNDING WATCH	TN

Compendia

The project DECONFINING is implemented by 12 partners in 11 European countries aiming to develop a reference practice between the EU and Africa for sustainable, fair intercontinental cultural exchanges to spread to further world regions. EU-Africa cultural exchange is critical to build new narratives for an inclusive future.

All artistic partners are situated in European Capitals of Culture – mostly smaller cities with lesser beyond the EU cooperation activities. The emphasis is put on a novel participatory framework of collaborating both virtually and physically - to research, co-create, set new mobility and policy recommendations, and to create, tour and disseminate art projects. This approach fits the EU strategy for international cultural relations. The thematical framework is (social, environmental, spatial) deconfining of intercontinental relationships which we define as breaking-up of paternalistic and colonial patterns in favor of a strong participatory attitude and equal-level co-creation approach. This application was already developed in this spirit of global togetherness.

Intercontinental (policy, financing, mobility) frameworks remain challenging (also due to pandemic) and need to be systematically addressed for improved cooperation settings. Therefore, the project DECONFINING foresees a complementary policy and service strand to support the professional implementation of intercontinental local-to-local artistic cooperation as well as the internationalisation of ECoCs.

This will be achieved by connecting cultural operators, (cultural) policymakers, performing, media / visual art artists, in-field universities and audiences from both continents. The project will deliver 4 fora, 4 micro-conferences, a mobility platform, an interactive policy toolkit, a DECONFINING anthology ebook, newly created art pieces including performances, installations, 20 podcasts featuring (tandem) artistic practices, 12 art tours and a rich open digital archive.

Objective	Transnational creation and circulation		
Priority(ies)	International dimension	Social Inclusion	
Sector(s)	Art in public space	Film / video arts	Theatre

Proposal Keyword(s)	Organisation of the mobility of cultural artists and works
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Free Keyword(s)	Internationalisation of Capitals of Culture, Inclusive and participatory framework of collaboration, New governance of intercontinental cultural cooperation, Circulation of artworks beyond EU borders
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Music Connects: Rock Music Powers Inclusion Across Europe

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-2	101055969	MC	1,000,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	STICHTING MUSICIANS WITHOUT BORDERS	NL
PARTICIPANT	1001 VALISES	BE
PARTICIPANT	ASSOCIATION FOR MULTIETHNIC MUSIC EDUCATION ROMA ROCK SCHOOL SKOPJE	MK
PARTICIPANT	CLASH! EXCHANGE & LEARNING GUG (HAFTUNGSBESCHRANKT)	DE
PARTICIPANT	MITROVICA ROCK SCHOOL UDRUZENJE	XK
PARTICIPANT	STICHTING FONTYS	NL

Compendia

Rock music has been the language of European youth for generations. Today, the raw audacity of rock continues to give them a voice. In cities that suffer from ethnic division, rock music expresses anger at political corruption and social immobility. In 'safer' societies, rock music revolts against established meaninglessness. Western Balkan youth look to the future. Dutch youth yearn for a meaningful now. Young Berliners connect past to present in rock. Cultural organizers in Amsterdam and Brussels work to connect these worlds. All share the longing for agency, freedom and connection. This project connects young people from the Western Balkans, Berlin, Belgium, and the Netherlands, exploring common ground across borders of history and politics, through rock music.

The project builds and strengthens ties between extra-curricular music initiatives in the Western Balkans, an institute for higher education in the Netherlands, which will incorporate the program in the curriculum for its Dutch students, a cultural exchange organization in Germany, and peacebuilding organization MWB in the Netherlands. Capacity building is embedded in all project activities, at all layers of the project's organization. MWB works with academic partners to enhance existing research on the role of music in post-conflict environments and the potential of music to affect social change.

The project reaches 470 direct participants with 11,600 music activities; includes 24 transnational events and exchanges; three music festivals; and an abundance of video material that will be disseminated both in long and short form to 4 million Europeans. The project's impact will be evaluated by academic partner SOAS – University of London, in research that will focus on the elements of the project's methodology that can be replicated to promote social inclusion of marginalized youth across Europe.

Objective	Transnational creation and circulation
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Priority(ies)	Social Inclusion
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Sector(s)	Music
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Proposal Keyword(s)	music	Integration of people of different races and ethnic origins	Training for cultural and creative professionals
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Free Keyword(s)	Promoting social inclusion and inter-ethnic cooperation through innovative approaches to music education and co-creation
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Islands of Kinship: A Collective Manual for Sustainable and Inclusive Art Institutions

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-2	101055997	ISLOKIN	938,354

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	SPOLECNOST JINDRICH A CHALUPECKEHO OS	CZ
PARTICIPANT	ASSOCIATION FOR ART AND SCIENCE FACULTY OF THINGS THAT CANT BE LEARNED	MK
PARTICIPANT	FRAME SAATIO SR	FI
PARTICIPANT	LATVIJAS LAIKMETIGAS MAKSLAS CENTRS	LV
PARTICIPANT	THE JULIUS KOLLER SOCIETY -OBCIANSKE ZDRUZENIE	SK
PARTICIPANT	VEREINS ZUR FORDERUNG DES KUNSTSTANDORTES KOLN EV TEMPORARY GALLERY	DE

Compendia

The project Islands of Kinship interconnects and transforms the practical functioning of seven mid-scale visual art institutions across diverse regions in Europe (Prague, Bratislava, Bitola/Skopje, Cologne, Helsinki, Riga, den Haag) in an innovative collaboration model addressing issues of inclusion, kinship and togetherness, democratic exchange and the ethics, emotions and practical solutions for environment-friendly institutional operation. The main objective is to create a long-lasting professional platform for joint creation, sharing and exchange regarding both programming and inner mechanisms. We would like to foster international discussion engaging artists and art professionals, cultural institutions, NGOs in the fields of social and environmental justice, public bodies, stakeholders and diverse publics, going beyond the regular art audience. To this end, we will use artistic strategies, with more than thirty solo and group exhibitions, including eight newly commissioned artworks and a number of related discursive programs, workshops, and more, designed with a view to the (post)pandemic situation. We are seeking both imaginative models and practical solutions to help us employ new strategies of togetherness, fairness, responsibility and kindness, responding to the current global environmental, political and socio-economic challenges through specific artistic visions. The project includes underrepresented groups as visitors, organizers and creators and communicates with actors and institutions outside of the visual art sphere. In addition to public programming, the project focuses on building capacity in institutions - organizing symposia and gatherings, education, sharing know-how and developing new systems, methodologies and practices disseminated through a series of podcasts, manuals and a profound publication. It introduces the need for the (art) institutions of the future to prioritize a position of ombudswomen focusing on sustainability and inclusion.

Objective	Transnational creation and circulation				
Priority(ies)	Social Inclusion		Green deal		
Sector(s)	Film / video arts	Painting, drawing		Sculpture	
Proposal Keyword(s)	Fine arts	Integration of disadvantaged groups	Sexual orientation and gender identity	Organisation of the mobility of cultural artists and works	Training for cultural and creative professionals
Free Keyword(s)	Inclusion, gender equality, ecological sustainability, feminism, progressive art institutions, work ethics and rights of cultural workers, innovative exhibitions and public programs, togetherness				

25 A/V: the first pan-European platform of audiovisual arts and performances

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101056001	25AV	199,944

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	KIOSK RADIO ASBL	BE
PARTICIPANT	80000 EV	DE
PARTICIPANT	ASSOCIAZIONE PROMOZIONE SOCIALE RADIO RAHEEM	IT

Compendia

Video streaming has become standard practice for many online radios in recent years, proving to be an effective tool of promotion for local artists, especially on social media. The increasing democratisation of technology, combined with the limitations imposed on the cultural sector by the COVID-19 pandemic, are currently resulting in an overflow of video-streamed concerts and DJ sets online. This is leading to a highly competitive, heavily standardised context which hinders creative expression and jeopardises the effective promotion of emerging or under-the-radar artists. To make matters worse, the algorithm-based pay-to-play model imposed by dominant social media and streaming platforms is progressively limiting the visibility of young, independent online projects.

This context has pushed Brussels-based Kiosk Radio, Milan-based Radio Raheem and Munich-based Radio 80000 to explore how online radio projects can work together more closely, merge their communities and achieve a wider impact, online and offline.

Through 25 A/V, the partners aim to support the creation, promotion and circulation of audiovisual arts and performances, while creating a new standard format for A/V works, and fostering cooperation among musicians and visual artists across Europe to engage more directly with their audience.

The project will develop:

- An online, interactive, independent platform to support the promotion and circulation of A/V arts and performances
- Transnational cooperation among 18 music producers and 18 visual artists for the creation of exclusive A/V works
- Cooperation with 3 leading arts spaces in Brussels, Milan and Munich and other European online community radios
- Several activities including 3 A/V exhibitions of all 18 A/V works; 1 artistic residency and 3 live performances for 8 under-the-radar artists; 18 video interviews and 3 artists' talks
- Innovative online and offline audience engagement tools aiming to reach more 2 million people across Europe

Objective	Transnational creation and circulation		
Priority(ies)	Audience engagement		
Sector(s)	Film / video arts	Music	Digital arts
Proposal Keyword(s)	music	Video arts	Visual arts - Culture Digital arts
Free Keyword(s)	Audiovisual arts		

The Original Museum Available To Overall

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-2	101056019	TOMATO	930,710

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	SOCIAL YOUTH DEVELOPMENT CIVIL NONPROFIT SOCIETY	EL
PARTICIPANT	ABAKKUM ZAVOD ZA KRAJINO, KULTURO IN UMETNOST, PIRAN	SI
PARTICIPANT	ASOCIATIA CREATIVEPLUS ONG	RO
PARTICIPANT	GRUPPO PLEIADI SOC. COOP. SOC.	IT
PARTICIPANT	HANDS ON! INTERNATIONALE VEREINIGUNG FUR KINDER IN MUSEEN	AT
PARTICIPANT	ISHOWROOM S.R.O.	CZ
PARTICIPANT	KOINONIKI KAI SYNETAIRISTIKI EPICHEIRISI KALLITECHNEIO KENTRO TECHNIS,	EL
PARTICIPANT	SKRATELJC, ZAVOD ZA KULTURO, IZOBRAZEVANJE IN SPORT	SI
PARTICIPANT	SLADOVNA PISEK OPS	CZ
PARTICIPANT	SURRENDER MEDIA SOLUTIONS	BE
PARTICIPANT	UDRUGA ISTARSKO-EKOMUZEJ IZ VODNJANA	HR
PARTICIPANT	VENETIAN CLUSTER SRL	IT
PARTICIPANT	ZDRUZENJE SKUPNOST ITALIJANOV GIUSEPPE TARTINI PIRAN	SI

Compendia

TOMATO “The Original Museum Available To Overall project”, aims to facilitate the transnational distribution of creative, cultural and artistic content on an international scale and raise the competitiveness and economic potential of this sector. In particular it seeks to increase the audience engagement and social inclusion of the public in situations of social, economic and cultural marginalization, and to enhance the learning skills of minors, through an innovative educational tool for audience engagement. The project will be structured by the following activities: research, planning and realization of the Tomato kit as an innovative tool, training to developers and stakeholders, testing and feedback collection. This “Tomato Kit - Food for thought” will consist of an experiential kit that transmits the cultural contents relating to the identified European museum heritage, both physically and digitally (web app and social media). These kits will be designed and co-produced thanks to the co-operation of the 16 project partners. This product will convey cultural and museum content outside the traditional spaces of fruition. Special attention will be given to societal resilience and social inclusion, to reach an audience of about 350.000 children, their families, educators and museum operators. The expected results of the project will be: growth of participation and access in culture through physical and digital tools (Tomato kit), wider diffusion throughout Europe with a considerable impact on the involvement of the community, strengthening the feeling of belonging to European culture. Outputs will take form of handbooks (based on research design and materials testing, algorithms and software studies, pedagogical and educational theory), the educational tool and the validation of its impact, that will be developed to reach the widest audience and vulnerable people for culture enjoyment.

Objective	Competitiveness and innovation		
Priority(ies)	Audience engagement		Social Inclusion
Sector(s)	CH - Museum	Intangible cultural heritage	
Proposal Keyword(s)	Integration of disadvantaged groups	Cultural heritage - Culture	Training
Free Keyword(s)	Education		

Sounds of Change

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-2	101056020	Sounds of Change	998,492

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ASSOCIACAO OFP - ORQUESTRA FILARMONICA PORTUGUESA	PT
PARTICIPANT	FORDERVEREIN INTERNATIONALES MUSIKFESTIVAL KOBLENZ E V	DE
PARTICIPANT	KULTURNO DRUSTVO BSA	SI
PARTICIPANT	NOLETIA SOCIEDAD LIMITADA	ES
PARTICIPANT	SRPSKO NARODNO POZORISTE	RS

Compendia

SOUNDS OF CHANGE aims to develop an integrated professional development process for emerging European musicians in orchestral ambience, supported by the rising of professional opportunities, the upgrading of careers visibility and transnational mobility, supported on a multidisciplinary artistic process with the exploitation of key environmental and sustainability topics. SOUNDS OF CHANGE activities includes 4 cycles where selected artists will face the opportunity to have professional development experiences at the orchestra academy, focusing not only the training for musical skills and personal and professional growth, but also complementary levels of contact with professional music festivals and venues promoting opportunities and concrete working experience. The first and second cycles will follow a classic orchestra academy, with the performance of an original piece by a European composer, while the performative layers will be developed for the cycles 3 and 4.

SOUNDS OF CHANGE aims to promote the arts as a tool to challenge the new generations to think about the future of Europe, supporting the sustainable evolution of a society united in diversity that faces new concerns with the cities sustainable planning and the Environment. The participants and the partners teams will understand the differences between European regions, focusing on the multiple faces of the European identity, the active citizenship, and the sense of belonging to a large European community with common goals and concerns. The arts will be used as a strong tool for social transformation, by interpersonal sharing, training, and personal evolution. New musical compositions and multidisciplinary performative outputs will be developed, giving extra layers to the orchestral dimension. The thematic focus is the European dimension and the environmental priorities (green planning/touring) and social transformation by the arts, recognizing the European values and the artistic work as tools for change.

Objective	Competitiveness and innovation		
Priority(ies)	Audience engagement	Green deal	
Sector(s)	Music	Opera	Circus arts
Proposal Keyword(s)	Training for cultural and creative professionals		
Free Keyword(s)	Music, Orchestra academy, Green planning, Green touring		

In Ex(ile) Lab

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101056030	IN EX	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ATELIER DES ARTISTES EN EXIL	FR
PARTICIPANT	AL KANTARA ASSOCIACAO CULTURAL	PT
PARTICIPANT	SANTARCANGELO DEI TEATRI	IT
PARTICIPANT	VISUAL VOICES	CY

Compendia

In Ex(ile) Lab is a two-year laboratory bringing together cultural organisations based in France, Italy, Cyprus and Portugal. It is aimed at testing tailored transdisciplinary integration paths in which artists in exile can grow as individuals and artists, in their host societies and the European space. It will adapt the existing tools of artistic support and use them as bedrock to prototype new ways of collaborating with artists. By doing so, In Ex(ile) Lab aims at gearing up professionals with the appropriate tools to create opportunities and make space for artists in exile. Building capacities of cultural organisations will contribute to increasing the participation of artists in exile in the European cultural and creative sectors, and renewing the approach of diversity in cultural spaces. A group of 12 selected artists will take part in a one-year program including both activities centred on creation and artistic practice (master class session, video creation workshops, cross-country production residencies, pitching session), and activities that cater to the need for information, contextualisation and individual support (webinar and mentorship program). This will be the occasion for artists to enhance their practice, achieve mobility and engage with new audiences and partners. In Ex(ile) Lab partners, a total of 10 cultural and social organisations, will adapt in real time their tools and methodologies of artistic support. They will also participate in professional meet-ups to gain a better understanding and account of the needs of artists in exile. Four artworks will be produced, as well as a curated catalogue presenting them. A toolkit aimed at cultural organisations looking to work with artists in exile will be released, in order to encourage them to appropriate tools and methodologies developed in the lab. Lastly, a website will be used as a platform to share contents related to the project, including short audio-visual objects produced by the artists.

Objective	
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Priority(ies)	
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Sector(s)	
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Proposal Keyword(s)	Integration of refugees and migrants
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Free Keyword(s)	
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Jeune Theatre Europeen Jeunes Publics

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101056037	JTEJP	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ETABLISSEMENT PUBLIC DE COOPERATION CULTURELLE-ESPACE DES ARTS	FR
PARTICIPANT	ART ASSOCIATION ARTFRAKCIJA	RS
PARTICIPANT	ART VEDA	TN
PARTICIPANT	JEUNE THEATRE NATIONAL	FR
PARTICIPANT	NATIONAL UNIVERSITY OF IRELAND GALWAY	IE
PARTICIPANT	PEDIO TECHNIS ASTIKI MI KERDOSKOPIKI ETAIREIA CHAMP D'ART	EL
PARTICIPANT	STAATSTHEATER MAINZ GESELLSCHAFT MIT BESCHRANKTER HAFTUNG	DE

Compendia

The JTEJP project is a pilot experience of designing, creating and performing prototypes of multilingual shows for young and family audiences. It includes emerging theater artists supported by and/or coworking with trainers and senior experts; producers and programmers who represent a variety of professional and linguistic contexts; groups of amateur practitioners and/or young spectators and all types of audiences directly involved at different stages of the project's development. It includes 7 beneficiaries from France, Serbia, Ireland, Germany, Greece, and Tunisia, and 5 Associated Partners from France, Ireland, Greece and Spain. These partners cover a very wide spectrum, from small grass-root emerging organizations to well structured, state-funded entities with high operational capacity. It will involve up to 15 European and non-European languages, dialects, and regional tongues, and be developed over a period of 28 months. The main needs which this project means to address are: 1. The lack of professional prestige and transnational mobility for Youth Theatre 2. The lack of diversity on stage and in audiences 3. The lack of visibility and space for innovative stories and formats by emerging artists 4. The lack of transnational cooperation and mobility at the European level. Results include: - A charter to support the creation of a European coproduction network for multilingual shows for young and general audiences (sustainable, equitable, inclusive and cost efficient). -An action plan for 2024-2026 involving beneficiaries and new partners in co-productions and touring of multilingual shows for Young Audiences in Europe and beyond by transnational teams of emerging artists. Recommendations for future action (to be shared with national and European stakeholders and policy-makers, professional organizations, and cultural bodies) -Methods for multilingual performance design and creation, for creative translation

Objective	
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Priority(ies)	
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Sector(s)	
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Proposal Keyword(s)	theatre	Creative Writing	Integration of people of different races and ethnic origins
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Free Keyword(s)	Young audiences
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Artistic Ecologies - NEW COMPASSES, TOOLS AND ALLIANCES

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101056038	ARTECO	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	STO, KAKO I ZA KOGA	HR
PARTICIPANT	NEUE NACHBARSCHAFT MOABIT E V	DE
PARTICIPANT	STICHTING RIJNSAKADEMIE VAN BEELDENDE KUNSTEN	NL

Compendia

ARTISTIC ECOLOGIES: NEW COMPASSES, TOOLS AND ALLIANCES? ARTECO is a two-year collaborative project of three art and educational institutions: What, How & for Whom/WHW (Croatia) engaged with an independent art educational program WHW Akademija, an international artist residency programme, Rijksakademie (The Netherlands), and Neue Nachbarschaft/ Moabit (Germany), an independent association engaged with social inclusion through community educational program - Moabit Mountain College.

ARTECO reflects on the global ecological crisis and its social roots producing critical knowledge about challenges Europe is facing today. It includes a rich programme of art residencies, seminars, lectures and workshops, exhibitions, an international conference, a radio podcast and a web platform. Activities will focus on art, ecology and social inclusion to promote new eco-social alliances. The project will be implemented through three thematic threads: 1) Artistic Ecologies, 2) Rooted Communities 3) Collective Learning and Education in Culture.

ARTECO focuses on the priorities related to social inclusion and sustainability by fostering existing, and creating new communities, through socially and ecologically engaged artistic production, and educational programmes that include vulnerable groups. It connects emerging artists and organisations invested in eco-social issues to advocate for transformation. By creating bridges between art and marginalized communities, it positions concepts of care at the centre of art educational practices. By stimulating intercultural dialogue, the project connects cultural workers and artists to NGO human rights, ecology and feminist associations. Advocating for the social and environmental transformation, the project rethinks collective approach to resources in order to produce new imageries and alliances based on inclusiveness and sustainability.

Objective	Transnational creation and circulation	
Priority(ies)	Social Inclusion	Green deal
Sector(s)	Art in public space	Other
'Other' sector(s)	Visual art	
Proposal Keyword(s)	Visual arts - Culture	
Free Keyword(s)	artistic ecologies, interdisciplinarity, communities, engaged art, degrowth, art education on sustainability	

Expanding Theatre Landscapes

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101056039	ETL	194,614

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	SARAJEVSKI RATNI TEATAR	BA
PARTICIPANT	BINARIO VIVO APS	IT
PARTICIPANT	PARA FILM & TEATER AS	NO

Compendia

Expanding Theatre Landscapes aims at the circulation of cultural and creative works and methodologies through the internationalisation of the careers of playwrights, dramaturgs, literary managers, theatre theoreticians, directors, actors, producers and other stage artists from the Western Balkans and EU Member States. More specifically, in “Expanding Theatre Landscapes” five playwrights are asked to adopt an innovative approach in the rewriting of a classic of their own country and to bring to their colleagues in the other participant countries (playwrights, directors, actors) their background, methodologies and some of the inclusive elements of their culture- alongside their chosen directors. Each playwright is asked to choose a classic or past work of her/his tradition showing inclusive traits, particularly in connection with gender equality.

Objective	Transnational creation and circulation	
Priority(ies)	Social Inclusion	Audience engagement
Sector(s)	Theatre	
Proposal Keyword(s)	theatre	
Free Keyword(s)		

The Nordic Choir Expedition

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101056053	TNCE	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ARS NOVA COPENHAGEN	DK
PARTICIPANT	DET NORSKE SOLISTKOR	NO
PARTICIPANT	ERIC ERICSONS KAMMARKOR	SE
PARTICIPANT	HELSINGIN KAMARIKUORON KANNATUSYHDISTYS RY	FI

Compendia

The project focuses on transnational artistic creation and circulation (sector-specific funding). Four professional choirs will collaborate in presenting the same festival in each of their home cities. With a total of 20 concerts we expect between 5,000 and 6,000 people to attend.

Since it is clear that we must all contribute to cutting down on emissions we have also set out to investigate how, in the face of climate change, professional musicians may still justify touring internationally – and what alternative options we have:

1) The UN Sustainable Development Goals will be embedded in all aspects of the project and when it has been concluded we will carefully evaluate our efforts and make the results available to others. To further stress this priority sustainability will also be part of the artistic planning: We have commissioned a new piece by Galina Grigorjewa which will be performed jointly by the partner ensembles and which is to be set to texts reflecting on various aspects of climate change. The individual programmes of the ensembles will be chosen to support this theme.

2) The new piece will be the cornerstone in a ground breaking collaboration designed to help the ensembles attract more attention both in Europe and worldwide. Normally, to reach local audiences an ensemble must be engaged to perform a live concert but we have designed a way to bypass this: By recording the new piece and producing a high-quality film we will create an artistic product in which each of the ensembles can shine. We will all promote this film to venues where we will perform individually and thus all the ensembles will be able to attract even more attention without having to leave their own countries.

Apart from the live audiences and about twice as many watching/listening online we expect to have radio broadcasts both in our own countries and across Europe via the EBU network. For this we estimate that we will have a total of about 200,000 unique listeners.

Objective	Transnational creation and circulation	
Priority(ies)	Annual Priority	
Sector(s)	Music	
Proposal Keyword(s)	music	Festivals
Free Keyword(s)		

Swinging Europe Network 2

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-3	101056061	SwingNet2	1,939,473

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	LINDY HOP BULGARIA EOOD	BG
PARTICIPANT	ASD ITALIAN SWING DANCE SOCIETY	IT
PARTICIPANT	ASSOCIACIO CULTURAL STORYVILLE	ES
PARTICIPANT	DIAMANTI IFIGENEIA	EL
PARTICIPANT	KULTURNO DRUSTVO SWING FESTIVAL	SI
PARTICIPANT	LITTLE BIG MINDS UNIPESSOAL LDA	PT
PARTICIPANT	LOUISLOU VZW	BE
PARTICIPANT	MARMADUKE SOCIEDAD LIMITADA	ES
PARTICIPANT	PEPITA TANC ES REKREACIOS EGYESULET	HU
PARTICIPANT	SHAKE THAT SWING	FR
PARTICIPANT	SWINGVILLE MONTPELLIER	FR
PARTICIPANT	SYNCOPATION SOCIETY GBR	DE
PARTICIPANT	VSI SVINGO ROJUS	LT

Compendia

Swinging Europe Network #2 (SwingNet#2) is a project that aims to ensure a collaborative, safe, and sustainable environment for the development of a resilient, competitive, and innovative European swing sector. It provides a large number of opportunities for professional development and international mobility of swing dancers and musicians. The project supports the achievement of the Creative Europe Cooperation Call Objective 1 – Transnational creation and circulation. The SwingNet#2 project has the fundamental mission to accelerate the recovery of the swing sector and to provide opportunities for building resilience and reaching the pre-Covid trends of development.

The SwingNet#2 partnership is composed of 13 organisations from 11 different EU countries. They will join forces for the achievement of the following 3 specific objectives: Objective 1 - To provide opportunities for international professional mobility of swing artists and support dancers, musicians and event organisers to redress and to safeguard their activities after the negative impact of the Covid-19 crisis; Objective 2 - To attract, engage and retain existing and new audiences by improving the general public knowledge and understanding about the Swing dance and music historic heritage and its further development in Europe; Objective 3 - To strengthen the swing sector representativeness and the recognition of the Swinging Europe Network as the international platform that allows strategic professional interaction of swing professionals in Europe.

The achievement of the objectives will be reached through a series of transnational activities and co-productions, including: Artists' mobility and visibility programme; Training, experience sharing and career development; Swing history heritage awareness and recognition activities.

The SwingNet#2 project is built on the results of a 4-years long successful collaboration under two previously implemented Creative Europe projects.

Objective	Transnational creation and circulation		
Priority(ies)	Audience engagement		International dimension
Sector(s)	Dance	Music	
Proposal Keyword(s)	dance	Festivals	music
Free Keyword(s)	swing, swing culture, jazz, performing art, swing dance festival, choreography, artist mobility, transnational cooperation, co-production, vaudeville, musical, artistic residencies, sector study		

STRATEGIES TO SUPPORT LANGUAGES EQUALITY THROUGH LITERATURE

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-2	101056062	LIT-UP	630,795

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ASSOCIACIO D'EDITORS DEL PAIS VALENCIA	ES
PARTICIPANT	ACENTOLINE COMUNICACION EDITORA SL	ES
PARTICIPANT	ALES CIGALE	SI
PARTICIPANT	ASOCIACION DE EDITORES EN EUSKERA	ES
PARTICIPANT	MOLINO ANNA SUSY	IT
PARTICIPANT	STICHTING ALGEMIENE FRYSKE UNDERRJOCHT KOMMISJE AFUK	NL
PARTICIPANT	UDRUZENJE KROKODIL	RS
PARTICIPANT	ZALOZBA GOGA, ZAVOD ZA ZALAZNISTVO IN UMETNISTVO DEJAVNOST	SI

Compendia

STRATEGIES TO SUPPORT LANGUAGES EQUALITY THROUGH LITERATURE

The main objective of LIT-UP is to define and implement competitive strategies to empower publishers and authors working with less used languages in front of big players in a global context. Strategies defined will try to help publishers and authors participating in the project to compete with real opportunities of survival against big languages and players working in their own markets.

This general objective will be broken down in 3 operative objectives:

1. Develop the necessary skills to compete internationally.
2. Establish a network of publishers and authors in Europe to build commercial relationships and let publishers and authors meet new literatures, new business models, and new market opportunities to increase the size and the profitability of their portfolio based on a calendar of events.
3. Establish a network of intermediate agents to support publishers and authors that will be based on the share of successful experiences and the evaluation in common of challenges and opportunities to develop the industry and to promote literary works abroad.

The celebration of different events during project implementation in different countries will let participants take part in events such as workshops or congresses organised by local partners and dealing with different challenges and opportunities in the publishing industry and the source of long term relationship of cooperation in future events overpassing the end of this project.

There is also a cultural objective in the project as the mobility of authors and publishers during project events will let establish relationships, meet counterparts in other countries and preserve the literary heritage of Europe that represents independent literature and literature in lesser used languages.

Objective	Transnational creation and circulation
Priority(ies)	Annual Priority
Sector(s)	Publishing and literature

Proposal Keyword(s)	Publishing	Literature books and reading - Culture	Training for cultural and creative professionals	Literary Translation
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Free Keyword(s)	Less used languages, Foreign rights, Cooperation Strategies, Literary Festivals
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eARTh - Art in a Changing World

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101056064	eARTh	159,984

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	MANTIS PASCHALIS	EL
PARTICIPANT	ASSOCIAZIONE CASA DELLA CITTA LEOPOLDA	IT
PARTICIPANT	PRO PROGRESSIONE KULTURALIS NONPROFIT KOZHASZNU KFT	HU

Compendia

“Earth without art is just eh.”

Following this simple yet insightful statement, the eARTh programme is a transnational initiative, aiming to create a hybrid, interdisciplinary holographic performance-movie which will re-envision classical literary works familiar to EU natives, under the light of the current environmental situation.

The program has three primary goals at its core:

1. To enable a healthy discussion, raise awareness and allow its participants to learn and produce intercultural works of upcoming EU artists
2. To contribute actively to the EU audiovisual compendium with works that promote global citizenship, cultural diversity and cross-border collaboration.
3. To foster cross-border collaboration and leverage digital opportunities for maximising the impact of mobility training between three organisations from different countries (Greece, Italy, Hungary)

eARTh will work as showcase of a new form of pan-European storytelling, since the participants will work together to overcome old and established narratives and tap into their collective identity as modern EU citizens that share common concerns and feelings about the climate situation. eARTh want to celebrate these diverse experiences which are share through a high-quality digital storytelling material, with benefits for the participants and the audience alike.

Through an intensive mobility training, the groups of various participants from each country (writers, actors, animators, tech specialists) will come together to form to learn about climate change, to incubate on their primary idea and finally form production teams that will assemble a hybrid and inter-disciplinary storytelling narrative with visual, performing and holographic components, giving the opportunity to educate and entertain various audiences, while at the same time teaching them and giving them space for emotional growth.

eARTh is not only a programme about the next day of our planet, is about how we artistically present it in common

Objective	Transnational creation and circulation		
Priority(ies)	Green deal		New technology
Sector(s)	Digital arts	Intangible cultural heritage	Film / video arts
Proposal Keyword(s)	Visual arts - Culture	Digital arts	Cultural heritage - Culture
Free Keyword(s)	Holograms, Animations, Training "on the road", Classical narratives, climate change awareness		

BODYNET-KHORÓS - Choral Arts and Embodied Media for Social Plurality and Planetary Health

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101056068	BODYNET-KHOROS	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ASOCIACION TRANSDISCIPLINAR REVERSO	ES
PARTICIPANT	K DANSE	FR
PARTICIPANT	PANEPISTIMIO AIGAIUO	EL
PARTICIPANT	TRANS-MEDIA-AKADEMIE HELLERAU - TMAEV	DE

Compendia

BODYNET-KHORÓS is designed as an artistic research project, which will not only activate people in Spain, France and Germany, but in cooperation with its networks, it will have an impact in regions such as Greece. And this not primarily in the urban centers, but urban peripheral areas as well as rural regions. The three cooperating partner organizations are not profit-oriented art communities. They have already worked together in previous EU projects and with this new project they intend to offer their many years of experience in the intersection of performance culture and the development of applied DIY technologies for practical socio-cultural work with people, especially linguistically and physically disadvantaged groups in Europe.

We are facing intense ecological transformation and human inclusion challenges in Europe, and we are asking how we can use artistic methods and practices to communicate European values. BODYNET-KHORÓS is a transdisciplinary project for digital and physical artistic practices that address the importance of our moving bodies, in contrast to current media, which tend to induce narrow spectrums of embodied and multisensory interaction. In our view, regaining richer corporealities and sensibilities is essential for shaping a sustainable and plural way of life and restoring the health of the planet in the Anthropocene.

This idea will be implemented by means of site-specific public events with a laboratory character. The core aspect of the approach lies in choral practices, collective co-creation processes of bodies moving in open space, based on novel improvisation techniques. These themes are addressed not only in the content of each project, but throughout the production process. We are explicitly concerned with the application of activist-oriented socio-cultural art practices and the generation of non-hierarchical collective knowledge spaces as opposed to the production of new art products.

Objective	Competitiveness and innovation				
Priority(ies)	Audience engagement			Social Inclusion	
Sector(s)	Dance	Digital arts		Art in public space	
Proposal Keyword(s)	Integration of disadvantaged groups	dance	street art	Digital arts	Integration of people with disabilities and special needs
Free Keyword(s)					

The Bird Experience - a trans-national community art project

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101056069	TheBiExp	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	NEXTDOOR PROJECT	DK
PARTICIPANT	ASOCIACION COMPANIA DANZA VINCULADOS	ES
PARTICIPANT	NORTHERN SUSTAINABLE FUTURES AB	SE
PARTICIPANT	TUNET KULTURALIS ES MUVESZETI KOZHASZNU NONPROFIT KORLATOLT	HU
PARTICIPANT	ZITA OMADA SYGXRONOU XOROU	EL

Compendia

“The Bird Experience” is a European cross-border collaboration between five independent performing arts groups based in dance and movement art. The project is carried out in close collaboration between the five artist groups and the local communities in their cities of residence. Europe is in a time of great transition. Realizing the gravity of climate change and faced with the pandemic crisis we are rapidly departing with life as we knew it. Grief is a natural and necessary part of a healthy transition yet our lifestyles in Europe leave little room for it. Facing the pain of the damage done and the magnitude of the crisis as individuals can be quite overwhelming. We need to face this as a community. Through artistic activities the project investigates grief as a present condition and emotion on the rise in a challenged Europe. The artistic concept has as pivotal point a giant black bird figure - a symbolic embodiment of grief, that with poetic realism interacts in the local communities. Through simultaneous and interconnected artistic activities in 5 european cities, the project engages its audience/participants to experience community on both a local and European level, offering artistic spaces to share our emotional response to the crisis and to sense belonging as we embark the times of transition. The project explores in its artistic strategy a sustainable collaboration format, showing a lead in new ways of implementing artistic trans-national collaboration with a minimal CO2 print. As part of the project design the consortium document and evaluate the project, publishing both a written rapport and accompanying video documentation. Based on the published documentation a series of seminars will be facilitated, reaching a broader arts environment, advocating and inspiring to actively explore new sustainable strategies of trans-national art production.

Objective	Transnational creation and circulation				
Priority(ies)	Audience engagement			Green deal	
Sector(s)	Art in public space	Dance		Other	
'Other' sector(s)	Participatory Community Art				
Proposal Keyword(s)	dance	Integration of people of different races and ethnic origins	Integration of people with disabilities and special needs	Integration of refugees and migrants	theatre
Free Keyword(s)	community art, participatory art, local and trans-national community, sustainability, sustainable art, new sustainable collaboration formats, choreography				

Spatial, Performative + Extended Cinematics - Transnational Research by Artist-run Labs

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-2	101056074	SPECTRAL	945,016.1

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	STICHTING WORM	NL
PARTICIPANT	ASOCIACION CRATER-LAB Y ACRONIMO CINE INCALIFICABLE	ES
PARTICIPANT	BALTIC ANALOG LAB	LV
PARTICIPANT	LABORBERLIN EV	DE
PARTICIPANT	LAIA CRL	PT
PARTICIPANT	MIRE	FR

Compendia

SPECTRAL: Spatial, Performative & Extended Cinematics - Transnational Research by Artist-run Labs is a joint venture between WORM.Filmwerkplaats (NL), Baltic Analog Lab (LV), Crater Lab (ES), LaborBerlin (DE), Laia (PT) & Mire (FR), DIY organizations in the field of celluloid-based moving image. SPECTRAL will focus on the creation and circulation of Extended Cinematic Art (E.C.A.) and develop international collaboration to ensure the sustainability of the artform.

E.C.A. is multidisciplinary, built on the principle of expanding the traditional cinematic space, transforming the single screen and the passive audience through the use of photo-mechanical projection, performative practices, hybrid technologies and scientific research. Therefore this practice is particularly well suited for the manifestation of shared, one of a kind aesthetic and bodily experiences. Although not as well known as other moving image practices, E.C.A. has a rich history and a burgeoning present.

SPECTRAL aims to provide a solution for the lack of creation facilities and distribution options at a European level for E.C.A. The partners will open up their infrastructures to offer a unique artist-residency program aimed at supporting the creation of new works. In addition, artistic perspectives will be enabled through the development of new tools. Following a philosophy of transference between technology and art, these tools will upcycle obsolete or out of use industrial motion picture machinery. The consortium will commit to exhibiting the works produced through festivals, annual presentations & touring programs within their regional network. To strengthen the community and its sustainability, SPECTRAL will provide several meeting points for networking and knowledge sharing by means of summer camps, workshops and a symposium. During 4 years, the project will produce 38 residencies, 30 showcases, 5 touring programs, 9 network events, 41 workshops, 1 E.C.A database & 1 printed publication.

Objective	Transnational creation and circulation		
Priority(ies)	International dimension		
Sector(s)	Film / video arts	Intangible cultural heritage	Other
'Other' sector(s)	performative art		
Proposal Keyword(s)	Organisation of the mobility of cultural artists and works	Intangible culture fields	Visual arts - Culture
Free Keyword(s)	Performative Art, Extended Cinematic Art		

Peripheral Visions - towards a trans(l)national publishing culture

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-2	101056085	PVTTPC	397,647

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	UDRUGA ZA PROMICANJE KULTURA KULTURTREGER	HR
PARTICIPANT	ASSOCIATION OF CITIZENS KONTRAPUNKT SKOPJE	MK
PARTICIPANT	EIPCP - EUROPAISCHES INSTITUT FUR PROGRESSIVE KULTURPOLITIK	AT
PARTICIPANT	MASKA LJUBLJANA	SI
PARTICIPANT	MULTIMEDIJALNI INSTITUT UDRUGE	HR
PARTICIPANT	UDRUZENJE GRADJANA KUDA.ORG	RS

Compendia

The project extends earlier collaborations and connects 8 organizations from 6 EU and non-EU countries to respond to the fragmentation of the cultural field and digital congestion caused by the current pandemic context. The partners are particularly suitable for this as they produce cutting edge cultural content, practices and knowledge, including in-depth research of new digital technologies, and reach large and diverse audiences.

The core of the project is international exchange among small/er cultural and linguistic contexts in European semi-peripheries, whereby they support each other through co-production, co-creation, transfer of know-how and sharing of resources. Through multilingual publishing, transdisciplinary cultural production, alternative distribution, exchange of knowledge, digital content, open source digital technologies and new game formats, the project creates international space for creation and experimentation in publishing. With the objective to cut through the noise that causes paralysis in communication among cultural producers and artists in small/er cultural contexts, it stimulates creativity and circulation of artists and works, facilitates the trans-national distribution of content and exchange of practices and builds capacities by taking advantage of new technologies.

The partners produce 26 print and electronic publications, audiovisual artworks, performances, card game, online platform and radio shows, and 15 international conference, festival, workshops, labs, exhibitions and residency programs in 9 countries, involving 294 artists, writers, translators, technicians, intellectuals, organizers, designers, cultural producers, journalists and software developers, engaging over 1200 audience members in the physical activities and events, and reaching international audience of over 300.000 through online channels. It results in concrete products and operational tools to be further used in different contexts.

Objective	Transnational creation and circulation					
Priority(ies)	New technology			International dimension		
Sector(s)	Publishing and literature		Other			
'Other' sector(s)	exhibitions, literary translations, organization of circulation of works and artists					
Proposal Keyword(s)	Publishing	Literary Translation	Organisation of the mobility of cultural artists and works	Exhibition	Training for cultural and creative professionals	Research
Free Keyword(s)						

Future = NOW! A Youth Manifesto

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101056088	FuN	195,594

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	DRUSTVO GLEDALISCE GLEJ	SI
PARTICIPANT	ATELIER PRO DETI A MLADEZ PRI NARODNIM DIVADLE MORAVSKOSLEZSKEM	CZ
PARTICIPANT	STICHTING THEATERSCHIP	NL

Compendia

Future = NOW! is an answer to a growing concern over the disappearing public space, divisive politics, and the need to create a safe space for youth to express their opinions on the environmental crisis and different forms of oppression. Art, and specifically devised theatre, will be an educational tool to address them. Project brings together professional theatre artists, activists, NGO's and youth in a common aim to empower the latter by giving greater visibility to the issues of social and environmental justice through art, building a resilient community that is developing activist practice as their method of expression.

Project's partners are Glej Theatre (Ljubljana, SI), Het Theaterschip (Deventer, NL) and The Theatre Education Ateliér (Ostrava, CZ). Partnership covers geographies outside the centres of power. All partners have developed creative work with youth in theatre.

Inclusiveness and sustainability are at the centre of the project. Internal structures, pool of participants and methodology reflect balanced power relations. Methodology is based on peer-to-peer exchange.

Objective of reaching transnational creation and circulation will happen by raising transnational awareness on issues through art, and international sharing of knowledge.

Project's main activities are research, performative intervention, international #youthmanifesto and theatre production, and conferences on activism. Main outputs for dissemination of our methodology are documentary film and digital guidebook. Due to health and environmental risks, many activities are planned online, and others can be transferred. We will explore innovative hybrid forms of work.

Dissemination is built on a combination of classic and innovative approaches and is embedded in activism.

Project will leave behind an empowered and resilient community, based on values of equality, solidarity and social justice, proving that art can be a tool for a more cohesive society.

Objective	Transnational creation and circulation	
Priority(ies)	Audience engagement	Social Inclusion
Sector(s)	Art in public space	Theatre
Proposal Keyword(s)	theatre	
Free Keyword(s)	activism, manifesto, forum, international, environment, gender, inclusion, youngsters, space	

Shadow Pandemic: Hidden Voices

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101056113	Shadow Pandemic	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ZAGREBACKO KAZALISTE MLADIH	HR
PARTICIPANT	BEOGRADSKO DRAMSKO POZORISTE	RS
PARTICIPANT	SLOVENSKO NARODNO GLEDALISCE MARIBOR	SI

Compendia

Project "Shadow Pandemic: Hidden Voices" wants to address out the problem of violence against women during the lockdown in the pandemic through a play, a performance and through the workshops with young people on the topic of violence that will be process through the theatre.

As theatres have always been bridges of trust and cooperation among people this project proposal aims to raise an awareness, through the affirmation of female artists, among the population and young people, of the specific problems of violence against women in times of isolation during a pandemic.

The project is divided into three segments (work packages) whose results are intertwined and upgraded through the duration of project activities.

Each of the segments responds to its specific goals whose main purpose is to raise awareness about violence against women and to promote and circulate the artistic works between project partners countries and Creative Europe programme countries.

The main goal of this project is to raise an awareness, through the affirmation of women artists, among the population and young people, of the specific problems of violence against women in times of isolation during a pandemic

The results of the projects are: 3 plays about the topic of violence against women in times of isolation during pandemic written by female playwrights on Croatian, Slovenian or Serbian language, raised awareness among general audience and young people about the violence against women, announced and conducted Open call for 3 plays, 30 included artists in the project, 60 engaged and empowered young people about the topic of violence against women through the rehearsal process and staging the play, 1 produced performance that will be presented 11 times in partners countries and Poland and Check Republic, 3 published plays in a form of e-book translated on English.

Objective	Transnational creation and circulation	
Priority(ies)	Audience engagement	Social Inclusion
Sector(s)	Theatre	
Proposal Keyword(s)	theatre	
Free Keyword(s)	violence against women, play, performance, female writers	

Green E.Th.I.Cs - Green Experience through Theatre Inspiring Communities

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-3	101056116	Green E.Th.I.Cs	1,973,476

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	UNIVERSITA DEGLI STUDI DI TORINO	IT
PARTICIPANT	ALBI ASTA - ASSOCIACAO DE TEATRO E OUTRAS ARTES DO DISTRITO DE CASTELO	PT
PARTICIPANT	ASOCIACION RESIDUI TEATRO	ES
PARTICIPANT	ASSOCIAZIONE CULTURALE MULINO AD ARTE	IT
PARTICIPANT	COMPAGNIA IL MELARANCIO COOPERATIVA SOCIALE ETS	IT
PARTICIPANT	FONDATSIA ZA PREDPRIEMACHESTVO, KULTURA I OBRAZOVANIE	BG
PARTICIPANT	FONDAZIONE POLO DEL 900	IT
PARTICIPANT	J M CAPRIFOLEN KOMMANDITBOLAG	SE
PARTICIPANT	MADARSKI KULTURNI CENTAR NEPKER SUBOTICA UDRUZENJE	RS
PARTICIPANT	NARODNA BIBLIOTEKA NJEGOS	RS
PARTICIPANT	NODIBINAJUMS ZINATNES UN INOVACIJU PARKS	LV
PARTICIPANT	OMMA STUDIO	EL
PARTICIPANT	POLYTECHNEIO KRITIS	EL
PARTICIPANT	PRO PROGRESSIONE KULTURALIS NONPROFIT KOZHASZNU KFT	HU
PARTICIPANT	STICHTING ZID	NL
PARTICIPANT	STOWARZYSZENIE TEATR BRAMA	PL
PARTICIPANT	THEATERWERKSTATT FUR AKTIVE KULTUR EV	DE
PARTICIPANT	UNIVERSIDADE DE EVORA	PT

Compendia

GREEN E.Th.I.Cs - Green Experience through Theatre Inspiring Communities is a European Social and Community Theatre project developed by 18 partners in 12 countries. It implements cultural initiatives of civic engagement to create climate change awareness and foster citizens' critical thinking and proactivity with respect to the European Green Deal, through performing arts.

The project objectives are:

- the GREEN SHIFT OF THE CULTURAL FIELD: making sustainability a main issue for professionals, providing technological infrastructures, protocols and expertise
- the CULTURAL GREEN ENGAGEMENT OF THE AUDIENCES: involving them in artistic processes while enhancing critical thinking and providing accessible scientific information about climate change.

The project develops and brings to 110 Eu cities 2 innovative formats:

The GREEN E.Th.I.Cs LIVE Game: an interactive theatre show on environmental issues that uses performing arts to promote critical thinking and involves audiences in contents creation, making them active part of a civic action. The format will be developed into its BOARD and ONLINE version;

Pedal-powered Theatre: a prototype able to fully power a stage with a co-generation system operated by bicycles that raises audience's awareness of eco-sustainability through an experiential approach.

The project will implement 110 LIVE Game performances, 1200 BOARD Game activities in schools, 10 capacity buildings and 30 artistic workshops for communities, 8 capacity buildings for culture professionals, exchange among 12 young visual artists, 12 conferences, 1 scientific publication and 1 photobook and the involvement of 100 professionals and over 45.000 citizens (mainly from disadvantaged groups in suburban areas).

The project's sustainability is built upon the creation of an Artistic European Network for Green Events. The main partners will share a Green Protocol and will cooperate with 64 associated partners to enhance communities' involvement and dissemination.

Objective	Competitiveness and innovation	
Priority(ies)	Audience engagement	Green deal
Sector(s)	Theatre	

Proposal Keyword(s)	theatre	Training for cultural and creative professionals	Organisation of the mobility of cultural artists and works
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Free Keyword(s)	Community engagement, Green Deal
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Linking creativity, culture and media technologies in the transnational co-production of digital interactive products for the communication of maritime and underwater cultural heritage

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-2	101056117	CREAMARE	971,860

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	3D RESEARCH SRL	IT
PARTICIPANT	ATLANTIS SYMVOULEFTIKI ANONYMI ETAIREIA ATLANTIS CONSULTING SA	EL
PARTICIPANT	MINISTERO DELLA CULTURA	IT
PARTICIPANT	NOVENA DOO ZA RACUNALNE USLUGE I DIZAJN	HR
PARTICIPANT	PRAGMA -IOT AE	EL
PARTICIPANT	PRO PROGRESSIONE KULTURALIS NONPROFIT KOZHASZNU KFT	HU
PARTICIPANT	UNIVERSIDAD DE CADIZ	ES

Compendia

CREAMARE project aims to create a trans-national and cross-sectorial collaboration framework in which cultural organizations, scientific/research bodies, creative professionals, and technology experts co-produce CC applications and media contents to communicate, disseminate and promote Underwater Cultural Heritage (UCH) and, simultaneously, raise the awareness about relevant social problems like pollution and other environmental threats that affect the oceans. The framework will be tested through the co-production of a Serious Game (SG) in which the player will be able to visit highly realistic 3D digital replica of underwater cultural sites. During these virtual dives, the player will solve enigma and challenges thus learning about both the UCH (shipwrecks, finds, submerged cities, ancient trade routes etc.) and the environmental threats (e.g.: oil spills from shipwrecks, ghost nets, illegal fishing, unsustainable boating practices, etc.).

An ad-hoc web platform will be developed to facilitate the matching and collaboration among cultural organizations, creative teams, and technologies experts, providing tools dedicated to the management of data sharing, CC projects execution, IP protection/sharing. Specific on-line and on-site training activities (for 20 cultural professionals) will be organized to build the capacities of cultural institutions (2 partners + 4 external organizations selected through an open call) to autonomously create 3D models and digital contents of UCH and to use those datasets to monitor the conservation state of the cultural assets and, at the same time, to share them for the creation of digital apps addressed to communication and dissemination purposes. A residency program combined with on-line mentoring activities will facilitate the co-production, engaging also 6 external creative professionals selected through an open call.

A world-wide audience of more than 50.000 people is expected to be reached by CREAMARE activities.

Objective	Transnational creation and circulation				
Priority(ies)	Audience engagement			Annual Priority	
Sector(s)	CH - Historical sites and buildings		CH - Museum		
Proposal Keyword(s)	Tangible cultural heritage	Creative industries	Training for cultural and creative professionals	Archaeology	Graphic arts and Design
Free Keyword(s)	Co-production, Residency, Serious Game, Creative Networks				

Dance Well

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-2	101056121	Dance Well	1,000,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	COMUNE DI BASSANO DEL GRAPPA	IT
PARTICIPANT	DANSE A LILLE - LE GYMNASSE - CENTRE DE DEVELOPPEMENT CHOREGRAPHIQUE	FR
PARTICIPANT	FONDAZIONE FITZCARRALDO	IT
PARTICIPANT	FONDAZIONE UNIVERSITA CA FOSCARI VENEZIA	IT
PARTICIPANT	KAMPNAGEL INTERNATIONALE KULTURFABRIK GMBH	DE
PARTICIPANT	LA BRIQUETERIE CENTRE DE DEVELOPPEMENT CHOREGRAPHIQUE DU VAL DE MARNE	FR
PARTICIPANT	LIETUVOS SOKIO INFORMACIJOS CENTRAS	LT
PARTICIPANT	TANEC PRAHA Z.U.	CZ

Compendia

Dance Well supports the professional development of dance artists and dance organizations that engage people living with Parkinson's, or other movement disorders, with dance.

The project expands their skills, competences and knowledge to widen the possibilities of becoming meaningful for the societies they live in, contributing with their innovative approaches to wellbeing and social cohesion. Dance

Well builds and nurtures a European community of choreographers and artists, professionals working in dance organizations, researchers, academics, scientists with new knowledge to progress the art form of dance, promoting societal resilience, the engagement of citizens with neurological and movement disorders, the inclusion of marginalized groups as well as supporting intergenerational and intercultural dialogues.

The objectives of the project are:

1) developing and experimenting innovative dance practices, the implementation, transfer and dissemination of knowledge and experiences across European regions, to support the recovery of artists and dance organizations engaging people living with Parkinson's and other mobility disorders, in light of the COVID-19 crisis.

2) contribute to the wellbeing and social cohesion and to the development of the culture of dance and its impact in civic societies.

Activities include: intensive training, Dance Well classes, creation and presentation of dance and audio-visual works, research and analysis, dissemination events.

Primary Outputs and Deliverables:

1 International training for Dance Well teachers

480 Dance Well classes in 5 Creative Europe countries

6 choreographic creations with Dance Well dancers, and their presentation to the public

6 films and 6 podcasts

1 toolkit/publication

8 dissemination events

6 press conferences

Over the course of 36 months, we expect to directly benefit approximately 450 people and to reach 120000 and more indirectly, through communication and dissemination channels.

Objective	Competitiveness and innovation
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Priority(ies)	Social Inclusion
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Sector(s)	Dance
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Proposal Keyword(s)	dance
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Free Keyword(s)	development of artistic skills for social inclusion, cohesion and wellbeing
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Introducing innovative patterns in children's cultural education through gamification

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101056131	GAME ON	198,757

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ROMAGNA TECH SOCIETA CONSORTILE PER AZIONI	IT
PARTICIPANT	ESTEETON TAIDE JA KULTTUURI RY	FI
PARTICIPANT	POLITISTIKO PARKO ANONYMOS ETAIREIAPOLITISTIKON DRASEON KAI EKPAIDEYSIS	EL
PARTICIPANT	STICHTING FOR EDUCATION ON AGILITY LIBERATING STRUCTURES	NL

Compendia

GAME ON deals with the field of gamification in cultural processes, with a specific focus on developing new digital educational productions dedicated to childhood, having proved to increase kids' motivation through entertainment and engagement mechanisms.

The proposal builds on this aspect to set out the general objective of:

- developing children's digital learning products based on a gamification approach;
- strengthening the connections between formal education and complementary digital education products, focusing on developing gamification outputs applied to international literature, cultural heritage & landscape protection, history of visual arts.

The partners will develop a cross-disciplinary kit of digital educational products for children (D3.2), using gamification to address disciplines in arts & humanities, that will be designed through a brainstorming (T2.3) and transnational creative residency (T3.2), implemented through the elaboration of tailored guidelines (D2.2) and tested by mean of dedicated events (T4.3).

The expected results are:

- Expanded range of cross-disciplinary digital educational products in the field of arts & humanities aimed at very young audiences;
- Fostered a digital-oriented approach to education in arts & humanities by the means of gamification;
- Increased attractiveness of cultural promotion for children by using gaming and technology;
- Strengthened relationship between a digitized approach to education and traditional educational institutions;
- Expanded educators' awareness on the tools derived from a gamified, digital & technological approach to cultural education;
- Upskilling of local businesses and professionals in the CCS in relation to the development of digital learning products for children, while enabling the exchange of expertise and creative ideas at transnational level.

The project TGs are (185 involved in the activities + 1300 informed about the project):

- Educators
- Actors of the CCS
- Children age 6 to 11

Objective	Competitiveness and innovation	
Priority(ies)	New technology	Audience engagement
Sector(s)	Other	
'Other' sector(s)	Gamification applied to education in arts & humanities	
Proposal Keyword(s)	Research	
Free Keyword(s)	Gamification, Primary Education, Innovation, cross-sectoral learning	

Boosting European Lyrics via Entrepreneurial Monetisation

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-3	101056141	BELEM	2,000,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ZEBRALUTION GMBH	DE
PARTICIPANT	1 PLUS V	FR
PARTICIPANT	AMAEI - ASSOCIACAO DE MUSICOS ARTISTAS E EDITORAS INDEPENDENTES	PT
PARTICIPANT	BARDIS MUSIC COMPANY LIMITED	IE
PARTICIPANT	BROMA 16 NL BV	NL
PARTICIPANT	DEEZER	FR
PARTICIPANT	DOTMUSIC LIMITED	CY
PARTICIPANT	INDEPENDENT DIGITAL SPOLKA Z OGRANICZONA ODPOWIEDZIALNOSCIA	PL
PARTICIPANT	MARS MUSIC AB	SE
PARTICIPANT	METATRON SRL	IT
PARTICIPANT	NORD UNIVERSITET	NO
PARTICIPANT	REGIONALNA UDRUGA NEZAVISNIH DISKOGRAFA	HR
PARTICIPANT	SARAIVA CANEJO LEITAO UNIPessoal LDA	PT
PARTICIPANT	UNISON RIGHTS SL	ES

Compendia

The BELEM project, Boosting European Lyrics and their Entrepreneurial Monetization, fosters the licensing, aggregation, distribution, exhibition and translation for meaning and greatly increases the monetisation of European lyrics and lyric translations for meaning. This significantly boosts the sustainability and exportability of European Music songs for music publishers and songwriters, (labels and artists) and benefits the audience, leading to increased language diversity and understanding globally, with translated lyrics crossing (and breaking) borders, both in digital and virtual, as well as live -in concert- formats. These lyrics and lyric translations for meaning will be distributed globally. Virtual and live concerts by European artists will be produced with subtitles, singing in their native languages, or a mixture of languages, and will be able to be understood by audiences in any country, in many languages. BELEM has Objective 1 (Transnational Creation and Circulation of works) at its core, with the Sector-Specific Priority no. 6 for the Music Sector as its capacity building, innovative drive, reinforcing the capacity of European music professionals, publishing companies and labels in music promotion, distribution and monetisation. BELEM allows EU based works to be licensed and distributed, with lyric translations for meaning, thus legalising currently unauthorized digital sites around the globe, while also monetising these views, through new digital, accounting and technological means, expanding traditional business models for EU works. Driving new revenue streams to European authors, composers and publishers, as well as providing new digital tools for labels and music distributors to create new lyric videos in the original and multiple languages for their European recording artists, the project also boosts the co-creation and co-production of new European works and recordings, adding new economic value to European musical and linguistic heritage.

Objective	Transnational creation and circulation
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Priority(ies)	Annual Priority
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Sector(s)	Music
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Proposal Keyword(s)	music
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Free Keyword(s)	lyrics, lyric translation, music culture, musical heritage, live lyric translation, digital, innovation, capacity building, education and training, language revitalisation
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Le fait urbain et les villes en reconstruction

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101056153	RES URBANAE	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	UNIVERSITE DE BRETAGNE OCCIDENTALE	FR
PARTICIPANT	MAISON DE L'ALLEMAGNE	FR
PARTICIPANT	TECHNISCHE UNIVERSITAET DRESDEN	DE
PARTICIPANT	VYSOKE UCENI TECHNICKE V BRNE	CZ

Compendia

The RES URBANAE project brings together three European universities (UBO in France, TUD in Germany and VUT in the Czech Republic) and a Franco-German citizens' association (MDA in Brest) to explore the issue of reconstruction in the broadest sense.

The project takes as its starting point the comparison of two cities - Brest and Dresden - which suffered the same fate of destruction at the end of the Second World War, and which tackled the challenges of their reconstruction in very different ways. With an innovative transdisciplinary approach, the project will explore not only the architecture and urban planning of the two cities, but also the art and the role imagination plays in the (re)construction of the cities' identities. Students, researchers from different countries, and artists will be invited to participate in the various activities that structure the project.

The aim is to understand how these cities' processes of transformation have enabled them to respond to the challenges of urban renewal and resilience, and to turn destruction and ruin into a foundation for reflection and creation in the broadest sense. Brest and Dresden, laboratory cities for their historical and current developments, serve as a basis for reflection on the development of good urban planning practices, which are indispensable in envisaging the future of European cities in a rapidly changing world.

Finally, the goal will be to communicate the results of this exploration to the general public, in order to help people understand the importance of urban culture and to incite inhabitants to play an active role in the future development of their cities. Beyond Brest and Dresden, this project is aimed at European citizens who live in urban areas that have experienced traumas other than bombings (e.g. the slow decay of their city's heritage) or who are simply concerned about the world's current state (threat of ecological disasters, possible pandemics, etc.).

Objective	Competitiveness and innovation		
Priority(ies)	Green deal		
Sector(s)	Art in public space	Architecture	Other
'Other' sector(s)	urban planning		
Proposal Keyword(s)	Architecture - Culture		
Free Keyword(s)	Urban planning, Art in the city		

Immersive digital storytelling of the European rural intangible heritage

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101056165	MEDITELLER	195,755

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	UNIVERSIDAD CATOLICA SANTA TERESA DE JESUS DE AVILA	ES
PARTICIPANT	BASILICATA CULTURE SOCIETA' COOPERATIVA SOCIALE A R.L.	IT
PARTICIPANT	INSTITUT ZA ETNOLOGIYA I FOLKLORISTIKA S ETNOGRAFSKI MUZEY PRI BULGARSKA	BG
PARTICIPANT	OBISPADO DE AVILA	ES
PARTICIPANT	POLITECHNIKA WARSZAWSKA	PL
PARTICIPANT	UNIVERSITA DEGLI STUDI DELLA BASILICATA	IT

Compendia

After the Covid-19 crisis, new channels for the fruition of the intangible rural heritage outside the traditional ones must be developed, as a means to relaunch the growth of rural areas and support the recovery of the cultural sector. The rural heritage valorisation can become an engine for the revitalisation of the rural areas. The project goal is to increase the transnational visibility of the rural traditions, identities and intangible cultural heritage through digitisation and creative storytelling, training and audience development strategies. This digitisation will use different formats to make the visitors experience more attractive: films that reproduce local processions, high-definition reproductions of old photos, 3D techniques, storytelling through comics for the youngest generations and so on. The consortium is composed of 6 partners from 4 countries (Italy, Spain, Bulgaria and Poland). The implemented activities are an audience development plan to build relations with the public, including persons with disabilities; digitisation of intangible heritage that will be available in an online platform; creative storytelling to develop common narrations of the different traditions in connection with specific themes (e.g.: religious processions, feasts for harvest, folkloric traditions, craftworks, etc.); training of cultural operators to enhance digital skills and build relations with the audience. Expected results: increased access of the public and persons with disabilities to the rural heritage; increased citizens' knowledge on the traditions of the rural areas and their contribution to the development of the European identity; enhanced digitisation of the cultural sector; reinforced digital skills of cultural operators in rural areas; increased social inclusion through culture of persons with disabilities.

Objective	Competitiveness and innovation					
Priority(ies)	Audience engagement			New technology		
Sector(s)	Digital arts		Intangible cultural heritage			
Proposal Keyword(s)	Cultural heritage - Culture	Archives and Libraries - Culture	Traditions	Digital arts	Training for cultural and creative professionals	Integration of people with disabilities and special needs
Free Keyword(s)	rural heritage, digitisation intangible heritage, digital storytelling, folklore and nature, assistive technologies					

Between Land and Sea

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101056175	BLAS	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	STUDIO RIZOMA	IT
PARTICIPANT	ASSOCIATION L'ART RUE	TN
PARTICIPANT	L'ART RUE	BE
PARTICIPANT	THEATER BREMEN GMBH	DE

Compendia

“Between Land and Sea” departs from a deep engagement in and between three key port cities and their cultural institutions: Bremen (Germany), Palermo (Italy), and Tunis (Tunisia). Lying on an almost perfect vertical axis, the three cities connect on a map the North of Europe, the Southern border of the EU, and the Northern end of Africa. The project focuses on the establishment of long-term collaborations between the three port cities of Palermo, Tunis and Bremen and their cultural actors and civil society, through the production of eight original transnational artworks that will be showcased in three original festivals in Bremen, Palermo, and Tunis.

Objective	Transnational creation and circulation		
Priority(ies)	Social Inclusion	International dimension	
Sector(s)	Theatre	Film / video arts	Art in public space
Proposal Keyword(s)	Works of art		
Free Keyword(s)	Mediterranean		

Dance as ICH: New models of facilitating participatory dance events

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-2	101056200	Dance - ICH	1,000,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	NORSK SENTER FOR FOLKEMUSIKK OG FOLKEDANS	NO
PARTICIPANT	ACADEMY OF ATHENS	EL
PARTICIPANT	CEMPER	BE
PARTICIPANT	COMPLEXUL NATIONAL MUZEAL ASTRA	RO
PARTICIPANT	ETHNIKO KAI KAPODISTRIAKO PANEPISTIMIO ATHINON	EL
PARTICIPANT	MUSEENE I SOR-TRONDELAG AS	NO
PARTICIPANT	SLOVENSKI ETNOGRAFSKI MUZEJ	SI
PARTICIPANT	SZABADTERI NEPRAJZI MUZEUM	HU
PARTICIPANT	ZNANSTVENORAZISKOVALNI CENTER SLOVENSKE AKADEMIJE ZNANOSTI IN	SI

Compendia

The project's main objective is to strengthen the capacity and knowledge in the museum and the cultural heritage sector's work on dancing as intangible cultural heritage (ICH), as a current contemporary facilitation practice, and to establish new or renewed models for participatory dance events as a co-creative process in call from heritage communities. This project aims to develop innovative methods, processes, and arenas for participatory folk dancing as ICH of the 21st century. It aims to trigger new ways of acting and thinking about facilitation of ICH, to develop and reinforce the capacity of the European cultural heritage professionals. Innovation plays a key role in establishing sustainable structures to ensure that future generations feel affiliated to European cultural heritage in a participative, bottom-up manner. Dance as ICH is calling for a renewal of the exhibition towards events of practice, and where the traditional role of researchers, curators, administrators and others are challenged. In such, innovation is necessary and a natural part of the customization and adaption to new era.

The project will produce

- four hybrid workshops including expert meetings to share, discuss and develop new ideas based on good examples of dissemination of dance as ICH
- five case studies with fieldwork reports in five of the partner countries to develop sustainable facilitator model(s) of cooperation with dance heritage communities
- implementation of the new concept of events of practice exhibition over a period of 6 months parallel in 5 of 6 countries,
- a closing conference,
- a research publication of 300 pages
- digital toolbox consisting of; guidelines of facilitating dance as ICH and handbook of creating events of practice exhibition.
- disseminate to national and international networks

A total of 35. 000 – 40.000 persons will benefit from this project, being cultural workers, visitors in museums and members of cultural heritage communities.

Objective	Competitiveness and innovation	
Priority(ies)	Annual Priority	
Sector(s)	Dance	Intangible cultural heritage
Proposal Keyword(s)	Cultural heritage - Culture	
Free Keyword(s)		

Theatre Outreach: Unravelling Connections in Humans / TOUCH

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101056212	T.O.U.C.H.	196,297

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	CENTAR ZA POZITIVAN RAZVOJ DECE I OMLADINE	RS
PARTICIPANT	ASSOCIAZIONE UNIAMOCI ONLUS	IT
PARTICIPANT	UMJETNICKA ORGANIZACIJA KAZALISNA DRUZINA EMPIRIA TEATAR	HR

Compendia

T.O.U.C.H. project is focused on innovation in the field of audience development and social inclusion through culture and art. Objectives include creation of a show-case for the use of a theatre outreach model in including vulnerable groups in active art creation and as a connecting means with different audience groups, rising the capacity of the creative sector to include people from different vulnerable groups as active subjects in the creative industries, and fostering the collaboration between culture, education, social welfare and the youth sector. The show-case consists of creation of an international inclusive co-production based on a theatre outreach approach, with using applied theatre as its main methodology for involvement and empowerment of three target groups (youth without parental care, people with disability and unemployed youth) and engagement of audiences. The inclusive creative troupe will have 3 international tours, each time performing for 2 audiences – their own group and general public. The tours are followed with local performances in schools, thus using interactive theatre methods not only to foster audience development, but to support the integration processes of target groups in their local communities. The show-case is documented through a comprehensive publication, involving recommendations for artists for successful engagement of people from vulnerable groups in their participatory art projects. In addition, 3 short movies follow the show-case and focus on the effects on participants and audience members. Second part of the project involves a series of dissemination activities, with organization of and participation in national and international cultural and inter-sectoral events, meetings and publications and videos dissemination, in order to motivate culture and creative sector to focus on this topic and to empower the trust in the contact between sectors through a good practice example.

Objective	Competitiveness and innovation			
Priority(ies)	Audience engagement		Social Inclusion	
Sector(s)	Theatre			
Proposal Keyword(s)	theatre	Integration of disadvantaged groups	Integration of people with disabilities and special needs	Integration of unemployed young people
Free Keyword(s)				

European Cultural Heritage On Stage III: For Memory's Sake

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101056213	ECHO III	191,935

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	INTER ALIA	EL
PARTICIPANT	ASOCIATIA RHEA	RO
PARTICIPANT	BIENALE DYTIKON VALKANION ASTIKI MI KERDOSKOPIKI ETAIREIA	EL
PARTICIPANT	OPEN SPACE FOUNDATION	BG
PARTICIPANT	PROJEKTE VULLNETARE NDERKOMBETARE	AL

Compendia

“ECHO III: for memory’s sake” is an arts and heritage project that aims to bring together artists working in the fields of theatre, music, visual arts, and literature in order to explore tradition and culture through the themes of marriage, arranged marriages and nuclear families in the Balkan context. Specifically, the aim is to explore gender roles and norms through history and how all of the above affect young people and artists living in Europe.

These strong bonds that tie us to our past have transcended through time and generations and found their way into our artistic wonderings. We grew up as grandchildren and sometimes closer relatives of people who have experienced arranged marriages, pressured into being wed against their will, families who have collected every dime they had, given up every inch of land they own, as dowry for their daughters.

We want to explore how the Balkan cultures integrate and diverge from each other, our similarities and our differences, to put together a puzzle of our collective experiences. How does the new generation understand the concept of marriage? What does it mean to be bound together for life with someone you met once? Are there any remains of the traditions of our ancestors in how we choose partners? Where were women positioned in such a context? Is marriage just an economic proposition, just a prospect of prosperity, a way out of poverty, salvation from criticism and ridicule and gossip? We are interested in the concept of virginity; a woman’s most treasured possession, how people used to celebrate a woman’s “purity” by displaying blood-stained sheets as a trophy.

“ECHO III: for memory’s sake” attempts to 1) tighten and promote the link between artistic creation and local heritage, 2) empower contemporary artistic creation of the Balkan space by enhancing artists’ capacity to be active at the international level, 3) increase audience engagement and development and cultural participation.

Objective	Transnational creation and circulation				
Priority(ies)	Audience engagement			International dimension	
Sector(s)	Theatre	Music		CH - Libraries and archives	
Proposal Keyword(s)	Cultural heritage - Culture	music	theatre	Visual arts - Culture	Literature books and reading - Culture
Free Keyword(s)					

Archives and Traces of Migration

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101056214	AToM	159,768

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ICARUS HRVATSKA	HR
PARTICIPANT	MINISTERIO DE CULTURA Y DEPORTE	ES
PARTICIPANT	NATIONAL ARCHIVES OF HUNGARY	HU
PARTICIPANT	STICHTING DE DOMIJNEN	NL

Compendia

Project "Archives and traces of migration" seeks to explore issues of appraisal, preservation and access of archival and documentary heritage material that documents emigration, expatriation, immigration, and diaspora communities with clear contributions to social inclusion of abovementioned communities through archival heritage and archival practices. Objectives of the project are: reinforce the capacity of archivists and other documentary heritage professionals in area of historical and contemporary migrations, connect archivists and documentary heritage professionals with respective migrant communities and co-create specific cultural products with members of respective communities.

To meet the defined objectives, the following activities will be conducted: innovative education and training of archivists and documentary heritage professionals, collecting, archiving, and publishing migrants' oral histories, creating specialized finding aids with participation of community members, representing archival material on topic of migrations through virtual and physical exhibitions created in co-curated manner, with participation of community members. Supporting activities include communication and dissemination activities (social media activities and final project conference).

Direct benefit from project activities will have minimum 40 archivists and documentary heritage professionals, minimum of 80 members of respective migrants' communities.

Expected results as outcomes are more connected groups and individuals (i.e., migrants) with archival institutions, more sensitive and inclusive archival practices and co-created narratives.

Expected outputs are training workshops for minimum 40 archivists, minimum 4 finding aids (e-publications), minimum 10 oral histories collected by each partner, 4 physical exhibitions and 1 virtual exhibition and 1 final conference for heritage professionals.

Objective	Competitiveness and innovation	
Priority(ies)	Social Inclusion	
Sector(s)	CH - Libraries and archives	CH - Museum
Proposal Keyword(s)	Archives and Libraries - Culture	Integration of refugees and migrants
Free Keyword(s)	training for cultural heritage professionals, cultural heritage, social inclusion	

South East European Dance Stations

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101056219	SEEDS	197,800

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	CENTRUL NATIONAL AL DANSULUI BUCURESTI	RO
PARTICIPANT	FONDATSIYA BRAIN STORE PROJECT	BG
PARTICIPANT	STATION SERVICE FOR CONTEMPORARY DANCE	RS

Compendia

South East European Dance Stations – SEEDS – is a project of regional cooperation between three South East European countries (RO, SE, BG) in the field of contemporary dance. SEEDS evolves upon three axes of interest: 1.Dance education and training; 2.Developing the system and good practices of co-production; 3.Promotion/Exposure and audience development. The project extends over a three-year period, with each year representing a Station dedicated to one of the three axes: Station One - Training, Station Two - International co-productions, Station Three –Festivals. SEEDS sets its main focus on the quality and conditions for the circulation of contemporary dance performances, as well as enriching information about the cultural context of each partner state. The project aims at linking three national cultural spaces in the realm of contemporary dance by means of transnational activities of education, production, dissemination and sharing.

The three partners of SEEDS - CNDB (RO) as Lead Partner, SSCD (SE) and BSP (BG) have gone through the experience of participation in successful European Projects and acted as influential contributors to the development of contemporary dance in their countries and abroad, in order to expand and develop on a regional scale projects that tackle the lack of cultural infrastructure, lack of resources for contemporary dance, the lack of cultural policies and last but not least the lack of opportunities in dance education.

The international dimension of SEEDS is transversal to its axes of development by introducing in all Stations European expertise and innovative artistic processes and creating strong opportunity for wide international encounters through the circulation of the artistic works in three international dance festivals.

The project's main objective is Transnational creation and circulation, aiming to strengthen the international co-production and circulation of European works and artists and implicitly audience development.

Objective	Transnational creation and circulation		
Priority(ies)	International dimension	Audience engagement	
Sector(s)	Dance		
Proposal Keyword(s)	dance	Organisation of the mobility of cultural artists and works	Training for cultural and creative professionals
Free Keyword(s)	Transnational creation		

Dantz Point Europe

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101056232	Dantz Point	193,045

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	INKLUSART KULTURA INTEGRALA KULTUR ELKARTEA	ES
PARTICIPANT	ARTENS ASTIKI MI KERDOSKOPIKI ETAIREIA	EL
PARTICIPANT	DANCETRIPPIN BV	NL
PARTICIPANT	VORTICE.DANCE ASSOCIACAO	PT

Compendia

Dantz Point Europe consists of a synergy between different European partners, Artens (Greece), Vortice (Portugal), DanceTV (Netherlands) and Dantz (Spain), that work together in the attainment of an identified challenge: it is of great importance the approach of European cultural heritage to new generations through innovative forms and content.

Dantz Point Europe was born through the exploration of cultural heritage in an attractive way in order to bring it closer towards young European citizens, who traditionally have not been engaged in cultural heritage. 12 events in 12 different locations in 5 different countries (Greece, Bulgaria, Netherlands, Portugal and Spain) sustained by 3 conducting threads:

- CULTURAL HERITAGE: divulgation and promotion of cultural, natural and historical European heritage.
- ELECTRONIC AND AVANT-GARDE MUSIC: development of emerging artists, facilitating mobility of artists through Europe.
- YOUNG AUDIENCES: development of young new audiences through the intersection of electronic music, which belongs to a universal language, and the exploration of cultural heritage in an innovative way.

Dantz Points are artistic actions, especially electronic and avant-garde music sessions, in emblematic places such as historical, cultural, natural and industrial heritage sites. They are recorded live and then broadcast on streaming. The participating artists are selected through an Open Call for emerging transnational artists and pretends to boost their careers as well as generating a network of artists and cultural industry workers.

Dantz Points are whole campaigns themselves composed by a package of content pursuing the increase of awareness among the way of perceiving cultural heritage, as well as putting in value European cultural heritage using music, new technologies and cultural innovation as main tools.

Culture, heritage, architecture, new technologies, tradition, history, tourism, art and music, all driven by the same project.

Objective	Transnational creation and circulation		
Priority(ies)	Audience engagement		
Sector(s)	Music	CH - Historical sites and buildings	
Proposal Keyword(s)	Cultural heritage - Culture	Landscape heritage	music
Free Keyword(s)			

More than one understanding of planet Earth.

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-2	101056238	More-than-Planet	998,197

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	STICHTING WAAG SOCIETY	NL
PARTICIPANT	ARS ELECTRONICA LINZ GMBH & CO KG	AT
PARTICIPANT	ASSOCIATION LEONARDO	FR
PARTICIPANT	DIGITAL ART INTERNATIONAL	FR
PARTICIPANT	POHJOINEN VALOKUVAKESKUS - NORDLIGA FOTOCENTRET RY	FI
PARTICIPANT	PROJEKT ATOL ZAVOD ZA UMETNISKO PRODUKCIJO POSREDOVANJE IN ZALOZNISTVO	SI

Compendia

The More-than-Planet project will address a crisis of planetary imaginary, as it finds an urgency to re-examine the way people understand and picture the environment on the level of the planet as a conceptual whole. The project partners will contribute to the European cultural-environmental literacy with the comparative planetary imaginary by empowering European research, innovation, and cultural communities with novel insights, skills, tools, and concrete use cases ready as references for the efforts in their domains. Such imaginaries will be developed through collaborative and art-driven innovation approaches with critical and creative tools for addressing today's environmental troubles. All the results will be disseminated as novel environmental narratives in cultural and public spaces as well as in specific critical zones. Project partners will extensively involve their stakeholders in project activities to maximise outcomes' expected impact and uptake. In support of long-term impact, the project will develop a pathway toward the framework of European Cultural Outer-Space Activities (ECOSA) in collaboration with relevant stakeholders. Such a framework will serve as a mutual agreement between stakeholders on collaborating in the long run. In general, the project builds on decades of individual efforts by many artists, scientists, and cultural organisations who enabled artistic production in the context of outer space, with space technologies, or even in outer space itself. Most of the project partners are part of this legacy while collaborating on many Creative Europe, Horizon, Erasmus+ and international projects. With established networks, the project will join some of the most high-impact events in the outer-space sector, and in such a way, maximise its impact.

Objective	Competitiveness and innovation	
Priority(ies)	Green deal	New technology
Sector(s)	Digital arts	
Proposal Keyword(s)	Digital arts	Research
Free Keyword(s)	environment, planet, imaginary	

A.P.P.S. | Antigone's Pride-Performing Society

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101056245	A.P.P.S.	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	EUFONIA SOCIETA COOPERATIVA	IT
PARTICIPANT	FUNDACION DE LA DANZA ALICIA ALONSO	ES
PARTICIPANT	INSTYTUT IM.JERZEZO GROTOWSKIEGO	PL
PARTICIPANT	THEATRO TSI ZAKYNTHOS EPANGELMATIKI SKINI	EL
PARTICIPANT	UNIVERSITA DEL SALENTO	IT

Compendia

A.P.P.S | Antigone's Pride-Performing Society project is coordinated by Eufonia soc. coop.(Italy) in partnership with the Augmented and Virtual Reality Lab- Department of Engineering for Innovation of Salento University (Italy), Foundation of Dance 'Alicia Alonso' of Madrid University 'Rey Juan Carlos' (Spain), Instytut im. Jerzego Grotowskiego (Poland), Teatro Tsi Zakynthos (Greece). It consists of a complex of activities aimed at the creation of innovative models in the field of performing arts, based on environmental and intercultural sustainability and on co-creation between artists, migrant women, innovation engineers. The project's intercultural and ecological response is aimed at giving tools for facing the epidemiological, social and economic crisis of the last two years that has forced artists and cultural and creative industries to drastically reduce, and in some cases to interrupt, the interconnection and contamination between cultures, knowledge and artistic languages that are the basis of joint European cultural collaborations. The project envisages the implementation of three Eco-Arts Residences in three natural parks, at Peguerinos National Park (Spain), in the Forest of Brzezinka and in Wroclaw (Poland), at the Cesine Natural Reserve (Lecce). The theatrical ecology activity in the parks will be connected with the research and experimentation of new forms of site-specific performances in nature and the realization of the international multilingual performance Antigone's Cantica also with the use of augmented and virtual reality technologies. The collaboration between artists, engineers, communities in naturalistic, significant contexts will focus on an artistic path of intercultural ecology, deepening techniques and knowledge in Theatre Ecology.

Objective	Transnational creation and circulation		
Priority(ies)	Social Inclusion	Green deal	
Sector(s)	Theatre	Intangible cultural heritage	Dance
Proposal Keyword(s)	theatre	Integration of refugees and migrants	Training for cultural and creative professionals dance
Free Keyword(s)	Innovative and sustainable format for performing arts		

COMMON ROUTES

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-2	101056246	CR	319,833

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ACCORDS CROISES	FR
PARTICIPANT	ASSOCIAZIONE CULTURALE DARSHAN	IT
PARTICIPANT	BABEL ARTS MANAGEMENT SOCIEDAD LIMITADA	ES
PARTICIPANT	CENTRUM KULTURY ZAMEK	PL
PARTICIPANT	LE 360 PARIS MUSIC FACTORY	FR
PARTICIPANT	MEDIAEVENT SZOLGALTATO KFT	HU
PARTICIPANT	MUZIEKPUBLIQUE	BE

Compendia

For several years, Europe has faced an influx of exiles from various cultures, including musicians whose role is important for the mutual enrichment and integration. The COVID crisis has accentuated the phenomena with which the music sector is confronted: concentration of companies and fragmentation between "headliners", emerging and exiled artists whose precariousness is increasing and who meet more difficulty entering the market. This contributes to a weakening of the base of the ecosystem, which threatens the diversity of creation. It is then necessary that small cultural companies come together around common projects to consolidate this base to tend towards more harmonious competition and maintain the diversity of creation.

We are 7 cultural operators from 6 European countries, with complementary expertise, working for several years for the career development of artists, who have built the COMMON ROUTES project in order to support companies and emerging artists through a transnational cooperation on the theme of Trans-culturality with a focus on the exiled artists in the European musical ecosystem.

The project consists of activities in the 6 partner countries

- Residency, creation concerts
- Trainings
- Communication campaigns
- Meeting of artists with specific audiences
- Documentary film
- Disc recording
- European tour, streamed concerts
- Final conference in Brussels, participation in trade fairs

- For
- 15 European artists including 7 exiles participating in the program and emerging artists (streamed training)
 - teams of partners and programmers
 - various audiences
 - media
 - political representatives
 - European institutions representatives

- In order to :
- support the creation and circulation of transcultural artworks created by European artists
 - provide the artists and staff with new skills
 - structure the professionals

- With the main expected results:
- consolidation of the basis of the European music ecosystem
 - improving the employability of emerging artists.

Objective	Transnational creation and circulation
Priority(ies)	International dimension
Sector(s)	Music

Proposal Keyword(s)	music	Organisation of the mobility of cultural artists and works	Training for cultural and creative professionals	Integration of people of different races and ethnic origins
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Free Keyword(s)	transculturalité, artistes émergents, artistes exilés, intégration, consolidation de l'écosystème, synergie, employabilité, concurrence plus harmonieuse
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Public Spaces Re:claimed

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101056247	SPA-RE	195,631

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	UDRUZENJE GRADANA UMETNICKA ASOCIJACIJA INBOX	RS
PARTICIPANT	PRIVATE HIGHER EDUCATION INSTITUTION - UNIVERSITY AMERICAN COLLEGE SKOPJE	MK
PARTICIPANT	QENDRA HARABEL	AL
PARTICIPANT	RIMINI APPARAT GBR	DE

Compendia

This project aims to explore the role of socially engaged art in revitalising the social dimension of public spaces in contemporary European cities. New regulations of private-public relations in transitional societies are reflected in the use of public spaces. Serbian, Macedonian and Albanian cities are particularly affected by this problem. The commercialization of public space progressively transforms urban life in favor of private capital, and not the people. Thus, public spaces, the most valuable public cultural good, especially in architectural heritage zones, became the most attractive commercial resource for the economic exploitation of the common space. Starting from Lefebvre's concept of Right to the City, this project deals with possible ways of revitalization of public spaces through art, in Tirana, Novi Sad and Skopje under the mentorship of the Berlin-based Rimini Protokoll who have a well-established artistic expertise in the field. The project addresses the challenge countries in permanent transition are facing, when it comes to shaping and understanding public spaces and our freedom to decide what kind of city we want to live in. Bringing urban sociology and art together, this project intends to influence the development of new identities of public spaces in contemporary Novi Sad, Skopje and Tirana through socially engaged contemporary art forms and educational multimedia tools. The project consists of research, educational and artistic phases. The research phase will be realized through discussions with local researchers and citizens, during which we will map the specific problems we want to address with this project in each city. During the educational phase the organization from Berlin will share their expertise in performing arts in order to develop a methodology for creative approaches to the mapped problems. The artistic phase will focus on the problems through innovative artistic formats that will result from the methodology of the project.

Objective	Transnational creation and circulation		
Priority(ies)	Audience engagement		Annual Priority
Sector(s)	Architecture	Art in public space	Intangible cultural heritage
Proposal Keyword(s)	Visual arts - Culture	Architecture - Culture	
Free Keyword(s)	Public spaces, Event-space, Contemporary sculpture, Spatial installation, Immersive performance in public space, Multimedia, City as an actor, Public property		

Lyriqas

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101056266	LYRIQAS	199,994

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	SONS GALIZA COMUNICACION SL	ES
PARTICIPANT	ATLANTIA ENTERTAINEMENT SL	ES
PARTICIPANT	BANDO À PARTE, LDA.	PT
PARTICIPANT	ETHNIKO KAI KAPODISTRIAKO PANEPISTIMIO ATHINON	EL

Compendia

LYRIQAS is a project that seeks to study, explore in praxis and share within the contemporary tradition through new performative and artistic means of expression, the common link in classical European culture. This culture emerged in Greece, was then adopted and transmitted by the Romans, first throughout the Mediterranean and then to the rest of Europe, and became what we now perceive as our Western culture.

From Athens to Galicia and Braga and back, this project aims to bring together young artists from these regions in a creative collaboration. Each artist, having her/his own tradition and her/his art as a tool, will embark on a journey through time and art to produce contemporary pieces of music, film and theatre. The premises where these artists will come together are four residencies (one for each discipline and one multidisciplinary) and a festival that will unite them and enable them to disseminate their work with new and young audiences.

Through the foreseen activities, we aim to address the following specific objectives:

- Reconnect the cultural tradition, background and heritage from the Latin world that the 3 regions have in common, utilising new performative narratives while focusing on the genres of music, literature, drama and cinema.
- Foster the exchange of artists and cultural agents between the 3 regions, with a triple goal: boosting the international opportunities of artists, enabling the co-creation and reaching new audiences in common.
- Engage new audiences and convey to the general audience other European creations, by involving them in the discovery of the traditions and enabling the re-interpretation of the classical productions that constitutes the basis of our current culture.
- Create new and innovative ensemble work that will enable young artists to coexist, cocreate and cooperate, utilising the different genres, while aiming to present a contemporary narrative of the rich European cultural heritage shared by the 3 regions

Objective	
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Priority(ies)	
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Sector(s)	
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Proposal Keyword(s)	Training for cultural and creative professionals	Organisation of the mobility of cultural artists and works	Festivals
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Free Keyword(s)	cultural heritage, performative arts, artistic residencies, co-creation, audience development
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Art, Economy & Technology - Unleashing the potential of Crypto Art and other tech tools for European creative industry, regions and society

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-2	101056278	ARTeCHO	603,168

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	STARTUP EUROPE REGIONS NETWORK	BE
PARTICIPANT	FRANKFURT SCHOOL OF FINANCE & MANAGEMENT GEMEINNUTZIGE GMBH	DE
PARTICIPANT	FUNDACION ZARAGOZA CIUDAD DE CONOCIMIENTO	ES
PARTICIPANT	MEET DIGITAL COMMUNICATION SRL IMPRESA SOCIALE	IT
PARTICIPANT	STICHTING BALTAN	NL

Compendia

The ARTeCHÓ - Art, Economy & Technology - Unleashing the potential of Crypto Art and other tech tools for European creative industry, regions and society has a three-fold ambition: 1) creating awareness on emerging trends and potential of Crypto Art (blockchain) and other tech tools as a modern method of monetisation of fine art and copyright protection, 2) supporting capacity building and talent development on the theme leading to transformed economy of art and/or new entrepreneurial ventures and business models, and 3) connecting the dots by gathering a community of practitioners, policymakers and academics/researchers to further debate possible avenues for embedding monetisation alternatives and blockchain in regional programmes supporting arts, artists and their ethical rights.

The main goal is to create a peer learning community that will allow artists to learn more about the technical side of the art creating process and its intersection with new technologies, Crypto Art, blockchain and NFT marketplaces. This project will combine artistic talent with a vision of modern technology and bring together experts and recognised Crypto artists that will share their knowledge with emerging artists giving them the tools needed to scale up their art / business. ARTeCH will provide resources to help artists and organizations to explore the innovative approaches of Economics of the arts, to encourage copyright protection of fine art versus new technologies application, and to shape new business models, wider communication strategies, political engagement and citizen awareness.

The final outcome is to create a learning community of shared knowledge that will bring together the fellow artists community directly supported by the project together with the enlarged ecosystem's actors, industry, SMEs&startups, policy makers, academia and civil society to navigate the future of Arts, Economy and Technology.

Objective	Competitiveness and innovation					
Priority(ies)	New technology			Audience engagement		
Sector(s)	Digital arts	Graphic arts / Design		Other		
'Other' sector(s)	Cryptoart and blockchain					
Proposal Keyword(s)	Creative industries	Training for cultural and creative professionals	Digital arts	Visual arts - Culture	Video arts	Design and applied arts - Culture
Free Keyword(s)	Cryptoart, blockchain, NFTs					

Development of new audiences via innovative cultural and digital strategies to promote experimental sustainable fashion methods

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101056307	FASHION ALIVE	199,999

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	CREAMODITE ASOCIACION PARA LA CONSTITUCION Y REESTRUCTURACION DE	ES
PARTICIPANT	UNIVERSIDADE DO MINHO	PT
PARTICIPANT	UNIVERSITA DEGLI STUDI DELLA CAMPANIA LUIGI VANVITELLI	IT
PARTICIPANT	XSENTRIKARTS PLATFORM FOR ARTS	AT

Compendia

The FASHION ALIVE Project main approach is the promotion of sustainable practices in the creative fashion industry by generating attractive events to engage wider audiences and raise their awareness on this important subject. FASHION ALIVE Project approach is therefore underpinned by three different concepts:

- From one side, CREAMODITE (Spain), UMINHO (Portugal) and UCAMPANIA (Italy) will conceptualise and experiment with the creation of sustainable fashion methods, where each partner will work on a specific innovative methodology.

- In parallel, XSENTRIK (Austria) will explore and envisage a digital and audio-visual strategy using technological tools (combining videos, 3-D projections, video mapping software, sounds, lights and music created by artificial intelligence, temporary architecture, etc.) that shall be adapted to a living fashion show, but that can also become a digital show streamed online.

- The creations of the four partners will be displayed to the public during 3 non-conventional fashion and arts events that will combine the exhibition/catwalk of the sustainable creations by CREAMODITE, UMINHO and UCAMPANIA with the digital and audio-visual creations by XSENTRIK, as well as other added artistic actions such as live performances ideated by an artistic director, urban dances ideated by a professional choreographer and filmmaking through drones. The events will take place during 2 different days, as there will be another more participative session with roundtables, talks, conferences and public discussions about arts, sustainability, fashion and creativity.

After the presentation of the sustainable fashion solutions at the project events, the partners will perform an analysis to evaluate the impact gathered through the innovative events to understand how does the message of sustainable fashion arrive to general public through this kind of engaging and cultural expressions.

Objective	Competitiveness and innovation					
Priority(ies)	Audience engagement			Green deal		
Sector(s)	Fashion design		Art in public space		Theatre	
Proposal Keyword(s)	Fashion design	Video arts	dance	Creative industries	Digital arts	Research
Free Keyword(s)	sustainable, experimental, audiences, cultural, videomapping, digital tools, engaging, experiences, entertainment, zero waste, circular fashion, cultural heritage, filmmaking					

Digital Transformation for Cultural Heritage Capacity Building in Lithuania, Poland and Ukraine

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101056312	DGTRAN	147,568

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	NON-GOVERNMENTAL ORGANIZATION VOLYN FOUNDATION	UA
PARTICIPANT	INSTITOUTO ANAPTIXIS EPICHEIRIMATIKOTITAS ASTIKI ETAIREIA	EL
PARTICIPANT	SVIETIMO TYRIMU IR INOVACIJU INSTITUTAS	LT
PARTICIPANT	UNIWERSYTET W BIALYMSTOKU	PL

Compendia

Within the project, digitisation of cultural heritage material, such as sites and buildings connected with the historical figure of Vytautas the Great will be performed using innovative 3D and Augmented Reality technologies. All the selected objects are located in three different countries – Ukraine, Poland and Lithuania, but are united by common historical background and cultural practices. The fact that Vytautas the Great is honored and respected in the cultures of Lithuania, Ukraine and Poland demonstrates his unique, proto-EU approach to governing the states and reveals an interesting historical and cultural example of cooperation, tolerance and mutual support among diverse European cultures. Our transnational team consists of different Ukrainian, Polish and Lithuanian grass-route organizations that want to foster digital transformation of the cultural Heritage Sector, accelerate our own digital transition and enhance our competitiveness. Using new digital technologies and in close cooperation with each other, we will create digital models of the historical buildings (connected with the figure of Vytautas the Great); develop a website, that will allow free access to the digitalised objects with their popular description; and an interactive map that will connect the selected historical-cultural sites into a transnational tourist route “The Belt of Vytautas”. The mobile app will be developed to allow users experience augmented reality and “travel in time”. The webpage and the mobile app will support the promotion and the distribution of European content across Europe and beyond; help attract more tourists to the countries; introduce and develop the idea of remote digital tourism as a response to the COVID-19 crisis; and foster cross-border cooperation and inter-cultural dialogue.

Objective	Transnational creation and circulation		
Priority(ies)	New technology		International dimension
Sector(s)	CH - Historical sites and buildings	Architecture	Other
'Other' sector(s)	Digital Cultural Heritage		
Proposal Keyword(s)	Cultural heritage - Culture		
Free Keyword(s)	digital cultural heritage, 3D modeling, Augmented Reality, e-tourism		

Architecture, Biodiversity, Culture [ABC]. Building ecological institutions for culture

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101056338	ABC	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ASOCIATIA TRANZIT.RO	RO
PARTICIPANT	ASOCIATIA PRO-TURISM NEDEEA VALCEANA	RO
PARTICIPANT	ATELIER D ARCHITECTURE AUTOGEREE	FR
PARTICIPANT	SDRUZHENIE DRENART	BG

Compendia

Architecture, Biodiversity, Culture [ABC]. Building ecological institutions for culture

ABC is an European cooperation project situated at the intersection between cultural practices, eco-architecture and ecosystems preservation. Initiated by a consortium of organisations active in the fields of culture, contemporary art, architecture, civic activism and eco-sustainable community practices, the project proposes a participatory process of building and cultural contextualising of ecological prototypes to be used by cultural institutions. ABC operates on four sites in Romania, Bulgaria and France: Silistea Snagovului, a village in the proximity of Bucharest, near a protected area of lake and forest; Brezoi, a small town in the South-Western part of Romania, in a mountaneous area and close to an important river; Dren, a village outside of Sofia, in a hilly area; and Bagneux, in the peripheral neighbourhoods of Paris.

The project aims to: - Facilitate the exchange of knowledge and skills related to ecological architecture, mutualising & crossing eco-architecture practices; - Create participatory situations for understanding and practicing the possibilities of ecological, sustainable and ethical building practices, in relation to natural surroundings and local materials;

- Create and give visibility to a series of architectural ecological prototypes for cultural spaces, meant to foster paths towards a green architecture with respect for local biodiversity; skills transfer from eco-architecture specialists to local stakeholders and local administration; - Realise multi-disciplinary experiments and convivial events that are situating architecture as an organic process oriented towards the living and communities;- Test and evaluate the prototypes and disseminate the results. Activities: meetings, lectures, site-visits, experiments with materials, artistic interventions, co-building workshops, mapping, performances, residencies, publications.

Objective	Competitiveness and innovation		
Priority(ies)	Green deal	Audience engagement	
Sector(s)	Architecture	Intangible cultural heritage	Other
'Other' sector(s)	Study of biodiversity		
Proposal Keyword(s)	Architecture - Culture		
Free Keyword(s)	culture as interface between society and natural ecosystems, citizen ecological transition, participatory processes, ecological action, local materials and resources, biological diversity		

Sounds Of Europe

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-2	101056366	SOFEU	999,999

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	TREFPUNT FESTIVAL	BE
PARTICIPANT	AMITY O.Z.	SK
PARTICIPANT	ASSOCIATION CULTURELLE DE L ETE	FR
PARTICIPANT	ASSOCIAZIONE CULTURALE MUSICASTRADA	IT
PARTICIPANT	CENTRUM KULTURY ZAMEK	PL
PARTICIPANT	CULTURAL ORGANISATION SKOPJE JAZZ FESTIVAL	MK
PARTICIPANT	EARTH MUSIC SRO	CZ
PARTICIPANT	MAAILMAN MUSIIKIN KESKUS RY	FI
PARTICIPANT	MORICZ ZSIGMOND SZINHAZ NONPROFIT KFT	HU
PARTICIPANT	RING RING	RS
PARTICIPANT	STICHTING MUSIC MEETING	NL
PARTICIPANT	STICHTING VOOR KULTURELE SAMENWERKING MULTIPLEX	NL
PARTICIPANT	SZIGET KULTURALIS MENEDZSER IRODA ZARTKORUEN MUKODO RESZVENYTARSASAG	HU

Compendia

Europe is a diverse region consisting of many nations, cultures, languages and traditions. In order to enhance the cohesion in such a diverse region, interaction, collaboration, understanding and exchange is necessary. Out of a shared passion for culture and music more in particular, 13 music festivals from 11 countries have a big wish to collaborate to show the richness of the European musical traditions all around the continent and to strengthen the whole sector active in this field.

This field is our shared vision on music; all of the partners have a deep respect for music rooted in tradition – both local and migrated traditions, for the craft, the musicianship, and feel there is an urgent need of help in this segment of the music scene, to avoid traditions disappearing. This music rooted in tradition is not a static, historic interpretation, yet it is a very lively, although threatened, evolving expression of top musicians with a deep knowledge of their or other roots and an open view towards other styles and the future. It is about musical creativity rooted in tradition brought in a contemporary context.

From the shared vision comes the project that wants to create a strong network for the exchange of artists, cultural actors and expertise, that wants to promote the participating artists with all means possible (both physical and digital), that wants to connect and activate audiences and cultural workers, and wants to organize all activities with the highest attention to ecology and sustainability.

Objective	Competitiveness and innovation
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Priority(ies)	Annual Priority
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Sector(s)	Music
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Proposal Keyword(s)	music
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Free Keyword(s)	roots music, world music, folk, traditional, touring, emerging artists, network, capacity building, inclusion, diversity, ecology, residencies, exchange, creation, meetings, interaction
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Building Talent; Enhancing Employability of young artists

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101056372	Building Talent	196,738

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	MAKSLAS CENTRS NOASS	LV
PARTICIPANT	CREAD	BE
PARTICIPANT	INSTITOUTO ANAPTIXIS EPICHEIRIMATIKOTITAS ASTIKI ETAIREIA	EL
PARTICIPANT	TO HAMOGELO TOU PAIDIOU	EL

Compendia

Culture is a notion often analyzed by experts, while even today it creates an overgoing dialogue around its structure and forms. It is quite common ground that culture is and always has been a cornerstone of societies. Nowadays, even though the Culture and Creative Sector (CCS) has proven its contribution to society and the economy, it is one of the most affected by the worldwide economic crisis and the pandemic. The COVID-19 pandemic increased the unemployment rate, while it reduced the tourism inflow. The confinement measures ordered the closure of all cultural institutions, creating a vague and unstable condition for artists and employees of the CCS. At the same time, the pandemic affects the prospects of youth employment. Before the pandemic, EU youth unemployment (15-24) was 14.9% while in August 2020, it stood at 17.6% and is expected to continue rising. The feeling of insecurity of this age group is evident, placing it as one of the top priorities of the EU in need of support. The "Building Talent" project aims to respond to the above-mentioned challenges by creating a scheme that will support young artists (aged 18 to 30 years old) to increase their employability in the long term by building connections to the CCS through educational frameworks. Among the direct target group, the participation of young artists coming from marginalized groups or facing social and economic difficulties will be encouraged and favored. The consortium will support the participants with custom-made seminars and workshops together with the field experts, museum professionals, artists, and gallery employees. At the same time, the experts will have the chance to be fully informed on today's inequalities of the art world and ways to diversify their workforces.

Objective	Competitiveness and innovation		
Priority(ies)	Social Inclusion		
Sector(s)	Digital arts	Graphic arts / Design	Painting, drawing
Proposal Keyword(s)	Creative industries		
Free Keyword(s)	cultural and creative sector, employability, innovative business approach		

Ulysses: A European Odyssey

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-3	101056375	UEO	1,726,395

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	STICHTING BRAVE NEW WORLD PRODUCTIES	NL
PARTICIPANT	ARENA ENSEMBLE ASSOCIACAO CULTURAL	PT
PARTICIPANT	ARIONA HELLAS AE	EL
PARTICIPANT	ARTS OVER BORDERS COMPANY LIMITED BY GUARANTEE	IE
PARTICIPANT	ASOCIATIA CREATE.ACT.ENJOY	RO
PARTICIPANT	BLAAGAARD TEATER	DK
PARTICIPANT	BUDAPEST BRAND NONPROFIT ZARTKORUEN MUKODO RESZVENYTARSASAG	HU
PARTICIPANT	CHORUS AMKE	EL
PARTICIPANT	COLLECTIF ILDI ! ELDI	FR
PARTICIPANT	Comune di Trieste	IT
PARTICIPANT	DONOSTIA KULTURA	ES
PARTICIPANT	FUNDACION UXIO NOVONEYRA	ES
PARTICIPANT	NEWMAN HOUSE LITERARY CENTRE COMPANY LIMITED BY GUARANTEE	IE
PARTICIPANT	OULUN KAUPUNKI	FI
PARTICIPANT	RIMINI APPARAT GBR	DE
PARTICIPANT	STICHTING FOTOGRAFIE NOORDERLICHT	NL
PARTICIPANT	VIESOJI ISTAIGA VILNIUS MIESTO MUZIEJUS	LT

Compendia

Ulysses: A European Odyssey (UEO) is a new network of 16 partners co-producing a single performative project of 18 scenes from 2022-2024 across public spaces in 18 European cities - Athens, Trieste, Vilnius, Budapest, Marseille, Paris, Berlin, San Sebastian, Copenhagen, Istanbul, Cluj, Zurich, Groningen, Eleusis, Oulu, Lisbon, Dublin & Derry.

UEO is inspired by a European masterpiece, James Joyce's Ulysses (published 1922), in turn inspired by Homer's Odyssey. The project is a multi-disciplinary response, each city engaging with one of the novel's chapters and with social themes identified in each chapter. There is a focus on each event engaging with a public space, inspired by Joyce's belief in public space as a civilising influence. The project is shaped into three Acts and 18 scenes: Act 1 2022 cities 1-6; Act 2 2023 cities 9-15; Act 3 2024 cities 16-18.

The project design of pan-European collaboration inspired by a single work of art brings together different sectors - museums, a cultural tourism body, festivals, theatre venues, filmmakers and civic government - across different art-forms - photography, gastronomy, social arts therapy, public art, environmental arts, digital art and the dramatic monologue - with different levels of scale and experience.

Each city partner will host a cross-sectoral symposium exploring the relationship between the city and its Arts & Society theme - migration, democracy, mental health, environmental pollution, social co-existence, sexual equality and freedom of speech, among others.

An exchange between cities of 30 emerging artists will occur. The project will culminate in the publication of a book titled Europe-Ulysses in which 18 innovative writers (one from each city) will write a response to their theme.

Objective	Transnational creation and circulation		
Priority(ies)	International dimension	Social Inclusion	
Sector(s)	Art in public space	Theatre	Other
'Other' sector(s)	This is a multi-disciplinary project, inspired by a literary work and encompassing a broad range of art forms and sectors.		

Proposal Keyword(s)	Creative industries	Cultural heritage - Culture
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Free Keyword(s)	Multi-disciplinary, theatre, film, digital, architecture, music, street arts, visual arts, photography, light art, soliloquy, debate, artistic exchange, publication, contemporary European issues
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EDUCATIONAL LIMITS. CREATIVE THEATER COMMUNITIES

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101056376	LIMITS	199,994

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ASOCIATIA CULTURALA REPLIKA	RO
PARTICIPANT	ASSOCIACAO CULTURAL TEATRO DOS ALOES	PT
PARTICIPANT	KOINONIKH SYNETAIRISTIKH EPIXEIRHSH PRAMATA KAI THAMATA	EL
PARTICIPANT	MONTERNOI KAIROI ASTIKI MIKERDOSKOPIKI ETAIREIA	EL

Compendia

The project focuses on 6 directions: (1) Itinerary of the Romanian theater show LIMITE in Greece (EL) and Portugal (PT); (2) Realization of a theatrical production by the Modernoi Kairoi collective (EL) based on the Romanian text LIMITE; (3) Realization of a RO-PT theatrical co-production, by the artists of the Replika Center (Romania) and the artists of the Teatro dos Aloés (Portugal) based on the Romanian text LIMITE; (4) Making an artistic documentation about the educational systems in the 3 countries; (5) Realization of a theatrical co-production RO-PT-EL based on the artistic documentation. (6) Organizing a Week of Educational Art in which will be presented theater performances and will be organized a series of debates / conferences about the educational system. The 6 directions are integrated in the 6 WP's of the project. The Romanian theater show LIMITE focuses on the educational system in Romanian and its many ramifications and determinations. The general objective is to encourage the transnational creation and circulation of European works and artists by creating theater performances in Greece, Portugal and Romania that addresses acute educational issues. The main target group are 20 artists and cultural workers from partner organizations, who will have the opportunity to expand their work, collaborate with new artists and co-produce a show in 3 languages, with artists from different countries. The project has an International Dimension (Priority 5 of the call) because it promotes the cultural resources of the 3 partner countries by carrying out actions of mobility of artists and forms of artistic expression that privilege the development of intercultural skills, creative economy and exchange of values. The project develops a series of theatrical activities with educational impact in 3 countries - Romania, Greece, Portugal - in which educational issues have related aspects such as need to do efforts to increase inclusive education and have educational policies on reducing bullying in school .

Objective	Transnational creation and circulation		
Priority(ies)	International dimension		Social Inclusion
Sector(s)	Theatre		
Proposal Keyword(s)	theatre	Organisation of the mobility of cultural artists and works	Research
Free Keyword(s)			

Fortepan method - Making Europe's private visual history freely accessible

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101056381	FORTEPAN METHOD	184,592

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	SUMMA ARTIUM KULTURA TAMOGATO NONPROFIT KORLATOLT FELELOSSEGU	HU
PARTICIPANT	ASSOCIAZIONE CULTURALE PHOTOLUX - THE RIGHT WAY OF PHOTOGRAPHY	IT
PARTICIPANT	FUNDACJA EDUKACJI WIZUALNEJ	PL

Compendia

Fortepan method - Making Europe's private visual history freely accessible

"We can relate to our past and the past of our country and Europe, when it becomes accessible to us visually."

Fortepan method aims to establish and promote an international digital private photo archive of the 20th century with a Creative Commons-based, free to use license through local collection of private photos and photo exhibitions. The partnership consists of three European organizations active in the field: Summa Artium Kultúra Támogató Nonprofit Ltd. (HU), Fundacja Edukacji Wizualnej (PL) and Associazione Culturale Photolux (IT). The project design is based on experiences of Fortepan.hu's team; this good practice will be further developed and transferred to the European level.

During the project we develop an online private photo archive called fortepan.org, collect private photos through 3 regional photo collection tours including 10 European countries. Besides we will organize 3 exhibitions from the images collected. We will upload 40.000 selected photos to ortepan.org online private photo archive, expect 145.000 visitors to use the website and 15.000 people to visit our exhibitions. Besides being available for everyone, the fortepan.org archive will be used as a resource for artists, journalist, teaching and research professionals.

The overall objective of the project is to bring Europe's visual memory of the 20th century into life, therefore strengthening European common knowledge, diversity and identity.

Objective	Competitiveness and innovation		
Priority(ies)	International dimension		Audience engagement
Sector(s)	Photography	Digital arts	CH - Libraries and archives
Proposal Keyword(s)	Photography	Archives and Libraries - Culture	Cultural heritage - Culture Conservation
Free Keyword(s)	private photo, free access, free to use, Creative Commons		

Forgotten Masterpieces - a living open archive for European Modern Architecture

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101056402	FOMA	199,448

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ATUUL OU	EE
PARTICIPANT	DOCOMOMO DEUTSCHLAND EV	DE
PARTICIPANT	KAUNAS 2022	LT
PARTICIPANT	ZDRUZENIE NA GRAGANI ZA PODDRSKA IPROMOCIJA NA KULTURATA KONTINEO 2020	MK

Compendia

The project " Digital Architecture Archive - Forgotten Masterpieces" (FOMA) is the concerted effort of four European cultural organisations to create a free, open, decentralised and living digital archive for European Modern Architecture which will combine local preservation efforts on a European level. This archive which is based on an already existing and functioning infrastructure is free of cost for any user, can be securely accessed, edited and amended by anybody with access to the internet, its database is distributed across different locations, and it is set up to allow for the seamless addition of new archiving organisations as well as further individual contributions. An ongoing digitisation effort will constantly enhance the archive's value and showcase its merits to wider audiences.

Objective	Competitiveness and innovation
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Priority(ies)	New technology
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Sector(s)	Architecture	CH - Historical sites and buildings
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Proposal Keyword(s)	Cultural heritage - Culture
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Free Keyword(s)	digitisation, archive, architecture, modernism
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Building to Last: Non-governmental Cultural Centres, Environmental Sustainability and Communities

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-2	101056431	Rebuilding to Last	981,474

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	TRANS EUROPE HALLES	SE
PARTICIPANT	ANTENA - SIET PRE NEZAVISLU KULTURU	SK
PARTICIPANT	ASSOCIAZIONE CULTURALE SUD-EST	IT
PARTICIPANT	BIM6D CONSULTING & PERFORMANCE SL	ES
PARTICIPANT	CONTEMPORARY LANDSCAPE CREATIONS	FR
PARTICIPANT	FUNDACIO EURECAT	ES
PARTICIPANT	INTERNATIONALES KULTURCENTRUM UFA FABRIK EV	DE
PARTICIPANT	KIINTEISTO OY KAAPELITALO	FI
PARTICIPANT	NADACIA CVERNOVKA	SK
PARTICIPANT	ORGANIZACION DE ESTADOS IBEROAMERICANOS PARA LA EDUCACION LA CIENCIA Y	ES
PARTICIPANT	TODO POR LA PRAXIS - TXP	ES
PARTICIPANT	UNIVERSITE DE LIEGE	BE
PARTICIPANT	VIDES RISINAJUMU INSTITUTS NODIBINAJUMS	LV

Compendia

Led by the network Trans Europe Halles (TEH), Rebuilding to Last's main aim is to build the capacity of cultural spaces to address the sustainable futures of their buildings and organisations, inspiring and leading sustainable transition among cultural teams, audiences, communities and cities. Rebuilding to Last will initiate a 2-year programme delivered by 5 cultural centres, 3 architecture and engineering companies, 1 university, 1 innovation and research centre, 4 cultural networks, and 2 intergovernmental organisations, all combining expertise that will have lasting effects on the European and global cultural landscape.

The project has 3 main objectives:

Objective 1) Research: identifying current practices with regard to sustainability,
 Objective 2) Training: training and tools informed by the outcomes of the research and
 Objective 3) short and long-term awareness building, using the outcomes of the project.

These objectives will be achieved by a full programme of secondary and primary research, customised training, peer-to-peer exchanges, dissemination of the programme results to the wider cultural sector and a set of legacy tools, such as an online training course, a sustainability roadmap and digital publications/resources.

Rebuilding to Last is aimed at building-based cultural organisations, such as public cultural centres, creative hubs, theatres, museums, etc., with the ambition to reach 3,000 organisations and 10,000 people. Although the project is European generated and focused, there will be an active engagement with regions outside of the EU, for instance through the Asia Europe Foundation and Organization of Ibero-American States.

The vision is to make such cultural spaces environmentally sustainable, energy efficient, carbon neutral facilities that not only have a positive impact on the users and local communities but become inspirational leaders in a new movement for green culture, in Europe and across the World.

Objective	Competitiveness and innovation	
Priority(ies)	Green deal	International dimension
Sector(s)	Other	Architecture
'Other' sector(s)	Multidisciplinary cultural centres	

Proposal Keyword(s)	Architecture - Culture	Buildings	Training for cultural and creative professionals
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Free Keyword(s)	Circular design, participatory architecture, public space, place-making, sustainable renovation, retrofitting
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Transforming Young People Using Shakespeare

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101056470	TYPUS	199,998

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	UNIVERSITA DEGLI STUDI DI MILANO	IT
PARTICIPANT	ASSOCIAZIONE PUNTOZERO	IT
PARTICIPANT	ASSOCIAZIONE VITALITY IMPRESA SOCIALE	IT
PARTICIPANT	KINONIKES SINETERISTIKES DRASTIRIOTITES EFPATHON OMADON	EL
PARTICIPANT	NORGES TEKNISK-NATURVITENSKAPELIGE UNIVERSITET NTNU	NO

Compendia

Our transformational project TYPUS develops according to objective 2 of the Culture strand sub-programme and the UN 2030 Agenda for Sustainable Development, whose pledge is to leave no one behind. It aims to adopt an inclusive and interactive approach to theatre-making to facilitate marginalized young people's social inclusion while identifying, exploring, and nurturing their potential creative talents. It uses applied theatre to address the lack of involvement in the civic society of many young Europeans, which leads to a growing increase in deviant behaviours. Involving an international consortium of partners with experience in the field of intercultural theatre, applied theatre, social inclusion, and justice, TYPUS develops an interactive theatre-making approach centered on Shakespeare's "Romeo and Juliet" to encourage the reintegration of marginalized young people in contemporary society, foster audience engagement both in real life and digitally, and train a new professional figure who possesses both drama skills and social sciences' and judicial competencies. The project will develop and implement a new pilot Shakespeare workshop targeting young people in the community and others in prison or serving community sentences (aged between 14-27) of different mother tongues, ethnic groups, and diverse social backgrounds. With the support of a team of other professional figures, the project beneficiaries will be invited to re-appropriate the iconic story of social unrest in this Shakespearean tragedy through the lens of the present legal system in each partner country. According to a transformative approach and starting from territorial best practices, each partner will develop and share Shakespearean tools replicable in the different contexts and with other target groups. Our immersive, interactive rewritings of "Romeo and Juliet" will be presented to very mixed live audiences and disseminated and adapted, deploying the multiple languages and codes of social media.

Objective	Competitiveness and innovation			
Priority(ies)	Audience engagement		Social Inclusion	
Sector(s)	Theatre			
Proposal Keyword(s)	theatre	Training for cultural and creative professionals	Integration of people of different races and ethnic origins	Integration of disadvantaged groups
Free Keyword(s)	Integration of disadvantaged, marginalised young people (14-27)			

Competence building in Non-Fungible Tokens for culture

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101056485	CoNFiTure	199,913

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ALPHABET FORMATION	BE
PARTICIPANT	EUROPEAN NETWORK OF COMICS REPRESENTATIVES AND ENTREPRENEURS	BE
PARTICIPANT	LUCCA CREA SRL	IT
PARTICIPANT	NEXT ENTERPRISES SPOLKA Z OGRANICZONA ODPOWIEDZIALNOSCIA	PL

Compendia

NFT – Non-Fungible Tokens – are a technological tool based on the blockchain which keeps track of all exchanges of an associated piece of digital art. The blockchain registers transactions legally enforced by a digital contract called smart contract and negotiated in cryptocurrencies. Therefore, propriety of a digital tool can be always tracked thanks to the blockchain, and this allowed the birth of a large market where digital art have been widely commodified. However, both NFTs and cryptos are heavily criticized for impacting on the environment because of their high energetic cost of production.

Being an artist as always been quite a challenge, but the situation today is worse than ever. As comics started to become more and more popular, mostly thanks to cinema and the internet, the profession has become attractive for a lot of people. However, market is dwindling. Before the Covid-19 pandemic, readers' number were steadily falling. Consequently, an increasing number of pencilers, inkers and colourists struggle to make a living, until few of them boom in the market and many others abandon their dreams.

The proposal aims at tackling those issues by:

1. Training artists on how to use NFTs for making revenue and protect ownership of their works;
2. Creating a green crypto whose production and trading is far more energetically and environmentally sustainable;
3. Building up an online Platform where artists can sell and exchange their artworks relying on the green crypto as transaction instrument.

Objective	Competitiveness and innovation		
Priority(ies)	New technology		
Sector(s)	Digital arts	Painting, drawing	
Proposal Keyword(s)	Comics	Digital arts	Drawing
Free Keyword(s)	Non Fungible Tokens, Capacity building		

Sustainable Theatres Alliance for Green Environmental Shift (STAGES – Sustainable Theater Alliance)

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-3	101056499	STAGES	1,992,524

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	THEATRE DE LIEGE ASBL - CENTRE DRAMATIQUE DE LA FEDERATION WALLONIE-	BE
PARTICIPANT	EUROPEAN THEATRE CONVENTION EV	DE
PARTICIPANT	FONDAZIONE PICCOLO TEATRO MILANO-TEATRO D'EUROPA	IT
PARTICIPANT	HRVATSKO NARODNO KAZALISTE U ZAGREBU	HR
PARTICIPANT	KUNGLIGA DRAMATISKA TEATERN AB	SE
PARTICIPANT	LIETUVOS NACIONALINIS DRAMOS TEATRAS VALSTYBES BIUDZETINE ISTAIGA	LT
PARTICIPANT	MAISON CULTURE SAINT DENIS	FR
PARTICIPANT	NTGENT	BE
PARTICIPANT	RIGAS TEHNISKA UNIVERSITATE	LV
PARTICIPANT	SLOVENSKO NARODNO GLEDALISCE MARIBOR	SI
PARTICIPANT	TEATRO NACIONAL D MARIA II EPE	PT
PARTICIPANT	TRAFO KORTARS MUVESZETEK HAZA	HU

Compendia

The design of the project began in march 2020, during the first lockdown, with the general idea to put sustainable development at the forefront of the performing arts sector's concerns for the next 5 to 10 years. The goal of the project is to accelerate the transition within the theatre sector as well as to foster a real sustainable development approach in our reflections, our artistic practices, our operations and our buildings. In addition to working on ecological aspects, STAGES therefore also aims to make the actors in the sector more resilient and inclusive (gender, visibility of minorities, races, social classes, etc.).

The partners (European and associated partners) have been integrated into this project to reflect a certain European and global diversity of ecological, social, political and economic issues. The structure of the project has been defined to cover all the issues of sustainable development as well as all the areas of work relevant to theatres with diverse and complex realities.

Objective	Competitiveness and innovation	
Priority(ies)	Green deal	International dimension
Sector(s)	Theatre	Dance
Proposal Keyword(s)	theatre	
Free Keyword(s)	Performing Arts, Transition, Sustainable development	

Independent Radio Exchange Network 2.0 - IndieRe 2.0

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-2	101056500	INDIERE 2.0	470,740

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ZAVOD RADIO STUDENT	SI
PARTICIPANT	ASOCIACION DE EMISORAS MUNICIPALES Y COMUNITARIAS DE RADIO Y TELEVISION DE	ES
PARTICIPANT	Civil Rádiózásért Alapítvány	HU
PARTICIPANT	CORAX EV INITIATIVE FÜR FREIES RADIO	DE
PARTICIPANT	DUBLIN NORTH-EAST COMMUNITY POBAL BHAIL ATHA CLIATH THOIR THUATH	IE
PARTICIPANT	I-STAR FRANCE	FR
PARTICIPANT	RADIO HELSINKI - VEREIN FREIES RADIO STEIERMARK	AT

Compendia

IndieRe 2.0 radio network will facilitate production and exchange of radio broadcasts that promote local, less known alternative and urban European music artists. Each project partner is an independent radio station with capable music journalists and good connections to local, alternative and underground music scene in their respective countries. With the IndieRe network, partners will be able to increase the visibility and facilitate potential breakthrough of prospective young music artists. Project will include 8 partner radios from 8 European countries, who will together produce over 200 radio broadcasts presenting over 900 music artists in 2 years of duration.

Additionally, three international project conferences will be organized with external expert speakers, with the purpose to address the new developments and emerging challenges in the fields of music production, promotion, distribution and monetization, as well as the environmental aspects of contemporary music production and the role of music emancipation of marginalized social groups. The conferences will be geared towards knowledge sharing and capacity building for partner radios, as well as musicians and other music professionals. The project will also include an extensive promotional campaign at European level in order to further increase the visibility of included music artists and findings of expert conferences

Objective	Transnational creation and circulation		
Priority(ies)	Annual Priority		
Sector(s)	Music	Other	
'Other' sector(s)	Media & culture journalism		
Proposal Keyword(s)	music	Radio and Cross-Media - Culture	Training for cultural and creative professionals
Free Keyword(s)	Radio network exchange for promotion of local unrecognized European music		

Synergies for a sustainable fashion sector

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101056519	HackThatFashion	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ELLINIKO VRAVEIO EPICHEIRIMATIKOTITAS	EL
PARTICIPANT	ISTITUTO EUROPEO DI DESIGN SL	ES
PARTICIPANT	SIHTASUTUS TARTU LOOMEMAJANDUSKESKUS	EE

Compendia

According to the Creative Europe objective of "Innovation- to enhance the capacity of European cultural and creative sectors to nurture talents, to innovate, to prosper and to generate jobs and growth.," HackThatFashion focuses on boosting innovation and business creation through a design-driven process used to facilitate collaboration between fashion designers and fashion companies. Design Thinking and design-driven innovation are used as the method and process to facilitate technology adoption – humanising technology (project-based action through design). HackThatFashion aims to create resilient cross-sectoral and cross-national innovation networks to strengthen technology and sustainability adoption in fashion sectors and improve their economic resilience, particularly during the recovery phase of the COVID-19 pandemic, applying a design-driven innovation approach, setting up capability building programs (training, Hackathon and matchmaking events) and competence centers (hybrid platform) to match traditional and tech-savvy fashion designers. The project's core is based on HackThatFashion Platform, an innovative, tailored, open and peer to peer support web and platform. The project foresees 3 hackathons and 3 matchmaking events where traditional fashion designers/companies will meet tech-savvy ones and work together on collaborative proposals with high business potential for a sustainable, circular and innovative fashion industry. The main impact the project wants to generate is to promote the resilience of fashion designers, causing a renewed enthusiasm towards doing business, doing business in Europe and doing business by integrating technology in an innovative, humanised, sustainable and coherent way to the development of society, and adopting a circular perspective.

Objective	Competitiveness and innovation	
Priority(ies)	Green deal	New technology
Sector(s)	Fashion design	
Proposal Keyword(s)	Fashion design	Training
Free Keyword(s)	Technology, Sustainability, Synergies	

Festival Sustainability Lab: Resilience, Regeneration, Innovation

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101056520	FSLRRI	192,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	FORENINGEN LIVEGREEN	SE
PARTICIPANT	GREEN EVENTS NEDERLAND BV	NL
PARTICIPANT	ONERESILIENTEARTH GGBH	DE
PARTICIPANT	STICHTING INNOFEST	NL

Compendia

Festival Sustainability Lab: Resilience, Regeneration, Innovation (FSL) is a 1,5 year project that aims to lay the ground to enable and strengthen the collaboration around sustainability, resilience and innovation between European organisations in the field of arts, music & culture festivals.

Project activities include planning and preparation phase, launch of FSL online, hybrid launch event that will be combined with ADE Green, Online Sustainability Lab, project proposals and their implementation, ongoing knowledge dissemination work, evaluation, finalising the project, presenting project results together with FLS alumni and initiation of FSL 2.0.

The main project activity - Online Sustainability Lab - will consist of the three following tracks: sustainable festival and cultural event production, building resilience through art and culture and bringing new innovations to the ecosystem. At the end of each track FSL participants submit project proposals among which project partners choose 1-2 of winners to guide them through the proposal implementation process.

The project aims to engage three main target groups: organisers and producers of festivals and cultural events, artists and content curators of festivals and cultural events and Impact start-ups working with solving sustainability problems. The activities take place online with the exception of three physical meetings: at the start and at the end of the project plus hybrid project kick-off event.

The main positive impacts of the project is that it (1) provides practical and holistic knowledge on what sustainable event production is that will be easily accessible for everyone interested in Europe and in the world; (2) fosters the use of art, particularly during festivals as a platform for transformative change, resilience and ecosystem restoration; (3) sources and empowers startups who have solutions to make the festival and cultural industry more sustainable.

Objective	Competitiveness and innovation		
Priority(ies)	Green deal	Social Inclusion	
Sector(s)	Other		
'Other' sector(s)	Festivals and cultural events, Resilience and sustainability, Sustainable impact startups		
Proposal Keyword(s)	Training for cultural and creative professionals	Festivals	Training Creative industries
Free Keyword(s)	Sustainability, Innovation, Resilience, Regeneration, Impact start-up, Environmentalism, Social Sustainability, Art, Cultural events		

Reviving Handicrafts Through Digital Technologies

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101056525	Digi-Craft	133,051

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	EUROPEAN DEVELOPMENT INSTITUTE	BE
PARTICIPANT	FERMENTA ASSOCIACAO	PT
PARTICIPANT	IDROPS	BE
PARTICIPANT	LES CREATIVES DE DEMAIN	FR

Compendia

New technologies and digital communication are transforming societies, changing lifestyles, consumption patterns and traditional crafts. Traditional handicrafts and craftspeople also faced extinction when they could not keep up with the change brought by the digital age. Reviving the forgotten traditional crafts will begin with their adaptation to the digital world. This includes acquiring digital skills such as digital design, digital sales and marketing. At the same time, it will be possible by craftspeople to transfer traditional skills, techniques and all other elements to the new generation. In this way, both traditional and contemporary creative communities will come together to exchange knowledge and experience, and their digital skill capacities will be developed through trainings.

The aim of the Digi-Craft project is to revive and preserve traditional handicrafts in Europe and transfer the traditional skills on to new generations by improving the digital skills of craftspeople. The project will also enhance the collaboration and knowledge exchange between traditional craftspeople and contemporary designers.

The specific objectives determined in relation to the priorities of the Program are as follows;

To engage craftspeople with digital technologies in their hand making, marketing and sales process

To improve digital skills of craftspeople

To preserve traditional craft skills with preparing video tutorials

To develop training programmes about using digital technologies in handicrafts

To transfer knowledge and exchange practices between craftspeople and contemporary designers

To promote traditional crafts with awareness raising local workshops and seminars, and an international conference and exhibition

The achievement of specific objectives will be accomplished with the following outcomes; Digi-Craft Training Programme, Video Tutorials and Creative Community Platform.

Objective	Competitiveness and innovation		
Priority(ies)	New technology		
Sector(s)	Craftwork	Graphic arts / Design	
Proposal Keyword(s)	Traditions	Creative industries	Training for cultural and creative professionals
Free Keyword(s)	Handicrafts, Craftspeople, Digital Technologies, Design, Cultural and Creative Industries		

CROSSROADS

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101056545	CROSSROADS	199,935

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	TEATRO MAGRO COOPERATIVA SOCIALE ONLUS	IT
PARTICIPANT	ASSOCIAZIONE DI PROMOZIONE SOCIALE ASINITAS ONLUS	IT
PARTICIPANT	BABEL ASSOCIAZIONE	IT
PARTICIPANT	MEDEBER TEATRO ASBL	BE
PARTICIPANT	SOZIAL LABEL EV - PROJEKTASSISTENZ	DE
PARTICIPANT	SYNERGEIO MOUSIKOU THEATROU ASTIKI MI KERDOSKOPIKI ETAIREIA	EL

Compendia

The Crossroads project aims to develop the use of the theatrical arts in supporting migrants and communities, in order to foster inclusion and intercultural dialogue. The objectives of the project are, in particular:

- improve the living conditions of young immigrants who live in social marginalization and psycho-physical distress, by activating supportive processes connected to the artistic experience;
- develop intercultural dialogue in European society, through artistic actions open to the community;
- supporting theater operators to develop new educational competences, in order to better understand their educational role and action.

The Crossroads project sees, as its fundamental parts:

- the creation of theatre workshops in all the contexts of the project's organizations, accompanied by cooperation and transnational exchange activities, both remotely and face to face;
- the creation of outputs and artistic events.

The project will involve, as participants in workshops, events, a large number of beneficiaries. The workshops will include at least 180 participants, including: migrants of different ages, first and second generation, including refugees and asylum seekers; theatrical and cultural operators, educators and volunteers engaged in working with migrants and the communities to which they are part. The dissemination events will reach at least 3000 people including: inhabitants of the different contexts in which the project will take place; representatives of organizations operating in the theatrical, cultural and social fields; political decision-makers, representatives of cultural institutions at local, national and European level. Numerous other people will be reached by the remote dissemination activities.

The project will produce two outputs: IO1 - Crossroad Toolkit , IO2 - Crossroad Documentary

The impact aims to foster the knowledge and use of theatrical methodologies for the social inclusion of migrants and in the creation of multicultural communities

Objective	Competitiveness and innovation		
Priority(ies)	Social Inclusion	International dimension	
Sector(s)	Theatre		
Proposal Keyword(s)	theatre	Integration of refugees and migrants	Integration of people of different races and ethnic origins
Free Keyword(s)			

Restorative Practices

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101056546	RP	199,993

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ASOCIACION CULTURAL A CASA DO RIO	ES
PARTICIPANT	CULTIVAMOS CULTURA - ASSOCIACIAOCULTURAL	PT
PARTICIPANT	SUOMEN BIOTAITEEN SEURA RY	FI
PARTICIPANT	UNIVERZALNI ISTRAZIVACKI INSTITUT UR	HR

Compendia

The project Restorative Practices is aimed at connecting like minded organisations focused on sustainability and bioart practices as a way to enhance better future transmission of knowledge and build new realities through this intersection. Recently, the transdisciplinary relationships between Art, Science and Technologies have led to the generation of hybrid contexts that not only have provided new conceptual and practical framework for artistic research, but have also led to paradigm shifts affecting other areas of knowledge/cultural areas. With our proposal RP we are inviting creative audiences in the rural urban areas helping to solve real-world sustainability problems, contributing to sustainable changes in society to ensure that we will engage students and creatives into our proposal to think together through BioArt practices.

We argue that to pursue actual changes that will help create a more just world, we need to think differently about ourselves, the world, and our connections within it, and apply that thinking to educational art practice and systems change. Not only emphasize systems-thinking and communities of practice perspectives, but apply the extra step taken by critical posthumanism which sees the organizational collective in terms of human and nonhuman groupings in which all elements share agency. This is why we think it is necessary to adopt posthumanist perspectives in which our practices as BioArt practitioners are inscribed. In general terms Bioart is defined as an art practice working with biomaterials, such as live tissues, bacteria, living organisms, and life processes. Using scientific processes such as biotechnology the artworks will seek interdisciplinary joined transnational synergies in collaborative contribution.

Summarising, RP will join efforts for achieving these common goals and ensure better social collaborative networks and enhance capacities in order to shift the paradigm in these challenging times.

Objective	
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Priority(ies)	
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Sector(s)	
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Proposal Keyword(s)	Training for cultural and creative professionals
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Free Keyword(s)	bioart, bio autonomy, sustainability, ecology, feminism, open culture, open source, shared knowledge
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SINO EUROPEAN WOMEN ENTREPRENEURS IN MUSIC

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101056561	SE WEM	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	LE LABA	FR
PARTICIPANT	EUROPEAN MUSIC EXPORTERS EXCHANGE	BE
PARTICIPANT	MUSIQUES DE NUIT DIFFUSION ASSOCIATION	FR
PARTICIPANT	PIRANHA ARTS AG	DE

Compendia

The rising interest of Chinese audiences in music offers unexplored prospects for companies in the music industry. Yet, discovering this market requires personal guidance and understanding that can only be acquired through active cooperation. SINO EUROPEAN WOMEN ENTREPRENEURS IN MUSIC is the result of 3 initiatives: - MEWEM EUROPA: a successful European initiative based on a mentoring programme, with experienced female managers who support the business development of young female entrepreneurs / leaders - EXPORT MUSIC DAYS: a support for the internationalisation of Jazz and World music to China - BRIDGING THE DRAGON: connecting European & Chinese film industry. The dynamism, enthusiasm and power of the female mentoring cycles make it possible to initiate, develop and consolidate lasting and fruitful relationships between music companies. LABA, WOMEX, Musiques de Nuit and EMEE offer a new programme based on female mentoring and export support of European music industries. They develop : - 2 mentoring cycles in the framework of the SEML - Sino European Music Lab (3 professional meetings in 2 years for 70 female entrepreneurs) - 1 transcultural guide based on the work of 6 world music artists, writers, designers and philosophers - construction of 2 legal and management vademecum (live music and digital music industry) - setting up a SEML contact point dedicated to the exchange of know-how, sharing of resources and support for Sino-European cooperation in the sector. The results and resources will be shared with 10,000 professionals (women and men) from the European music industry in 2 years. Supported by French Institute and CNM, Musiques de Nuit provides the artistic and logistical direction. LABA develops the technical and cross-cultural resources of the contact point. EMEE (established in 25 European countries) and WOMEX offer their capacity to mobilise audiences, disseminate the results and make the project known on a large scale, in Europe and beyond.

Objective	Competitiveness and innovation	
Priority(ies)	Annual Priority	International dimension
Sector(s)	Music	
Proposal Keyword(s)	music	
Free Keyword(s)	gender equality, export support, entrepreneurship, intercultural relations, empowerment, european music industry, live music, recorded music	

LANDS OF BUTTERFLIES: recovering and transmitting women memories and footprints in the cultural heritage of rural territories

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101056569	LANDS OF BUTTERFLIES	129,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	LA PONTE-ECOMUSEU	ES
PARTICIPANT	ASSOCIATION TONNE	FR
PARTICIPANT	LANDSBYGGDIN LIFI, FEL I LANDVOR	IS

Compendia

Rural areas have suffered and still suffer from continuous depopulation. This phenomenon, widespread and amplified by globalization and a market economy, empties these territories of youth that moved to urban areas seeking living conditions more adequate to their personal and professional needs and ideals. This migration of younger generations to cities generates a huge disconnection with these territories, the devaluation of rural areas and their traditional way of life and the inevitable loss of intangible heritage in these neglected areas.

At the same time, global warming and health crises, like Covid 19, are demonstrating the importance of so-called "peripheries" if we want to foster the sustainable changes that our world is needing. The peripheral areas seem to be in a turning moment and probably the main place to develop new paradigms for a more sustainable and healthy life. Those territories may become new labs where the future could be drafted from the learnings of our present and past. In that sense we need to create the conditions for listening to the local communities and learn from them how they have built up the cultural landscapes where they have been living for centuries.

Throughout this project we will explore, express and disseminate the memory of women from rural areas, a collective that always suffered from a double discrimination: for being a country person and for being woman. We want to explore their role and contribution to the construction of local cultural landscapes and heritage and to include those learnings to the new narratives that need to lead to the recovery process of peripheral areas. In that sense LANDS OF BUTTERFLIES will implement an innovative methodology mixing Science, Heritage and Arts. After organizing local workshops in Spain and in Iceland to recover this hidden heritage, the local communities will work together with multidisciplinary artists to express those memories and to draw those new narratives for sustainability.

Objective	Competitiveness and innovation		
Priority(ies)	Annual Priority		
Sector(s)	Intangible cultural heritage	Art in public space	Other
'Other' sector(s)	The type of Art that will be developed during the project will be defined according to the collected memories and the choice made together with the local communities. The collective of artists engaged in this project is fully multidisciplinary and able to adapt its work according to the project needs		
Proposal Keyword(s)	Cultural heritage - Culture	Intangible culture fields	
Free Keyword(s)			

Urban Connection

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101056571	Urban Connection	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	KLUB ZA OSNAZIVANJE MLADIH 018 UDRUZENJE	RS
PARTICIPANT	ART REPUBLIC PRAGUE SRO	CZ
PARTICIPANT	BEYOND BORDERS ENTE DEL TERZO SETTORE	IT
PARTICIPANT	QENDRA RINORE PERSPEKTIVA	AL
PARTICIPANT	SZOLNOKI BREAK TANC ES EXTREM SPORTEGYESULET	HU
PARTICIPANT	TEATRO METAPHORA - ASSOCIACAO DE AMIGOS DAS ARTES	PT

Compendia

Club for Youth Empowerment 018 (KOM 018) from Serbia will implement the project "Urban Connection" within Creative Europe for the Strand: European Cooperation Projects in cooperation with Beyond Borders ETS – Italy, Teatro Metaphora – Portugal, Perspektiva – Albania, Art Republic Prague – Czech Republic and Szolnoki Break Tánc és Extrém Sportegyesüle – Hungary. Project proposal engages both young and already recognized hip hop artists in the WB and EU and strengthen the cultural cooperation between 6 countries by creating joint cultural platform in the period May 2022 – December 2023. The project tends to build capacities of young performers through support of their recognized colleagues and foster transnational circulation of creative works of hip hop culture.

The aim of the project is to increase cultural cross-border cooperation within 6 European countries. Its specific objectives are:

- To build capacities of young artists in partner countries with competences, skills and knowledge to become recognized at the Western Balkans and EU level
- To support international activities of hip hop culture through multi-lateral street art events
- To increase transnational circulation of cultural works among artists of 6 participating countries

Project "Urban Connection" will provide young artists with capacity building opportunities through different study visits related to different hip hop elements and artistic expression through organization of Urban Connection Tour that will include series of hip hop culture events and festivals.

The target groups of the project are young artists coming from 6 participating countries (rappers, break dancers, hip hop dancers, graffiti artists, conceptual artists, photographers and similar) – they will increase their knowledge and skills in different artistic fields, will perform in 6 countries and will be empowered with new skills through work with their senior colleagues, hip hop artists – will increase transnational visibility and performance in the project countries, young people - artists will reach as many people as possible in across Europe and extend access to cultural works and exhibitions, and local communities

Objective	Transnational creation and circulation		
Priority(ies)	Audience engagement		International dimension
Sector(s)	Music	Dance	Graphic arts / Design
Proposal Keyword(s)	Festivals	music	street art
Free Keyword(s)	hip hop culture, graffiti, rap		

Other Edges of the World

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101056575	Other Edges	196,989

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	MeetFactory OPS	CZ
PARTICIPANT	HABLAR EN ARTE	ES
PARTICIPANT	KAIR	SK
PARTICIPANT	VISUAL CULTURE RESEARCH CENTER	UA

Compendia

The Other Edges project delineates the way for a journey from the so-called peripheries toward the so-called centers, starting from the stereotypical understanding of what is rural, forgotten, and underrepresented and deconstructing the destination point of this trip. The project deals with the power structures behind the center/periphery dichotomy. We propose to take a closer look at terms such as "local" and "central" and find out their meaning in the post-pandemic European conditions. Enhancing a network of independent NGOs operating in the field of contemporary art, the project will provide a platform for in-depth artistic research. A group of visual artists selected in a sensible and inclusive open call will conduct two types of residencies: the first reacts to actual conditions caused by the war in Ukraine and provides Emergency residencies for artists and cultural professionals from Ukraine and the second are international residencies for artists from partner countries - Czechia, Slovakia, Spain.

Consequently, artists are going to develop in-progress works proposing new metaphors helpful in describing what kind of future we can imagine in these turbulent times. The artistic endeavor is going to be based on the notion of locality, peripheries, and the better and less-known parts of Europe. Our scope is to find a way to build a dialogue that is going to elevate what stays out of the center and help us reconstruct the center itself.

Objective	Transnational creation and circulation					
Priority(ies)	International dimension			Green deal		
Sector(s)	Other					
'Other' sector(s)	socially engaged visual art project (artistic research, installations, video, objects)					
Proposal Keyword(s)	Exhibition	Fine arts	Organisation of the mobility of cultural artists and works	painting	Photography	Research
Free Keyword(s)	Ruritania, Utopia, centers, peripheries, traveling residency, international exchange, mutual understanding, sustainable art practice, representation of underrepresented, futurism, future threats					

Time travel routes through Europe

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-1	101056580	E-ROUTES	199,183

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	BIBLIOTEKARSKO DRUSTVO SRBIJE	RS
PARTICIPANT	ICARUS HRVATSKA	HR
PARTICIPANT	NARODNA IN UNIVERZITETNA KNJIZNICA	SI
PARTICIPANT	UNIVERSITA DEGLI STUDI DI NAPOLI FEDERICO II	IT

Compendia

The project Time travel routes through Europe (E-ROUTES) is designed with the aim of delivering a new approach in presenting European travel routes through GLAM holdings and artistic material that have mutual cultural denominations for the countries participating in the project. The project delivers a multilayered platform in the form of digital collections, user-friendly application with augmented reality, multicultural artistic and specialist communication and exchange program. This multilayered platform will provide means for the research, selection, digitization, presentation and usage of the travel routes material, such as travelogues, diaries, biographies, works of art, images, photos, etc.

The topic of travel routes is understood as a space for intercultural dialogue and the basis for both cultural and tourist routes that at intertwined levels connect the geographical space and the periods from the 18th century until present time. This way travel or journey is presented as a way of communication that connects places and people through a common experience, which provides the basis for the shared cultural heritage and wider European perspective that crosses time, space, and borders. Partners in the project are Serbian Library Association (coordinator), ICARUS Croatia, National and University Library Slovenia, and Centro MUSA (Musei delle Scienze Agrarie) of the Federico II University of Naples. The project has a wider European perspective than a well connected region in terms of historical paths and modern highways, which includes European authors writing about their experience of traveling through the mentioned lands from the 18th century until present time.

The results of the project will have their effect through the phases of project implementation and after the completion of the entire project. Although related to the theme of the travel routes, the audience of the project will be very diverse in terms of the target groups to which the project addresses.

Objective	
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Priority(ies)	
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Sector(s)	
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Proposal Keyword(s)	Cultural heritage - Culture	Archives and Libraries - Culture	Landscape heritage	Organisation of the mobility of cultural artists and works	Training for cultural and creative professionals

Free Keyword(s)	
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The New Cross National Temporality Project

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2021-COOP-2	101056613	NCNTP	793,869

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	TBILISI ARCHITECTURE BIENNIAL	GE
PARTICIPANT	BARLETI UNIVERSITY	AL
PARTICIPANT	CHARITABLE ORGANIZATION CHARITABLE FUND PAVILION KULTURY	UA
PARTICIPANT	DEKABRISTEN EV	DE
PARTICIPANT	FUNDACIO MIES VAN DER ROHE	ES
PARTICIPANT	NVO APSS INSTITUT PODGORICA	ME
PARTICIPANT	TRANS-MEDIA-AKADEMIE HELLERAU - TMAEV	DE
PARTICIPANT	TRIEANAL DE ARQUITECTURA DE LISBOA	PT

Compendia

The proposed New Cross-National Temporality Project (NCNTP) aims to enhance cultural and urban discourses and support international cooperation between organizations from seven countries: Albania, Georgia, Germany, Montenegro, Portugal, Ukraine, and Spain. It will stretch over the period of three years (36 months) and is designed to serve as a platform for the exchange of knowledge and ideas among architects, urbanists, artists, researchers, and other interested individuals and organizations from different parts of the world. Thematically, the project will develop around the notion of “temporality”, which is a massive topic in terms of urbanism and architecture and has gained even more importance against the background of ongoing public healthcare crisis, which has significantly influenced our understanding of how we use urban spaces.

The project intends to strengthen the transnational creation and circulation of European works and artists. In this sense, the urgency of the topic of “temporality” for entire Europe and the need to undertake further in-depth studies in the area create a conducive environment for cooperation, co-production, learning, exchange and connection, as also prioritized by the Creative Europe Program. Indeed, the foreseen consortium of the project consists of partners from Caucasus to Balkans, from North to South and from East to West of Europe. In addition, the project offers a wide range of activities, including research, workshops, summer and winter schools, urban residencies, field research, publications, discussions, exhibitions, capacity building, festivals, study tours and so on that will help cultural actors from across Europe to increase their presence, visibility, and impact, as well as to develop skills and talents and build networks for further exchange and development.

In terms of scope, the project focuses on two major priorities set by the Creative Europe Program. Firstly, it intends to further build the audience and outreach more and more people with its activities to build a stronger link between societies and cultural actors that is significantly lacking at the moment. Given this goal, the project is designed in a way that creates an opportunity for audience engagement both physically and digitally. In physical terms, people will have the opportunity to participate in the planned workshops, study tours, symposiums, and so on. In addition, the consortium intends to effectively leverage digital communication means by conducting virtual exhibitions or discussions or actively disseminating information and research online to be able to connect with large segments of people all around Europe and secure free and unhindered access to all relevant events for the stakeholders. Secondly, the project has a strong international dimension as it allows cultural actors, artists, or organizations to use opportunities offered by the initiative to build their capacity, as well as to become more visible at the international level in Europe and beyond. TAB itself and most of the other partners of the project are members of important international networks, such as Future Architecture Platform, as well as participate in different international and national events including Manifesta Biennial, Venice Architecture Biennale, Lisbon Architecture Triennale, local forums, and talks, etc. The project will use such platforms and every other relevant opportunity to help engaged actors and artists to internationalize their careers, build links with entities across Europe and become more active and successful in terms of their work, outreach, access to resources, and impact.

Objective	Transnational creation and circulation				
Priority(ies)	Audience engagement	International dimension			
Sector(s)	Architecture	Art in public space	CH - Libraries and archives		
Proposal Keyword(s)	Architecture - Culture	Buildings	Exhibition	Research	Festivals
Free Keyword(s)					

BETA CIRCUS Participatory experience

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101093801	BETA CIRCUS Participatory experience	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	BE A PLACE, LDA	PT
PARTICIPANT	ASSOCIAZIONE CULTURALE TEATRO NECESSARIO	IT
PARTICIPANT	CENTAR ZA RAZVOJ CIRKUSKIH UMETNOSTI LUDIFICO	RS
PARTICIPANT	RIGAS CIRKS	LV

Compendia

BETA CIRCUS Participatory experience is a cooperation project that aims to create an European transnational opportunity to explore the participatory circus as a future trend to engage the public participation in the circus creative process, letting the audience to become co-authors, editors, and observers of the artistic work.

Applying the participatory arts methodology to the contemporary circus scene, will promote the engaging of the local community of the intervention place with a full and integrated creation process applied to unconventional spaces for artistic presentation, including the public space, connecting contemporary arts to the immaterial local cultural heritage by the voice of the inhabitants as co-creators with professional artists.

A partnership connecting Italy, Latvia, Portugal and Serbia is the starting-point to an European vision methodology, opened to artists from all over Europe that wish to explore the participatory work applied to circus arts. Circus artists selected by an European open call will join local collectives with experience in participatory arts, joining forces for a collaborative experience supported by expert mentors. Artistic laboratories, collaborative meetings, artistic research and creative residencies in the selected places with the local community are the key steps of the project. Each artistic experience is completed with a public performance.

Connecting contemporary circus with participatory arts methodology is a possible future trend that the project wish to test and explore, complementing the capacity-building and co-creative artistic activities with a research and monitoring level that will allow the publication of a toolkit and a documentary in the end of the project to disseminate the methodology and the experience for all the European and international artistic professionals.

Objective	Transnational creation and circulation		
Priority(ies)	Audience engagement		International dimension
Sector(s)	Art in public space	Circus arts	
Proposal Keyword(s)	circus arts	International co-production	
Free Keyword(s)	Participatory arts, participatory circus		

Professional Media Presence

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-2	101094493	PMP	979,165

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	TURUN AMMATTIKORKEAKOULU OY	FI
PARTICIPANT	ASSOCIAZIONE CULTURALE PERYPEZYU URBANE	IT
PARTICIPANT	CULTURE HUB CROATIA PLATFORMA ZA EDUKACIJU KREATIVNOST I POTICANJE	HR
PARTICIPANT	LAPIN AMMATTIKORKEAKOULU OY	FI
PARTICIPANT	LEMON GRASS COMMUNICATION SL	ES
PARTICIPANT	PRISMS	MT
PARTICIPANT	YOUTH FOR EQUALITY	SK

Compendia

Professional Media Presence “PMP” is medium sized Creative Europe innovation project, where the priorities of digital transition and social inclusion are at the focus. PMP answers the need to better understand both social and traditional media, to better harness them as tools for professional practices and identity professional self-expression at the European creative and cultural sector. PMP enables the creation of an artist’s own professional media self, teaches principles and best practices, and provides an accessible media practice toolkit, created in an inclusive manner, for wider creative sector purposes. There are currently no guidelines for professional media practices for artists, usable e.g., in formal or non-formal art education. The need for this kind of content, support and development is growing as the role of media in our lives grows; this has happened especially during the COVID-19 pandemic.

PMP will consist of a 5-part online seminar series, offering accessible media education for artists and creative organizations all over Europe. Each seminar will be followed by a 5-day workshop event, where best media practices for artists will be co-developed and co-created with a horizontal FATAA method. The workshop events will be followed by artist residencies and editorial work, resulting in the main outcome of PMP: Professional Media Practices for Artists- toolkit. Since PMP tailors media education for artists, continuous dissemination, e.g., a podcast series, hybrid exhibition series, professional articles and social media campaigns will also be an important part of PMP.

The work will be done in National Artist Teams. They consist of artists with disadvantaged backgrounds, fewer opportunities, and those, whose careers have suffered from the COVID19 crisis: PMPs main target group. The other target groups include European creative organizations, art education organizations and art educators, funders and decision makers, and artists on global scale.

Objective	Competitiveness and innovation					
Priority(ies)	Social Inclusion			New technology		
Sector(s)	Other					
'Other' sector(s)	Creative sector with an interdisciplinary approach.					
Proposal Keyword(s)	Capacity building	Digital	Online distribution	Social inclusion	Integration of disadvantaged groups	Training
Free Keyword(s)	Media education, international co-creation, method co-development, digital transition					

Our Little Library: Literary Exchanges

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-2	101094512	OLL LE	684,620

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	KULTURNO UMETNISKO DRUSTVO SODOBNOST INTERNATIONAL	SI
PARTICIPANT	ALEXANDRA K. APOSTOLAKI KAI SIA ETERRORRYTHMI ETAIREIA	EL
PARTICIPANT	IBIS GRAFIKA DRUSTVO S OGRANICENOMODGOVORNOSCU ZA GRAFICKE USLUGE	HR
PARTICIPANT	OU PAIKE JA PILV	EE
PARTICIPANT	PUBLISHING HOUSE PROZART MEDIA DOOEL SKOPJE	MK
PARTICIPANT	SINNOS SOCIETA COOPERATIVA	IT
PARTICIPANT	WYDAWNICTWO EZOP SPOLKA Z OGRANICZONA ODPOWIEDZIALNOSCIA	PL

Compendia

Our Little Library: Literary exchanges will bring together 7 EU publishers during a 30-month period. The purpose of the project is to create a mutual publishing market on the basis of literary exchanges. 48 co-editions will be published during the project and 22 authors/illustrators will visit and promote their work in seven different book markets through 36 literary tours. This will increase the circulation of literary works and transnational mobility of EU books, authors and illustrators.

The project includes a strategy to reach a larger readership and raise the awareness of the importance of reading. The beneficiary has been implementing Our Little Library innovative reading project in schools for thirteen years. Books that are in the project reach twice as many readers and 30 % bigger sales than others. The beneficiary is going to share the knowledge with affiliated entities. We believe that 60,000 children and 4000 mentors will benefit from it.

In order to increase the visibility of the publishers and their authors on the international market in Europe and beyond, we will organize inter-publishing meetings, focusing on selling rights and visiting international book fairs. Within 30 months, 7 publishing teams, 22 authors and illustrators, 48 translators, 7 editors, 4 designers, 13 members of the project team, one literary agent, 15 foreign editors who will take part in networking, will contribute to a successful implementation of the project. A total of 117 professionals. We will produce 48 children's books and 60.000 activity books for participating children, send 11.000 copies of newspapers and 13.200 postcards to libraries, and distribute 1200 catalogues to foreign editors. We will distribute flyers, bags, posters and other promo material. We will advertise the project intensively through social and traditional media. We will prepare 13 press conferences, 29 video presentations of authors, illustrators and books, a virtual exhibition of illustrators ...

Objective	Transnational creation and circulation					
Priority(ies)	Audience engagement			International dimension		
Sector(s)	Publishing and literature					
Proposal Keyword(s)	Books	Creative Writing	Integration of disadvantaged groups	Literary Translation	Literature books and reading - Culture	Publishing
Free Keyword(s)						

CREative REsilience shapers

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101095029	CREA-RE	199,031

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ASSOCIAZIONE SPORTIVA DILETTANTISTICA IJSHAAMANKA	IT
PARTICIPANT	ASSOCIACAO DE OBSERCACAO, REGENERACAO E CRIACAO NA ACTUALIDADE - AORCA	PT
PARTICIPANT	ASSOCIACIO LA IRA TEATRO	ES
PARTICIPANT	SE KANNATUS RY	FI

Compendia

The CREARE-RE project wants to create an international and sustainable network of artists, organisations and festivals, providing more opportunities for personal and career development to young artists with fewer opportunities (mental and physical disabilities, migrant background, geographical obstacles), while raising awareness and sensitising the audience at local level on the importance of social inclusion and environmental sustainability.

This will be accomplished by accomplishing the following Specific Objectives:

SO1 - To co-create and co-produce an inclusive dance-theatre performance featuring artists and artistic directors from the 4 partners.

SO2 - To exchange practices and develop action plans to address partner Festivals' points of weaknesses on social inclusion, environmental sustainability, marketing and promotion, community involvement.

SO3 - To tour the co-created the co-produced performance inside the improved Festivals, in front of live audiences.

The project is expected to produce the following Expected Results:

- ER1 N. 1 dance-theatre performance is co-produced, engaging a transnational team at least n. 20 artists, including persons with disabilities and

persons with fewer opportunities, through virtual cooperation and n. 4 transnational residencies.

- ER2 N. 4 action plans to improve partner Festivals in inclusiveness, marketing, stakeholders engagement and environmental sustainability are

implemented, and n. 1 handbook with the best practices identified is produced.

- ER3 The co-created and co-produced dance-theatre performance is toured and effectively promoted inside n. 4 Festivals

Objective	Transnational creation and circulation		
Priority(ies)	Social Inclusion		
Sector(s)	Theatre	Dance	Art in public space
Proposal Keyword(s)	dance	theatre	Integration of disadvantaged groups
Free Keyword(s)			

Made In 2.0

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-2	101098136	MI 2.0	999,759

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	MUZEJ ZA ARHITEKTURO IN OBLIKOVANJE	SI
PARTICIPANT	ASSOCIACAO TRANSMITTING TO THE FUTURE	PT
PARTICIPANT	DRUGO MORE	HR
PARTICIPANT	JAVNA USTANOVA MUZEJ GRADA ZENICE	BA
PARTICIPANT	KREATIVNO SREDISCE CENTER ROG	SI
PARTICIPANT	MUZEJ ZA UMJETNOST I OBRT	HR
PARTICIPANT	NOVA ISKRA KREATIVNI HAB	RS
PARTICIPANT	OAZA	HR
PARTICIPANT	STAATLICHE KUNSTSAMMLUNGEN DRESDEN	DE
PARTICIPANT	WESTSACHSISCHE HOCHSCHULE ZWICKAU	DE

Compendia

As an integral part of cultural heritage, crafts have the potential to play a unique role in the transition to sustainable production methods relying primarily on local natural resources and skills. The objective of Made In 2.0 projects is to preserve and record the invaluable crafts knowledge; facilitate knowledge transfer; develop and promote sustainable, collaborative, circular production models, products and prototypes. Design, with its creative potential and technological inventiveness, will be an essential part of this endeavour. There will be a strong emphasis on cross-sector methodologies.

Made In 2.0 builds on the results of a previous project (Made In: Crafts-Design Narratives, the supported in 2018 by the Creative Europe). The project activities consist of 1) mapping the crafts and natural resources of the partner countries, 2) knowledge transfer (between traditional craftspeople, contemporary designers and researchers): residencies, workshops, training courses and a summer school; 3) networking between experts: seminars, conferences and stakeholders events; 4) disseminating the results and awareness rising: publishing a book, a website with rich data collection and exhibitions of project outcomes.

10 partners from 6 countries will benefit from the project. 1380 craftspeople, designers, researchers, cultural professionals and members of wider audiences will participate in project activities, 26.000 people will benefit from dissemination and communication.

The outputs will consist of 80 prototypes, materials and products, an expanded version of the www.madein-platform.com website; a book documenting the process and new production and educational models; and 5 exhibitions disseminating the project results.

The envisaged results are better knowledge transfer between target audiences, transferable circular production models, raised awareness about the values of local production with emphasis on technological advancement and challenges of the 21st century.

Objective	Transnational creation and circulation		
Priority(ies)	Green deal	New technology	
Sector(s)	Craftwork	Graphic arts / Design	CH - Museum
Proposal Keyword(s)	Design and applied arts - Culture	Cultural heritage - Culture	Sustainability Traditions
Free Keyword(s)	craft, design, co-creation, sustainability, natural resources, local production, new technologies		

Sharing the art of creating flower carpets

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101098202	Flower Carpets Art	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	FEDERACIO CATALANA D'ENTITATS CATIFAIRES	ES
PARTICIPANT	ASSOCIAZIONE CULTURARTE NOTO ODV	IT
PARTICIPANT	KUNSILL LOKALI L-GHARB	MT

Compendia

The art of creating carpets with flowers and other natural materials comes from an ancient tradition in Europe. Local artists create carpets from flowers, sawdust, sand, salt, and other natural elements and make them in public spaces. They are expressions of the community and constitutes an intangible cultural heritage that remains latent, active, and faithful to its origins in many local communities and provides a sense of identity and generational continuity of its practitioners. Some of these communities have been constituted associations, others remain as small groups that have no visibility or contact with other groups.

A core part of the Sharing the art of creating flower carpets project is the transnational cooperation scheme that will allow artists and creators from the three partner countries to travel to the other countries and present their creations and expertise. Activities focus on joint live performances, offering opportunities for flower carpet creators from other countries, as well as workshops, international meetings, video creation, and an international archive to display and share their knowledge.

It is estimated that there are more than 100.000 flower carpet creators around the world. People of different ages, genders and ethnicities work together. Sharing the art of creating flower carpets they work to broaden social inclusion and intercultural dialogue. The project also seeks recognition from institutions nationally and internationally and will work to connect the hundreds of small organisations that practice the art of creating flower carpets around the world.

At the end of the project, almost 500 carpet creators will perform in public activities, and they will be involved in the transnational mobility scheme. More than 60 young people will participate in training school and creators from 5 non-EU countries will benefit from the project. Together they will learn, share, and practice knowledge to form a global cooperation network.

Objective	Transnational creation and circulation	
Priority(ies)	International dimension	
Sector(s)	Art in public space	Intangible cultural heritage
Proposal Keyword(s)	International dimension	Traditions
Free Keyword(s)	A work of art, from the tradition of flower carpets, in the field of the intangible culture, promoting the transnational mobility of cultural artists	

History of people

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101098484	HOP	199,962

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	RAZVITIE NA SOTSIALNIA KAPITAL	BG
PARTICIPANT	ASSOCIATION FOR DEVELOPMENT OF EDUCATION, CULTURE AND YOUTH SCIENTIA	MK
PARTICIPANT	ASSOCIAZIONE CULTURALE EUTOPIA	IT
PARTICIPANT	MAJEUTIKA D.O.O. ZA TURIZAM I USLUGE, TURISTICKA AGENCIJA	HR

Compendia

With this project, we shaped an innovative methodology that combines scientific data and objective information with storytelling and performance, in order to target different audiences and propose ad hoc created contents. Adopting a consumer-based marketing approach could be vital to the success of initiatives of heritage promotion, being it able to identify unmet market needs and to respond with a competitive and appropriate valuable offer. Within the cultural heritage field, where supply overcomes the demand for events and initiatives, it is indeed necessary to operate through logics of "Pull Marketing", and to look at the applicability of a specific marketing tool, that of storytelling, to the promotion of culture and history. Our innovative methodology has been built around this strategy, and it can be subdivided into the following steps:

1. Segment the target audience: to address different messages to different audiences, in order to convert the latter into visitors and increment the number of participants to cultural events;
2. Diversify the message: to make researchers and historians share their scientific data with storytellers, in order to let them realise interesting narratives and address different segments of audience;
3. Attract the audience: to engage performers (such as tourist guides) in communicating the created stories to the target groups, choosing the narrative techniques and styles that fit the identified profiles the most.

Objective	Competitiveness and innovation		
Priority(ies)	Audience engagement	Annual Priority	
Sector(s)	CH - Museum	CH - Historical sites and buildings	CH - Libraries and archives
Proposal Keyword(s)	Cultural heritage - Culture		
Free Keyword(s)	Culture, Cultural Heritage sites, Storytelling, Marketing Pull		

The Floor Is Yours

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101098487	TFIY	180,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	STICHTING TOT BEHEER MUSEUM BOIJMANS VAN BEUNINGEN	NL
PARTICIPANT	MUSEO DI ARTE MODERNA E CONTEMPORANEA DI TRENTO E ROVERETO	IT
PARTICIPANT	MUSEUM MODERNER KUNST STIFTUNG LUDWIG WIEN (MUMOK)	AT

Compendia

Museums have been thinking about their role within society. A more democratic approach needs to run parallel where audiences themselves are invited as well to participate in these discussions. The Museum Moderner Kunst Stiftung Ludwig Wien, Mart and Museum Boijmans Van Beuningen are convinced that a cultural institution in the 21st century has an invested interest in having these conversations. The only way a museum can stay relevant is by aligning themselves with diverse groups/ organisations/people. Not only to expand audiences, but also to look for more meaningful relationships wherein the museum can learn and grow. This democratic and participatory connection building is site specific. Audiences in Rotterdam expect something else from a museum than from one in Prague, Paris or Vienna. It's clear why ICOM has trouble finding one unified definition for a museum. With the project The Floor is Yours we're using a bottom-up approach. The Floor is Yours departs from a public program inspired by the collection but created independently by local partners. The challenge here is not to initiate such a public program, but to create space for meaningful dialogue by and with audiences who do not feel represented in the museum. What happens when we don't dictate what is being shown and how, but decide together with citizens? Within this pilot, our constituents aren't only invited to come and experience the narratives as curated by the museum, but to take ownership of these stories themselves and whom they want to share it with.

Three museums will work together, each with two target groups that have so far felt poorly represented by the museum. Each museum will organise nine activities in co-creation. From each museum, members of the target group will go on a residency in one of the other museums to work with the local communities and learn from each other. Each residency concludes with a joint knowledge session. The entire programme will be concluded with a symposium.

Objective	Competitiveness and innovation		
Priority(ies)	Social Inclusion		
Sector(s)	Graphic arts / Design	Painting, drawing	Sculpture
Proposal Keyword(s)	Fine arts	Visual arts - Culture	
Free Keyword(s)	participation, inclusion, knowledge sharing, network building		

Revelland - transforming arts into immersive and inclusive experiences

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-2	101098551	NEW REV	996,400

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	STICHTING POSSIBILIZE	NL
PARTICIPANT	CWB PRODUCTIONS LIMITED	IE
PARTICIPANT	EUROPEAN ASSOCIATION OF SERVICE PROVIDERS FOR PERSONS WITH DISABILITIES	BE
PARTICIPANT	KEEPON LIVE	IT
PARTICIPANT	LIVE (DEVELOPING MUSICAL ACTIONS)	FR
PARTICIPANT	SVETAT NA MARIA	BG
PARTICIPANT	VITAMIN ARTE SL	ES

Compendia

Revelland is a collaborative European network aimed at making live music performances more accessible and interesting for people with disabilities, without separating them from the rest of the audience. By adding sensory effects to live music performances, they will become more immersive and interesting to a broad audience. This way both performers and audience members with a disability benefit.

After a pilot project that is now reaching its final phase, we want to upscale and broaden our cooperation. In six European countries we will work towards multisensory performances of selected bands on 4 - 6 festivals throughout Europe. Revelland offers training and coaching in immersion, accessibility and sensory effects. The performing groups learn and discover how to integrate other senses in their performances and develop a multisensory set that is immersive for the regular audience as well as for people with hearing impairments or an intellectual disability. In the development process, two inclusion boards and local focus groups both consisting of people with disabilities will give feedback.

The multisensory acts are showcased at Sencity Festival 2024, and finally performed in several renowned national and international live music festivals with 10-100.000s of visitors, for which people with disabilities will be targeted at in the publicity activities.

To get to know the extent of the effects on our target audiences we will have conducted research on accessibility and immersion in two festivals. Both people with disabilities and the common audience will be observed in their reactions to the performances of the participating bands and on other non-sensitized acts.

Our experiences and insights, including concrete manuals for adding senses, will be disseminated in our extensive partner networks, at conferences and online. The network organisations in our consortium will make the results part of their policy, thereby guaranteeing sustainability.

Objective	Transnational creation and circulation
Priority(ies)	Social Inclusion
Sector(s)	Music

Proposal Keyword(s)	Integration of people with disabilities and special needs	Training for cultural and creative professionals	Audience development	Festivals	music	Social inclusion
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Free Keyword(s)	Immersive, live performances, venues, development
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La Maison Nomade des Cultures Euro Méditerranéenne(s)

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-2	101098561	La Nomad House	931,251

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	LES NOUVEAUX DISPARUS	BE
PARTICIPANT	ANAZITITES THEATROU	EL
PARTICIPANT	ARTISTIQUE THEATRE	FR
PARTICIPANT	ASSOCIATION WE LOVE SOUSSE	TN
PARTICIPANT	BORDERLINE-EUROPE, MENSCHENRECHTE OHNE GRENZEN EV	DE
PARTICIPANT	PASOL COMUNITA DI SUPPORTO ALLA SOLIDARIETA	IT

Compendia

It's in the four corners of Europe and North Africa that the Nomad House will settle. Belgium, Italy, France, Germany, Tunisia and Greece. These destinations will host animations, workshops and shows, but also artistic creations, conferences and exhibitions addressing the issues of migration.

The activities will include the collection of testimonies, creative expression workshops and an artistic creation project that will be disseminated in all the partner countries during a transnational tour. Conferences will be given by experts from three universities, and a digital exhibition will be held.

Like migration, the Nomad House will take the form of a travelling European cultural center that will move from country to country.

The focus will be on the journey of people who decide to take the road and face deadly crossings in the hope of finding a better refuge. Our objectives will be multiple. The main one will be to give voice to people who still too often face stigma and discrimination. Thus, we hope to contribute to the evolution of mentalities and to the construction of a public opinion open to diversity.

Today, more than ever, this project is meaningful. The outbreak of war in Ukraine and the solidarity movement within the European Union in favor of Ukrainian migrants, reinforce the feeling of injustice and discrimination towards migrants from other parts of the world.

This project will also be an opportunity for us to come together to strengthen this notion of cultural cooperation; to understand its strengths, limitations and future opportunities. Accompanied by specialists in migration issues, the artistic work done will be vulgarized on paper. In total, we hope to reach no less than 30,000 people with this initiative

Objective	Transnational creation and circulation					
Priority(ies)	Audience engagement			Social Inclusion		
Sector(s)	Photography		Theatre			
Proposal Keyword(s)	Integration of refugees and migrants	theatre	Creative Writing	Exhibition	Organisation of the mobility of cultural artists and works	Integration of disadvantaged groups
Free Keyword(s)						

Human Mosaic - Made of you and me, for everyone to see

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101098563	HM	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	STOWARZYSZENIE TEATR BRAMA	PL
PARTICIPANT	ASOCIATIA CULTURALA REPLIKA	RO
PARTICIPANT	FABRICA ATHENS ASTIKI MI KERDOSKOPIKI ETAIREIA	EL
PARTICIPANT	NORDISK TEATERLABORATORIUM	DK
PARTICIPANT	TEATRUL MASCA	RO

Compendia

The Human Mosaic (HM) project is an audience engagement project that proposes to use socially engaged theater to create large-scale performances in 4 different communities (both urban & periphery) in the summers of 2023 and 2024. The HM project aims to use well-known rock anthems, music that is recognized and loved by people regardless of age, culture, sex or socioeconomic background. Using original compositions and these well known songs, the partners will create a dramaturgy that can be performed on stage by the community as a "rock opera" - a performance accompanied by a band/orchestra/choir. Through the appeal of popular music, the performance will highlight EU values and democratic rights and the need to vigilantly preserve and protect them.

In fact, democracy all over the world has suffered a period of global decline with continuous decline in political rights and civil liberties. Are we free to live/work/love/worship as we want? Anyone giving this question deep consideration could only answer 'No'. Frederick Douglas once said "The limits of tyrants are prescribed by the endurance of those whom they oppress."

Considering this, citizens seem to have endless endurance. Are we taking freedom for granted? Uncertainty, inequality, censorship and oppression become norms that lead to isolation and political polarization. In a world in which freedom is under constant pressure, do we realize the importance of never taking basic rights for granted? Is it too late? The HM project hopes the answer is "no". Using socially engaged theater methods, project partners will engage large groups within their community through a process that will achieve two goals:

1. that our communities begin to learn about their rights, freedoms and the political climate in a way that encourages open discourse as opposed to polarization
2. that community groups are engaged in a large-scale cooperation project, leaving them with the feeling of having done something impressive and positive together, in spite of their differences.

Objective	Transnational creation and circulation		
Priority(ies)	Audience engagement		
Sector(s)	Theatre	Music	
Proposal Keyword(s)	Audience development	theatre	music
Free Keyword(s)			

SPORES intermedial travels

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101098584	SPORES	198,601

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ASSOCIAZIONE CULTURALE APPERCEZIONI	IT
PARTICIPANT	CARRARO LAB SRL	IT
PARTICIPANT	NORDISK TEATERLABORATORIUM	DK
PARTICIPANT	UNIVERSITETI POLIS SHPK	AL

Compendia

SPORES is an artistic project that creates “intermedial experiences” at the crossroads of arts and technology, offering unprecedented opportunities for artists, audiences, cultural operators, institutions and technology designers to explore and implement new ways of experiencing live artistic performances both online and offline.

ACTIVITIES

The project comprises three steps:

- 1) Invent an original methodology for designing intermedial experiences, then train 15 cultural operators and artists to create 4 intermedial shows
- 2) Produce these 4 intermedial shows based on the SPORES methodology:
 - Sensible Archive, by Eugenio Barba, founder of Odin Teatret
 - Delirium, by Ikarus Stage Arts, company from Nordisk Teaterlaboratorium
 - Intermedial Travel, by Apperpezioni
 - Euforia Carogna, by Antonio Rezza and Flavia Mastrella

These 4 shows will be presented in 11 events in Denmark, Albania and Italy.

- 3) Share results and lessons learnt about intermedial experiences through 20 dissemination events hosted by associated partners comprising universities and cultural institutes (Goethe Institut and Istituto Italiano di Cultura) in France, Denmark, Italy and Albania.

OUTREACH

The 3-fold structure of the project is linked to a progressive outreach of 1) artists, 2) audience 3) stakeholders of the cultural and creative sector.

Objective	Competitiveness and innovation					
Priority(ies)	New technology					
Sector(s)	Digital arts	Theatre			CH - Libraries and archives	
Proposal Keyword(s)	Capacity building	Digital arts	theatre	Audience development	Creative industries	Graphic arts and Design
Free Keyword(s)	intermedial experiences					

Public Space 4 Her

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101098608	PS4Her	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	KULTURNO DRUSTVO PROSTOROZ	SI
PARTICIPANT	ALIVE ARCHITECTURE	BE
PARTICIPANT	URBAN GORILLAS	CY

Compendia

Recent urban and gender studies on the topic of public space have often focused the discussion on topics of safety, sanitation, and visibility, not yet considering aspects connected to creative self-expression and political life. This proposal addresses the problem at its very genesis, examining the topic of public space through the empowerment of girls to co-design and co-produce public space. PS4Her proposes the foundation of a co-creative platform run by 3 female associations and supported by an external board of advisors, to investigate the needs, desires, and creativity of girls to co-design and co-produce public space.

The identification of a repository of completed and ongoing projects will allow the platform to build upon existing knowledge, spotting a gap in the field, nurtured by a workshop with the board of advisors in year one. Following this kick-off, one pilot project per year will give agency to girls, empowering them to take an active role in the design and production of public space. The output of the three workshops that will take place in Brussels, Ljubljana and Nicosia will be playful urban interventions, co-constructed by the participants, which will be inaugurated annually on the International Day of the Girl Child. The 3 pilots will bring up the production of an action plan that can be applied elsewhere.

To generate impact, the project proposes to develop awareness and change mentality on the topic, engaging European policymakers, and local governments in a public dialogue. Therefore, the output will be disseminated through a mobile exhibition and a published toolkit. Additionally, the platform will participate in international conferences and exhibit the work (e.g. the New European Bauhaus festival...). The involvement of the board of advisors that have positions within institutions, city councils or other policy making establishments, will assure the transmission of the outputs to a large public.

Objective	Transnational creation and circulation	
Priority(ies)	Audience engagement	International dimension
Sector(s)	Architecture	Art in public space
Proposal Keyword(s)	International co-production	
Free Keyword(s)	public space, gender studies, urban studies, sustainability	

Rediscover Traditional Knowledge in European Creative Industries

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101098656	reDiscover	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	LATERNA MAGICA NONPROFIT KFT	HU
PARTICIPANT	GEORGIAN ARTS & CULTURE CENTER FOUNDATION	GE
PARTICIPANT	MUZEUM NARODOWE W GDANSKU	PL
PARTICIPANT	ZAVOD CARNICA - ZAVOD ZA KULTURO IN TURIZEM	SI

Compendia

With reDiscover project we want to bring traditional craftsmanship closer to contemporary designers with innovative approaches. Our initiative has two main objectives: we want to put traditional knowledge at the service of modern design and fashion, and preserve old techniques and know-hows for next generations as our common value. European traditional knowledge is an untapped cultural resource that can effectively support the professional development and fulfillment of young artist. By traditional knowledge we also mean methods, the use of tools, materials, forms and patterns, practices and skills, and the relation to natural environment. Furthermore, it also includes folk heritage and folk arts. This transfer of knowledge is necessary for collect, preserve and introduce of these intangible heritage assets to young professionals and to engage new audiences. The project wants to create a long term intersectoral collaboration between design and cultural heritage industries which connects the strengths of these two fields to meet the latest challenges of the modern age and become more competitive at international level.

The main objectives of the project: reinforce the capacity of young design and fashion professionals with cross-sectoral knowledge transfer, draw attention to the importance of green transition and environment friendly practices in applied arts, safeguard traditional knowledge and know-how with innovative digital tools and engage new audiences.

To reach our objectives we will implement the following activities with the cooperation of five countries: cross-sectoral student workshops, a traveling exhibition, a European youth conference and a new online educational and knowledge center. The main target groups of the project are the younger generations and we would like to reach around 10 000 people.

Objective	Transnational creation and circulation					
Priority(ies)	Green deal			New technology		
Sector(s)	Craftwork		Decorative arts		Intangible cultural heritage	
Proposal Keyword(s)	Design and applied arts - Culture	Traditions	Green deal	Digital	Other artistic craft	Intangible culture fields
Free Keyword(s)	Gender equality, internationalization, folk arts, creative industry, traditional knowledge, heritage					

Diversity, Inclusion, and Visibility in Arts

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101098685	D.I.V.A.	189,111

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	THEATRO ATOMON ME ANAPIRIA	EL
PARTICIPANT	ANA SOUSA & DAVID CORREIA PRODUcoes LDA	PT
PARTICIPANT	BIELSKIE STOWARZYSZENIE ARTYSTYCZNE "TEATR GRODZKI"	PL

Compendia

D.I.V.A. – Diversity, Inclusion, and Visibility in Arts is a project targeted to boost resilience and recovery from the pandemic caused cultural depression and provide Capacity Building prospects for its partners through cooperation, exchange of good practices and experiences. Small cultural operators suffered the most in the past two years, operationally, financially and in their ability to produce creative works, particularly those who were already facing difficulties, like the disabled groups of performers. The project plans to produce live-stage performances (3), digital performances (1), and a Guide for Inclusion & Accessibility in theatres/performing arts including video and text instructions.

The activities planned include, 1 Artistic Directors' Residency to streamline creative activities and exchange good practices, 3 on-line workshops on Inclusive Theater Training, 1 on-line Seminar for Accessibility Services for Disabled Audiences and Performers to invite broad participation from the cultural industry, digital and live rehearsals jointly among partners with performers drawn from different social backgrounds, diverse gender identification and disabled performers.

The creative activities will draw thematically from the Greek tragedy 'Trojan Women' by Euripides, the first ever-recorded literary work that deals with the catastrophic repercussions of war and forced displacement of people, the calamities that befall the victims, mainly women and children, and their suffering in a perilous world. The final production of a stage/digital play will be an amalgamation of the chronic and lingering menace of war and its repercussions.

A conscious effort will be exerted to incorporate 'green' practices within the project's activities, like day-time performances in open spaces that require no light fixtures, paperless environment, and all stage/wardrobe materials recyclable.

Objective	Transnational creation and circulation			
Priority(ies)	Social Inclusion	International dimension		
Sector(s)	Theatre			
Proposal Keyword(s)	Integration of people with disabilities and special needs	theatre	Capacity building	Training for artists
Free Keyword(s)	inclusive and accessible theatres			

Performing arts as the Third Place for the Young Audience

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101098700	3Place	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	NORSK SCENEKUNSTBRUK AS	NO
PARTICIPANT	DIVADLO DRAK A MEZINARODNI INSTITUTFIGURALNIHO DIVADLA O.P.S.	CZ
PARTICIPANT	VEREIN KINDER- UND JUGENDKULTUR EV	DE

Compendia

3Place: Performing arts as the Third Place for the young audience

Physical, artistic, social, experienced and imaginary

3Place is a 3-year cooperation project led by Scenekunstbruket (NO) with affiliated entity Kloden theatre (N), alongside Junges Ensemble Stuttgart (DE) and Divadlo Drak (CZ) seeking to develop spaces for performing arts the young audience recognizes and validates as a place for them.

There are several definitions of "third places", common to them is that it is a safe place, where individuals gather to share a common purpose, engage in creative expression, and develop a sense of belonging.

Through three sub-topics we want to explore the idea of a third place together with the young audience itself, artists, and other professionals in the performing arts sector.

- * 3Place physical: How to create or transform a physical space in which the young audience feels at home and included?
- * 3Place artistic: How to create an art experience in which the young audience feels at home and included?
- * 3Place involve: How do we involve the young audiences in a way they feel represented?

We will connect artists and audience and develop different methods to make performing arts a place to belong, away from home and school - a third place. The project will connect artist development, audience development and area development, and will include organizations, artists and places that explore different ways of participation and cooperation. We will challenge the power of definitions between voices heard in the public space, between the public and the private, local and regional and inside the field of performing arts.

With this, we want to increase the interest in performing arts among the young, especially groups who, today, do not see the performing arts experience as being for them.

Objective	Competitiveness and innovation
Priority(ies)	Audience engagement
Sector(s)	Theatre
Proposal Keyword(s)	Audience development
Free Keyword(s)	Young audience, Involve

Radio That Matters

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101098707	Radio that Matters	199,999

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ASSOCIAZIONE CULTURALE AREA06	IT
PARTICIPANT	ACESSO CULTURA ASSOCIACAO CULTURAL	PT
PARTICIPANT	ERRANT SOUND E.V.	DE
PARTICIPANT	PARALLELE	FR
PARTICIPANT	PAV SNC DI CLAUDIA DI GIACOMO E ROBERTA SCAGLIONE	IT
PARTICIPANT	Q-TEATTERI RY	FI

Compendia

Notwithstanding the high attention risen in the last decades towards the need to ensure people with disabilities the same rights to a full and satisfactory personal, social and cultural life, much has still to be done on the practical level. In particular, disabled audiences, arts professionals, and artists all report significant barriers to full participation in cultural production and fruition processes. The most recent pandemic and the consequent confinement has highly affected the spheres of social and cultural life and participation, with even a more severe impact in persons with disabilities. In this framework, the cultural community has been investigating new forms of cultural creation, distribution and fruition, with the support of innovative or renewed tools and practices.

Amongst the most relevant research and investigation field, one has been particularly fruitful in the last years: the collaboration of local and international networks for the development of innovative ideas to explore the relationship between the performative and the acoustic - a research on the possibility for performative art works to be experienced via sound as a new form of presence and participation, also ensuring democratic accessibility to art and culture.

Starting from this research, Radio That Matters partners have started investigating how acoustic can become a tool for a more cohesive and accessible society, where different abilities can find equal possibilities of acceding social experiences and cultural contents.

Radio That Matters will create a network of organisations investigating the forefront of the research and experimentation at the crossroads between visual disability / sound / performing arts, designing and testing a methodology for the development of integrated and inclusive artworks accessible both to people with and without visual impairments.

Objective	Competitiveness and innovation				
Priority(ies)	Social Inclusion			International dimension	
Sector(s)	Other				
'Other' sector(s)	Multidisciplinary artworks; radio				
Proposal Keyword(s)	Audience development	Capacity building	Festivals	Integration of people with disabilities and special needs	Radio and Cross-Media - Culture
Free Keyword(s)					

Supporting & Promoting Arts in Rural Settlements of Europe plus

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-2	101098749	SPARSE plus	1,000,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ASSOCIAZIONE MARCHIGIANA ATTIVITA TEATRALI - AMAT	IT
PARTICIPANT	ART FRACTION FOUNDATION	PL
PARTICIPANT	ASOCIATIA TEATRALA SHOSHIN	RO
PARTICIPANT	FONDAZIONE TOSCANA SPETTACOLO ONLUS	IT
PARTICIPANT	MENININKU GRUPE ZUVIES AKIS	LT
PARTICIPANT	NOVA SIT ZS	CZ
PARTICIPANT	PRO PROGRESSIONE KULTURALIS NONPROFIT KOZHASZNU KFT	HU
PARTICIPANT	RIKSTEATERN VARMLAND	SE
PARTICIPANT	SIHTASUTUS EESTI TANTSUAGENTUUR	EE
PARTICIPANT	SINUM THEATRE LABORATORY ASSOCIATION	HU
PARTICIPANT	TEATRO 4GARROUPAS GBR	DE

Compendia

SPARSE plus includes the original SPARSE partners: Associazione Marchigiana Attività Teatrali (Marche, Italy) as Coordinator with SA Eesti Tantsuagentuur (Estonia), Artists Group Fish Eye (Lithuania), Shoshin Theatre (Transylvania, Romania), Riksteatern Varmland (Varmland, Sweden); with new partners Pro Progressione (Hungary), SINUM (Hungary), Nova Sit (Czech Republic), Teatro 4Garoupas (Germany), Art Fraction Foundation (Poland) and Fondazione Toscana Spettacolo (Tuscany, Italy).

Building on SPARSE successes, it will expand and deepen the rural touring network, providing access to high quality professional arts events in rural communities. According to EU statistics 30% of Europe's population live in a rural area, access to services is worse and social exclusion is higher in rural areas.

There will be 150 performances by at least 45 artist companies in 50 rural communities to 7.500 audience members. 20% performances will be cross border and slow travel will mitigate environmental impacts with partners offsetting carbon emissions. A live and digital mentoring programme will support 50 local rural touring promoters and at least 45 artist companies to learn the essential mechanics of rural touring, including visits to experienced rural touring partners.

There will be 3 key events; a kick-off meeting for 50 promoters and 11 partner staff; a public facing Symposium for 100 delegates (policymakers, funders, cultural associates) and a final Conference will share learning and launch the next 4 year programme for 100 delegates (local promoters, partners, artists, potential new partners and associations).

To capture and disseminate learning a new SPARSE Network website will host the project and feature new rural touring toolkits for artists and local promoters translated into various partner languages; a free to access recorded mentoring programme; evaluation, research and advocacy reports; and a film documenting the project.

The SPARSE Network will be legally constituted

Objective	Competitiveness and innovation				
Priority(ies)	Audience engagement			Social Inclusion	
Sector(s)	Dance	Intangible cultural heritage		Theatre	
Proposal Keyword(s)	Integration of disadvantaged groups	dance	theatre	circus arts	Intangible culture fields
Free Keyword(s)	Rural Touring, Rural Communities, Local promoters, Performing Arts, Mentoring and Training, Networking, Rural Advocacy, Sustainability, Dissemination				

Moving Identities

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-2	101098784	MI	1,000,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	UDVIKLINGSPLATFOMEN FOR SCENEKUNST	DK
PARTICIPANT	BAEREDYGTIGT KULTURLIV NU	DK
PARTICIPANT	CENTER FOR KUNST OG INTERKULTUR	DK
PARTICIPANT	DAVVI - SENTER FOR SCENEKUNST	NO
PARTICIPANT	DET DANSKE KULTURINSTITUT	DK
PARTICIPANT	FUNDACIO PRIVADA SAGRERA	ES
PARTICIPANT	HIMHERANDIT PRODUCTIONS	DK
PARTICIPANT	LANDESHAUPTSTADT DRESDEN	DE
PARTICIPANT	SIHTASUTUS VABA LAVA	EE
PARTICIPANT	SOLTUMATU TANTSU UHENDUS	EE
PARTICIPANT	VONK	BE
PARTICIPANT	ZENTRUM BUNDESREPUBLIK DEUTSCHLANDES INTERNATIONALEN	DE

Compendia

Moving Identities (MI) is a 3-year residency exchange for performing artists in Denmark, Belgium, Germany, Spain, Estonia and Norway. The focus is European identity today. The consortium of residency venues and advisory partners invites artists from across Europe who are underrepresented in the performing arts and/or investigate the theme identity. The aim is to achieve greater diversity of identity represented in the performing arts across Europe and to strengthen underrepresented artists' international networks and visibility through international residencies. MI also enables the sharing of best practice amongst the partners, ensuring they develop tools to support diverse artists and themes. Each year, a group of artists is selected in each country. Each cohort receives 3 residencies across the year: 1 in their country of residence, 2 internationally within the consortium. It'll give them the opportunity to develop their creative practice and research projects or productions. The artists also meet online to network and receive mentoring. At the end of the 3 years, the consortium hosts a symposium in Copenhagen on the theme of identity. MI's environmental impact is monitored by an Eco Manager and a report on Identity, Diversity and Inclusion maps the knowledge and action points gained from the project.

Objective	Transnational creation and circulation					
Priority(ies)	Social Inclusion			International dimension		
Sector(s)	Other		Dance		Theatre	
'Other' sector(s)	Interdisciplinary performing arts					
Proposal Keyword(s)	Training for artists	Integration of disadvantaged groups	Organisation of the mobility of cultural artists and works	Visual arts, performing arts, design	International dimension	Research
Free Keyword(s)	Residency, Identity, Diversity and Inclusion, Mentoring, Organisational Development, Exchange					

Re-Imagine Europe: New Perspectives for Action

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-3	101098877	NPA	2,000,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	STICHTING PARADISO AMSTERDAM	NL
PARTICIPANT	A4 - ASOCIACIA ZDRUZENI PRE SUCASNU KULTURU	SK
PARTICIPANT	ASSOCIATION OF CITIZENS KONTRAPUNKT SKOPJE	MK
PARTICIPANT	ASSOCIAZIONE CULTURALE PARCO D'ARTE VIVENTE	IT
PARTICIPANT	AUAUFEIOMAU - COOPERATIVA CULTURAL,CRL	PT
PARTICIPANT	BOREALIS	NO
PARTICIPANT	DISRUPTION NETWORK LAB EV	DE
PARTICIPANT	ELEVATE -VEREIN ZUR FORDERUNG DES GESELLSCHAFTSPOLITISCHEN UND	AT
PARTICIPANT	INSTITUT NATIONAL DE L'AUDIOVISUEL	FR
PARTICIPANT	KONTEJNER / BIRO SUVREMENE UMJETNICKE PRAKSE	HR
PARTICIPANT	STICHTING SONIC ACTS	NL
PARTICIPANT	STIFTELSEN BERGEN SENTER FOR ELEKTRONISK KUNST	NO
PARTICIPANT	VSI RUPERTAS	LT

Compendia

New Perspectives for Action is a four-year transnational co-creation and circulation project by thirteen interdisciplinary art organisations across Europe. It builds on the results of the successful Re-Imagine Europe project (2017–2021). New Perspectives for Action aims to equip and empower young Europeans through artistic practices to better withstand societal challenges triggered by rapid climate change. To achieve this aim, the project responds to the needs of artists, organisations and audiences.

New Perspectives for Action invests in space, time and resources for artists to enhance the transformative potential of experimental and digital art. An innovative program of artistic experimentation, including artist residencies, training and workshops, strengthens the skills of artists, and leads to the development of prototypes, new artworks, and new technological tools.

The project responds to the lack of opportunities and resources for co-creation and circulation among cultural organisations by developing a resilient transnational partnership for co-creation and circulation. New artworks are co-produced and circulated within the partnership and beyond through establishing collaborative co-creation mechanisms and a circulation infrastructure. The project equips organisations by pooling resources and bringing together a diversity of knowledge and skills.

The project wants to increase the agency of young Europeans because many of them feel powerless in the face of climate change. Audience activation strategies are developed through pilots, workshops and meetups activate young audiences, and symposia build new cross-sectoral connections between different communities across Europe. New narratives and imaginaries are shared via publications, releases and the hybrid dissemination platform.

By equipping and empowering young Europeans through art, New Perspectives for Action will contribute to a more social, ecological and resilient Europe.

Objective	Transnational creation and circulation		
Priority(ies)	New technology	International dimension	
Sector(s)	Digital arts	Film / video arts	Music
Proposal Keyword(s)	Digital arts		
Free Keyword(s)	Artistic experimentation, co-creation, circulation, transnational partnership, audience activation, societal change		

Harness the power of artistic creative expression to promote the bicycle as a carbon-neutral, sustainable and safe means of transport

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-2	101098882	CycleUp	905,522

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	GOETHE-INSTITUT EV	DE
PARTICIPANT	BOMIASTO	PL
PARTICIPANT	CESKA CENTRA	CZ
PARTICIPANT	PUNKT	SK
PARTICIPANT	SIHTASUTUS TARTU 2024	EE
PARTICIPANT	TARTU LINN	EE

Compendia

CycleUp! bridges the worlds of art, culture and sustainable transport and embeds environmental sustainability in a European artistic and creative process. Bringing together artists, decision-makers and the general public, we will harness the power of artistic creative expression to raise awareness and promote the benefits – individual, local, national and global – of the bicycle as a carbon-neutral, sustainable and safe means of transport.

We will facilitate co-creation, exhibition and dissemination of new European artworks on the theme to change perceptions, provoke debate and shape proposals to support the development of sustainable mobility, transport, cities and bicycle culture. We will use art to promote citizen wellbeing and post-COVID urban regeneration and to address the climate crisis through shaping viable alternative transport solutions for our partner cities. Through participatory art projects we will stimulate discourse on sustainable mobility and climate protection and promote civil society initiatives in this area.

Our project connects three target groups:

1. CycleUp! for artists: providing artists with a curated, supportive framework for co-creating artworks on the theme of sustainable transport and for European mobility, whilst also promoting sustainability in the creative process.
2. CycleUp! for citizens: the general public, the largest target group for our project, will be engaged through artistic outputs of the project and participatory activities such as debates, workshops and discussions promoting bicycle use as a viable means of transport. This will lead to measurable shifts in perception of the attractiveness of the bicycle as a regular transport choice.
3. CycleUp! for decision-makers: those with responsibility for planning urban spaces and transport in their cities will be engaged throughout the project to ensure the artistic outputs and the outcomes of the participatory events help shape future sustainable transportation and

Objective	Transnational creation and circulation				
Priority(ies)	Green deal				
Sector(s)	Art in public space	Other			
'Other' sector(s)	Upcycling art				
Proposal Keyword(s)	Green deal	New European Bauhaus	Architecture - Culture	Sustainability	Works of art
Free Keyword(s)	Artistic interventions, bicycle, cycling, sustainable mobility, citizen participation				

Baths, gothic churches and miners' houses: Youth-led revitalisation of built cultural heritage

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101098893	YOUTH-LED-REV-CH	150,519

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ZAVOD ID20, ZAVOD ZA INOVACIJE VDEDISCINI / INSTITUTE ID20,INSTITUTE FOR	SI
PARTICIPANT	ASOCIATIA LOCUS	RO
PARTICIPANT	GOTICKA CESTA	SK

Compendia

The project "Baths, gothic churches and miners' houses: Youth-led revitalisation of built cultural heritage" (YOUTH-LED-REV-CH) unites three non-governmental and non-profit organisations from peripheral areas of Central Europe and Eastern Europe - Slovenia, Romania and Slovakia – that aim to enhance the capacity of European cultural heritage sector by reinforcing the capacity of cultural heritage professionals in community engagement, traditional construction techniques and locally-sourced materials, fund-raising, business modelling, 3D digitisation and social media.

The partners' activities are organised around three emblematic cultural heritage buildings: 19th Century Idrija Miners' Houses (Slovenia), 19th century Neptune Baths of Băile Herculane (Romania) and 13th Century St.Ladislaus' church in Kameňany (Slovakia). All three buildings have been recognised for their European heritage values (UNESCO World Heritage site, Europa Nostra's 7 most endangered cultural heritage sites in 2022, and European Heritage Label site), yet are facing bleak futures due to inability of cultural heritage sector to drive their revitalisation.

The consortium aims to develop youth-led, tactic, holistic and incremental heritage revitalisation, through three research & development case studies (3), three hands-on training MasterClasses (3) and six dissemination activities: website (1), magazine (3 editions), webinars (5), video reportage (4), live-streaming events (5) and common graphic identity (1).

The project targets members of consortium organisations (60), local communities of Idrija, Băile Herculane and Kameňany (600), cultural heritage communities in Slovenia, Romania and Slovakia (30). It addresses cultural heritage institutions in Slovenia, Romania and Slovakia (15), European-level networks and organisations, dealing with cultural heritage (6), as well as NGOs and initiatives in other European Union countries (6).

Objective	Competitiveness and innovation			
Priority(ies)	Annual Priority			
Sector(s)	Architecture		CH - Historical sites and buildings	
Proposal Keyword(s)	New European Bauhaus	Tangible cultural heritage	Capacity building	Training for cultural and creative professionals
Free Keyword(s)	youth-led revitalisation			

Fabulamundi Playwriting Europe - New Voices

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-2	101098923	New Voices	992,172

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	PAV SNC DI CLAUDIA DI GIACOMO E ROBERTA SCAGLIONE	IT
PARTICIPANT	ASSOCIAZIONE CULTURALE AREA06	IT
PARTICIPANT	CENTRE NATIONAL DES DRAMATURGIES CONTEMPORAINES THEATRE OUVERT	FR
PARTICIPANT	CULTURE ACTION EUROPE	BE
PARTICIPANT	DIVADLO LETI Z.S.	CZ
PARTICIPANT	EUROPEAN THEATRE CONVENTION EV	DE
PARTICIPANT	FUNDACIO SALA BECKETT/OBRADOR INTERNACIONAL DE DRAMATURGIA	ES
PARTICIPANT	HARTEFAKT FOND FONDACIJA	RS
PARTICIPANT	INTERKULTURELLES THEATERZENTRUM BERLIN E.V.	DE
PARTICIPANT	LA MOUSSON D'ETE	FR
PARTICIPANT	TEATRUL ODEON	RO
PARTICIPANT	UNIVERSITATEA DE ARTE DIN TARGU MURES	RO
PARTICIPANT	WIENER WORTSTATTEN - VEREIN ZUR FORDERUNG DER GEGENWARTSDRAMATIK	AT

Compendia

When youngsters go to the theatre it is usually to see «old» plays that do not concern them, whose subjects are far from their most urgent preoccupation.

Fabulamundi Playwriting Europe has been working with European artists, professionals, and institutions along 10 years, supporting the careers of the playwrights invited to step into the network and promoting a diverse, equal, gender balanced, sustainable ecosystem for creativity.

Fabulamundi - New Voices is the new edition of a successful history of cultural promotion in the name of European values and heritage,

which aims to bring contemporary playwriting closer to the younger generations. Its objectives are:

- To approach youngsters through creative writing: a huge program of 60 laboratories will be implemented to reach more than 400 youngsters.

- To train professional playwrights on themes especially sensitive to young generations such as gender balance, sustainability and

digitisation: a training programme with several conferences and round tables with experts, plus a cycle of 30 seminars on the internationalisation of playwrights.

- To create an international community of playwrights: a complete set of online actions, plus a system of mobilities and exchange for youngsters and professionals are set up.

Fabulamundi will innovate European playwriting by developing and testing a new methodology to create and train a new generation of

playwrights, putting the dramaturgy into the spotlight, removing the barriers to the profession and integrating digital tools and results in the creation process.

The methodology will be tested in 9 countries and implemented by a consortium of 13 organisations active in the field of theatre and

dramaturgy, located in all the European regions (including the Western Balkans). It will also be assessed and disseminated by Culture

Action Europe and European Theatre Convention, which will ensure its wide international outreach.

Objective	Competitiveness and innovation	
Priority(ies)	Audience engagement	International dimension
Sector(s)	Theatre	

Proposal Keyword(s)	theatre	Creative Writing
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Free Keyword(s)	playwriting, contemporary playwrights, young playwrights
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We don't want to be stars (but part of constellations)

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101098979	WdwtbS	170,167.2

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	STICHTING SUN AND STARS	NL
PARTICIPANT	ASSOCIATION FOR ART AND SCIENCE FACULTY OF THINGS THAT CANT BE LEARNED	MK
PARTICIPANT	MITTETULUNDUSUHING EESTI KAASAEGSEKUNSTI MUUSEUM	EE

Compendia

After the Second World War, the importance of community was considered at many levels in Europe. Artists and poets ruminated on the potential of (art) communities and experimented with different forms of, what we now call, intercultural and transdisciplinary collaborations. In current times, with a war in the heart of Europe, the need for social cohesion is again strongly felt. We thirst for togetherness to cope with an uncertain future and a society which is characterized by individualism. The project "We don't want to be stars (but parts of constellations)" examines local and artistic communities and their methods and practices in Estonia, North Macedonia and The Netherlands in the past, present and future. Three European art institutes: Eesti Kaasaegse Kunsti Muuseum (EKKM), Faculty of things that can't be learned (FR-U) and Suns and Stars (SUNS), work toward a communal artistic program of exhibitions, symposia and artist in residencies and a publication, based on "a notion of the common that focuses on the shared resources and tactics of collective labour". The project outputs will take place in the participating countries so as to benefit artists, local communities, researchers and cultural organisations and to achieve new connections between the three countries. The cross-border notion of the common will inflate local cultural cooperation to a European level and at the same time build a new European community of stakeholders, artists, curators and writers with relational artistic practices.

Objective	Transnational creation and circulation	
Priority(ies)	Audience engagement	International dimension
Sector(s)	Other	
'Other' sector(s)	Performative and communal art	
Proposal Keyword(s)	Visual arts - Culture	Research
Free Keyword(s)	Community building	

Tobies' friends, putting culture at the service of nature

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101099012	TOBIES FRIENDS	199,800

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	TANT MIEUX PROD	FR
PARTICIPANT	DRUSTVO ZA EKOLOSKE IN KULTUROLOSKEDEJAVNOSTI JASA	SI
PARTICIPANT	MUSEO DEI BAMBINI SOCIETA COOPERATIVA SOCIALE ONLUS	IT

Compendia

In order to find a solution to the continuous production of polluting products derived from films, books or video games, we propose to innovate by creating totally new derivative products for young people from 4 to 15 years old, which consist in putting culture at the service of nature through 3 axes: raising awareness, educating, acting with children up to planting trees. Our objective: to bring to life the ecological and inclusive message of Tobie Lolness (a character from the animated series we produce) through concrete actions.

Families want to do something for the planet, to raise awareness and get their children involved, but don't know how. With our Italian and Slovenian partners, we are proposing several simple and effective solutions, which we will test for two years.

At the same time, many associations and adult groups are active but have difficulty presenting their initiatives to children and young people. We propose to put them in touch with each other.

The Tobie's Friends project is based on the story, on inspiring archetypes, on getting children to take action and on giving them the means to do so thanks to a collaborative European structure bringing together a network of actors already in place.

Objective	Competitiveness and innovation
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Priority(ies)	Green deal
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Sector(s)	Art in public space
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Proposal Keyword(s)	Green deal
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Free Keyword(s)	new merchandising, raising awareness, educating, acting with children
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IMMERSIONS – European Hybrid Music Network for Cultural Peripheries

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101099110	IMMERSIONS	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	STOWARZYSZENIE POGOTOWIE KULTURALNO-SPOLECZNE	PL
PARTICIPANT	BUZIO DANCARINO LDA	PT
PARTICIPANT	MONUMENT MUSIC AS	NO
PARTICIPANT	UAB NOVISTA	LT

Compendia

The IMMERSIONS (European Hybrid Music Network for Cultural Peripheries) project links cultural players in Poland, Norway, Lithuania and Portugal. The project aims to support and provide equal opportunities to European musicians working with electronic music, and music venues operating at the periphery of big, cultural hubs, marginalised by the geographical exclusion and negative market mechanisms. It aims to boost the cultural and commercial potential of the sector, by providing innovative use of hybrid solutions and new forms of live music distribution.

The partners' music venues will be brought together with a live broadcasting structure. Their audiences across Europe will be given the opportunity to share transnational interaction and build a European community. The successful project will provide artists with an expanded audience, thus boosting their visibility. The audience will have the cultural offer broadened with easier access to emerging live electronic music. The project will also reduce the negative environmental effect of the activities' operations.

Furthermore, the project entails creation of a mobile recording and broadcasting studio for marginalised artists. The music performances will be recorded and digitally distributed or live streamed to the venues. The standard system, in which physical and economic mobility burden lays on artists, will be reversed.

The project will increase partners' capacity to make money as well as their resilience to social and financial inequalities of the music market and events like the Covid-19 pandemic.

Alongside development of the new music distribution formats, IMMERSIONS will provide know-how exchange and music education. In all, a broad scope of transnational activities will run in the project's course: 15 hybrid music events, 13 artists productions, 8 music workshops, 4 professionals' meetings.

Objective	Competitiveness and innovation
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Priority(ies)	Annual Priority
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Sector(s)	Music
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Proposal Keyword(s)	music
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Free Keyword(s)	electronic music scene, cultural peripheries, geographical inclusion, hybrid mobility, connections, music venues, mobile recording and broadcasting studio, music sector's environmental impact
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“Algo-Rhythms”: Exporting EU MUSIC to Latin American markets using Artificial Intelligence & Smart Data to improve Digital Music Marketing

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101099129	Algo-Rhythms	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	MELBOSS MUSIC SL	ES
PARTICIPANT	ASSOCIACAO EMPRESARIAL WHY PORTUGAL	PT
PARTICIPANT	ASSOCIATION OF INDEPENDENT MUSIC PROFESSIONALS IRELAND COMPANY LIMITED	IE
PARTICIPANT	EUROPEAN MUSIC MANAGERS ALLIANCE MTU	EE

Compendia

Algo-Rhythms” aims taking advantage of Artificial Intelligence (AI) and digital marketing to develop pilot solutions and empowerment activities that will contribute to increase the mobility of music professionals, artists and their works towards and through a key strategic market where European cultural industries have traditionally failed or are facing difficulties to enter: Latin America (LATAM).

Algo-Rhythms is divided into 3 technical WPs clearly interlinked with a timely evolution, that take into consideration the skills and the competences of the partners:

- a) WP2 (“Algorithms for the right rhythms”): During the first phase of the project a “Marketing Planner” based on a new algorithm will be developed, able to analyse and interconnect data from streaming platforms with data from social networks, specially adapted to the access to the LATAM markets (big data + social media intelligence applied to the music sector).
- b) WP3 (Hybrid Bootcamps - Mentoring): In a second phase, capacity-building and mentoring activities for the target groups will be organised to improve the skills of some 96 participants (50% musicians, 50% managers or representatives of labels), around 3 topics: LATAM Music Ecosystem; AI & Creative contents; use of the “Marketing Planner”.
- c) WP4 (Pilot Music Digital Marketing): Throughout the last phase, the tool developed and knowledge gained in the previous WPs will be tested in the real marketplace, with the goal of launching some 32 previously identified digital marketing campaigns to increase the promotion and listening of European music in LATAM, optimising the visibility, increasing the incomes and accelerating the growth of musicians.

In order to develop the activities and reach the objectives, Algo-Rhythms has built a partnership with different profiles, geographical origins and complementary competences, as well as with a strong networking capacity to transfer the results to their thousands of members across Europe.

Objective	Transnational creation and circulation	
Priority(ies)	Annual Priority	New technology
Sector(s)	Music	
Proposal Keyword(s)	music	
Free Keyword(s)	Digital Marketing, AI, Artificial Intelligence, LATAM, Latin America, Smart Data, Big Data, Music Export, Tool, Musicians, Managers, Labels, Transfer	

Songs of Travel

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-2	101099130	SOT	1,000,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	MUSIC FOR GALWAY	IE
PARTICIPANT	CAUSA CREATIONS INTERACTIVE MEDIA GMBH	AT
PARTICIPANT	JARNA FESTIVAL ACADEMY	SE
PARTICIPANT	NORD-AURDAL KOMMUNE	NO
PARTICIPANT	STICHTING KEYS TO MUSIC FOUNDATION	NL

Compendia

Songs of Travel SOT is a transnational project which will use music to raise awareness and create empathy towards climate change and migration and which will develop and implement a sustainable model of operation for specialised classical music festivals. SOT will also improve access to and circulation of contemporary classical music. 4 classical music festivals from Holland, Ireland, Norway and Sweden and an Austrian boutique game development studio are partnering to co-commission and present 5 works of contemporary classical music by composers connected with migration, one of which will form the soundtrack to a new interactive, adventure game, Songs of Travel, charting 5 stories of migrants fleeing troubled homelands to new beginnings in Europe. The festivals will address sustainability from an ecological perspective by developing and implementing a green policy; and from an artistic perspective by ensuring longevity for the new compositions. Research will be conducted into attitudes towards sustainability amongst stakeholders in the music world. An education resource will be created to support engagement with contemporary classical music and to highlight themes of migration and social inclusion. Young people from 7 to 18, adults from 18 to 80, migrants, performers, composers, music teachers and audiences of other music organisations will benefit from SOT and numbers reached will be 67000. The outputs will be 5 musical scores, 4 SOT festival strands, 1 interactive game, 1 education resource, 1 report on sustainability research and 1 green policy for classical music festivals. The results of SOT will be increased awareness and empathy towards climate change and migration, increased longevity for new works of music, sustainable models for music festivals and raised profiles of the cultural heritage of migrants. SOT aligns with the Work Programme's objective of transnational creation and circulation and the priorities of sustainability and social inclusion.

Objective	Transnational creation and circulation					
Priority(ies)	Social Inclusion			Green deal		
Sector(s)	Music		Other			
'Other' sector(s)	Video games, Cultural heritage - music					
Proposal Keyword(s)	music	Green deal	New European Bauhaus	Festivals	Integration of refugees and migrants	Research
Free Keyword(s)	Classical music Sustainability Social inclusion Research Education Promotion of new work Interactive experience Video game International co-production Digital Cultural heritage -Culture					

Art Living Lab for Sustainability

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101099159	ALILASUS	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	CONCOMITENTES	ES
PARTICIPANT	DE NIEUWE OPDRACHTGEVERS	BE
PARTICIPANT	LA SOCIETE DES NOUVEAUX COMMANDITAIRES EN ARTS ET SCIENCES	FR
PARTICIPANT	UNIVERSIDAD DE SANTIAGO DE COMPOSTELA	ES

Compendia

Art Living Lab for Sustainability seeks to promote stable alliance/constituencies between actors of European territories to facilitate innovation ecosystems to get Nature-Based Artistic Solutions. Faced with complex sustainability challenges, only participatory and transversal responses can be given. Contemporary art is more than a work of art, there are also protocols, devices and soft methodologies that can be replicated in other places. In fact, few places are as disruptive as art.

The objective of this project is to promote transversal cultures of participatory that respond to environmental challenges on three types of natural commons: land, water and clay. It will activate three participatory processes through the Living Lab experience, where artists should attend to citizen demands resulting from a mediation process. In addition to the practice itself, it will be analysed the impacts and limits of participatory artistic processes.

In addition to 3 participatory processes and subsequent 3 works of art, a tool kit will be generated to expand the scope of the project, as well as the documentation of the process. The objective is to demonstrate from practice how art and culture can intervene in sustainability.

The project will be led by three entities with enormous experience in participatory cultural projects at European level Concomitentes (Spain), De Nieuwe opdrachtgevers/Les Nouveaux Commanditaires (Belgium) and La Société de les Nouveaux Commanditaires (France).

The urgency of the climate crisis forces us to experiment with new governance models and generate relational spaces for co-working and decision-making and collective listening that help sustain the planet. Art Living Lab for Sustainability seeks to increase the skills of the cultural sector in the generation of participatory spaces and, above all, to increase awareness of the know-how that rural communities and the cultural sector have in managing ecosystems.

Objective	Competitiveness and innovation					
Priority(ies)	Green deal			Social Inclusion		
Sector(s)	Art in public space		Other			
'Other' sector(s)	Participation, Co-creation					
Proposal Keyword(s)	Works of art	Visual arts - Culture	Sustainability	Training for cultural and creative professionals	International co-production	Green deal
Free Keyword(s)	social participation, collective decision making, democratization of culture, new methodologies					

Our goal is to increase public access to European cultural heritage - the culinary culture developed in Cistercian monasteries and landscapes, and active participation in the creative using.

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101099194	CulHerCis22	199,998

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	MAS ROZKVET ZS	CZ
PARTICIPANT	LANDKREIS BAMBERG	DE
PARTICIPANT	PARIS-LODRON-UNIVERSITAT SALZBURG	AT

Compendia

Our aim is to increase public access to the European cultural heritage - the culinary culture developed in Cistercian monasteries and monastic landscapes - and the long-term active participation of the public in the creative use of this cultural heritage. Why the Cistercians, whose monasteries can still be found throughout Europe? This order did not only benefit the soul... but, thanks to basic principle of "Ora et labora" and the economic rules of the order, cultivated the local landscape and sought maximum raw material self-sufficiency. And this was reflected on the plate... Did you know that they used to have 7 kinds of meat on the festive table? And wherever they introduced wine cultivation as they expanded across Europe? Thanks to the project, the original recipes and their modern forms will reach the public. We will publish a printed and electronic cookbook. A publicly accessible comprehensive database of the "gastrosophie" of historical recipes and their modern versions will be created, which will be prepared in the form of experiential events (9) in collaboration with eminent gastronomists, students and interested members of the public (700 pers.). Research on historical sources will form the basis. We will show the audience what it was like in monastery kitchens and dining rooms by means of 3D visualisations of the interiors of monasteries; these models will then be used by the public and schools for education through the international network CISTERSCAPES, nominated for the European Heritage Label. We will use friendly modern technologies and social media to make our cultural heritage accessible, and we also place emphasis on experiential form and organizing events for the public. Real creative use of culinary heritage is key for us, as well as networking organisations at European level, using local resources. At the same time, cooperation with the public will put the project's outputs into an upward spiral, long-term growth and expansion of its own energy!

Objective	Transnational creation and circulation		
Priority(ies)	Audience engagement	Annual Priority	
Sector(s)	Intangible cultural heritage	CH - Historical sites and buildings	Other
'Other' sector(s)	Cooking		
Proposal Keyword(s)	Cooking		
Free Keyword(s)	Cultural Heritage, Research, Traditions, Books, 3Dvisualisation, Landscape Heritage, European Heritage Label		

ArchivorumArk

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101099202	AArk	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	GALLERIA CONTINUA SARL	FR
PARTICIPANT	ARCHIVORUM LU S.C.SP	LU
PARTICIPANT	FONDAZIONE ANTONIO RATTI ONLUS	IT

Compendia

ArchivorumArk is a collaboration between Galleria Continua, Archivorum and Fondazione Antonio Ratti that aims to preserve and diffuse artists' archives, promote cross-border cooperation in the field of European art archives, introduce archives as part of European cultural heritage and support European artists. The partnership between a renowned international gallery, an experienced public foundation and a rising art archival institution unites interests from different parts of industry through the goal of making art more accessible.

ArchivorumArk project consists of three major activities: First, we will work directly with artists' studios in order to accurately and authentically preserve their works in a diligently updated database. Second, the project includes a program in which three postgraduate researchers collaborate with artists to publish critical research work on the digitized archives. Another ArchivorumArk program that contributes to the goal of archival publications is the Artists' Research Laboratory, an event cultivating connections between artists of the older and younger generations. Participating and visiting artists cooperate on an editorial on the collective experience of the event. Third, our team will host expert's workshops and international conferences regarding artistic and archival techniques.

The project will engage rising and experienced artists, international partners, the academic ecosystem and local communities. Artists and communities across Europe and around the world will benefit from our project's results: a freely accessible archive, three critical publications and engaging outreach events and conferences. Our communicative efforts to advance digital archiving as the future of safeguarding artistic heritage will positively impact social sustainability, as sustainable development must account for the maintenance of social, cultural, and knowledge capital for future generations.

Objective	Transnational creation and circulation		
Priority(ies)	Social Inclusion	International dimension	
Sector(s)	Publishing and literature	CH - Libraries and archives	Digital arts
Proposal Keyword(s)	Cultural heritage - Culture	Archives and Librairies - Culture	
Free Keyword(s)	Art, Culture, Digitization, Heritage, Sustainability, Education		

Dancing Histor(y)ies – binding communities and heritage through dance

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-3	101099222	DH	1,999,996

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ASSOCIAZIONE ENTI LOCALI PER LE ATTIVITA DI CULTURA E DI SPETTACOLO	IT
PARTICIPANT	420PEOPLE ZU	CZ
PARTICIPANT	ALONI & BRUMMER PRODUCTIONS AB	SE
PARTICIPANT	ARHEOLOSKI INSTITUT	RS
PARTICIPANT	ASOCIACION AEI CLUSTER DE TURISMO DE EXTREMADURA	ES
PARTICIPANT	CONSORCIO PATRONATO FESTIVAL INTERNACIONAL DE TEATRO CLASICO EN EL	ES
PARTICIPANT	ETAIREIA KOINONIKIS PAREMVASIS KAIPOLITISMOU TIS NOMAPCHIAKIS AFTODIOIKIS	EL
PARTICIPANT	FONDATSIYA ART LINK	BG
PARTICIPANT	I BORGHI SRL	IT
PARTICIPANT	KULTURALIS OROKSEG MENEDZSEREK EGYESULETE	HU
PARTICIPANT	MAPA DAS IDEIAS - EDICOES DE PUBLICACOES LDA	PT
PARTICIPANT	POLSKI TEATR TANCA	PL
PARTICIPANT	TECHNOLOGIKO PANEPISTIMIO KYPROU	CY

Compendia

"Dancing Histor(y)ies – binding communities and heritage through dance" builds on the positive experience of Heritart, a Creative Europe small scale cooperation project focused on the promotion of archaeological sites through performing arts. Where "Dancing Histor(y)ies – binding communities and heritage through dance" will innovate is in the combination of heritage sites, local community groups and visiting dance companies; the development and testing of how these constituencies best come together, with local variants, across 2 editions of a festival with multiple locations. DH's use of Dramaturgs as creative catalysts to facilitate collaboration between the 3 key sets of stakeholders; Higher Education research input into the modelling, testing and implementation of these practices and sector focused Training of key professionals together constitute a unique capacity building of the EU heritage sector, modelled, tested, refined and disseminated for wider interrogation and adaptation. The project will be enriched by the different perspectives, suggestions and approaches of the institutions, target groups and stakeholders involved. At the end of the project, the good practices detected, the methodology designed, and the results achieved, will become a shared and common knowledge available for further use and implementation at European level, creating a multiplier effect that single institutions wouldn't have reached at a national level.

Objective	Competitiveness and innovation		
Priority(ies)	Audience engagement		International dimension
Sector(s)	Dance	Intangible cultural heritage	CH - Historical sites and buildings
Proposal Keyword(s)	Cultural heritage - Culture	Audience development	dance
Free Keyword(s)			

Training & leadership programme for future-oriented music business professionals. Improving business-related skills, boosting the music business in Europe & thereby facilitating sustainable change.

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101099260	EMBTF Vol.II	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	FONDEN PRODUKTIONSCENTERET FOR RYTMISK MUSIK I ARHUS	DK
PARTICIPANT	KAOSPILOT	DK
PARTICIPANT	MUSIC CITIES NETWORK EV	DE
PARTICIPANT	REYKJAVIKURBORG	IS

Compendia

The 'European Music Business Task Force Volume II' (EMBTF) is the second edition of the previous project with the same name (EAC-2020-0481).

Learning from the EMBTF first edition, this project proposes a continuity of the EMBTF training programme, aiming to invite 12 European music business professionals - the Task Force - to embark on a transnational European expedition capable of empowering them as leaders, with creative and critical thinking, and support them creating sustainable job opportunities in the European music market.

The Task Force will be mentored by a partnership of four European entities from the music industry and the education field, in collaboration with European music festivals and conventions and strategic keynote speakers. This network of music professionals, educators and mentors will be nurtured throughout the project lifespan and equipped to keep on moving forward after the project ends.

The main outcome of the project will be a white paper and a manual on how the European Music Industry shall be future-proofed. The evolvement of Vol. II is reflected in an intensified cross-generational exchange due to no age limits for applicants, professional coaching by cross-sectoral leadership experts, the integration of care-sessions and an extended dissemination on more festivals and the growth of the alumni network.

As a music business training programme for future-oriented music business professionals, this project improves the participants' business-related skills and network to develop their careers in the European music sector, contributing to boosting the music business in Europe as well as facilitating sustainable change. EMBTF Vol. II offers one crucial aspect that most music professionals do not have – time. The project enables the participants to get out of their daily work environment to have the time to think outside the box – which is necessary to establish a future-proofed European Music Industry, which needs to be healthier, fairer and more diverse.

Objective	Competitiveness and innovation			
Priority(ies)	International dimension	Social Inclusion		
Sector(s)	Music	Other		
'Other' sector(s)	Creative Industries			
Proposal Keyword(s)	Capacity building	Training	International dimension	Sustainability
Free Keyword(s)	Future-Proofing			

Active CITY(zens)

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101099327	AC	199,972

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	INSTITUT UMENI - DIVADELNI USTAV	CZ
PARTICIPANT	ASSOCIATION FOR ART AND SCIENCE FACULTY OF THINGS THAT CANT BE LEARNED	MK
PARTICIPANT	INTERNATIONAL CHARITABLE FOUNDATION IZOLYATSIA. PLATFORM FOR CULTURAL	UA
PARTICIPANT	KUNSTREPUBLIK E.V.	DE

Compendia

Active CITY(zens) project summary:

A shared vision brought together three partners working with challenging urban localities in Prague, Berlin and Skopje as well as the fourth partner located in Ukraine, with the goal to develop innovative urban stage performances geared toward new audience development. The pandemic gave an impulse to some fundamental changes in the performing arts. We intend to explore and exploit the best pandemic ideas to create new prototype of culture programming. We plan to redirect some of the attention public is currently giving to advertising and commerce, rediscover unique public spaces and create new form of vibrant short performance bites. Our innovation will rest on the strategic synergies between digital, analogue performance-based techniques and current PR practices.

We strive to reach both local and global community members, passersby and train commuters to develop new types of audiences for new types of performances. By combining strong sites with our already existing active networks reaching into over 100 countries and by connecting local community driven events with digital/long-distance viewers, we will open new audience building opportunities. The ultimate goal of this project is to use the prototype, its building blocks and audience building tools to support rejuvenation of complex urban spaces, protect community heritage and open performing arts to diverse body of audience members. Our testing and creative process will be relatively short, we are asking for the small grant support, however we strive to deliver strategic map of our process and build new interdisciplinary European team that will continue to share our findings well beyond the end date of this grant project. Our plan includes development of programming methods that have a potential to help with cultural restoration in Ukraine once the members of the Izolyatsia foundation (one of the main project partners) can safely restart their activities in the country.

Objective	Competitiveness and innovation					
Priority(ies)	Audience engagement					
Sector(s)	Art in public space		Theatre		Architecture	
Proposal Keyword(s)	Audience development	theatre	Capacity building	Training for cultural and creative professionals	New European Bauhaus	Architecture - Culture
Free Keyword(s)	Performance					

MUSICVILLE – Green European Opera

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101099376	MUSICVILLE	199,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	GLASBARIUM	SI
PARTICIPANT	ARTIKEL VII KULTURVEREIN FUR STEIERMARK - PAVELHAUS	AT
PARTICIPANT	LAB 852 DOO ZA PROMIDZBU	HR

Compendia

MUSICVILLE

The idea of the project is to build a platform for contemporary musical creativity, whose main role will be:

- Production and promotion of new musical works emerging in new Geo-musical constellations and trans-genre space, but with an emphasis on artistic value and an innovative approach to combining traditions; first work will be a colossal “Green Opera” which will draw attention to the nature and environment care.
- Supporting musical creativity during an epidemic, as it is one of the most affected activities
- Connecting composers and musicians into an international creative group (which will also be able to work remotely); especially connecting West and East with a tendency to overcome distances, bridges, borders, epidemics, cultural and social differences, history, religions, folklore, and languages
- Organization of concerts in rural areas, as they are more neglected by cultural and artistic events, in hand with tourism and hospitality services, bringing economic and social life on the next level
- Launching a publishing activity that will be responsible for the promotion and sale of Musicville products
- Creative music workshops for the transfer of knowledge and skills to younger generations
- Organizes music conference and creates continuous operations in area that has no musical management and publishing support in this field

2200 people directly benefiting from the project and 10000 - 100000 in long term.

We expect to build a strong brand and platform with international connections in music industry, that will serve for a long time, publishing quality music albums, produce concerts, music conferences and workshops.

Objective	Competitiveness and innovation		
Priority(ies)	Annual Priority	Green deal	
Sector(s)	Opera	Architecture	Music
Proposal Keyword(s)	Capacity building		
Free Keyword(s)	music, opera, classical, contemporary, innovative, village, architecture, environment, nature, mobility, well-being		

Eastern European Music Academy

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101099411	EEMA	122,446

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ASOCIATIA ROMANIAN ARTISTS WORLDWIDE	RO
PARTICIPANT	LALA SLOVAK MUSIC EXPORT	SK
PARTICIPANT	Music Export Ukraine	UA

Compendia

Organization of the practically-focused Eastern European Music Academy for musicians and managers from Eastern European countries to help them professionalize their career, integrate into the world music business and expand the network. This will be organized as a long-lasting repetitive 12-weeks study course with the respected experts from the field with the focus on practical assignments and alumni trip for the music business event in Europe. This structured and highly-demanded project will help recover and professionalize DIY music representatives from the COVID-downfall and war recession, create new jobs, as well as help Eastern European music be more visible and competitive on the European level in general.

Objective	Competitiveness and innovation	
Priority(ies)	International dimension	
Sector(s)	Music	
Proposal Keyword(s)	Capacity building	music
Free Keyword(s)		

Common Ground – democratic dialogue in public space through expressive arts

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101099413	Common Ground	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	PROTAGON - FREUNDE UND FOERDERER FREIER THEATERAKTION	DE
PARTICIPANT	AGENCIA ANDALUZA DE INSTITUCIONES CULTURALES	ES
PARTICIPANT	ASSOCIAZIONE CULTURALE IDEAGORA	IT
PARTICIPANT	ASSOCIAZIONE CULTURALE ONDADURTO TEATRO	IT
PARTICIPANT	PIERO PARTIGIANONI	ES
PARTICIPANT	STOWARZYSZENIE TEATR BRAMA	PL

Compendia

We live in a time of change, whose manifold crises keep asking us the question: How do we want to live? With "Common Ground" we want to shift the focus back to our immediate surroundings, the city, the village, the landscape that sustains us and ask: What can we do, now and here? It is time for us to return to our connection to our living space, to see ourselves again as rooted and connected beings, and to enter into dialogue with each other about reclaiming and reshaping this common public space. The project aims to use the means of expressive arts and theatre to create these dialog spaces.

Key terms: crisis resilience / local empowerment / transnational change networks

Common Ground unites four established and experienced players of the European Cultural Creative Sector (and two Junior partners with specific tasks), bringing together decades of experience with performing arts in public space and theatre education with local communities and vulnerable groups. They have set for themselves the following tasks:

- establish, over the course of two years, an intensive cross-border cooperation project characterized by trust, mutual knowledge exchange and growth
- engage with four European local communities in a deep, locally rooted, and meaningful way through a process facilitated by tools of theatre education and expressive arts in public space. Restore public space as a place for democratic dialogue. Empowering the population to become local agents of change
- contribute to the recovery and future resilience of the cultural creative sector by enabling eight promising emerging artists to share their work and enhance their skills in dialogue with local audience
- spread and disseminate the results and insights gained throughout the project in a way that can reverberate far beyond the direct scope of activities

Activities include: Workshops, Laboratories and Residencies, Symposia, Artistic presentations/events in public space, elaboration of manuals and video-material

Objective	Transnational creation and circulation		
Priority(ies)	Audience engagement		Social Inclusion
Sector(s)	Art in public space	Theatre	Dance
Proposal Keyword(s)	Audience development		
Free Keyword(s)	crisis resilience, local empowerment, transnational change networks		

The Eclectic of Otherness

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101099419	EoO	199,792

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	HARTEFAKT FOND FONDACIJA	RS
PARTICIPANT	COMPAGNIE EL VAIVEN	FR
PARTICIPANT	UDRUGA DJELOVANJA U KULTURI ARTERAIJ	HR

Compendia

The Eclectic of Otherness (hereafter: EoO) is a partnership initiative of three cultural organisations from Serbia, Croatia and France, dedicated to exploring the identity tensions between Us and Them, insiders and outsiders, those we perceive as Belonging, and those excluded from that privilege. Dissecting identity as an intimate zone of conflict that is both microscopic and personal, and global and public, EoO exposes and honours the trials that strangers, foreigners, outsiders, immigrants, newcomers, refugees experience on their difficult journeys to safety and freedom and the present challenges they face in navigating their new lives and identities.

Activities & Outputs

- Creative Labs, Artistic Residencies and public Showcasing facilitating artistic creation and production process, involving up to 50 creative professionals from three project countries;
- Three produced theatre plays each exploring the topic, perspective and origin of 'otherness' within its own specific context, performed to audience of at least 1000 people at Festivity of Others (2 days comprehensive public events organized in each country);
- The Mosaic of Otherness, collecting 30+ video clips and 20 interviews/podcasts with members of wider European artistic and cultural workers community, offering testimonies of what it's like to be a 'stranger', or an 'Other', reaching and engaging wider audiences in a dialogue on our multidimensional European identity.

Outcomes & Impact

- Enhanced transnational European artistic and cultural cooperation and creation stimulating partners' creativity, resources and outreach;
- Increased understanding and empathy for 'Others' and improved quality of intercultural dialogue and social inclusion of minorities and marginalized social groups;

The legacy of the project will be a reinvigorated public discourse, awareness and empathy for Others in Europe, the interplay between 'their' and 'our' identities, and an appreciation of how we all constitute 'Europe(an)'.

Objective	Transnational creation and circulation	
Priority(ies)	Social Inclusion	Audience engagement
Sector(s)	Theatre	
Proposal Keyword(s)	theatre	International co-production
Free Keyword(s)	artistic research, cross-border collaboration, performing arts, migrants, strangers	

AAA - All Areas Access - A Mock-up for Accessible Venues

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101099448	AAA	166,134.4

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	AUSGANG S.R.L.	IT
PARTICIPANT	ACESSO CULTURA ASSOCIACAO CULTURAL	PT
PARTICIPANT	BEIT COMPANY	BE
PARTICIPANT	KEEPON LIVE	IT

Compendia

The project focuses on the study, test and dissemination of good practices aimed at improving accessibility to non-institutional live venues for people with "hearing disabilities". This definition is also part of the study, since many perceive themselves as persons belonging to a language minority, rather than "with disability"; so we will refer to 'D/deaf People' from now on. Partners will cooperate in a three-step strategy.

1. Study

Each partner, working with stakeholders such as local organizations aimed at enhancing the accessibility of life and culture, will gather information on needs and possible solutions. Partners will highlight issues faced by D/deaf people and possible solutions to be implemented in the live venues.

2. Mock-up

A team of 5 artists + 1 coach, hearing and D/deaf, will join a five days residency, to set-up a performative show, aimed at attracting attention from an audience of both hearing and D/deaf people. The show will be performed in two "Mock-up" shows to be held in Rome and Brussels. This will allow the partners gather feedback from audiences on how the implemented solutions and the show worked. This will feed into the dissemination phase.

3. Dissemination

Partners evaluate the impact and feasibility of the measures implemented, set a list of barriers that can be eliminated and suggest solutions to address the issues in live venues. This list of "Tips", will be disseminated through an Europe-wide network of venues. A follow-up of dissemination targets will show the impact analysis of how the "Tips" worked and how many of them are likely to be implemented. The final evaluation of the project will allow a post-project dissemination to more venues and the chance to address problems linked to other disabilities in a similar way.

Objective	Competitiveness and innovation	
Priority(ies)	Social Inclusion	International dimension
Sector(s)	Music	Theatre

Proposal Keyword(s)	Integration of people with disabilities and special needs
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Free Keyword(s)	Disability, D, deaf, Language Minority, Accessible Culture, Social Inclusion, Nothing about us without us, social model of disability, Tackle non-architectural barriers
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Myths and Masks of the Future

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101099498	MYMA	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	COMPAGNIA DEI FOLLI SRL	IT
PARTICIPANT	CENTRO MASCHERE E STRUTTURE GESTUALI	IT
PARTICIPANT	CIRQ'O VENT	FR
PARTICIPANT	OPEN STREET ASSOCIATION INTERNATIONALE SANS BUT LUCRATIF	BE
PARTICIPANT	STOWARZYSZENIE KULTURALNE PRO-SCENIUM	PL

Compendia

In the first years of the second post-war period, at Teatro dell'Università di Padova, Amleto Sartori modeled on the face of pedagogue and actor Jacques Lecoq the first Neutral Mask that revolutionized the western theatre. According to the ideas of J. Copeau and E. Decroux the Neutral Mask was created to help the actor to recover the archetypal dimension of theatre, save him from hyper-realistic acting, valorise the body and the gesture rather than the speech. Continuing the family tradition, Donato Sartori, son of Amleto, will develop in a broader sense the role of the mask in contemporary theatre, through the creation of "gestural structures" and "urban masking". This enormous theoretical and theatrical practice heritage, today represented by the Sartori Centre of Masks and Gestural Structures, is the basis of a cooperation project that aims to promote an innovative approach using mask in the European theatre, rediscovering its anthropological origins and relaunching its use in the popular performing arts, in order to restore the collective ritual dimension of theatre in which the community can find a new strong relationship with the myth. A program of scientific research, seminars, creative residences, festivals and showcases, developed over three years, which intends to direct contemporary theatrical creation on the trail of new myths, to strengthen its European dimension, allowing it to make its contribution to some of the most important challenges of our time, like social inclusion and sustainability. Issues that discount sometimes controversial narratives on which our society urgently needs to find authentic spaces for reflection and awareness. So the mask and the physical actor's training become instruments of social action in the experimentation of inclusion paths for physical and mental disabilities, as well as urban environment perturbed by archetypal forms become a way of suburbs revitalization and to imagine a new balance between humans and environment.

Objective	Competitiveness and innovation		
Priority(ies)	Social Inclusion	International dimension	
Sector(s)	Theatre	Intangible cultural heritage	Sculpture
Proposal Keyword(s)	theatre		
Free Keyword(s)	Masks, myths, innovative theatrical languages, performing arts, circus, festival, theatrical workshop, theatrical showcases		

UNLOCK THE CITY! Theatre as tool for post pandemic sustainable transformation of the European urban landscape

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-2	101099558	UNLOCK THE CITY!	969,439

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	FONDAZIONE PICCOLO TEATRO MILANO-TEATRO D'EUROPA	IT
PARTICIPANT	AKADEMIE MUZICKYCH UMENI V PRAZE	CZ
PARTICIPANT	FUNDACIO TEATRE LLIURE -TEATRE PUBLIC DE BARCELONA	ES
PARTICIPANT	HET TONEELHUIS STICHTING	BE
PARTICIPANT	HOGSKOLEN I OSTFOLD	NO
PARTICIPANT	POLITECNICO DI MILANO	IT
PARTICIPANT	TEATRUL TINERETULUI PIATRA NEAMT	RO

Compendia

UNLOCK THE CITY! is a culture-led regeneration project aimed at developing an integrated working method that combines technical scientific and design oriented research with theatre practice, making the latter a tool to trigger sustainable development processes in the post-pandemic city. Operating in places or areas that played a key role for citizenship during the pandemic, the project explores the concept of limit (economic, social, physical, etc.) in the intra- and post-pandemic city, on 3 different levels: building (Object), community (Subject), relationship between urban area and the theatre (Relationship).

Thanks to the creation of an international network - which sees the close collaboration of artists, theatre operators, students, university professors & experts from different disciplinary fields - the project develops, over 36 months, surveys on the territory focused on the study of the landscape in the post-pandemic city and preparatory to the creation and realisation of 12 theatre performances entrusted to 10 European artists. These activities will be connected and implemented by workshops and thematic training courses for university students and will contribute to a macro-project objective: to generate a qualitative and perceptive growth in terms of habitability, accessibility and sustainability of urban spaces through awareness raising, empowerment and active involvement of communities, bodies, public administrations.

UNLOCK THE CITY! is being developed in 6 different countries (Belgium, Czech Republic, Italy, Norway, Romania, Spain) and sees the alliance of 4 theatre institutions with a strong international vocation with 2 academies specialised in scenic design and 1 university specialised in the study of landscape. Like the city model to which it aspires, UNLOCK THE CITY! is an open project which, through a replicable method & the formulation of concrete proposals for action, aims to make a contribution to the European Union's Green Deal policies.

Objective	Competitiveness and innovation					
Priority(ies)	Green deal			International dimension		
Sector(s)	Art in public space		Theatre		Other	
'Other' sector(s)	Learning & Training in Performing arts					
Proposal Keyword(s)	theatre	New European Bauhaus	Sustainability	International dimension	Research	Green deal
Free Keyword(s)	Culture-led regeneration, Educational, Local communities engagement, Training, Visual arts, performing arts, design					

Common Stories

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-2	101099561	COSTO	1,000,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	MAISON CULTURE SAINT DENIS	FR
PARTICIPANT	AFROTOPIA EV	DE
PARTICIPANT	AL KANTARA ASSOCIACAO CULTURAL	PT
PARTICIPANT	FUNDACAO CAIXA GERAL DE DEPOSITOS-CULTURGEST	PT
PARTICIPANT	RIKSTEATERN	SE
PARTICIPANT	THEATRE NATIONAL WALLONIE-BRUXELLES	BE

Compendia

Over the past 30 years, the European society has undergone profound demographical transformations. The question of the “Other” is shaking up national political debates and the very values of the European project. Performing arts, the art of representation par excellence, dealing with imagination and storytelling, should mirror this increasing diversity. But on stage, among our audiences and within our teams, there is still a long way to go.

Over the next 3 years, Common Stories will bring together 6 cultural European multi-scale performing arts organisations from 5 countries to better address this growing complexity and propose a possible common ground for all. It will foster new artists and repertoires, while contributing to develop within our venues a more inclusive framework in order to welcome and encourage multiple voices and perspectives.

The threefold approach is based on transnational circulation of people and ideas:

- 1.The Good Practices Factory (GPF) will promote the pooling of experimentations, knowledge, and strategies to better serve diversity and contribute to the shifting of perception and mindsets. In 6 cities, working groups mixing staff members and guests will exchange locally and transnationally to deliver thematic guidelines that will serve as open resources. 300 people will be involved each year.
- 2.The CommonLAB will contribute each year to the empowerment of 8 European-based emerging artists whose works are shaped by diversity. This 8-week mobile lab will propose a unique companionship between 4 countries, enhancing the artists’ international network.
- 3.A coproduction scheme will build on Lab projects, while the CommonMOB grant will allow for the touring of more established existing works. 11 to 12 projects will be supported, increasing global visibility of diverse stories and representations on our stages.

In year 3, a final symposium in Brussels will close the program by sharing process and results while opening new fields of reflection.

Objective	Transnational creation and circulation		
Priority(ies)	Social Inclusion		
Sector(s)	Dance	Theatre	
Proposal Keyword(s)	dance	theatre	Integration of people of different races and ethnic origins
Free Keyword(s)	coproduction, good practices, laboratory		

Out of the Metropolis - Art exchange across borders

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101099571	OTM	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	NOUA AS	NO
PARTICIPANT	DOUBLE DUMMY	FR
PARTICIPANT	SUOMEN VALOKUVATAITEEN MUSEON SAATIO STIFTELSEN-STIFTELSEN FOR FINLANDS	FI

Compendia

'Out of the Metropolis - Art exchange across borders' is a collaborative project between three European contemporary photography institutions, working together between 2023-2025 to explore the challenges and possibilities for the exchange and presentation of art in smaller institutions located in the peripheries of Europe. With many artists and curators leaving the art metropolis to establish themselves in the peripheries, new methods for production and presentation of art are needed.

The project responds to Creative Europe's Objective on Transnational creation and circulation and aim's to build capacity between European art networks and micro-institutions in the peripheries. We will investigate new curatorial phenomena by challenging the roles, models and functions between exhibition spaces, curators, artists, and audiences in a micro-institution context. The project's objective is to strengthen micro institutions and unconventional arenas for art in the peripheries by developing innovative strategies and methods for cross-border collaborative teams, co-production, and exchange of art, with particular focus on economic and ecological sustainability. The project seeks to address Creative Europe's priority on International dimension by running a series of activities supporting knowledge sharing, recourse and infrastructure. Including a) research and dialogues on art in the periphery through 3x seminars in Norway, France and Finland, b) explore new exhibition formats in 3x exhibitions in Norway and France, c) disseminate experiments in a web platform and d) present essays in a printed publication. Exhibitions at NOUA, Norway will be in connection to Bodø ECOC 2024.

The project will benefit a large number of micro art institutions in Europe, as well as artists and curators who wish to develop productions for alternative art arenas. The project will have longevity through cementing the analysis on web and in print, including new models for international cooperation.

Objective	Transnational creation and circulation				
Priority(ies)	International dimension				
Sector(s)	Photography	Other			
'Other' sector(s)	Visual Arts				
Proposal Keyword(s)	Photography	Visual arts - Culture	Capacity building	Exhibition	International dimension
Free Keyword(s)	Art exchange, curatorial collaboration, micro art institutions, art in the periphery				

Movement, Digital Intelligence and Interactive Audience

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-2	101099581	MODINA	999,998

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	TALLINN UNIVERSITY	EE
PARTICIPANT	CENTER URBANE KULTURE KINO SISKA	SI
PARTICIPANT	CENTRUL NATIONAL AL DANSULUI BUCURESTI	RO
PARTICIPANT	HOCHSCHULE DUSSELDORF	DE
PARTICIPANT	IST-ID ASSOCIACAO DO INSTITUTO SUPERIOR TECNICO PARA A INVESTIGACAO E O	PT
PARTICIPANT	SOLTUMATU TANTSU UHENDUS	EE
PARTICIPANT	TANZHAUS NRW EV	DE
PARTICIPANT	TRAFO KORTARS MUVESZETEK HAZA	HU

Compendia

The project Movement, Digital Intelligence and Interactive Audience (MODINA) aims to expand the creative possibilities for contemporary dance performances, and augment the experience for the audience, using digital technology – with an emphasis on exploring artificial intelligence (AI) and audience interaction, on-site and online. This aim has two interconnected approaches, targeting dance artists, media artists (creative technologists) and audiences. The first approach is to build capacity for dance artists and media artists regarding new digital and AI-based approaches in dance – for preparing, performing, distributing and re-purposing dance works (including online) – through collaboration between artists, technologists and our team. The second approach is to allow audiences to engage with performances in an augmented way: enhancing the stage context with technology; using audience interaction strategies; through online channels; or a combination of these.

MODINA will involve multiple events to engage with artists and audiences: Artistic Residencies; Networking Events; Workshops; Seminars; and Performance Showcases. The project partners will be 3 academic institutions and 5 dance centres, across 6 countries, namely: Tallinn University (Estonia); Hochschule Düsseldorf (Germany); Interactive Technologies Institute, IST-ID (Portugal); Tanzhaus NRW (Germany); Sõltumatu Tantsu Lava (Estonia); Kino Šiška (Slovenia); Trafo (Hungary) and National Center of Dance Bucharest (Romania). The dance centres will be the main interface with the artistic community and audiences. The universities will provide technical and theoretical knowledge and solutions. The outcomes of the project will be: new dance pieces; performances, workshops and seminars; new software tools for contemporary dance performances; new theories and best practices for dance and technology; increased experience, knowledge and opportunities for artists; enhancing and expanding the audience for dance.

Objective	Competitiveness and innovation					
Priority(ies)	Audience engagement			New technology		
Sector(s)	Digital arts		Dance			
Proposal Keyword(s)	dance	Digital arts	Digital	Audience development	Capacity building	Online distribution
Free Keyword(s)	Contemporary dance, artificial intelligence, audience interaction					

Our Voices: using art in public spaces to empower young people from social housing areas through artistic citizenship

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101099632	Our Voices	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	SILKEBORG KOMMUNE	DK
PARTICIPANT	KULTURFABRIK E.V	DE
PARTICIPANT	NORGES TEKNISK-NATURVITENSKAPELIGE UNIVERSITET NTNU	NO

Compendia

Our Voices is an interdisciplinary, and socio-cultural art project that investigates how to create art in public space with a social dimension and relevance to groups not normally reached. The objectives of the project are to include the voices of citizens and young people in the production of art in public spaces and to empower citizens to participate in the public art projects to provide them with a sense of artistic citizenship. Accordingly, the actions and exchange in Our Voices is approached as democratic innovations and possible pathways to give voice and presence to politically marginalized youth, and as initiatives to strengthen young people's agency and wellbeing and support social sustainability.

The objectives of the projects are to create new and innovative ways of working with art in public spaces and participation as well as to apply a cross-sectoral approach mixing knowledge from the cultural and social sectors, in the end to create better lives and societies.

The activities include art projects in Silkeborg, Denmark and Hildesheim, Germany, that may take many different forms depending on the result of participatory processes. Open calls, workshops, etc. will be the basis of the artworks initiated. Another part of the project is the empowerment of young people participating actively in the project. They will create themselves, as well as be part of a cultural exchange.

Target groups include young people, especially marginalized groups, and citizens in social housing areas, as well as European artists. Short-term, the project will result in artworks transforming spaces and include residents in Silkeborg, Denmark and Hildesheim, Germany. When working together internationally to co-create new and innovative ways of creating lasting change through art, we contribute to the strengthening of the creative sector as a whole and ensure long-term effects of our collaboration.

Objective	Competitiveness and innovation	
Priority(ies)	Audience engagement	Social Inclusion
Sector(s)	Art in public space	
Proposal Keyword(s)	street art	Social inclusion
Free Keyword(s)	democracy, participation, social, art in public spaces, empowerment	

Figure it Out: The Art of Living Through System Failures

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101099650	FIO	199,996

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	DRUGO MORE	HR
PARTICIPANT	KIOSK	RS
PARTICIPANT	LA LABOMEDIA ASSOCIATION	FR
PARTICIPANT	PROJECT VEKTOR ARTS ORGANISATION & CONSULTING ASTIKI MI KERDOSKOPIKI	EL
PARTICIPANT	UNFINISHED FOUNDATION	MT

Compendia

Figure it Out: The Art of Living Through System Failures explores practices and phenomena in which systems and institutions fail specific communities and populations. Trapped within constraining situations, these people are starting to develop strategies of lying, cheating and stealing to counter their limitations and powerlessness vis-à-vis these systems. From the position of the dispossessed and excluded, actions and practices that would be condemned in the mainstream, assume a different ethical and political connotation. In popular culture, these practices are frequently celebrated as a cunning and crafty reworking, often poetic or humorous. They have also expanded into the digital sphere as well, where they are getting recombined in interesting ways facing new kinds of algorithmic power structures. Figure it Out will explore the use of these practices as forms of resistance and tools for bypassing rules, as attempts to obtain access to key rights that remain foreclosed for certain groups. The aim is not to indiscriminately celebrate personal gain through illicit behaviour, but to acknowledge the ingenuity that comes in finding a way out of an impossible situation. Possible examples come from a broad variety of practices – such as the avoidance of internet censorship by transformation of entire websites into image formats or the camouflage techniques of migrants adopting a 'western' look to fool surveillance algorithms.

The project will explore similar practices that enable disenfranchised groups to overcome barriers established by administrative and algorithmic regimes. The focus is on the strategies of rural women, eco-commoners, LGBTIQ+, migrants, etc. in conflict with corporate or state rules.

Figure it Out involves partners from Croatia, France, Greece, Malta and Serbia who will work with and engage different communities sharing their stories through art productions, exhibitions, a radio festival, bonfire events and web-zines.

Objective	Competitiveness and innovation		
Priority(ies)	Social Inclusion		New technology
Sector(s)	Digital arts	Publishing and literature	Other
'Other' sector(s)	Participatory Art		
Proposal Keyword(s)	Digital	Social inclusion	
Free Keyword(s)	access, rights, innovation, emancipation, vulnerable groups, storytelling, creation, reflection, art production, Internet, broken light-bulb		

EU webtoons competition

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101099693	EUWebtoons	161,977.8

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	CITE INTERNATIONALE DE LA BANDE DESSINEE ET DE L'IMAGE	FR
PARTICIPANT	LUCCA CREA SRL	IT
PARTICIPANT	POLSKIE STOWARZYSZENIE KOMIKSOWE	PL
PARTICIPANT	SUOMEN SARJAKUVASEURA RY	FI

Compendia

Webtoon is a new form of eComics that is already very successful in Asia and the USA. Global platforms offering webtoons originating for example from South Korea are now coming to Europe to develop their activities and reach new audiences in Europe. Creation and production of European Webtoons is still very limited while the format is getting more and more successful towards the young digital- native generations. In order to grow this sector in Europe, we propose to launch a large scale competition to find webtoons artists in Europe.

The project is led by Cite de la BD in Angouleme which is the leading European comics museum that plans to have a full year of 2024 dedicated to webtoons. The other partners are key comics players for the promotion in Europe. Key European festivals in Poland and in Lucca in Italy will make sure promotion is covered in the south and eastern Europe. Finally, the Finnish Comics Society and its CUNE Comics project bringing together all nordics countries, will support the action in the northern part of Europe.

The project of a duration of 24 months has 2 main phases. Phase 1 is about preparing for the call for project, communicate it and set up a jury to select the best 10 projects that will get cash prizes and unique visibility at festivals.

The second 12 months will focus on the exhibition and promotion of the webtoons and to look at publishing deals opportunities with different platforms and publishers.

The expected impact is to develop European webtoon content and support artists to access exposure and publishing deals for their work. The goal is also to regain competitiveness among the global webtoon platforms to secure European artists and content abroad in the future.

Objective	Transnational creation and circulation
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Priority(ies)	Audience engagement
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Sector(s)	Publishing and literature
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Proposal Keyword(s)	Comics
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Free Keyword(s)	Webtoon, digital comics, talent competition
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OUT OF THE BOX

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101099712	OOB	161,875.6

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	UDRUGA ZA MEDIJSKO PROMICANJE KULTURE BASTINE TRADICIJE I UMJETNOSTI -	HR
PARTICIPANT	AUGUST SENOVA HORVAT KLUB	HU
PARTICIPANT	HRVASKO KULTURNO DRUSTVO POMURJE, POMURJE HORVAT KULTUREGYESULET	SI
PARTICIPANT	KULTURNO UMJETNICKA UDRUGA VESELI MEDIMURCI CAKOVEC	HR

Compendia

The project idea came from nurturing tradition and cultural heritage and realizing the potential for promoting it in an innovative way by using the applicant's main expertise.

The rich experience of the partners in the project, related to the cultivation of folklore, traditional Croatian dances and traditional folk costumes that were relocated by migration and preserved as such in numerous EU countries, encouraged the partners to explore the similarities / differences and the cultural expression of the Croatian minority through joint international cooperation of cultural associations with the purpose of revitalization of the cultural heritage of Croats outside their home country.

National costume, as a traditional clothing item, must be preserved as an important segment of the intangible cultural heritage of all nations.

Activities: Research by experts in the cultural sector on migrations of folk costumes, cataloging and digitization, creation of an innovative publication with interactive QR codes, creation of a 3D representation of the folk costumes within the whole project partnership area - using innovative digital methods, creation of virtual exhibits, which after the end of the project can be used for virtual exhibitions (holophane, hologram, virtual reality, etc.), mobile applications, as an innovative cultural - touristic product, etc.

The planned activities directly contribute to the annual sector-specific goal of preserving the cultural heritage of this part of Europe, which is also one of the results of the project.

Results: digitization of cultural heritage materials, revitalization of cultural heritage of Croats in the EU.

Main outputs: Study of the situation in 3 countries, Revitalization Action Plan, 30 digitized folk costumes, 150 photos, 30 recorded video materials (processed) adapted for web, social networks, etc., 1 VR exposition, 30 QR codes, 1 book, 3 international exhibitions, 3 performances.

Target groups: cultural and artistic societies, multimedia centers, members of societies (amateurs in the cultural sector), experts in the cultural sector, selectors (minimum 800 people direct reach).

Objective	Competitiveness and innovation	
Priority(ies)	Annual Priority	
Sector(s)	Photography	Intangible cultural heritage
Proposal Keyword(s)	Cultural heritage - Culture	
Free Keyword(s)	Digital, Design and applied Arts, Folklore, Creative industries	

Diverse Roma Theaters for Inclusive Europe

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101099723	DiRoThIE	175,822

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	NOK A JOVOERT EGYESULET	HU
PARTICIPANT	ASOCIATIA ACTORILOR ROMI	RO
PARTICIPANT	RAMPA PRENESTINA	IT

Compendia

Roma are the biggest ethnic minority in Europe and also the most vulnerable one. The self-representation of Roma in theatre still lack its institutionalization on national and European level, too. Although the development and visibility of Roma theaters, dramas, and dramatic heroes can empower the Roma community members, shape the attitudes of the members of the majority towards Roma and make more diverse the European cultural landscape. We – Roma theatres, who have been cooperating each other for more years – will share our stories and perspectives related issues, which are important in the life of everyone whatever their origin is – such as freedom, migration, gender equality, digital world, history and contribution to our societies - in new plays and performances. We will organize international theatre festivals and ensure capacity building workshops for other European Roma theatre artists – on theatrical forms, which go beyond language barriers, and basic questions of theatrical ethics, which is a key in the work of all of us. We will also implement cooperative artwork with the involvement of our peers, in order we can learn for each other, and have a common experience of success, which is necessary in order to build a European platform of Roma Theaters. We will show our stories and values of art both offline and online, on national and international level in order this treasury can reach wider Roma and non-Roma target groups around Europe and also the future generations. We will translate the new plays to diverse European languages, video record the theatrical performances, and develop the Digital Collection of European Roma Theater and Drama – the Roma Heroes, which is just launched in this year, a reference for artists, academics and everyday people, who want to learn more about the context of European Roma Theater.

Objective	Transnational creation and circulation	
Priority(ies)	Social Inclusion	
Sector(s)	Theatre	Film / video arts
Proposal Keyword(s)	theatre	
Free Keyword(s)	Roma theatre, inclusion, self-representation	

Tradition in Action

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101099726	TRACtion	199,999

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	UNIVERSITA TA MALTA	MT
PARTICIPANT	HELSINGIN YLIOPISTO	FI
PARTICIPANT	ST ANGELA'S COLLEGE SLIGO COMPANY LIMITED BY GUARANTEE	IE

Compendia

Keeping traditional costumes alive through education is highly beneficial to people interested in the creative sector. It places them in an advantageous position to expand on the knowledge acquired and broaden their career opportunities within the creative industry. The project TRACtion will revive, innovate and digitalise three traditional European costumes and simultaneously educate various participants from a historical, creative, cultural, environmental, and economic perspective. The University of Malta, the University of Helsinki, and the St. Angela's College, in association with the University of Galway, are higher education institutions, all well-equipped with particular departments that already deliver modules/study units to students opting for an education in fashion and textiles. There are currently no projects that revive the traditional European costume within an interdisciplinary context and with the scope of expanding employment possibilities for those who study in this area. Through TRACtion, students at different levels will gain insights into these traditional costumes, equipping them with lateral thinking and creative skills and tools necessary for innovative creations. The project will also safeguard these traditional costumes and crafts by promoting the cultural heritage of these three countries through publications, interactive/online workshops, competition, exhibitions, and an online exhibition. A wider audience will benefit from TRACtion, including students and academics from different institutions, professionals such as artists, fashion designers, educators, historians, costume historians, anthropologists, entrepreneurs, media, and the general public of different backgrounds and ethnicities. The project audience will reach a minimum of a 1000 people and a maximum 10,000 people, especially through the national education and social media channels.

Objective	Transnational creation and circulation					
Priority(ies)	Audience engagement			International dimension		
Sector(s)	Fashion design		Decorative arts		CH - Museum	
Proposal Keyword(s)	Tangible cultural heritage	Folklore	Fashion	Design and applied arts - Culture	Textile art	Traditions
Free Keyword(s)	Upcycling, Traditional Costume, Creativity, Innovation					

Mirrors into Windows-Working for Peace with Arts

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101099734	WPA	149,950

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	INICIJATIVA MLADIH ZA LJUDSKA PRAVA	RS
PARTICIPANT	HUMAN RIGHTS EDUCATION YOUTH NETWORK	BE
PARTICIPANT	ORGANIZATA JOQEVERTARE INTEGRA	XK
PARTICIPANT	UDRUZENJE GRADJANA ZA DEMOKRATIJU IGRADJANSKO OBRAZOVANJE	RS

Compendia

The main aim of this project is to support peace-building efforts by harnessing historical and cultural heritage through amplifying the impact of the yearly festival "Miredita,dobar dan". The festival takes place in May 2023 and 2024 in Pristina (Kosovo) and in Belgrade (Serbia) and gathers an audience of 500 persons per festival. It showcases the cultural scene of Serbia and Kosovo and cultural initiatives that aim to bring people for the two societies closer and deepen the understanding based on the facts about the past. The project "Mirrors into Windows-Working for Peace with Arts" enhances cultural cooperation and production by creating space for regional citizens to interact in an artistic and cultural environment sheltered from political connotations and nationalistic narratives of various kinds. We will organize two festivals, one networking conference, and co-production activities that will result in jointly created art pieces/initiatives that entail the knowledge and experience of European creative workers (it can be an exhibition, short movie, book, audio, or visual installations, etc.) enhancing cultural exchange between Kosovo and Serbia cultural professionals while also targeting the general public in both countries. At the end of the project, we will organize a networking event in Brussels where we will present the results of the co-production process and advocate for more policy and community practices for peacebuilding in the cultural sector.

Objective	Transnational creation and circulation		
Priority(ies)	Social Inclusion		
Sector(s)	Film / video arts	Theatre	Other
'Other' sector(s)	multimedia and contemporary art		
Proposal Keyword(s)	Cultural heritage - Culture	Integration of people of different races and ethnic origins	Integration of unemployed young people
Free Keyword(s)	EUvalues , culture , creative_works , innovation_in_culture		

Time For Live Art

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101099757	LIVETIME	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	THOR	BE
PARTICIPANT	MASKA LJUBLJANA	SI
PARTICIPANT	MIR - ETERIA MELETIS DIADOSIS KE PROOTHISIS TIS SYNCHRONIS TECHNIS	EL
PARTICIPANT	NEW PERFORMANCE TURKU RY	FI

Compendia

'Time For Live Art' sees four human-sized live art festivals join forces to underline the resilience of the live art sector, in a contemporary world suffering from ecological and health wounds. These festivals believe that gathering around a live event has never been so precious and necessary, though our current conditions urge us to do it in a different way. With this in mind, the partners address and answer to questions of 'time' in the creation, presentation and circulation of live artworks: time given to relate the creation to a context, time to experience the artwork, time for mediation around the presentation, time taken for the travel of the artist and time to develop the memory of the audience.

Starting with a reflection retreat with 4 curators, 4 artists and 2 mentors to root the project in an in-depth common thought, it is followed by a sharing of ideas in a broader context, for three online radio conferences, comparing experiences in a worldwide perspective. Soon after starts the project 'What Time Is It?', which follows the 4 artists travelling slowly from one city to another. Their experience of the travel becomes the material for artistic work produced on the way. It also leads to 4 participative creations in the cities where they travel to. Along the project, each of the 4 festivals, though maintaining their distinctive artistic identity, share and implement in their programs values central to the project: time given to the "before and after" of each art work; economy of means, but dedicated time given to each art experience; time to share knowledge and skills through professional workshops; time to care for and to take care of the audience, and common positions about gender, love and origin equity. After the 4 festivals, the next step looks at the future: it associates a platform for younger European performers, and a professional gathering to open sustainable perspectives. A final publication brings together the memories of the different steps.

Objective	Transnational creation and circulation		
Priority(ies)	Green deal	International dimension	
Sector(s)	Art in public space	Dance	Other
'Other' sector(s)	Live art		
Proposal Keyword(s)	Festivals	Sustainability	Works of art
Free Keyword(s)	Time, Ecology, Sobriety, Art Gathering, Art Travel, Human-Size		

Better Live

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-3	101099766	Better live	1,959,351

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	RASSEMBLEMENT D ENERGIES POUR LA SAUVEGARDE D UN ESPACE ARTISTIQUE	FR
PARTICIPANT	A. ZOUGANELIS & SIA ETERORRYTHMOS ETAIRIA	EL
PARTICIPANT	EUROPEAN MUSIC EXPORTERS EXCHANGE	BE
PARTICIPANT	FUNDACJA WYTWORNIA	PL
PARTICIPANT	IMPROVISED MUSIC COMPANY LBG	IE
PARTICIPANT	LIVELABORATORIO TAMPERE OY	FI
PARTICIPANT	M3B GMBH	DE
PARTICIPANT	PLATAFORMA JAZZ ESPANA	ES
PARTICIPANT	SPLOH ZAVOD ZA UMETNISKO PRODUKCIJO IN ZALOZNISTVO	SI
PARTICIPANT	STICHTING BIMHUIS	NL
PARTICIPANT	STIFTELSEN NASJONAL JAZZSCENE	NO

Compendia

For years, the music industry has been experiencing challenges that the ongoing crises have exposed and aggravated. These are the challenges which if not tackled decisively, urgently and holistically, will ultimately threaten the diversity, quality and integrity of the entire European music scene. The current revival is a unique opportunity to lay solid foundations to a fairer, more diverse and green music industry.

The aim of the project is to implement the inclusive and sustainable transition of the live music sector by supporting small-scale live music infrastructures and activating the local networks to enable artists to circulate sustainably across borders. By involving all actors, including professionals, grass-roots organizers, their audiences as well as networks and policy makers at all levels of the process we will ensure that the transition is sustainable.

The project will start with a preparatory stage made of a research and modeling part that will precisely establish the areas of intervention and low-carbon trajectories. We will then activate grass-roots organizers in order to create eight informal platforms to experiment with the sustainable touring models. Each partner will support its local network to implement around thirty live music events in their region whose ecological, economic and social impact will be measured and included in the research.

As a result, the project will increase the circulation and employability of the live music actors. It will create, support and provide expertise to eight informal networks that are the condition for the efficient artistic circulation in Europe. It will equip all music actors with competences and knowledge necessary to consciously join the change. By involving networks and policy makers it will mainstream its results to other sectors of music and influence the policies at all levels. Ultimately, it will allow the inclusive, coherent and bottom-up decarbonization of the live music sector in Europe.

Objective	Transnational creation and circulation
Priority(ies)	Green deal
Sector(s)	Music
Proposal Keyword(s)	Sustainability
Free Keyword(s)	

Œil du Monde

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101099770	ODM	199,998

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	EDITIONS MEMO	FR
PARTICIPANT	BAOBAB&GPLUSG SRO	CZ
PARTICIPANT	CALAMUS SAS DI PAOLO CANTON E C.	IT
PARTICIPANT	KLOS-PODSIADLO MAGDALENA ANNA	PL

Compendia

L'Œil du Monde is an international and intercultural project conceived by four creative publishers of children literature from France, Poland, Czech Republic, and Italy: it takes place successively in these four countries.

It has two main objectives:

Firstly, to highlight and promote cultural and linguistic diversity among young people aged from 0 to 15 and their entourage by allowing the circulation of works (albums) by artists and writers published by these four publishers as well as by eight other publishing houses from Spain, Portugal, Norway and, beyond Europe, Rwanda, Mexico, India and Japan.

The choice of young readers is in response to the desire to contribute to raising awareness among young readers, future citizens of the European Union, of the richness of cultural and linguistic diversity.

Secondly, to contribute to the establishment of a solid and sustainable cooperation between these small creative publishers, to foster their capacity to innovate and to strengthen their economic viability in a more concentrated and uniform environment.

L'Œil du Monde will start in 2023 and is intended to continue over the long term, both for the distribution of works and for cooperation between professionals.

Objective	Transnational creation and circulation		
Priority(ies)	Audience engagement		International dimension
Sector(s)	Craftwork	CH - Libraries and archives	Other
'Other' sector(s)	Book, edition		
Proposal Keyword(s)	Books	Literature books and reading - Culture	
Free Keyword(s)	Book, Edition, profesional, independant, children		

Building resilience to climate change through Cultural Heritage and Urban Arts

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101099776	ClimAID	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	UNIVERSIDAD DE ZARAGOZA	ES
PARTICIPANT	ANDREAS ST. (PSOMA) LTD	CY
PARTICIPANT	COFAC COOPERATIVA DE FORMACAO E ANIMACAO CULTURAL CRL	PT
PARTICIPANT	DIMOS IITON	EL
PARTICIPANT	FUNDACION OBRA SOCIAL BOA MISTURA	ES
PARTICIPANT	GRUPPO ARCHEOLOGICO ROMANO	IT

Compendia

ClimAID is an innovative project idea combining cultural heritage, climate change and Urban Art activities. The idea relies on the promotion of cultural heritage practices in tackling climate change, through arts and technologies.

Climate change, according to literature, is an evolving process affecting societies and cultures that constantly had to find solutions to adjust their living according to the new environmental realities.

The impact of climate change on history and culture are often represented in climate policy and research. However, a new trend on research is arising with the reversed objective.

How Cultural heritage can provide an insight of methods and good practices to manage climate changes?

In order to give answers to the aforementioned, the project adapts a research methodology to identify cultural heritage best practices across Europe and then promote them through digital education and urban art.

The project will create a toolbox of best practices, which will be integrated into an open resource platform. The platform will allow users to experience the full implementation of these practices in a 3D environment. The participation of well-known universities and major cultural actors in Spain, Portugal, Italy, Greece and Cyprus will ensure the sustainability of the results by developing an e-learning course especially designed to provide knowledge on the impact of Heritage and Urban Arts to mitigate Climate Change for the needs of Universities, Archaeological sites, tourist guides, cultural centres, museums, municipalities etc.

Project's activities will be embraced by an Urban art campaign with national street festivals, implementing real wall murals, act performances, music & dance contributions in several cities of project countries.

The project aspires to reach out more than 2000 youth, potential beneficiaries and cultural actors due to the large scale campaign and to high impact results.

Objective	Competitiveness and innovation		
Priority(ies)	Annual Priority		
Sector(s)	Art in public space	CH - Historical sites and buildings	
Proposal Keyword(s)	Cultural heritage - Culture	Virtual Reality	street art
Free Keyword(s)	Climate Change, Urban Arts		

Collaborative Innovation for Hybrid and Sustainability Uptake in Cultural and Creative Industries

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101099866	Collab 4 HySust CCI	199,999

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	CONSORZIO MATERAHUB INDUSTRIE CULTURALI E CREATIVE	IT
PARTICIPANT	DET FLYVENDE TEATER	DK
PARTICIPANT	INTERKULTURA KONSULT	BG
PARTICIPANT	NOVA ISKRA KREATIVNI HAB	RS
PARTICIPANT	SYN+ERGASIA	EL

Compendia

The crisis situation affecting CCI organisations will continue. Many different entities face the same need, to reconnect with their audiences and establish new bonds with the public online. Organizations of all sizes and management types have had to consider innovative approaches in order to build stronger ties with their regular audiences and to redefine how they reach new ones.

Since 2020 the 5 partners in Collab 4 HySust CCI have developed a number of valuable pilots and demonstrators of structured experiments that have led to clear, measurable results and most importantly, know-how and processes that can be shared. In Collab 4 HySust CCI they will demonstrate experience and have the capacity to structure a process that is scaled to the EU level to allow 15 cultural and artistic initiatives from at least 4 European countries to work within two need areas: 1. Audiences and Hybrid Approaches and 2. Sustainability in Processes of Collaboration. They will enable select CCIs to:

- Identify and formulate a need in one of the two need areas addressed by the project
- Benefit from guidance and match their needs with dedicated experts/support in order to address the need
- Benefit from a microgrant to undertake a specific incubation-based prototyping effort for a specific project that can lead to a demonstration or improved result for future implementation
- Benefit from shared know-how and direct networking with EU added value

Using the capacity of the partners and their networks Collab 4 HySust will direct attention to the fact that successful reconnect efforts demand new focus areas and abilities for internal restructuring of resources and accessing new /less used ones. The project will showcase how the cultural and creative sectors can contribute to the European Green Deal, by encouraging its operators to adopt more environmentally sustainable practices and to work in community with audiences on issues of sustainability.

Objective	Competitiveness and innovation	
Priority(ies)	Audience engagement	Green deal
Sector(s)	Other	
'Other' sector(s)	Interdisciplinary - Intersectorial dimension	
Proposal Keyword(s)	Creative industries	Training for cultural and creative professionals
Free Keyword(s)	business model, sustainability, green transition	

Performing Landscape – research-prototype-implementation for performing arts in European Landscapes

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-2	101099874	Performing Landscape	999,996

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	RIMINI APPARAT GBR	DE
PARTICIPANT	ASSOCIATION DE GESTION DU FESTIVAL D AVIGNON	FR
PARTICIPANT	BITO PRODUCCIONS SOCIEDAD LIMITADA	ES
PARTICIPANT	BUNKER ZAVOD ZA ORGANIZACIJO IN IZVEDBO, KULTURNIH PRIREDITEV	SI
PARTICIPANT	FUNDACAO CAIXA GERAL DE DEPOSITOS-CULTURGEST	PT
PARTICIPANT	NO KULTURLANDESHAUPTSTADT ST. POLTEN GMBH	AT
PARTICIPANT	ZONA K	IT

Compendia

Eight performing arts institutions from six European countries join forces with an artistic collective to reflect and experiment together, globally and locally around common ecological and social concerns. Through PERFORMING LANDSCAPE, they gather around the idea of bringing people and nature together by means of “performing land art”. By de-urbanising and decentralising the art institutions and their practices, they stimulate resilient art works and formats, and implement locally sustainable formats and events out of the traditional cultural zones. This allows them to reach new audiences and trace new paths for international cooperation and circulation.

European performing art institutions, artists, scientists, audiences, inhabitants are collectively invited to approach a landscape: the green zones around cities. They will relate in a different way to “environment” to overcome alienations - both between city and countryside as well as between nature and art.

The partners build a cross-disciplinary research program with scientists, artists, team members from each partner institution to know better their territories and learn from other disciplines how to approach these peripheral rural areas.

Their research will be the basis for the preparation of a prototype: the designing of a sustainable and innovative performing art project in these landscapes, curated by Rimini Protokoll, who will commission a group of artists from all over Europe. The artists come up with projects for the outlined framework and the people from these areas. The prototype is then relocated and site-specifically adapted in all the territories of the consortium, implemented by local teams, and offered as an artistic experience to the local audiences outside the walls of theatres, of cities, and beyond the borders of their national interests.

The running experiment is in turn a basis for the research group to study and prepare a complete model to be disseminated outside of the consortium.

Objective	Transnational creation and circulation		
Priority(ies)	Green deal	Audience engagement	
Sector(s)	Theatre	Dance	
Proposal Keyword(s)	Sustainability		
Free Keyword(s)	Theatre, performing arts, landscapes, sustainability, local, global, audience, audience development, territory, nature, prototype, peer learning, science, research, environment		

Slavic Soundwalking

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101099880	SSW	198,412

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	KULTURNO INFORMATIVNI CENTAR	HR
PARTICIPANT	HARTEFAKT FOND FONDACIJA	RS
PARTICIPANT	KULTURNI CENTER DANILO KIS	SI
PARTICIPANT	YELO, ZA INTERDISCIPLINARNI UMJETNICKI PROCES, YELO FOR INTERDISCIPLINARY	HR

Compendia

The Slavic soundwalking (SSW) mob app project has the fundamental goal of contributing to transnational literary circulation and fostering transcultural dialogue through literary creation between Croatia, Slovenia and Serbia, whose languages belong to the same group of South Slavic languages.

The underlying motivation of the project is to build good neighbourly relations resulting from language, expression, and a unique way of communication in an innovative and creative way, accessible to a large audience (people with disabilities, students, elderly, etc.), through digitization and sound design. This project gives artists and cultural workers the opportunity to acquire new skills and present their works in a distinctive form that freely spreads across borders and offers absolute freedom to be accepted by anyone interested in cultural, artistic, and new technological values, as well as in building and deepening good neighbourly relations that go hand in hand.

To achieve the above objectives, a series of different activities will be organized. The activities, in which all four PP cooperate, include a special call for authors, dubbing of content with voice recordings in several languages (South Slavic, English and sign language to enable a barrier-free society) with the participation of several composers from all partner countries, which will be used in the mobile application that works with the help of geolocation and city mapping. The result of the SSW is the mobile app that will contain 75 audio formatted short stories in 5 languages. Promotion through discursive activities (public events, workshops, etc.) will take place in all three partner countries. The SSW mobile app will remain viable, and the content will be stored in digital form (SSW online platform) to support the artists' work and allow for continued visibility after the end of the project. The project will have a long-term impact on building a sound archive of Slavic languages for future generations.

Objective	Transnational creation and circulation		
Priority(ies)	New technology		
Sector(s)	Art in public space	Publishing and literature	Digital arts
Proposal Keyword(s)	Digital		
Free Keyword(s)	Mobile Application and Interdisciplinary art program based on Slavic literature and sound design		

Women Power in Comics

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-2	101099913	WOMCOM	410,054

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	USTANOVA STUDENTSKI KULTURNI CENTAR	RS
PARTICIPANT	AUTONOMNI KULTURNI CENTAR	HR
PARTICIPANT	BAKELIT MULTI ART CENTER ALAPITVANY	HU
PARTICIPANT	CENTER URBANE KULTURE KINO SISKA	SI
PARTICIPANT	POSTSCRIPTUM PLIROFORIKI EPIKOINONIAS EPE	EL

Compendia

Women Power in Comics (WOM&COM) brings together partners from Greece, Hungary, Slovenia, Croatia, Serbia with the aim to empower female artists to be more engaged in this artistic field, as well as to promote their equal treatment in the sense of payment, visibility and representation. In addition to this the project shall debate the image of women in comics, and to debate how the societal changes are reflected (or could be more reflected) in comics, and especially with regards the image and roles given to women in comics. The other project's strand is support to grassroots organisations in Europe to get involved in comics and the transnational cooperation and European Union Programmes and develop their capacities with this regard.

The project will last for two years and include WOM&COM Digital Platform developed for and with the artists which will not only communicate the project results but also become a referent repository of female comic artists and their works in Europe, bring the news from the comic scene and serve as a Platform for sharing knowledge and bringing positive societal changes in the world of comics and the women involvement in it. Another building block of the project are its residences, imagined as a co-working and co-creation spaces bringing together 12 European comic artists (majority of them women) under the guidance and mentorship of renowned European comic artists and curators.

Two conferences within this project are chosen in order to create a ground to discuss, present examples of good practices and research in the field of female roles and image in comics involving artists, experts, activists, scholars, curators, publishers, editors, art managers... Conferences will be held in Serbia, Novi Sad and Slovenia, Ljubljana.

Objective	Competitiveness and innovation		
Priority(ies)	Social Inclusion	International dimension	
Sector(s)	Other		
'Other' sector(s)	Comics		
Proposal Keyword(s)	Comics	International co-production	Digital
Free Keyword(s)	Gender equality		

VISUALLY INCLUSIVE CHOIRS

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101099922	VIC	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	SHOQATA KULTURURORE SYRI BLU	AL
PARTICIPANT	PANELLINIA OMOSONDIA XORODION KAI DIEYTHYNTON XORODIAS	EL
PARTICIPANT	VUE D'ENSEMBLE, ASSOCIATION DES AMIS MALVOYANTS, NON-VOYANTS ET VOYANTS	FR

Compendia

The VIC (Visually Inclusive Choirs) consortium comprises three partners each with the intention of promoting cooperation between cultural structures involved in the field of choir singing. The partners work with both sighted and blind/visually impaired choir singers from Albania, Greece and France. Exchange of experiences and techniques of singing and conducting visually impaired choirs, exchanging choral programs and visiting each other, performing together and participating in choral festivals and events are at the heart of the project's activities.

The encounters between blind, visually impaired and sighted choir singers from the three partner countries shall provide ground for learning about each other's' cultures and overcoming prejudices. Seminars will be held to review key matters such as accessibility, independent mobility, working with Braille music system, identity, musical approach and media, notions of discrimination and social inclusion. In addition, the project will organise residencies of choir conductors experienced in working with blind choir singers. This will provide the basis for jointly constructing and delivering innovative projects for international audiences, cultivating new generations of skilled choir conductors and promoting new, attractive and inclusive choir performances. The project will bring together visually impaired and sighted choir singers from different cultural, social, economic and geographic origins and with varying visual capacities.

Objective	Transnational creation and circulation				
Priority(ies)	Social Inclusion		International dimension		
Sector(s)	Music				
Proposal Keyword(s)	music	Integration of people with disabilities and special needs	International dimension	International co-production	Organisation of the mobility of cultural artists and works
Free Keyword(s)	VIC, Choirs, Blind, Inclusive				

City memories: visualizing change in three European capitals

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101099955	SSACREA2022	197,681

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	STOCKHOLMS STAD	SE
PARTICIPANT	BUDAPEST FOVAROS LEVELTARA	HU
PARTICIPANT	KOBENHAVNS KOMMUNE	DK

Compendia

City Memories aims to develop new ways of serving demands and usages for architectural building drawings and make them more available, well interpretable and enjoyable for targeted user groups.

The City Archives of Stockholm, Copenhagen and Budapest share a passion for the user and a belief in outward driven innovations. The project brings archive professionals and experts in urban history, technology and architecture together, in order to explore innovative practices and methods for interpretation and presentation of the drawings. Partner institutions are Stockholm University, the Óbuda University, and Contemporary Architecture Centre in Budapest, the Royal Danish Academy, and the Università Politecnica delle Marche in Ancona, Italy.

Expected outputs are:

- new and innovative practices for cultural heritage professionals and researchers and co-creation processes with users
- enhanced user experiences by improved access and searchability
- programmes, lectures and publications open to all citizens and available both on site and online

Long-term effects includes networking and capacity building for hundreds of cultural heritage professionals, academic researchers and students.

The project contributes to the CULTURE strand Objective 2- Innovation: to enhance the capacity of European cultural and creative sectors and addresses the sector-specific priorities for the cultural heritage sector by reinforcing the capacity of cultural heritage professionals, as well as cross-cutting issues as gender and environment. The overall aim is to promote an understanding for European cultural heritage in order to build a sustainable and inclusive future, supporting the New European Bauhaus Initiative and The UN Agenda 2030 Goal 11 (SDG 11, Sustainable cities and communities). The collection in Stockholm City Archives is declared a Memory of the World, and the projects end conference will be arranged in Stockholm.

Objective	Competitiveness and innovation				
Priority(ies)	Annual Priority				
Sector(s)	Architecture	CH - Historical sites and buildings	CH - Libraries and archives		
Proposal Keyword(s)	Cultural heritage - Culture	Archives and Librairies - Culture	Architecture - Culture	Digital	Sustainability
Free Keyword(s)	Building drawings, public engagement				

BLUE INFRASTRUCTURE. A natural, social and cultural device to enhance urban potential

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101099961	INFRABLU	199,823

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ASSOCIAZIONE URBAN LAB	IT
PARTICIPANT	INSTITUTO DE CIENCIAS SOCIAIS	PT
PARTICIPANT	KULTURNI FRONT	RS
PARTICIPANT	LISBOA E-NOVA - AGENCIA DE ENERGIA E AMBIENTE DE LISBOA	PT

Compendia

At a time when environmental emergencies have become the order of the day on the political agendas of cities and governmental bodies at various territorial scales, it seems useful to take a fresh look at the heritage - natural, cultural and socio-economic – represented by 'blue infrastructures' within urbanised territories, and at the potential they express.

The aim of this project proposal is therefore to identify in each of the represented cities - Torino, Belgrade and Lisbon - a critical, unresolved place crossed by water that poses complex challenges to cities, but at the same time offers great opportunities for urban regeneration. Three waterways to be considered as effective natural devices for rebalancing the environment, reconstructing ecological corridors that go beyond the urban scale, aiming at wider territorial networks. Social devices, because they reconnect different communities that frequent those places, encouraging exchange and contamination. Cultural devices, because they contribute to the strengthening of their identity, the stratification of collective memory and the sense of belonging of people who frequent them, building cultural heritage. In other words, valuable resources that are able to embody and reaffirm the principles of beauty, sustainability and inclusiveness at the core of the New European Bauhaus.

Reaffirming the urban potential of such territories means, in the first instance, to systemize the knowledge of places and delve into their specificities, resources and criticalities. Secondly, to promote and trigger their reactivation through small ground actions co-designed and co-produced with local communities. In a continuous exchange among partner cities to share methods, criticalities, opportunities and lessons learnt. With the aim of offering local administrations and stakeholders a solid, documented and field-tested contribution to the possible launch of policies and plans for the enhancement of these water landscapes.

Objective	Transnational creation and circulation
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Priority(ies)	Green deal
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Sector(s)	Art in public space
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Proposal Keyword(s)	Landscape heritage	Sustainability	Architecture - Culture	Green deal	New European Bauhaus
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Free Keyword(s)	Water resources, natural capital, co-design, co-production, user-centred approach
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Art Archives Study. Before and after 2004

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101099974	ARTAS	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	BASIS WIEN FORSCHUNGS UND DOKUMENTATIONSZENTRUM FUR MODERNE UND	AT
PARTICIPANT	ARCHIV VYTVARNEHO UMENI	CZ
PARTICIPANT	MODERNA GALERIJA	SI

Compendia

In this project the main art archives for contemporary art in Slovenia, Czechia and Austria intend to engage in collaborative research by concentrating on a specific timeframe and avenues of investigations based on their archives and inventories, to read the results as seismographs of social changes in the field of art after and throughout the year 2004.

This project takes the year 2004 where 10 countries joined the EU as the starting point for an investigation on the cultural impact of artistic mobility and transnational art exchange. In a collaborative project, the three partner institutions aim to study the impact of this historical moment in European history based on the material evidence and data saved and collected in their archives. All three archives have set themselves the task of documenting contemporary art production and reception in their respective countries for many decades. In addition to physical archives, they maintain online databases which not only serve as catalogue for the physical holdings, but offer a wide range of information on persons, institutions and exhibition, based on data gathered from the physical sources. Combined the three databases contain entries on more than 220.000 exhibitions and 205.000 persons.

By concentrating on specific exhibition events, personal biographies and mobility that serve to reflect the special quality of the chosen timeframe, a deeper analysis and comparison of events and developments will be made, processing and visualizing the corresponding materials and data, gathering and creating new archival materials by oral history interviews and archival research.

This study is intended to improve the professional cooperation between contemporary art archives and allows conclusions to be drawn that show how and whether exchanges have altered after 2004.

The results will be presented at an international conference in autumn 2024, exactly 20 years after this historical expansion.

Objective	Transnational creation and circulation
Priority(ies)	Annual Priority
Sector(s)	CH - Libraries and archives
'Other' sector(s)	Contemporary visual art production and reception
Proposal Keyword(s)	Archives and Librairies - Culture
Free Keyword(s)	Contemporary Art, Data Exchange, Artistic Mobility

FUNKEN Academy - European Summer School

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101099982	FUNKEN - ESS	199,999

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	KLUB SOLITAER E.V.	DE
PARTICIPANT	ARS ELECTRONICA LINZ GMBH & CO KG	AT
PARTICIPANT	FUNDACJA WRO CENTRUM SZTUKI MEDIOW	PL

Compendia

The FUNKEN academy's European summer school is devised to be the first step in fostering an interdisciplinary Pan-European collaboration network among cultural institutions, high-tech institutes, experienced artists and young creatives alike. At the intersection of arts and technology, it creates novel content for artistic education and production, sparking an eye-level discourse around the potential of new technologies for general society as well as the art world.

Through artistic collaboration, the summer school programme combines serendipity with scientific research processes, developing sustainable innovation by providing an aesthetic-poetic view to technological research and societal issues, bringing together young European future professionals (students and post-graduates) in the generation of new ideas and society at large into the ensuing discourse.

In the project, a course program (summer school) for young artists is created by renowned artists, which are selected by an international curatorial consortium formed by the renowned cultural institutions and cooperation partners Klub Solitaer e.V. (Chemnitz, Germany), WRO Art Center (Wroclaw, Poland) and ARS Electronica Center (Linz, Austria). The consortium partners collaborate with each other, triggering European knowledge transfer and cross-sector innovation by collaborating with high-tech institutes, to integrate new technologies with artistic trends in the context of an applied artistic course program. The course results will be internationally exhibited and thus be made accessible, tangible and feasible for a broad public.

Objective	Competitiveness and innovation	
Priority(ies)	New technology	
Sector(s)	Digital arts	
Proposal Keyword(s)	Digital	Capacity building
Free Keyword(s)		

Western Balkans Youth Orchestra: Accelerando

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-3	101099992	WBYO	999,226

CONSORTIUM		
Role	Organisation name	Country
COORDINATOR	THINKYOUNG	BE
PARTICIPANT	ARTIUM EUDORA	XK
PARTICIPANT	ASSOCIATION KULTURANOVA UDRUZENJE	RS
PARTICIPANT	BEOGRADSKA UMETNICKA NOVA TERITORIJA (BUNT)	RS
PARTICIPANT	DEUTSCHE WELLE	DE
PARTICIPANT	DON BRANKO SBUTEGA FOUNDATION	ME
PARTICIPANT	INTERNATIONAL SOCIETY FOR ARTS, EDUCATION AND CULTURAL EXCHANGE E.V.	DE
PARTICIPANT	KULTURNO UMETNICKO ZDRUZENIE ALEGRETTO S.MALA RECICA TETOVO	MK
PARTICIPANT	OSTBAYERISCHES JUGENDSINFONIEORCHES EV	DE
PARTICIPANT	UDRUZENJE ZA NJEGOVANJE I PROMOCIJU MUZICKIH LIKOVNIH I SCENSKIH	BA

Compendia
<p>The aim of the WBYO Accelerando project is to establish the Western Balkans Youth Orchestra (WBYO) as a sustainable institution for the purpose of teaching young musicians of the Western Balkans at professional level and fostering a fruitful cross-border cooperation in the region.</p> <p>The WBYO, initiated in 2019, is a transnational platform for young professional musicians of the 6 Non-EU Western Balkans countries (WB6). Its purposes are musical capacity building, audience development and reconciliation in the WB region. Due to the pandemic, it was as late as October 2021 that the orchestra could have its pilot working phase and small concert tour - which was very successful. It is now the task of our proposed project to develop organizational structures, financing and sponsoring processes, public recognition and a certain operational routine – all what is necessary to provide the WBYO with long-term sustainability and financial viability.</p> <p>The youths will work together across existing barriers of nationality, ethnicity, religion and culture to prepare a repertoire from classical and avantgarde to opera, pop and rock. During the 4 years of the project and at various locations in the WB6 and the EU, there will be 8 residencies under the guidance of eminent lecturers from the EU, with master classes and orchestra trainings, each of them followed by a concert tour with a total of 37 concerts in the WB6 and some in the EU. To facilitate this, the lead partner ThinkYoung (administrative) and Artium Eudora (artistic) cooperate with 7 musical associations and festival organizers in the WB6 and EU. We will reach a live audience of at least 20.000. Far more will learn about the WBYO over an extensive dissemination program.</p> <p>The whole project will be accompanied by a coaching program for young cultural journalists, provided by the German-based international broadcaster Deutsche Welle – a measure seen as an important means to foster interest in such cultural offers and thus develop audiences.</p>

Objective	Transnational creation and circulation					
Priority(ies)	Audience engagement			International dimension		
Sector(s)	Music					
Proposal Keyword(s)	music	Integration of people of different races and ethnic origins	Audience development	International dimension	Training for cultural and creative professionals	Training for artists
Free Keyword(s)	Youth Empowerment					

Textile Culture Net

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101099994	TCN	141,700

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	LOTTOZERO SOCIETA COOPERATIVA SOCIALE	IT
PARTICIPANT	CENTRALNE MUZEUM WLOKIENICTWA W LODZI	PL
PARTICIPANT	STICHTING MOMMERSKWARTIER	NL

Compendia

Textile Culture Net is a project aimed at developing and enhancing an international network of four textile institutions: Central Museum of Textiles in Łódź (Poland), TextielMuseum in Tilburg (The Netherlands), Lottozero in Prato (Italy) and CHAT (Centre for Heritage, Arts and Textiles) in Hong Kong, who share the common ambition to develop new curatorial practices, engage younger and more diverse audience. Textile Culture Net is a project aimed at developing and enhancing an international network of four textile institutions: Central Museum of Textiles in Łódź (Poland), TextielMuseum in Tilburg (The Netherlands), Lottozero in Prato (Italy) and CHAT (Centre for Heritage, Arts and Textiles) in Hong Kong, who share the common ambition to develop new curatorial practices, engage younger and more diverse audiences and collaborate internationally.

Born informally and spontaneously in spring 2020 against the backdrop of the COVID-19 pandemic, on-going social distancing and travel restrictions, the four textile institutions have jointly started curating online events and exhibitions to exchange ideas, methodologies and skills regardless of geographical boundaries.

During a global pandemic Textile Culture Net has showcased textile art and design from around the globe. Now, using the realm of the digital as a dissemination platform, the network intends to develop new curatorial practices, offering space to a diverse palette of cultural perspectives and participants, as well as ways to present, collect and facilitate the making of textile art and design.

The project consists of a series of four online exhibitions created through the consolidation and expansion of an exhibition format designed for the Instagram platform, tested over the last two years on an experimental basis.

The existence of the network will also be strengthened through a publication, in both printed and digital format, which aims to collect, deepen and further develop the content of the online exhibitions.

Objective	Competitiveness and innovation		
Priority(ies)	Audience engagement		New technology
Sector(s)	CH - Museum	Decorative arts	Fashion design
Proposal Keyword(s)	Textile art	Audience development	Training for cultural and creative professionals
Free Keyword(s)			

Sustainability is in the AiR

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101099997	SAiR	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	MEDNARODNI GRAFICNI LIKOVNI CENTER	SI
PARTICIPANT	MADRID DESTINO CULTURA TURISMO Y NEGOCIO SA	ES
PARTICIPANT	MeetFactory OPS	CZ
PARTICIPANT	SNEHTA RESIDENCY	EL

Compendia

The project Sustainability is in the AiR (SAiR) will develop a model of sustainable management of residential centres to foster sustainable artistic practices and enhance career opportunities for residential artists. The project combines and upgrades the operational strategies of four residential centres in Ljubljana, Prague, Madrid, and Athens. The project's added value is an invention of sustainable studio practices and an extensive accompanying program alongside residential exchange.

Objectives of the SAiR project are:

- to enliven the activities of the residential centres after the pandemic crisis in a sustainable manner,
- to circulate artists and to provide opportunities for artistic and social practices to intertwine,
- to develop a sustainable production process at a residence centre that can offer artists time and space, support from professional staff and funding to create a new work of art,
- to research sustainable art practices and the infrastructural potentials of the partners' residential places and to test more widely its usefulness extended beyond the art world,
- to raise awareness about sustainable issues in wider context.

The project will achieve the objectives through activities of artist residencies, knowledge sharing and public programme. Five main target groups will benefit the most: residential artists (8), partners' staff and professional associates (140), visitors of the public program, and local communities (2240). Main outputs of the project are residential exchanges (8 artists hosted in residential centres for the period of three months in each centre) and production of new works; knowledge sharing (online workshop cycle and the development of manual for sustainable studio practice), community engagement programme (48 events) with final exhibition/artists in residencies project presentation (4 chapter event).

Objective	Competitiveness and innovation		
Priority(ies)	Green deal	Audience engagement	
Sector(s)	Graphic arts / Design	Painting, drawing	Art in public space
Proposal Keyword(s)	Organisation of the mobility of cultural artists and works	Sustainability	
Free Keyword(s)	Capacity building, Visual arts, Culture, Training for artists, Exhibition, Audience development		

LIVING AND INNOVATIVE MUSEUM FOR ALL

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101099999	LIM4ALL	134,984

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	SLOW TOURISM ALTO ADIGE	IT
PARTICIPANT	ASOCIACION CULTURAL LA PERIFERICA CULTURA CONTEMPORANEA	ES
PARTICIPANT	KOINONIKI SYNETAIRISTIKI EPICHEIRISI SYLLOGIKIS KAI KOINONIKIS OFELEIAS -	EL
PARTICIPANT	VERONA VALE S.R.L.	IT

Compendia

Most of the time, a museum has only one target: tourists and only two beneficiaries: the owner of the museum and the hospitality/touristic services. Despite this vision, we believe that a museum can be a center of innovation, inclusion, and creativity for all (citizens, migrants, disabled...) To reach this goal, two S.M.E with tourism-core business, a cultural Hub, and a Ngo, whose core activity is entrepreneurship in the cultural sector, from Greece, Italy, and Spain will transform three little museums.

WITH THE FOLLOWING OBJECTIVES:

O1: to transform a "museum to see" into a "living museum" at the center of the local development

O2: digitalization and gamification of the museum for training, inclusion, and dissemination purposes

O3: network with local stakeholders and with international ones to create a model/best practice of innovation with the quintuple innovation helix framework

AND THE FOLLOWING RESULTS:

R1: the creation of the brand of the "living museum"

R2: a guide on "how to create a living museum" with some best practices

R3: an interactive map of the territory accessible to disable with the logic of the storytelling

R4: a game to discover the treasure of the museum

R5: a local network and an international network for each country

R6: proposal for merchandising activities

Objective	Competitiveness and innovation	
Priority(ies)	Social Inclusion	New technology
Sector(s)	Intangible cultural heritage	
Proposal Keyword(s)	Cultural heritage - Culture	
Free Keyword(s)	DIGITALISATION, SOCIAL INCLUSION, MUSEUM, INNOVATION	

Paradox of Justice - European Laboratory Theatre Co-production

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100001	JUSTLAB	199,368

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	PLAVO POZORISTE - POZORISNA LABORATORIJA	RS
PARTICIPANT	INSTYTUT IM.JERZEGO GROTOWSKIEGO	PL
PARTICIPANT	THEATERLABOR BIELEFELD	DE

Compendia

Project aims at creation of transnational laboratory theatre coproduction of three independent theatres from Serbia, Germany and Poland and building capacity within the sector of European laboratory theatre, by promoting its values, providing conditions for laboratory practices to develop, by sharing knowledge and allowing its practitioners to be active at international level. The coproduction will raise awareness, enhance dialog and empathy among audience and promote societal resilience by critical reaction to different aspects of injustice in contemporary Europe, rise of violence and crisis of democratic values, which is most visible in the rise of right-wing ideologies, relation towards migrants, women and socially marginalized groups, as well as in reckless destruction of nature.

Main activities include laboratory work in performance creation, testing methodologies with local audience, performing in 3 countries with live streaming and interpretation into sign language, making online video archive of working process. Beneficiaries of the project are 33 persons of the artistic and administrative staff. Target groups are theatre practitioners and scholars, students, minority groups (the deaf, the disabled, migrants), senior citizens and religious communities, young people (all together around 1700 persons) and general audience (several thousands of people).

Project results: improved skills and competences of artistic and administrative staff, European Laboratory Ensemble established, transnational coproduction created and performed in 3 countries, awareness risen about injustice and critical thinking encouraged within spectators, marginalized communities motivated to participate in cultural life, increased knowledge of theatre practitioners and students.

Outputs: 3 reports, 2 strategies, logo and promo pack (900 posters, 2100 brochures), performative materials (24 videos), scenario, performance 4 times performed live and live streamed, 3 documentary movies.

Objective	Transnational creation and circulation			
Priority(ies)	International dimension	Social Inclusion		
Sector(s)	Theatre			
Proposal Keyword(s)	theatre	International co-production	Capacity building	Social inclusion
Free Keyword(s)				

SEEING WITH WATER. ENGAGING CITIZENS FOR IMAGINATIVE HYDROMEDIA

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100004	HYDROMEDIA	199,999.98

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	STICHTING HOGESCHOOL VOOR DE KUNSTEN UTRECHT	NL
PARTICIPANT	ARTESIS PLANTIJN HOGESCHOOL ANTWERPEN	BE
PARTICIPANT	STAATLICHE HOCHSCHULE FUR GESTALTUNG KARLSRUHE	DE

Compendia

HYDROMEDIA imagines, develops, disseminates new visualization tools to embolden citizen engagement with ecological water management. We mobilize the arts to visualize the Green Deal agenda (area 7) in a tangible fashion, to enhance transnational circulation and audience engagement with regards to the visual arts.

In order to achieve these objectives, we build upon

(a) a strong record in experimental, photography-based visualization techniques in 3 leading art schools, and new insights in the pedagogy of climate transition

(b) a novel tradition of transdisciplinary exchange beyond the CCI's that has emerged in CE funded platforms FUTURES and PARALLEL, empowering visual artists to successfully engage with scientists, policy makers, NGO's

(c) fierce community building capacities of 3 environmental NGO's, carrying a long-term engagement with ecological water management in local communities

HYDROMEDIA brings together 3 leading art schools, 3 NGO's and 1 museum in NL, BE and DE. Together they will:

(1) build 1 website to exchange new visualization strategies, by a selection of excellent visual artists and by visualization-oriented climate scientists.

(2) host 3 Visual Research Residencies to develop 3 x 4 visualization tools for ecological water management, by 3 x 4 selected visual artists,

(3) host 3 Visual Research Panels for 3 x 10 climate scientists, visual artists and NGO campaigners, to exchange established visualization techniques and knowledge with regards to water eco-systems

(4) host 3 Community Explorations, allowing 3 x 4 visual artists, 3 NGO's and 3 x 50 local citizen participants to explore the use of new visualization tools in 3 well-defined ecological settings

(5) host 3 community-based Hydromedia Exhibitions, for 3 x 350 on site visitors

(6) host 1 Hydromedia EU Exhibition in Dresden, for 5000 visitors

(7) publish 4 low cost Hydromedia Booklets (each at 1500 ex.) for community-based use of new visualization tools

Objective	Transnational creation and circulation			
Priority(ies)	Green deal		Audience engagement	
Sector(s)	Photography		Art in public space	
Proposal Keyword(s)	Photography	Green deal	Audience development	New European Bauhaus
Free Keyword(s)				

Punto y Raya - Abstract Art in Motion

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100005	PyR	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ASOCIACION MOVIMIENTO DE LIBERACIONDIGITAL	ES
PARTICIPANT	PUNTO Y RAYA LAB POLAND	PL
PARTICIPANT	SDRUZHENIE SVETOVEN FESTIVAL NA ANIMATSIONNIA FILM	BG
PARTICIPANT	TAUMOTROPIO LDA	PT

Compendia

PUNTO y RAYA (PyR) is an inclusive platform devoted to the education, coproduction and dissemination of media art in its purest state: Form, Colour, Motion, Sound. It recaptures the spirit of Cinéma Pure - Absolute Film formulated by the European avant-garde in the 1920s and fosters this unique art form at the intersection of Fine Arts & Media as a tool for social transformation.

PUNTO y RAYA seeks to overcome linguistic and intercultural barriers through the universality of abstraction, bringing together diverse creators and sensitising and educating general audiences about the relevance of experimentation, facilitating resources for their active incorporation.

:: MISSION

To democratise the access to experimental art, fostering social cohesion and international cooperation through the universal language of Abstract Art in Motion

:: TARGETS (incl. streaming)

- a. JUNIOR: Children under 13, Families, Educators (14.000)
- b. ACADEMY: Students, Faculty, Professionals (6.500)
- c. FESTIVAL: General audiences (18.000)

:: OBJECTIVES

- To boost intl. coproduction & dissemination of works (artist residencies, festivals)
- To educate with hands-on programmes (Audience development, production)
- To establish a collaborative network for coproduction, education & intl. events (ES-PL-PT-BG)
- To expand our outreach & content through digital tech (PyR TV + Apps)

:: ACTIVITIES

- Screenings
- Exhibitions / interactive installations
- Performances
- Workshops
- Masterclasses
- Residencies
- Online events & tools
- Digital Apps / installations

:: INTL. EVENTS

- 4th PyR JUNIOR FEST (06-23 PL)
- 8th PUNTO y RAYA FEST (10-23 PT)
- 3rd PyR ACADEMY (05-24 ES)

:: ORIG. OUTPUTS

- 50 Jr films
- 2 AV concerts
- 3 Festival Brochures / 5 E-booklets
- 4 Live performances
- +15 Screening programmes
- 3 webinars
- 10 Educational videos
- +15 Promos & summaries
- 1 SmarTV + Mobile App

:: EXPECTED RESULTS

- Consolidation of stable work team
- 30% increase in audience/participants
- 20% increase in contents + 65% raise in sustainability

Objective	Transnational creation and circulation		
Priority(ies)	Audience engagement		New technology
Sector(s)	Digital arts	Film / video arts	Painting, drawing
Proposal Keyword(s)	Audience development	Digital arts	Festivals
Free Keyword(s)	abstract art in motion, international cooperation and coproduction, education, digital technologies		

Sustainability in music production for children in the age of technologies - KidBeats

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100006	KidBeats	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	GRYLLUS KFT	HU
PARTICIPANT	HOGESCHOOL WEST-VLAANDEREN HOWEST	BE
PARTICIPANT	MUSEO DEI BAMBINI SOCIETA COOPERATIVA SOCIALE ONLUS	IT

Compendia

Music plays an important role in our culture. We find music present in many aspects of our lives, as we meet music from an early age. The extent to which music and listening to music affects our brain's development is still the focus of research in the field of behavioral psychology and other sciences. Music is currently considered to be an important factor in a child's development, while 21st century technology is not completely prepared for bridge building between musicians and children. This project aims to create a methodology to reach the youngest generations by way of a harmless and innovative digital solution. The methodology of the KidBeats project targets musicians working with children's music and focuses on three pillars: research, testing and production of a mobile tool that enables sound-based media play for children using environmentally conscious materials and 21st century technology solutions. To reach the project objectives the KidBeats project convenes an international partnership from the following fields: music production, education and children centered design, open design and production with 21st century's digital solutions.

Objective	Competitiveness and innovation		
Priority(ies)	Audience engagement		New technology
Sector(s)	Digital arts	Music	Other
'Other' sector(s)	Psychology		
Proposal Keyword(s)	music	Capacity building	Creative industries Audience development
Free Keyword(s)	Behavioural science		

Let's create an SDGs heritage

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100007	SDGCultheritage	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ANTROPOSERVICE SAS DI DI ANDREA FRANCO	IT
PARTICIPANT	CYPRUS SUSTAINABLE TOURISM INITIATIVE	CY
PARTICIPANT	ESPACIO TORMALEO SL	ES
PARTICIPANT	FUNDACJA OCHRONY KRAJOBRAZU	PL
PARTICIPANT	INSTITOUTO ELLINIKIS FILOSOFIAS ASTIKI MI KERDOSKOPIKI ETAIREIA	EL

Compendia

SDGCultheritage - Let's create an SDGs heritage is the result of a cooperation between five European cultural organisations with the aim to:

- paving the way for Organizations within the sector of Culture & Creative Industries to align their strategies and operations to the 2030 Agenda for Sustainable Development and 17 Sustainable Development Goals (SDGs);
- raising awareness within Partner organizations, staffs, recipients of activities, stakeholders, wider public through the communication mainstreaming of the Sustainable Development Goals.

This cooperation project intends to propose a possible overtaking of existing barriers preventing the alignment and mainstreaming of the 2030 Agenda and SDGs through the following:

- the concept and organization of a creative event by every partner organization, to promote mainstreaming and alignment to the Sustainable Development Goals with the following main features:

Italy: the event will entail dance and music, poetry, visual arts, theatre in combination or stand-alone, involving among others local artists/organizations;

Cyprus: based on sustainable tourism, combining protection and valorization of natural heritage and natural resources, reduction of ecological/carbon footprint.

Greece: based in the places where classical Greek philosophy was developed and taught, such as for instance: the Platonos Academy, the Aristotle High School, the Zinonos' Vault, Delphi.

Poland: based on valorization of cultural heritage and/or landscape, its preservation, protection and conservation practices, also in case taking into account the archaeological perspective.

Spain: based on a creative synergy with the undergoing regeneration activities of this ex-mining area in southwest of Asturias, combining leisure, tourism, culture and entrepreneurship to transform Tormaleo area in a hub for rural economic development through culture and art, promoting

- the concept and organization of two transnational training and networking events with participants from all Partner Organizations, based on the project original methodology of how culture can enable environmental sustainability and sustainable development at various levels: through the intrinsic symbolic links between cultural diversity and biodiversity, through its influence on consumption patterns, and through its contribution to sustainable environmental management practices as a result of local and traditional knowledge, with the following main features:

Italy: based on a blend of theoretical classes and practical sessions to acquire knowledge and competences in relation to the 2030 Agenda for Sustainable Development and SDGs and potential alignment of Partners' strategies and operations.

Poland: based on a blend of theoretical classes and practical sessions on the following: skills to combine CCIs with life-skills and sustainable development competences also according to specific thematic focus.

- the concept and publication of an alignment and mainstreaming handbook: containing theoretical and practical knowledge, with a user-friendly approach for all, to align and integrate the Sustainable Development Goals within the strategies and operations of Partner organizations as well as to mainstream the SDGs in and through CCIs, which can be of general value and be used by other organizations within the industry.

The project also intends to respond to the specific challenge of valorizing the human resources within Partner organizations and in general within the CCIs towards upskilling paths, providing original knowledge connected to sustainable development

Objective	Transnational creation and circulation		
Priority(ies)	Green deal	International dimension	
Sector(s)	Dance	Intangible cultural heritage	Theatre
Proposal Keyword(s)	Green deal		
Free Keyword(s)	2030 agenda for sustainable development sustainable development goals cultural heritage		

Barns: quality spaces for culture and living

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100014	BarnCulture	199,998

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	KARPAT-MEDENCEI MUVEZSETI NEPFOISKOLA ALAPITVANY	HU
PARTICIPANT	ASOCIATIA AGRI CULTURA NATURA TRANSILVANIAE EGYESULET	RO
PARTICIPANT	LANDSCHAFTSPFLEGEVERBAND NEUMARKT ID OPF EV	DE

Compendia

Motto: "When artists and architects start working together, remarkable things can happen."

The overall aim of our project is to contribute to a quality built environment in rural areas of Europe. To achieve this aim, we strive to create a collection of innovative, green solutions on barn conversions. Conversion designs will be co-created by teams of artists and architects. We would also put emphasis on the affordability of barn conversions which would allow less wealthy rural families to consider a barn as their future home, business or cultural space. This has special importance in Central and Eastern Europe where still hundreds of thousands of farming families own their family barns – however with the abandonment of traditional farming, these buildings lose their original purpose.

The main outputs of the project are

- a) 12 contemporary artworks produced in existing barn spaces
- b) a photo exhibition of the 12 artworks
- c) 15 innovative barn conversion designs produced in cooperative teams of artists and architects
- d) a photo exhibition of the 15 barn conversion designs
- e) a unique Publication on artworks and barn conversion designs in electronic and print format
- f) a study visit, 3 art camps and an International meeting to empower participating artists and architects in their knowledge and creativity
- g) exhibitions and events open for stakeholders and the general public to learn about the project outcomes and generate future collaborations to encourage an increased number of barn conversions in the rural communities of Europe.

Objective	Competitiveness and innovation				
Priority(ies)	Green deal		Annual Priority		
Sector(s)	Architecture	Craftwork		CH - Historical sites and buildings	
Proposal Keyword(s)	Architecture - Culture	Cultural heritage - Culture	Landscape heritage	Sculpture	Green deal
Free Keyword(s)	Rural built heritage protection, Barn conversion, Artist-architect co-creation				

Rock For Unity

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100018	R4U	153,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	DRUSTVO ZA PROIZVODNJU, PROMET I USLUGE ALICORN DOO PODGORICA	ME
PARTICIPANT	UDRUZENJE ZA OCUVANJE I PROMOCIJU ROK MUZIKE EX YU ROCK SOCIETY	BA
PARTICIPANT	ZDRUZENIE NA GRAGJANI ZA ISTRAZUVANJA ANALIZI I RAZVOJ NA JAVNI POLITIKI	MK

Compendia

Rock For Unity will bring a new cultural dimension to the 3 partner countries – Bosnia and Herzegovina, Montenegro and North Macedonia - the Western Balkan region, Europe and beyond, by preserving and promoting Ex-Yu Rock. Ex-Yu rock started in the 1960s, reached a creative peak in the late 70s and 80s, and is experiencing a creative revival today. Outside the English-speaking world, rock in the former Yugoslavia was among the most innovative in the world, including guitar rock, punk/alternative and pop. The Ex-Yu brand has continued in spite of the violent conflicts a generation ago precisely because it marked a style that continues to resonate with music lovers. In addition to meeting Creative Europe's objective of innovation in the cultural sphere, and aligning with strategic priorities including social inclusion and digital innovation, implementation of Rock4Unity will ensure achievement of 3 main results: an enhanced set of exhibits at the Ex-Yu Rock museum in Sarajevo and a robust set of integrated digital tools aimed at improving the "in real life" (IRL) and online visitor experience; a network of youth and musicians in the 3 countries learning from the past and helping to build the next generation of rock; and a stronger creative and cultural brand that strengthens regional artistic collaboration and enhances cultural, social and economic integration into the European space. A Creative Europe grant will support development of several digital tools; development of 3 new thematic exhibits; digitization of a total of 7 exhibits for online dissemination; and development of 3 youth-education focused curricular modules (Rockin' History, Rock the Peace and RockTours) that will be implemented in the 3 partner countries and made available online for use throughout the region. While around 100 youth and artists will directly benefit, the resulting IRL and online results will reach thousands in the region, among the diaspora and among culture lovers globally.

Objective	Competitiveness and innovation	
Priority(ies)	Social Inclusion	New technology
Sector(s)	Music	CH - Museum
Proposal Keyword(s)	Museums	Digital
Free Keyword(s)	Music, Culture, Innovation, Social Inclusion, Western Balkans	

The Museum of the Commons. Towards a Healthier Arts Ecosystem

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-3	101100021	MoC	1,999,994

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	MUZEUM SZTUKI NOWOCZESNEJ W WARSZAWIE	PL
PARTICIPANT	ASOCIATIA TRANZIT.RO	RO
PARTICIPANT	CONSORCI DEL MUSEU D ART CONTEMPORANI DE BARCELONA	ES
PARTICIPANT	GOETEBORGS UNIVERSITET	SE
PARTICIPANT	INSTITUTE OF RADICAL IMAGINATION	IT
PARTICIPANT	KULTURVERANSTALTUNGEN DES BUNDES IN BERLIN (KBB) GMBH	DE
PARTICIPANT	MUSEO NACIONAL CENTRO DE ARTE REINA SOFIA	ES
PARTICIPANT	MUSEUM VAN HEDENDAAGSE KUNST ANTWERPEN	BE
PARTICIPANT	MUZEJ SUVREMENE UMJETNOSTI	HR
PARTICIPANT	NATIONAL COLLEGE OF ART AND DESIGN	IE
PARTICIPANT	STEDELIJK VAN ABBEMUSEUM	NL
PARTICIPANT	VISUAL CULTURE RESEARCH CENTER	UA
PARTICIPANT	ZNANSTVENORAZISKOVALNI CENTER SLOVENSKE AKADEMIJE ZNANOSTI IN	SI

Compendia

The Museum of the Commons (MoC) is a 4 year programme developed by the European confederation of contemporary art museums L'Internationale. The MoC encourages contemporary museums and cultural organisations to act as open source tools for new sustainable forms of cultural co-creation, contributing to environmental, social and artistic transformation.

For over two centuries, museums have been the custodians of heritage and memory. However, in recent decades, they have become key spaces of the public sphere in which major challenges are addressed and discussed, such as climate change, social inclusion and equality. Understanding the cultural sector as an ecosystem formed by organisations of different scales, impacts and target audiences, the MoC establishes sustainable cooperation between 7 museums, 3 academic institutions, 4 art organisations, and 2 associated partners, performing specific roles in the art sector across the whole European continent (N, E, S and W). Thus, the MoC contributes to making the arts ecosystem broader, healthier and more inclusive.

The MoC project is organised in 3 thematic threads: 1) Climate: tackling the questions of environmental sustainability; 2) Situated organisations: questioning the role of art institutions as spaces of inclusion and diversity; and 3) The past in the present: addressing history and heritage as tools for social justice. To do so, the museums of the MoC provide the 5 interrelated elements that represent the central core of their operations as protectors of European heritage and memory: art collections, archives, libraries, audiences and sites. These elements are the raw materials to be used as common goods by all the partners in order to develop the programme.

The MoC reaches 2 million European citizens by producing 6 exhibitions, 4 artistic assemblies, 5 residency programmes, 6 nomadic schools, 50 workshops, 5 community garden projects, 1 online platform, 3 digital archives and 41 digital publications.

Objective	Transnational creation and circulation					
Priority(ies)	Green deal			International dimension		
Sector(s)	CH - Museum		Intangible cultural heritage		Other	
'Other' sector(s)	Visual Arts					
Proposal Keyword(s)	Visual arts - Culture	Museums	Sustainability	International dimension	Social inclusion	Capacity building
Free Keyword(s)	Commons					

Local Cultural Urban Synergies

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100026	LOCUS	196,468

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	PROSCENIO TEATRO SRLS	IT
PARTICIPANT	ASOCIATIA GRUPUL SKEPSIS	RO
PARTICIPANT	COMMUNE DE SAINT-GERMAIN-EN-LAYE	FR

Compendia

LOCUS groups a series of European co-developed performing arts festivals. LOCUS means Local Cultural Urban Synergies, but can also mean Local Communities for Urban Synergies, because the focal point lays in the participatory approach with which the festivals will be developed together with local communities and local stakeholders (public and private). As empirically proved by studies on Cultural Creative Cities, culture and cultural activities can be a powerful tool to develop a community from multiple points of view, not only cultural, but also social and economic. The three partner organizations, located in Italy (coordinating), France and Romania, already have experience in promoting theatre and performing arts festivals in strong connection with their own municipalities and communities. With LOCUS, the partners want to use these existing practices to develop a joint methodology. Building on best practices, international exchange of experience and a continuous learning-by-doing approach, this methodology can then be shared with fellow cultural organizations and municipalities, thus paving the way to a sustainable local development through cultural activities across Europe. In this framework, the pilot festivals (1 in France, 3 in Italy and 6 in Romania) will be the ideal space to iteratively test the methodology, collect feedback from relevant stakeholders and make improvements, fully in line with the Plan-Do-Check-Act cycle.

Objective	Competitiveness and innovation		
Priority(ies)	International dimension	Audience engagement	
Sector(s)	Theatre	Art in public space	Intangible cultural heritage
Proposal Keyword(s)	Sustainable cultural tourism		
Free Keyword(s)	theatre, performing arts, festival, audience development, synergie, participation, co-development, local communities, local stakeholders, international, best practices, methodology, exchange		

Digital Lab Artist-in-Residences

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100030	DigiLabAiR	57,500

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ENTRAXIS E.V.	DE
PARTICIPANT	ASSOCIAZIONE CULTURALE PAV	IT
PARTICIPANT	ETAIREIA GIA TI MELETI, ANAPTYXI, EREVNA, DIDASKALIA KAI DIADOSI TIS TECHNIS OS	EL
PARTICIPANT	EUROPEAN CULTURAL CENTRE WORLDWIDE	NL
PARTICIPANT	STUDIO CONTEMPORANEO	IT
PARTICIPANT	UDRUZENJE GRADJANA GALERIJA 12 HUB	RS

Compendia

Digital Lab Artist-in Residences (DigiLabAiR) promotes inclusion, participation, and reflection through performance art and Live Art co-creation processes for new forms of creativity, artistic production, and audience engagement, realising an innovative model in hybrid (digital and live). Co-creative activities are an integral part of artistic experiences in the performing arts, as audiences engage in cognitive and imaginary practices to make sense of its cultural products and experiences. However, the COVID-19 devastating effects have stopped live performance events, leading to a significant labour crisis that performers, curators, and cultural operators, precisely the project's main subjects, are still suffering.

The project focuses on innovation, digitalisation and audience development through the organisation of 5 Digital Artist-in Residences led by project partners on social issues framed in the SDG Agenda. Participating artists will co-create digital performance artworks in a defined time to showcase them in a final live event. A digital artist-in-residence is a place of thought, research, and experimentation for ideas to grow and develop in periods and ways the artists feel need. A key feature of the project is the implementation of a digital platform operating with the video on-demand strategy: video performance artworks produced during each digital artist-in-residence will be disseminated online, promoting artists' visibility, providing them financial sustenance, alongside actions to increase the catchment area (users/audience).

DigiLabAiR aims to build an innovative sustainable model using digital technology to support performance art and Live Art to respond creatively to the present crises. The partnership involves six cultural associations from Germany, Italy, Greece, The Netherlands and Serbia, with strong territorial knowledge and anchoring in participatory co-creation processes to foster the development of a continuously growing audience.

Objective	Competitiveness and innovation					
Priority(ies)	Audience engagement			New technology		
Sector(s)	Digital arts		Film / video arts		Other	
'Other' sector(s)	Performance art					
Proposal Keyword(s)	Audience development	Digital arts	Training for artists	Creative industries	Sexual orientation and gender identity	Social inclusion
Free Keyword(s)						

Forest Encounters: Building New Narratives for our Greener Future

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100034	Forest Encounters	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	DRUSTVO IGOR ZABEL ZA KULTURO IN TEORIJO	SI
PARTICIPANT	OUT OF SIGHT	BE
PARTICIPANT	TECHNISCHE UNIVERSITAET GRAZ	AT

Compendia

Forest is one of our key contemporary environments. Identifying the 1-Lack of collaboration among culture and natural sciences on the forest topic; 2-Lack of wider cultural (aesthetic, symbolic) meanings of the forest and sustainability compared to widespread economic ones; 3-Lack of interest in the forest among artists; 4-Need for a novel post-anthropocene ecological cultures, the project proposes to see the forest through artistic and discursive practices. The objectives are:

1-Establish transnational collaboration and mobility of artists and other professionals, who work on the topic of forest; 2-Promote artistic research for producing new meanings of forest as the key environment for the fight against climate change; 3-Foster cross-disciplinary exchange and knowledge production to increase artists' interest in the forest topic; 4-Use the project artistic research findings for contributing to the post-anthropocene ecological culture.

Main activities: artistic research, multidisciplinary transborder collaboration on event and publication production, art creation, know-how exchange. Their results include 3 artistic research projects, 1 final exhibition, 6 podcasts and 6 videos, 1 public panel, 1 web platform-repository, 1 large symposium, 4 workshops with art professionals and students, 3 fanzine publications, 1 glossary e-publication, and 1 book. Their impact is to form: 1-new imaginaries and narratives about the importance of forest, 2- new cross-disciplinary forest-focused network, 3- new model for precepting sustainability through artistic eye; 4-improved capacities of the culture sector for contributing to wider sustainability debates.

Target groups benefiting from such impact are artists and art professionals, foresters, researchers of forest from different disciplines, grass-root initiatives and activists for climate and social justice; students and youth, art-interested audiences.

Dissemination target groups include, also media & politicians.

Objective	Transnational creation and circulation					
Priority(ies)	Green deal					
Sector(s)	Art in public space		Publishing and literature		Other	
'Other' sector(s)	Artistic Research					
Proposal Keyword(s)	Sustainability	Capacity building	International co-production	Organisation of the mobility of cultural artists and works	Research	Works of art
Free Keyword(s)	New European Bauhaus, Publishing, Knowledge Exchange, Forest through artistic eyes					

A European Digital Deal. Building the future of democracy through art, science and technology.

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-3	101100036	EUDigitalDeal	1,999,327

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ARS ELECTRONICA LINZ GMBH & CO KG	AT
PARTICIPANT	ARIONA HELLAS AE	EL
PARTICIPANT	CENTAR ZA PROMOCIJU NAUKE	RS
PARTICIPANT	FUNDACION LA LABORAL CENTRO DE ARTEY CREACION INDUSTRIAL Y PROMOCION	ES
PARTICIPANT	FUNDACION ZARAGOZA CIUDAD DE CONOCIMIENTO	ES
PARTICIPANT	GLUON	BE
PARTICIPANT	HELSINGOR KOMMUNE	DK
PARTICIPANT	INTERACTIVE MEDIA ART LABORATORY ASBL	BE
PARTICIPANT	PRO PROGRESSIONE KULTURALIS NONPROFIT KOZHASZNU KFT	HU
PARTICIPANT	SINEGLOSSA	IT
PARTICIPANT	STICHTING WAAG SOCIETY	NL
PARTICIPANT	TEATRO CIRCO DE BRAGA EM SA	PT
PARTICIPANT	ZAVOD ZA KULTURO, UMETNOST IN IZOBRAZEVANJE KERSNIKOVA	SI

Compendia

A European Digital Deal (EUDigitalDeal) explores how the accelerated processes of digital transformation and uprise of cutting-edge technologies such as artificial intelligence, machine learning, blockchain and algorithmic processing directly affect European democratic values and the integrity of our democratic systems. A network of European and global partners consisting of actors from the cultural sector, artists, creatives, researchers, scientific institutions and representatives from the public sector come together to explore how artistic perspectives can act as catalysts for human-centred, sustainable innovation.

EUDigitalDeal calls for the deployment of technologies that preserve individual and societal human rights, consider long-term environmental implications and center on the needs of the people who use them. The project focuses on critical challenges such as the need to tackle mis-/disinformation in media driven by algorithms, the urgency to create digital public spaces that protect the fundamental rights of European citizens, and the demand to significantly increase the investments in digital literacy. It calls for the involvement of civil society, artists and cultural institutions in technological innovation and an Action Plan for tech development that honours gender equality, privacy and fosters diversity. The 13 partners tackle these questions heads on through a programme that focuses on innovation, education and guidance driven by more than 200 artists: 12 artistic pilots will bring out new forms of innovation; 41 capacity building programs and training materials will support artists, educators and the young generation of changemakers in their learning; 24 EUDigitalDeal Days, Festivals and Exhibitions will open the doors for a shared understanding and public discourse. And EUDigitalDeal's roadmap will manifest its human-centred path towards digital transformation in the interactive, web based Digital Futures Action Plan.

Objective	Competitiveness and innovation		
Priority(ies)	Audience engagement		New technology
Sector(s)	Digital arts	Music	Intangible cultural heritage
Proposal Keyword(s)	Digital arts		
Free Keyword(s)	Democracy, Interdisciplinary, Digital Transformation, Next Generation Media, E-Administration, Human-centered Innovation, STARTS, New European Bauhaus		

Festivallinks 2.0

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100041	FL 2.0	199,999

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	LUSTR BV	NL
PARTICIPANT	SANSUSI	LV
PARTICIPANT	STICHTING BACH FESTIVAL DORDRECHT	NL
PARTICIPANT	STIFTUNG NEUE MUSIK-IMPULSE SCHLESWIG-HOLSTEIN GUG	DE
PARTICIPANT	TAITEILIJAYHDISTYS HILJAIUUS RY	FI

Compendia

Audience engagement is at the core of Festivallinks 2.0, which connects four small and independent classical music festivals – Classical Beat(DE), Silence(FI), Sansusī(LV) and Bach Festival Dordrecht(NL) – together with cultural agency LUSTR(NL). Located on the periphery of their respective national cultural centres, these festivals enjoy large doses of creativity, enthusiasm and innovation while also being strongly embedded in their local eco-systems, thereby contributing strongly to both local and regional development and access to cultural diversity.

The project aims to:

- a) enhance the capacities of the small and, necessarily, multitasking teams in pressing issues like sustainability and diversity/ accessibility, understood throughout the creative processes and the production of events;
- b) promote artistic collaboration and stimulate joint creative processes and decision-making combining own-identities and community rooted initiatives with European common and shared values; and
- c) accelerate the shift towards more audience-centric organisations upgrading the methodology for audience research and engagement.

The main activities include:

- two capacity-building meet-ups with expert workshops and peer-to-peer knowledge exchange
- four new compositions, one in each partner country
- 16 live/online performances of new compositions
- one consolidated online performance featuring performances from all festivals
- the development of one modular, user-friendly questionnaire and tool that facilitates audience data collection and its analysis as the basis for building up audience-centric audience development strategies, specially tailored for small and independent festivals (ARTSCORE)

Over the course of two years, the project expects to directly benefit about 20 professionals, 40 artists and musicians and a live and online audience of approximately as well as 12 small and independent festivals.

Objective	Transnational creation and circulation
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Priority(ies)	Audience engagement
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Sector(s)	Music
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Proposal Keyword(s)	music	Audience development	Festivals	Capacity building
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Free Keyword(s)	
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The Syncromesh Project

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-2	101100046	The Syncromesh proje	744,677

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	INTERNATIONAL ARTS AND COMMUNICATIONS	IE
PARTICIPANT	ASOCIATIA HOINART	RO
PARTICIPANT	GEORGIAN PUBLIC BROADCASTING	GE
PARTICIPANT	PROFI UKRAINE	UA
PARTICIPANT	QENDRA MESDHEU	AL
PARTICIPANT	SZUBJEKTIV ERTEKEK ALAPITVANY	HU
PARTICIPANT	UNIVERSITA DEGLI STUDI DELLA TUSCIA	IT

Compendia

As live theatre struggles with rising costs and audiences only slowly returning after covid, audio drama is enjoying a new golden age. A relatively young art form, just enjoying its centenary, there has been an explosion of opportunity as digital technology plays to the strength of the art form. Audio drama can now be made via remote collaboration and distributed worldwide through the internet. But despite this profusion of opportunity, there are few opportunities specific professional training in this field - in contrast to the opportunities for film makers or theatre directors and even fewer which are based on international collaboration. This project will introduce early career performing arts professionals both to the potential of audio drama and to the creative potential of international collaboration. They will be supported to produce a slate of new work, working together in cross cultural, multi linguistic small groups. The project will provide the tools and the insights – into audience development, income generation and dissemination strategies – to enable participants to develop international careers in this art form. The project will create a set of resources and networks which will ensure a sustainable legacy and open new doors for the next generation of audio drama creatives.

Objective	Competitiveness and innovation				
Priority(ies)	International dimension			Audience engagement	
Sector(s)	Other		Digital arts		
'Other' sector(s)	Audio Drama				
Proposal Keyword(s)	Capacity building	Audience development	International co-production	Online distribution	Creative industries
Free Keyword(s)	Audio Drama, Audience Development, Collaboration, Skills Development, Sustainability, internationalisation				

REvitalisation tools to boost post-mining areas through SusTAINable cultural heRitage & Tourism

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100051	RESTART	198,268

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	AKADEMIA GORNICZO-HUTNICZA IM. STANISLAWA STASZICA W KRAKOWIE	PL
PARTICIPANT	ESPACIO TORMALEO SL	ES
PARTICIPANT	ETAIREIA AXIOPOIISEOS KAI DIACHEIRISEOS TIS PERIOUSIAS TOU ETHNIKOU	EL

Compendia

RESTART is a small-scale European Cooperation Project for Creative Europe 2022 call aiming to support the development and implementation of sustainable cultural tourism (SCT) activities and tools that can contribute to enhancing the capacity of post-mining areas in their path to recovery and revitalization. As a result, the project will create a collaborative platform and new cross-regional partnership of 3 European post-mining areas in Poland, Spain and Greece through the development of local and network-wide cultural activities and innovative ideas, including exhibitions, performances, ideathons and other cultural & natural heritage activities and events with an economic, social and environmental impact at local level. The final objective of the project is to support an increased resilience and competitiveness of the local ecosystems through a collaborative approach that involves cross-fertilisation, peer-to-peer learning, knowledge exchange and capacity building of local communities towards the uptake and implementation of sustainability practices in cultural heritage & sustainable cultural tourism aligned with the twin green & digital transition. In the medium and long-term, the outputs & outcomes of the project will provide new knowledge & skills for enhanced innovation, resilience, prosperity and economic growth of these areas, with a special focus on vulnerable groups (women, young, etc.) in areas under relevant demographic, socioeconomic and environmental threats.

Objective	Competitiveness and innovation		
Priority(ies)	Audience engagement		Annual Priority
Sector(s)	Other	CH - Historical sites and buildings	Art in public space
'Other' sector(s)	Sustainable tourism		
Proposal Keyword(s)	Sustainable cultural tourism		
Free Keyword(s)	Mining heritage		

Accessible Backlist Ebooks Laboratory

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100053	ABE Lab	199,020

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	EUROPEAN DIGITAL READING LAB	FR
PARTICIPANT	FONDAZIONE LIA	IT
PARTICIPANT	KONINKLIJKE BIBLIOTHEEK	NL

Compendia

By June 2025, the EU Accessibility Directive (EAA) will come into force and it will be a requirement for all ebooks sold in Europe to be fully accessible. The publishing industry, worldwide, agrees that EPUB is the only digital book format which allows, with a few efforts, the creation of fully accessible ebooks. Most titles are already published in EPUB, and the first accessible titles are now on sale.

There will still be an issue with most ebooks published before 2025 (a "backlist" of probably 2.5 million files in Europe). Since the objective of the directive is to end the "book famine" endured by visually impaired people, it is necessary to transform as many titles as possible into accessible EPUB files before 2025. Because making some ebooks accessible requires an important human work, the EU has evaluated the cost of transforming an "old" ebook into an accessible EPUB at 400 € per title. Since the blacklist is hardly profitable for publishers, the removal of most of these titles from the market is a risk, with the consequent loss of cultural diversity in Europe.

The three project partners aim at analyzing the process and workflows by which ebooks of different types and formats can be transformed into accessible EPUB in the easiest and less costly way. Multiple tests will be achieved, using existing open-source and commercial tools. The study will consider different levels of complexity of source ebooks and will evaluate the associated costs of remediation. Continuous interactions between the project partners, publishers and developers of remediation software will help setting up tools that better fit the needs of the European publishing industry.

The guidelines which will be delivered by the end of the project will help European publishers selecting ebooks which can be made accessible for an acceptable cost. Dissemination efforts will make sure that EU publishers achieve inclusiveness and help protecting cultural diversity in Europe.

Objective	Competitiveness and innovation
Priority(ies)	New technology
Sector(s)	Publishing and literature
Proposal Keyword(s)	Digital
Free Keyword(s)	Books, Publishing, Accessibility, Social inclusion

Sense Of Sharing

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100055	SOS	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	L'ORTO DEGLI ANANASSI APS	IT
PARTICIPANT	LINC SOCIETA' COOPERATIVA SOCIALE A RESPONSABILITA' LIMITATA-O.N.L.U.S.	IT
PARTICIPANT	LUTKOVNO GLEDALISCE LJUBLJANA	SI
PARTICIPANT	TEATRO PARAÍSO SAL	ES

Compendia

Sense (of) sharing is a project designed to respond to the need to return to inhabit "the other by itself" in an effective and satisfactory way: through a process of shared training and meeting of practices and visions, a group of n ° 3 partner subjects (united by being at the same time artistic nuclei and organizers of Festivals in the field of theater for the new generations) will increase the baggage of their specific skills on the languages and tools of "making theater" (scenography, direction, acting techniques, light design, etc.) and at the same time they will meet the different educating communities of their respective territories (teachers, families, institutions and children) to weave and consolidate alliances based on methods and objectives, in order to raise awareness of the possibilities offered by theatrical practice in carrying out positive transformations in the relational / pedagogical (and therefore social) sphere, activate and amplify the audience communities of the respective festivals and collect re ideas for producing works based (such as themes and developed languages) on real needs.

Objective	Transnational creation and circulation	
Priority(ies)	Audience engagement	Social Inclusion
Sector(s)	Theatre	Art in public space
Proposal Keyword(s)	theatre	
Free Keyword(s)	Welfare arts schools education work community festival	

LET'S SING OPERA!

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100056	LSO	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	EUROFILMFEST SRO	CZ
PARTICIPANT	ASSOCIAZIONE MUSICALE BEL CANTO	IT
PARTICIPANT	ENSEMBLE SAN FELICE	IT
PARTICIPANT	ETAIRIA LYRIKOU THEATROU ELLADOS MONOPROSOPI IDIOTIKI KEFALAIOUCHIKI	EL
PARTICIPANT	LAVRA OPERA LLC	UA

Compendia

LSO is an original European cultural project which will be realized over a period of 24 months in 3 European countries: Czech Republic, Italy and Greece. The online activities will give the possibility also to the Ukraine partner to participate as due to the historical difficult period it is not safe to plan activities in presence in Ukraine. LSO consist of education for pupils and teachers; trainings for young professionals; 10 opera performances and new technology projects (ebook, ecourses and VR app). The target groups of the project are both laymen and professionals. LSO has ambition to break down the border between the audience and artists, in the form of active public participation in rehearsing the performances of Monteverdi's opera L'Orfeo and involving professionals in workshops for the audience. During the workshops, there will be an interaction between young talents, professionals, and amateurs, which will enrich all parties. Amateurs are trained in skills, and they will bring new impulses to the professional public. Singing instructors will motivate each other, the project will provide young professionals with the necessary practice in their fields. LSO is also devoted to developing the audience of local theatres, enriching their programming structure with our tailor-made alternative content, and building public awareness of them as not only theatres, but also as innovative cultural hubs with social life around them. The opera world is a natural environment for participation and at the same time promotes traditions, history, and common European values in an attractive way. LSO aims to nurture talents, to innovate, to prosper and to generate jobs and growth. LSO will address priorities of the call: audience engagement and development and to help the European cultural and creative sectors fully take advantage of new technologies to enhance their competitiveness and to accelerate their digital transition as a response to the COVID-19.

Objective	Competitiveness and innovation	
Priority(ies)	Audience engagement	New technology
Sector(s)	Opera	Other
'Other' sector(s)	trainings for young talents, education for pupils and teachers, new technology outputs	
Proposal Keyword(s)	opera	Audience development
Free Keyword(s)	Digital transition of opera sector,use of new technologies,breaking down the border between the audience and artists,training for young talents,education for pupils and teachers	

IMPULSE!

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100057	IMPULSE	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	NUKKETEATTERITAITEILIJAYHDISTYS AURA OF PUPPETS RY	FI
PARTICIPANT	A TARUMBA TEATRO DE MARIONETAS	PT
PARTICIPANT	VSI KOSMOS THEATRE	LT

Compendia

IMPULSE! New Focus on Puppetry and Visual Theatre -program promotes the art of contemporary puppetry and visual theater and focuses on the borders of Northern and Southern Europe. Collaborating countries – Finland, Lithuania and Portugal – all have geographical challenges in exchanging knowledge, networks and touring, but have major potential in promoting the art form of puppetry for wider audiences.

IMPULSE!

- ...Showcases high-quality contemporary puppetry and visual theatre
- ...Extends and engages audiences for puppetry and visual theatre for adults
- ...Develops a sustainable international tour structure for puppet theatre and visual theatre performances and freelance professionals
- ...Creates networks, European-wide touring conditions and strengthens the conditions for art professionals' employment
- ...Enables professional development with artistic and productional viewpoints
- ...Focuses on Europe's geographical peripheries in the Northern and Southern Europe

Objective	Transnational creation and circulation
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Priority(ies)	International dimension
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Sector(s)	Puppetry	Theatre
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Proposal Keyword(s)	Organisation of the mobility of cultural artists and works	International dimension	Training for artists	Capacity building	puppetry
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Free Keyword(s)	visual theatre, sustainable touring, network building
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Renewable Music. V4 Composers for Sustainability

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100061	RenMus	199,999

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ZWIAZEK KOMPOZYTOROW POLSKICH STOWARZYSZENIE	PL
PARTICIPANT	AZ UJ MAGYAR ZENE EGYESULETE	HU
PARTICIPANT	ORCHESTR BERG, ZS	CZ
PARTICIPANT	WAVES BRATISLAVA	SK

Compendia

Following two years of the COVID-19 pandemic, European composers of contemporary music strive to resume their creative and artistic activities which came to a nearly full halt in the beginning of 2020. The European citizens, on the other hand, become increasingly more concerned about the looming worldwide climate catastrophe and the emerging European energy crisis. Our project is designed to reinvigorate contemporary music composers on the international level, establish new international collaboration networks and simultaneously become a channel for raising awareness about the necessity of integrating sustainability and renewable resources across all aspects of lives of the European citizens. The project embraces transnational cooperation and exchanges between cultural organisations and artists from Poland, Czechia, Slovakia and Hungary, which constitute the Visegrad Group (V4). The project partners are music organisations deeply rooted in their nations' contemporary music worlds who are actively involved in a continuous dialogue with all stakeholders creating, performing or consuming contemporary music. Our project will reinforce the capacity of music professionals and cross-border circulation of European music by involving composers and musicians from partner countries in joint artistic, educational and networking activities (workshops, masterclasses, rehearsals, concerts). We will commission and premiere four new innovative pieces of contemporary music that reflects the concept of 'renewable music', echoing the idea of 'renewable resources'. We will draw attention to the priorities of the European Green Deal and encourage dialogue on this subject in the international artistic community during an open online conference that will sum up the project priorities. We will commit to co-create, adopt and disseminate more environment-friendly practices and to raise awareness on sustainable development in classical music sector.

Objective	Transnational creation and circulation	
Priority(ies)	Annual Priority	
Sector(s)	Music	
Proposal Keyword(s)	music	Sustainability
Free Keyword(s)	contemporary music, sound ecology, renewable resources, Visegrad Group	

Landscape Together

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-2	101100065	LT	999,960

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	MARQUES DE AGUIAR, ARQUITECTURAE URBANISMO LDA	PT
PARTICIPANT	ATELIER YOKYOK	FR
PARTICIPANT	CEZANNE GLENN	BE
PARTICIPANT	ENTIDADE REGIONAL DE TURISMO DO CENTRO DE PORTUGAL	PT
PARTICIPANT	HAUSER & WIRTH SAN SEBASTIAN SL	ES
PARTICIPANT	INSTITUTO POLITECNICO DE CASTELO BRANCO	PT
PARTICIPANT	KHBT KARSTEN HUNECK BERND TRUEMPLER ARCHITEKTEN GBR	DE
PARTICIPANT	POLITECNICO DI MILANO	IT
PARTICIPANT	UNIVERSIDADE DE COIMBRA	PT
PARTICIPANT	UNIVERSIDADE DO PORTO	PT

Compendia

Landscape Together (LT) aims to give innovative answers to the urgent question, how can Art and Culture lead to sustainable solutions against depopulation and climate change issues?

Through Creative Thinking and Laboratorial Actions developed in cooperation with strategic partners from Belgium, France, Germany, Italy, Portugal, and Spain this project implements a community method through art and landscape that aims to create a pioneer case study of the European Green Deal challenges and disseminate the New European Bauhaus movement. LT boost cooperation and mobility between more than 90 artists and theirs works within an engaged relation with communities and transform this experience in a replicable model. The LT Model is a tool to improve the quality of life in depopulated regions struggling to regain a sense of belonging and meaning to one's place, landscape, and heritage, increasingly attained by consequences of climate change.

LT is an evidence-based method with 16 interdisciplinary events, more than 70 workshops, 8 cultural tours, 18 artistic residencies, 2 permanent artworks, 4 training camps, 20 Talks, 8 exhibitions in 6 countries, and 1 Toolkit. In-between experimentation and reflection partners will craft together with citizens and communities' new solutions for better living places, results about sustainable environment and construction, and contemporary creations that integrate material and immaterial heritage.

This strategy of transformation is anchored in a wide network of participants, capacitating more than 500 students, and reaching more than 8.000 visitors at the final exhibitions.

What are the questions raised by at-risk communities with artists and creatives that lead to sustainable solutions? At the end of the project, LT Model will lead sustainable strategies, a tested methodology and a panoply of innovative solutions to inspire and capacitate other stakeholders to help at-risk communities around the world through art and culture.

Objective	Competitiveness and innovation		
Priority(ies)	Green deal	Audience engagement	
Sector(s)	Architecture	Art in public space	Intangible cultural heritage
Proposal Keyword(s)	New European Bauhaus		
Free Keyword(s)	Cooperation, Circulation, Public Art, Community Engagement, Heritage, Artists, Designers, Architects, Students, Capacity Building, Landscape, Environment, Experimentation		

Joint Basque cultural heritage in Iceland, Spain and France revitalized by sustainable means”

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100068	BASQUE	194,546.6

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	BASQUE ASSOCIATION IN ICELAND	IS
PARTICIPANT	ALBAOLA ASOCIACION PARA LA DIFUSIONDEL PATRIMONIO CULTURAL MARITIMO	ES
PARTICIPANT	HAIZEBEGI	FR
PARTICIPANT	UNIVERSITY CENTRE OF THE WESTFJORDS	IS

Compendia

The project, “Joint Basque cultural heritage in Iceland, Spain and France revitalized by sustainable means” (acronym BASQUE) aims at establishing a permanent Basque Exhibition Centre in an old herring factory in Djupavik, a small village in the Icelandic Westfjords that has experienced depopulation for the last few decades. The exhibition commemorates the unique common history and cultural heritage of the small Icelandic and Basque nations as Basque seafarers sailed in the Icelandic seas hunting for whales in the early 17th century.

The Centre will be a place for innovation and sustainability, a melting pot for researchers/scientists, artists and other interested public to meet, learn, research and exchange information about this shared Basque cultural heritage and how it is still relevant for us today. Attention will also be on how the horizon can be widened from a historical cultural context towards a more resource-exploitation based view (whaling in early modern age was an important phase of resource exploitation) and sustainability issues in our approach.

The project further aims at establishing a permanent Basque Exhibition in the Centre celebrating the common cultural heritage between the two small nations of Basques and Icelanders. It will also weave in transnational innovative cultural and research related activities and workshops based on the same cultural heritage commemorating the common history of Iceland and the seafarers from the Basque country as well as sustainability issues related to the oceans and small remote communities that traditionally based their livelihoods on fishing.

Objective	Transnational creation and circulation				
Priority(ies)	Audience engagement		Green deal		
Sector(s)	CH - Museum	CH - Historical sites and buildings	Intangible cultural heritage		
Proposal Keyword(s)	Audience development	Cultural heritage - Culture	Capacity building	Festivals	Artefacts
Free Keyword(s)					

Augmented Reality Tales of War and Peace

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100070	ARTWP	198,247

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	KULTURFORENINGEN WOWIWO	DK
PARTICIPANT	ASSOCIAZIONE CULTURALE OLTREZONA	IT
PARTICIPANT	LES FOUS DE BASSAN !	FR
PARTICIPANT	LVIV CITY COUNCIL	UA
PARTICIPANT	LVIV MUNICIPAL LIBRARY	UA

Compendia

Augmented Reality Tales of War and Peace (ARTWP) is an 18-month, augmented reality (AR), multi-arts, co-creation project between partners from Roskilde/DK, Lviv/UKR, Cosenza/IT and Beaugency/FR.

The partners represent smaller cities, all of them at a distance from their capitals. Although they have often collaborated one with another on artistic projects over the last 23 years, they agreed - in reaction to the present war in Ukraine – that there was an urgent need to work, for the first time, on a shared project during which all partners would reflect, and reflect upon, not only this specific war, but the very concept of war – and our shared ambition for peace. Theme: “Words of War, Words of Peace.”

ARTWP is thus conceived as a digital art development project, in which stories are gathered from those who are (or have been) in the midst of war, as well as those seeing war from the “outside”. During 4 x 2-week workshops in each city the gathered stories will be developed as Augmented Reality Tales (ART), with 12 experienced artists, 12 young volunteer artists and up to 600 local citizens working together using AR, text, music, animation, visual art, video and sound. The co-created ART will then be presented at 4 x ARTWP events (via our specially created ARTWP app.), in public spaces in each city, for audiences to experience via their smartphones/tablets. ARTWP event audiences x 4: 500 live/2.000 via app.

The project will culminate with an ARTWP seminar/conference in Lviv, where the project results will be presented/discussed with 150 live delegates/500 via streaming.

A dedicated website/podcast will ensure visibility at local, regional, national and European levels (expected reach 6-8.000) during the project's lifetime.

A final magazine and report reaching up to 2.000 will ensure the legacy of the project.

ARTWP aims to be model for future AR artist/citizen co-creation projects.

ARTWP will be led by a 5-person administrative/curatorial team (all partners)

Objective	Transnational creation and circulation		
Priority(ies)	Audience engagement	New technology	
Sector(s)	Digital arts	Art in public space	Publishing and literature
Proposal Keyword(s)	Digital arts		
Free Keyword(s)	Augmented Reality. Co-creation. Artist development		

Melting Art, Creativity and Marine Sciences to foster Ocean Literacy in the Mediterranean area

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-2	101100074	ART4SEA	998,750

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	3D RESEARCH SRL	IT
PARTICIPANT	AGENCIA ESTATAL CONSEJO SUPERIOR DE INVESTIGACIONES CIENTIFICAS	ES
PARTICIPANT	ATLANTIS SYMVOULEFTIKI ANONYMI ETAIREIA ATLANTIS CONSULTING SA	EL
PARTICIPANT	BASHKIA VLORE	AL
PARTICIPANT	DIVERS ALERT NETWORK EUROPE FOUNDATION	MT
PARTICIPANT	FONDAZIONE SEBASTIANO TUSA	IT
PARTICIPANT	IWORLD INTERNATIONAL ASSOCIATION FOR THE SAFEGUARDING AND VALORISATION	IT

Compendia

ART4SEA aims to create a transnational and interdisciplinary cooperation program that involves artists, creative professionals, digital media experts, and marine scientists to co-produce a combination of physical and digital artworks focused on raising the public awareness about Ocean Degradation and Climate Change, thus motivating people to assume a more environmentally friendly behaviour in their everyday life. ART4SEA will engage 24 international artists, selected through an open call, that will be trained by the project staff about: a) the main environmental challenges that marine scientists are facing; b) Ocean Literacy methods; c) sustainable practices in arts; d) digital technologies such as Virtual, Augmented and Mixed Reality.

A distributed residency program will take place in 3 small Med islands (Ustica in Italy, Alonissos in Greece and Gozo in Malta) where artists will be inspired by the stunning natural environment, the old seafaring traditions and the direct relations with the locals. They will be also motivated to integrate their artworks with the marine, natural and architectural landscapes of the islands, thus creating an open-air and underwater museum that could characterize the three Islands as lighthouses of the Ocean Conservation.

Also, the creation of born-digital artworks will be stimulated, even for those artists that have poor or no experience with digital techniques thus supporting their digital transition. Physical creations will be also digitized thus allowing the production of a fully virtual exhibition (enjoyable both on the web and the metaverse) containing all the ART4SEA artworks. This process will be supported by an ad-hoc platform that will include an authoring tool to facilitate the construction of the virtual space.

Four exhibitions and a final grand event will be organized in combination with workshops and other participative initiatives addressed to maximise the public engagement and to involve the widest range of

Objective	Transnational creation and circulation					
Priority(ies)	Green deal			New technology		
Sector(s)	Art in public space		Digital arts		Film / video arts	
Proposal Keyword(s)	Sustainability	Digital	Virtual Reality	Green deal	Exhibition	International dimension
Free Keyword(s)	Transnational Cooperation, Raising Awareness, Digital Transition, Art Residency, Ocean Conservation, Ocean Literacy					

The Big Green

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-3	101100079	The Big Green	2,000,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	PRO PROGRESSIONE KULTURALIS NONPROFIT KOZHASZNU KFT	HU
PARTICIPANT	ART TRANSPARENT	PL
PARTICIPANT	BAZAART UDRUZENJE	RS
PARTICIPANT	INTERPRET EUROPE-EUROPEAN ASSOCIATION FOR HERITAGE INTERPRETATION EV	DE
PARTICIPANT	KAAKKOIS-SUOMEN AMMATTIKORKEAKOULU OY	FI
PARTICIPANT	KULTURHAUPTSTADT BAD ISCHL - SALZKAMMERGUT 2024 GMBH	AT
PARTICIPANT	KULTURNO IZOBRAZEVALNO DRUSTVO PINA	SI
PARTICIPANT	LATVIJAS JAUNA TEATRA INSTITUTS	LV
PARTICIPANT	MARCHE TEATRO - SOCIETA' CONSORTILE A RESPONSABILITA' LIMITATA	IT
PARTICIPANT	ROSENDAL INTERNASJONALE TEATER	NO
PARTICIPANT	SCIAENA - ASSOCIACAO DE CIENCIAS MARINHAS E COOPERACAO	PT
PARTICIPANT	STICHTING URWALD	NL
PARTICIPANT	Sustainable Europe Research Institute SERI Deutschland e.V.	DE
PARTICIPANT	TANDEM EINE MITOST GESELLSCHAFT FUR INTERKULTURELLE BEGEGNUNGEN,	DE
PARTICIPANT	UNIVERSITATEA DIN BUCURESTI	RO

Compendia

The climate emergency and the impact of humanity on our environment is a growing concern of the European society. The cultural and art scene is - however engaged on a personal level - is still lacking behind to become the leading force of the social change for a more sustainable, environment friendly future. We see several smaller intentions mostly on local level within the EU, where the sector tries to contribute to such initiatives as the Green Deal, but there is a lack of cross-sectoral cooperation and international networks and bridges between artists and scientist on the field. Based on our research and questioner filled out by hundreds of professionals Europe-wide, the sector is keen to be more active in the topics of Green Deal and looking for new opportunities, new practices and stronger connections for knowledge-exchange. The wide partnership of The Big Green project, including not only art but also environmental and academic organizations came together to answer this need, level up the CCS to have better capacities to work together with other stakeholders for a sustainable European society. We will collect, evaluate, develop and disseminate practices and methods on the entire horizon of art and cultural practices related to environment from policies, sustainable leadership and communication to natural heritage interpretation or art as a tool for a learning society for sustainable living overseen by behavioural science research to evaluate the possible impact of the CCS. The four year project, covering the majority of the EU will deliver among others researches, trainings, conferences, festivals, artistic creations, pilot projects in education and activism. The Big Green will strongly contribute both on short and long-term to the capacity of the CCS to become a real, impactful partner of other sectors and the European citizens to tackle the challenges of climate emergency.

Objective	Competitiveness and innovation		
Priority(ies)	Green deal		
Sector(s)	Art in public space	Painting, drawing	Other
'Other' sector(s)	environmental art		
Proposal Keyword(s)	Organisation of the mobility of cultural artists and works	Creative industries	Training for cultural and creative professionals
Free Keyword(s)	European Green Deal, green transition, sustainability, NEB		

SEEDS - Sustainable development of artistic tools

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100082	SEEDS	133,127

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ASSOCIACAO QUINTA DAS RELVAS	PT
PARTICIPANT	ASOCIACION RURAL CONTEMPORANEA	ES
PARTICIPANT	CHORUS AMKE	EL
PARTICIPANT	OFICINAS DO CONVENTO ASSOCIACAO CULTURAL DE ARTE E COMUNICACAO	PT

Compendia

SEEDS - Sustainable development of Artistic Tools is a project that combines two main fields of action - Art and Sustainability. The project's main goal is to gather artists that will take part in art residencies where the main focus will be sharing of knowledge and acquisition of competencies for the creation of artistic materials and tools developed through sustainable techniques and methodologies. This project will host 12 participants, chosen by all partner organizations, assuring that diverse nationalities, genders and ethnicities are represented.

These artistic residencies will promote several different workshops and mentorship sessions with trainers and facilitators that will share how to practice sustainable art with techniques that can be used in drawing, painting, printing and sculpture, using only materials that aren't harmful to the environment and do not create waste. These workshops will be followed by periods of free production where artists will experiment to develop their artworks using the competencies recently acquired. During the project, the artists will have the opportunity to share their work and artist progress in exhibitions and presentations.

In order to create more awareness about this environmental problem not only among the participants but also among the communities where the activities take place, and to reach a wider audience, the artists will take part in activities and events which challenge them to share and disseminate the knowledge on sustainable art-making. This includes the conception of different formats of digital output, as well as the participation in residencies that prioritize community engagement, thus generating an environment of shared experiences and potential change.

Objective	Competitiveness and innovation					
Priority(ies)	Green deal			International dimension		
Sector(s)	Painting, drawing		Sculpture		Art in public space	
Proposal Keyword(s)	Ceramics	Cultural heritage - Culture	Drawing	Fine arts	Exhibition	New European Bauhaus
Free Keyword(s)	Artistic residency, capacity building, artistic workshops					

IMPORT/EXPORT

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100092	IMPORT-EXPORT	194,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	MO-WAN TEATRO	IT
PARTICIPANT	FLUTGRABEN E.V.	DE
PARTICIPANT	UMETNICKI KOLEKTIV U10	RS

Compendia

IMPORT/EXPORT is an itinerant performance art project establishing sustainable collaboration with local venues and organizations. It encourages sound partnerships between performing artists and spaces presenting performance art, while igniting exchange with new communities through their live artwork. It bridges the existing performance art network with alternative spaces that may not currently be active in performance art, maximizing synergies within the performance art field. IMPORT/EXPORT brings the collective experience of 130 international performance artists - represented by an organizational core of 7 artists - to potential performance art spaces. It will create three performative and educational events in Livorno, Berlin and Belgrade in collaboration with: Mo-Wan Teatro (IT), Flutgraben (DE), and U10 (RS).

Each event is comprised of 2 programs:

IMPORT: 2 evenings of live performance presenting a series of curated artworks. 10 selected artists acting under one roof. A kaleidoscopic experience in which the audience takes in a crisscross of topics, influences and cultural heritages.

EXPORT: Artist residencies, workshops, symposiums and other contextual activities promoting community exchange in each city. This dialogue enriches the artists' research, generating content for new performances to be presented in subsequent events, cities and venues. It ensures that each event is not isolated but rather connected in an ever-growing and evolving network.

A key component of the IMPORT/EXPORT event is to create possibilities of learning how to properly document, curate and host performance art, increasing the knowledge base of both art institutions and artists in every collaborating city. Workshops and symposiums on curatorial practices will expand the performance art curator network allowing experienced curators to work alongside potential curators. A curatorial handbook will be created from these experiences to be published and distributed at the end of the project

Objective	Transnational creation and circulation		
Priority(ies)	Audience engagement		International dimension
Sector(s)	Other		
'Other' sector(s)	Performance art		
Proposal Keyword(s)	Exhibition	Training for artists	Audience development
Free Keyword(s)	Performance art, performance artists, performances		

Communities between Islands

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100097	CBI	187,160

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	CHERIMUS	IT
PARTICIPANT	DIKTYO ARCHIPELAGOS ASTIKI MI KERDOSKOPIKI ETAIREIA	EL
PARTICIPANT	PROVIDENZA	FR

Compendia

The project aims to enliven the cultural and artistic scene in three Mediterranean islands (Sardinia, Corsica and Syros) by supporting the transnational circulation of artists between them and by enlarging the audience of art and the active involvement of the local communities in art production. Its concept reflects the need to overcome the difficulties common to the three islands, linked to the geographical barriers that keep them isolated from the main European circuits of contemporary art. The three beneficiaries of the project are three cultural associations experts in community-based research (Cherimus, Providenza, Archipelago Network), each based on one of the three islands. The core of the project's actions revolves on a programme of transnational art residencies, whereby nine international artists from different disciplines (visual arts, video, music, performative arts, etc.) will each be invited to spend two weeks in each of the three locations, to conduct research on their cultural and environmental specificities and their interconnections, through community-based workshops and open sessions with local artists. There will be three cycles of residencies, each involving a group of three artists. At the end of each cycle, the works produced by the artists will be shown in an exhibition, for a total of three exhibitions, each held in a different island. The exhibitions will be organized by the beneficiaries and hosted, in turn, by each of the associated partners (SIFF, FRAC and Fondazione Nivola). In addition, three 'methodological and knowledge exchange meetings' will be organized in order to strengthen the connections between the three beneficiaries, also in view of the continuation and extension of the project after the end of EU funding. The logistics and communication of the project in Sardinia and Corsica will further be supported by two Municipalities in Sardinia and Corsica (respectively, Perdaxius and Bastia, both associated partners).

Objective	Transnational creation and circulation				
Priority(ies)	Audience engagement			International dimension	
Sector(s)	Art in public space		Intangible cultural heritage		
Proposal Keyword(s)	Organisation of the mobility of cultural artists and works	Audience development	Social inclusion	Cultural heritage - Culture	Green deal
Free Keyword(s)	Islands				

Life Long Burning – Futures Lost and Found

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-3	101100098	LLB3	2,000,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	DANCEWEB VEREIN ZUR FORDERUNG DES INTERNATIONALEN KULTURAUUSTAUSCHES	AT
PARTICIPANT	ASOCIATIA 4 CULTURE	RO
PARTICIPANT	FONDATSIYA BRAIN STORE PROJECT	BG
PARTICIPANT	ICI - CENTRE CHOREGRAPHIQUE NATIONAL DE MONTPELLIER - OCCITANIE	FR
PARTICIPANT	MUHELY ALAPITVANY	HU
PARTICIPANT	STICHTING HET VEEM THEATER	NL
PARTICIPANT	STIFTELSEN MODERNA DANSTEATERN	SE
PARTICIPANT	STUK KUNSTENCENTRUM	BE
PARTICIPANT	TANSSIAREENA RY	FI
PARTICIPANT	UFERSTUDIOS GMBH	DE
PARTICIPANT	UMETNISKO DRUSTVO NOMAD DANCE ACADEMY SLOVENIJA	SI
PARTICIPANT	UMJETNICKA ORGANIZACIJA DIVERT INKLUZIVNI PLESNI KOLEKTIV	HR

Compendia

Life Long Burning – Futures Lost and Found (LLB3) continues the cooperation project success stories Jardin d'Europe and LLB1&2 with an extended consortium in a Europe now challenged with more social divisions, currently war, and under the influence of the pandemic and the varying political answers to it, often rendering us immobile to the biggest challenge of our days: climate change.

LLB3, 12 partners from 12 countries (AT, BE, BG, DE, FI, FR, HR, HU, NL, RO, SI, SE) tackles the following:

- + addressing and fighting social exclusion
- + advocating for decision-making processes in dance as a role model for a democratic and fair Europe
- + fostering the CCS job market both on the artistic and the admin side
- + sustainably accompanying emerging and mid-career dance artists and dance admins

To do so, LLB3 realises the following:

Capacity Grid | On the Outset

International training, education & capacity building schemes fostering innovative skills and sustainable job growth:

- + 39 training offers
- + 35 emerging art admins

Creative Crossroads | LLB3 Coproductions | LLB3 Artistic Exchange Residences

Tailor-made artistic exchange, research, production, creation & dissemination schemes within an international & sustainable eco-system

- + 67 artistic creation offers
- + 43 local and intern. co-productions
- + 38 artistic exchange residencies

Performance Situation Room | Choreographic Convention

Platforms fostering innovative artistic & curatorial practices, cross-border presentations and enhancing advocacy & audience building

- + 71 format-open platforms
- + 4 symposia addressing burning topics

LLB3 caters to

- + emerging and mid-career artists (also non-academic, with/out disabilities)
- + Europeans interested in a CCS job
- + societies all over Europe open for creative democratic processes

Within 4 years we expect to support up to 400 artists, train 30 new arts administrators, reach live audiences of approx. 200.000 European citizens and online audiences of approx. 50.000.

Objective	Competitiveness and innovation	
Priority(ies)	International dimension	
Sector(s)	Dance	Other
'Other' sector(s)	Performing Arts, Choreography	
Proposal Keyword(s)	dance	
Free Keyword(s)	contemporary dance, performance, choreography	

Creative Streets for dialogue - connecting two European Capitals of Culture, Veszprém and Elefsina

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100103	Circus streets ECC	182,298

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	MAGYAR ZSONGLOR EGYESULET	HU
PARTICIPANT	CULTURE EN MOUVEMENTS	FR
PARTICIPANT	MONOKYKLO ASTIKI MI KERDOSKOPIKI ETAIREIA	EL
PARTICIPANT	PUBLIC ORGANIZATION VOLODYMYR SHEVCHENK NATIONAL CIRCUS ART	UA

Compendia

A series of artistic interactions, blending art into everyday life with the participation of hundreds of citizens is the main motivation of this European project. We use the strength of performing arts and the colorful and attractive language of circus art to involve the 'people of the streets'. The creation process and the performances will happen in public spaces, offering a unique opportunity for exchange and dialogue between the audience and artists.

The activities will connect two European Capitals of Culture: Veszprém in Hungary and Elefsina in Greece. These historical cities offer unique squares, castle walls, mythical spots that will create perfect backdrops for circus acrobats working in the air and ground, connecting height and depth, history and present, young and old, amateurs and professionals. The strong rig that will hold the weight of the acrobats is symbolic of the strong links needed amongst fellow humans to be able to resist the challenges of everyday life as well the major global challenges like the pandemic, climate change and war.

ACTION

4 circus artistic oriented organizations from Hungary, Ukraine, Greece and France gather in this artistic cooperation to collaborate for 14 months. The aims of the collaboration are:

8 days of interactive performances open to the public on the streets of Veszprém and Elefsina

Collaboration of 50 artists amateurs and professionals

Artistic workshops offered to audiences in public spaces

Mass action involving hundreds of audience creating a living picture

Multi Level learning opportunities for the project partners, the peer artists, and public audience

Offer to the participating artists valuable experiences of "in situ" experimentation of their artistic work that will happen under the guidance of Artistic Director

Albin Warrete.

Objective	Transnational creation and circulation		
Priority(ies)	Audience engagement		Social Inclusion
Sector(s)	Circus arts	Art in public space	CH - Historical sites and buildings
Proposal Keyword(s)	Audience development	circus arts	Sustainability
Free Keyword(s)	global thinking, site specific, dialogue		

ON MOBILISATION: Micro- and transnational communities mobilisation through artistic practice

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100106	On Mobilisation	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	WP ZIMMER VZW	BE
PARTICIPANT	ALT@RT ZU	CZ
PARTICIPANT	BALTIC ART CENTER	SE
PARTICIPANT	FONDAZIONE LIVE PIEMONTE DAL VIVO CIRCUITO REGIONALE DELLO SPETTACOLO	IT

Compendia

On Mobilisation focuses on community mobilisation through artistic processes. This bottom-up project takes an active role in an international solidarity and emancipatory movement. It aims to bring together and to engage individuals for favouring forms of social justice and equality. In order to effectively address the concept of community mobilisation the project embraces local specificities of the four partner organisations and two associated partners (wpZimmer, Baltic Art Center, Studio ALTA and Lavanderia a Vapore; ARIA and GRASS), embedding artistic research projects into the neighbourhoods. The four local contexts become case-studies for transnational processes of community mobilisation.

Two important aspects of On Mobilisation are the empowerment of micro-communities through artistic practices and connecting the local knowledges to international mobility, forming a transnational community. It is directed towards and composed of professionals, artists, citizens, many of whom are disadvantaged, living in continuous precarity due to their origin, class, gender, age. The community is mobilised by adopting radical forms of cultural participation facilitated by six international artists: Kalle Brolin, Elisabetta Consonni, Daniele Ninarello, Ahilan Ratnamohan, Marika Smreková and Danae Theodoridou.

On Mobilisation proposes a softly guided frame for participation, in a peer-to-peer dynamic, contributing to the ongoing demand for elementary equality, social fairness and empowerment. It creates an informal and inclusive model of learning within culture, stimulating exchange, activating citizens, developing audience and by that opening up a connection to other social spheres and domains that were inaccessible before. During the project 7 artistic residencies, 4 On Mobilisation evening schools, 4 transnational symposia and 2 transnational exhibitions are implemented. Also 2 publications On Mobilisation Vocabulary and On Mobilisation Toolkit are produced and made available on the On Mobilisation website.

Objective	Transnational creation and circulation					
Priority(ies)	Audience engagement			International dimension		
Sector(s)	Dance		Other			
'Other' sector(s)	participatory art, performance					
Proposal Keyword(s)	Capacity building	International dimension	Organisation of the mobility of cultural artists and works	Social inclusion	Research	Audience development
Free Keyword(s)	transnational development, micro-community mobilisation, transnational community mobilisation, informal learning, artistic research, artist-in-residency, fair practice, language diversity					

Slash Transition: Anticipating musicians' future careers in sustainable cities

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-2	101100112	Slash Transition	996,642

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ASSOCIATION TREMPOLINO	FR
PARTICIPANT	ASSOCIATION L'ART RUE	TN
PARTICIPANT	CASACAPITAO - PROGRAMACAO CULTURAL, LDA	PT
PARTICIPANT	HEART OF NOISE-VEREIN ZUR FORDERUNG ZEITGENOSSISCHER MUSIK UND	AT
PARTICIPANT	L'ART RUE	BE
PARTICIPANT	L'ECOLE DE DESIGN NANTES ATLANTIQUE	FR
PARTICIPANT	MUTANT RADIO	GE

Compendia

Slash Transition aims to rethink how emerging musicians can play a role in developing sustainable cities and living spaces, and how it can help them to build up sustainable careers. Then Slash is a project combining musicians' career development and future-proof projects for cities, based on a transdisciplinary and collaborative approach.

1. Slash Transition will offer a comprehensive qualification of what it means to be an emerging professional musician today and in the future.
2. Slash is a project aiming to develop/improve the connections between music and sustainable cities development.

Objective	Transnational creation and circulation
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Priority(ies)	Green deal
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Sector(s)	Music
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Proposal Keyword(s)	Capacity building	music	Sustainability	Training for artists	Design and applied arts - Culture	Research
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Free Keyword(s)	City , Transition , Transdisciplinarity
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AllHandsOnStage - Theatre as a tool for professionalisation of inmates

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-2	101100119	AHOS	803,019

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	TEATRO DEI VENTI A.P.S.	IT
PARTICIPANT	ASOCIATIA FOA FUSION OF ARTS	RO
PARTICIPANT	AUFBRUCH GBR SYRBE & ATANASSOW	DE
PARTICIPANT	FABRICA ATHENS ASTIKI MI KERDOSKOPIKI ETAIREIA	EL
PARTICIPANT	INSTITUT FOR PERFORMING ARTS AND SOCIAL WORK-CRI	RS
PARTICIPANT	SOMMERBLUT KULTURFESTIVAL EV	DE
PARTICIPANT	STOWARZYSZENIE KOLEKTYW KOBIETOSTAN	PL

Compendia

AHOS project puts a sensitive and not widely-known issue in the focus of attention, the one dealing with the social utility that Theatre inside prisons can create, as a real rehabilitative act for the people involved. AHOS wants to build and apply good practices in the prison environment for vocational training and job placement in the theatrical field, i.e. to create training paths for actors, technicians, costume designers, stagehands, etc. for the benefit of inmates and to support their reintegration into civil society.

The project was created to address the situation in which most inmates find themselves once their sentence is over, i.e. the difficulty in applying the knowledge they learnt in prison and in finding work. The lack of tools to reintegrate into society, and thus to build stability, is a very fertile ground for recidivism. We want to act on this fragility, supporting the delicate transition from inside to outside.

This project is not about therapeutic methods. It has nothing in common with the pietistic approach to which Prison Theatre activities are often compared, that unfairly sees creative and social action as opponents. This project brings together professional artists who approach human beings inside prisons in a professional way. This project aims to rebuild dignity through learning a job. It is based on the assumption that everyone has the right to have a job, one that dignifies them and for which they can be responsible. It is about seeing theatre as an opportunity to learn, act and apply truly useful knowledge.

AHOS link the worlds of theatre and prison, establishing a profoundly collaborative connection between their directions, both working towards making prisons an increasingly re-educational institution.

Objective	Competitiveness and innovation	
Priority(ies)	Audience engagement	Social Inclusion
Sector(s)	Theatre	

Proposal Keyword(s)	theatre	Integration of disadvantaged groups	Integration of unemployed people	Integration of refugees and migrants	Integration of people of different races and ethnic origins
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Free Keyword(s)	
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Long-term cultural partnerships for Western Balkans-Europe dialogue

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100129	Culture.EUBalkans	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ECOLE NATIONALE SUPERIEURE D'ART DE CERGY	FR
PARTICIPANT	ART EXPLORA	FR
PARTICIPANT	ORAL HISTORY INITIATIVE	XK
PARTICIPANT	REPUBLIKA MAKEDONIJA NACIONALNA USTANOVA MUZEJ NA SOVREMENATA	MK

Compendia

The overall goal of the “Long-term cultural partnerships for Western Balkans-Europe dialogue – Culture.EUBalkans” project is to engage in an artistic dialogue between EU and Western Balkans partners to deliver a cultural programme that is accessible, innovative and based on meaningful cross-border cooperation. Pursuing a transdisciplinary approach, Culture.EUBalkans will strengthen the circulation of artists, artistic practices and transnational creation both within the Western Balkans and between this Region and the European Union and other parts of the world, in line with the objectives of the Creative Europe call.

The complementarity of the four partners present in four different countries, Ecole nationale supérieure des arts de Paris Cergy - ENSAPC and the Art Explora Foundation (France / Albania); the Museum of Contemporary Art—MoCA Skopje (North Macedonia) and Kosovo Oral History Initiative, allows for developing a project around three intertwined fields of activity: 1 - capacity building and artistic residencies, 2-artistic research and dissemination and 3-cultural programming. Activities include:

- the Villa 31 residency programme in Tirana, hosting 16 artists and researchers per year,
- the art.balkans Master’s and research programme for the Western Balkans (30 new students per year),
- the creation of an annual performance festival with workshop programme in Tirana and Skopje,
- the contribution to the architecture and content development of a digital editorial platform for artistic research,
- the organisation of an annual transdisciplinary seminar (in Paris, Pristina and Tirana).

Through partnerships with cultural institutions, the concerned municipalities and public administration as well as associations, schools, universities and research centres, Culture.EUBalkans will strongly mobilize the public while anchoring its actions in the Western Balkans in the long-term perspective.

Objective	Transnational creation and circulation				
Priority(ies)	Audience engagement		International dimension		
Sector(s)	Other				
'Other' sector(s)	Transdisciplinary				
Proposal Keyword(s)	Capacity building	Visual arts - Culture	Organisation of the mobility of cultural artists and works	Research	Audience development
Free Keyword(s)					

Tales of EUkraine

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-2	101100131	TEUk	995,908

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	FEDERATION DES EDITEURS EUROPEENS	BE
PARTICIPANT	ASOCIATIA EDITORILOR DIN ROMANIA	RO
PARTICIPANT	ASSOCIAZIONE ITALIANA EDITORI AIE	IT
PARTICIPANT	BORSENEREIN DES DEUTSCHEN BUCHHANDELS	DE
PARTICIPANT	DERZHAVNA USTANOVA UKRAINSKY INSTYTUT KNYHY UIK	UA
PARTICIPANT	POLSKA IZBA KSIAZKI IZBA GOSPODARCZA	PL
PARTICIPANT	SDRUZHENIE ASOTSIATSIA BLAGARSKA KNIGA	BG
PARTICIPANT	ZDRUZENIE VYDAVATELOV A KNIHKUPCOV SLOVENSKEJ REPUBLIKY	SK

Compendia

The war in Ukraine has provoked a huge humanitarian crisis; one of its most evident aspects is the massive influx of refugees, mainly women and children, leaving the country. These people will likely not have been able to take many things with them, and definitely not books. Tales of EUkraine (TEUk) will address the issue with a solution that will favour the integration of Ukrainian refugees in their host countries, notably by facilitating the inclusion of children and their building relationships with peers from host countries, while supporting the Ukrainian publishing industry.

The project will build a catalogue of Ukrainian children's books, the rights of which will be made available for licensing to several publishers from various EU Member States currently hosting significant numbers of refugees. The publishers, under the coordination and supervision of the respective national publishers' associations, will acquire the rights to the books, translate them and publish bilingual editions in Ukrainian and the country's language. TEUk is expecting to print at least 300,000 books. The publishers' associations and FEP will acquire the copies produced by the publishers at cost, and organise their distribution, relying on NGOs, voluntary associations, and other entities, to deliver the books to a series of beneficiaries such as schools, libraries and other hubs and venues where they will be made available to their ultimate beneficiaries: Ukrainian refugee children and their peers in the host countries.

Thanks to TEUk, refugee children will be able to both retain a connection with the culture of their home country and share it with their new friends in host countries, thus facilitating their inclusion and increasing the knowledge of Ukrainian culture across Europe. At the same time, the project will support Ukrainian authors, illustrators, and publishers in a time of dire need, facilitating their connection with European publishers.

Objective	Transnational creation and circulation				
Priority(ies)	Social Inclusion			Annual Priority	
Sector(s)	Publishing and literature				
Proposal Keyword(s)	Publishing	Integration of refugees and migrants	Literary Translation	Books	Literature books and reading - Culture
Free Keyword(s)	Children, Ukraine, multilingualism				

CODES - CO-DEsign for Sustainability

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100135	CODES	198,679

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ENTER KOPRIVNICA D.O.O	HR
PARTICIPANT	BUSINESS AND CULTURAL DEVELOPMENT CENTRE	EL
PARTICIPANT	ROMAGNA TECH SOCIETA CONSORTILE PER AZIONI	IT

Compendia

CODES deals with the reinforcement of the Fashion and Design sector (F&D) in tackling the transformations of a changing world which are strongly affecting the artistic creation and the related value chain.

Market trends and business models, technological innovation and work distribution, customers attitudes and sustainable concepts to be integrated in the design process are some of the key challenges facing the F&D sector. Thanks to a co-design process, CODES will engage actors of the F&D sector to develop a digital collaborative tool which will contribute to enhance technical skills and market focus.

The CODES collaborative tool aims to facilitate these processes being able to provide and share tools and services based on emerging technologies enabling product innovation, for a "new manufacturing revolution", supported by "new digital artisans" in the F&D sector. The tool will also favour the international collaboration between F&D operators and manage the Copyright issues of the designed products.

Objective	Competitiveness and innovation
Priority(ies)	New technology
Sector(s)	Fashion design
Proposal Keyword(s)	Fashion design
Free Keyword(s)	Digital, Innovation

Beyond Front@: Bridging Periphery

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-2	101100138	BF	1,000,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	KOZEP-EUROPA TANCSZINHAZ EGYESULET	HU
PARTICIPANT	ASOCIATIA CULTURALA SI DE TINERET MOIRA	RO
PARTICIPANT	BUNKER ZAVOD ZA ORGANIZACIJO IN IZVEDBO, KULTURNIH PRIREDITEV	SI
PARTICIPANT	HRVATSKI INSTITUT ZA POKRET I PLES	HR
PARTICIPANT	STOWARZYSZENIE KRAKOWSKI TEATR TANCA	PL
PARTICIPANT	VITLYCKE - CENTRE FOR PERFORMING ARTS EKONOMISK FORENING	SE

Compendia

Beyond Front@: Bridging Periphery builds on results and experiences of a highly successful European dance network projects supported by the EU and delivered by six partners. The previous projects resulted in the desire to further develop the collaboration with new focus, new activities and new partners, and enhance the capacity building and collaborative approaches in the Central European region.

The aims of the project are to enhance capacity building on the periphery and build a sustainable alliance among the regional actors of the contemporary dance landscape. Capacity building actions take the form of knowledge sharing, creation of new cultural products, coaching and mentoring through workshops tailored to the specific needs of emerging and established dance professionals, production of pedagogic tools and materials, training and technical assistance in the new digital environment. The partnership has jointly defined the three main project objectives that are the followings:

DEVELOP KNOW-HOW & BUILD CAPACITY by bridging gap in education and training. The project includes each year international dance school presentations for emerging & young dancers, summer academies for established dancers, workshops and masterclasses for cultural managers.

CREATE A NETWORK & BRING INITIATIVES UNDER ONE UMBRELLA to scale up efforts, empower greater synergies and increase level of collaboration that's why the project focusing on the creation of transnational productions.

CREATE REGIONAL DANCE IDENTITY of the local dance scene by creating visibility and raising awareness by organising each year a special focus festival on the dance field of the region. Furthermore the partnership has decided to involve dance critics in the project to give them the opportunity to learn about regional dance theatre. As part of the project a website will be created to collect the information about the region, thus it will serve as resource page that will provide a picture of the regional artists.

With these proposed actions the project aim is to address the most urgent requirements of the regional dance field such as developing the limited capacity of the region to European level, enhancement of professional skills and knowledge required for the emergence of a dynamic Central European dance sector and strengthening the collaboration among the local actors.

Objective	Transnational creation and circulation		
Priority(ies)	International dimension		
Sector(s)	Dance	Art in public space	Digital arts
Proposal Keyword(s)	dance		
Free Keyword(s)			

Testing Ground: Reparative Practices for New Cultural Ecosystem

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100142	TestG	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	KURZIV - PLATFORMA ZA PITANJA KULTURE MEDIJA I DRUSTVA	HR
PARTICIPANT	MASKA LJUBLJANA	SI
PARTICIPANT	STOWARZYSZENIE IM. STANISLAWA BRZOZOWSKIEGO	PL

Compendia

Testing Ground aims to develop 'reparative methods', transdisciplinary modalities of creative explorations of potentials for social repair. Drawing from culture's creative capacities, reparative methods overcome predetermined and already existing frameworks of reaction while avoiding a regressive return to "normality" and using the opportunity for reinventing a more inclusive and just socio-cultural ecosystem. Objectives are 1) applying inventive research methods for developing crisis response models in culture 2) stimulating experimental cultural and creative practices in response to different areas of contemporary friction and uncertainty (gender inequality, climate crisis and structural obstacles within the cultural field) 3) fostering local and international transdisciplinary collaborative practices, 4) activation of innovative knowledge transfer methodologies. Through Research, Experimental and Rhizomatic strand of activities, the project will directly include cultural and educational experts and practitioners; emerging and freelance artists, researchers and writers; students of arts, humanities, social and scientific fields; members of artistic, academic and cultural communities in the risk of discrimination; creatives with a migrant and refugee background; and members of the scientific community in an environmental context. Outputs include public talks, presentations, lectures and seminars (13), 2 Repair Shacks (creative retreats on Croatian sea coast and Polish wetlands), 2 micro-residencies, numerous artistic (performing, visual and sound arts) outputs, 4 publications, online Compendium of reparative practices and Exposium, a final conference that will include the exhibition of reparative practices. Through the development of reparative methodologies, we expect improved cultural participation of young, emerging and underrepresented creatives, raised awareness of the preservation of urban biodiversity, and new forms of knowledge produced and exchanged.

Objective	Competitiveness and innovation		
Priority(ies)	Social Inclusion	Green deal	
Sector(s)	Digital arts	Art in public space	Other
'Other' sector(s)	Performing arts		
Proposal Keyword(s)	Research	Visual arts - Culture	
Free Keyword(s)	Performing arts, Cultural theory, Reparative practices, Sustainability, Transdisciplinarity, Innovation, Social inclusion, Gender equality, Emerging authors, Youth, International cooperation		

Democratising art commissioning by involving local communities

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100148	DemArt	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	BETHLEN TERI SZINHAZ KOZHASZNU NONPROFIT KFT	HU
PARTICIPANT	ART TRANSPARENT	PL
PARTICIPANT	LATVIJAS JAUNA TEATRA INSTITUTS	LV

Compendia

DemArt aims to democratise art funding by developing an innovative, replicable participatory process for municipalities to enable community members to award commissions to selected artists. The proposed method empowers citizens to commission artworks that respond to local priorities, explore untold stories and celebrate diverse perspectives, identities and experiences. In the frame of DemArt, art commissioners with diverse backgrounds are responsible for the entire art commissioning process: they identify local values, untold stories, and unresolved problems they would like to address through the art commissioning process; they create an open call for artists; and they commission the artworks.

Giving space to the presentation of the culture of an underrepresented group attracts an audience from the community. At the same time, it fosters tolerance and social cohesion by allowing the larger audience to deepen understanding and build appreciation beyond stereotypes and prejudices.

The project will publish an open-source Art Commissioning Toolkit that provides practical guidance for municipalities as an output. Through the dissemination of the toolkit, the project will enable communities establish similar projects. While the main target audience of the toolkit is municipalities, the resource can be used by any actor that wishes to democratise their funding processes.

The co-ordinator of the projects, Bethlen Theater, a prominent cultural institution in Budapest committed to creating inclusive and accessible theatrical experiences for all audiences aimed at mobilising relevant knowledge and expertise in the field of socially engaged arts. The Polish partner, Art Transparent finds it particularly important to emphasize the special role of contemporary art in the process of social development. The Latvian partner, New Theatre Institute of Latvia has been active for a long time with the topic of community-engaged and led projects, running residencies and contemporary art programmes.

Objective	Competitiveness and innovation		
Priority(ies)	Social Inclusion		Audience engagement
Sector(s)	Art in public space	Theatre	Dance
Proposal Keyword(s)	Audience development	Social inclusion	
Free Keyword(s)	youth participation, participatory decision-making processes		

Creative Upcycling for Sustainable Art & Design: Building Creative Upcycling Community

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100150	Crea-Up Project	199,602

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	LES CREATIVES DE DEMAIN	FR
PARTICIPANT	CREATIVE RANDOM UNIVERSE, LDA	PT
PARTICIPANT	EUROPEAN DEVELOPMENT INSTITUTE	BE
PARTICIPANT	GREEN MUSE EV	DE

Compendia

Art and design have a unique capacity to create green jobs, raise awareness, to challenge social habits and foster behavioural changes in our societies, including our general attitude towards nature. Based on this idea, the Crea-Up project's main objective is to build a creative community dealing with reuse, repurpose and upcycling of waste or useless/dysfunctional products in order to provide sustainable design/art and a sustainable economy. With that aim, project gives the opportunity to develop the skills and capacity of designers by organizing 10 days working lab and develop a business model for upcycling to provide sustainable economic growth opportunities for the creative community. Moreover, during the project the knowledge and awareness about sustainable consumption, upcycling, reuse and repurpose in society are going to be raised by Crea-Up workshop and exhibition series with the contribution of conference series as well. All these activities will be the part of the Crea-Up Guide which is a part of the Area-Up platform where upcycle designers and society can get benefit from and it directly related to the scope, priorities, objectives of the call and the Green Deal and European New Bauhaus actions referred to in the call.

Objective	Competitiveness and innovation		
Priority(ies)	Green deal		
Sector(s)	Craftwork	Decorative arts	Fashion design
Proposal Keyword(s)	Creative industries	Sustainability	Green deal Fashion design
Free Keyword(s)	Sustainable Design and Art, Sustainable Consumption, Creative Community, Craftwork, Upcycling, Creative Reuse		

ModulAct/Beat to the Rhythm of Climate Action

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100153	ModulAct	159,255

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ABR ALTERNATIVE BRAINS RULE	CY
PARTICIPANT	ASOCIACION LUG OPEN FACTORY	ES
PARTICIPANT	RAZVOJNO - EDUKACIJSKI CENTAR ZA METALSKU INDUSTRIJU METALSKA JEZGRA	HR

Compendia

ModulAct or Beat to the Rhythm of Climate action is a project aiming at revolutionizing the festival process into becoming more ecologically and economically sustainable. THE AFROBANANA is a community type of festival that uses music and art to challenge aspects and behaviors of a community. With a decade of Festival organizations, we realized the need for sustainable collaborations and a sustainable setup. Initially, despite the cultural significance of a festival, the impact on the environment is significant. Audience members tend to leave behind a lot of material waste in general (bottles, cans, food packaging, tents, clothing). Additionally, big festivals depend on significant energy consumption to power stages, lights, sound systems, catering spaces, and freezers. Festivals are facing dire conditions for survival so they are in need of sustainable solutions for long-term collaborations, and solutions when it comes to reducing expenses through sustainable structures meaning modular reusable elements that are at the same time up to the standards of the New European Bauhaus. With this project, we want to introduce the ideas of The New European Bauhaus in the sector of festivals in three aspects, 1. Reducing waste by incorporating a reduce, reuse, recycle methodology for engaging our audience in sustainable practices during the festival. 2. Creating a device that charges batteries with solar energy that can provide power during the festival through reusable energy sources 3. Our main output is the design of real modules/joints for structures for an application not only in festivals but also at other cultural events and happenings. With the New European Bauhaus as a guiding principle, we will focus on sustainability and ensuring quality of experience and with that securing an accessible and inclusive festival. Festivals have great cultural value in how they shape creativity and experience this project thus will secure their sustainability in the long run.

Objective	Competitiveness and innovation		
Priority(ies)	Green deal	New technology	
Sector(s)	Architecture	Craftwork	Graphic arts / Design
Proposal Keyword(s)	Design and applied arts - Culture	Architecture - Culture	New European Bauhaus
Free Keyword(s)	Festival, Sustainability		

E. T. E. R. I. A. - Enhance Transborder Experiences, Rebuild Interactions of Artists

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100156	E.T.E.R.I.A.	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	INTERNATIONAL THEATRE INSTITUTE ITALIA SOCIETA COOPERATIVA SOCIALE	IT
PARTICIPANT	MUZEUL DE ISTORIE NATIONALA SI ARHEOLOGIE	RO
PARTICIPANT	THEATRO TSI ZAKYNTHOS EPANGELMATIKI SKINI	EL
PARTICIPANT	UNIVERSITA DEL SALENTO	IT
PARTICIPANT	ZDRUZENIE NA UMETNICI MAKEDONSKI CENTAR NA INTERNACIONALEN TEATARSKI	MK

Compendia

E.T.E.R.I.A. - Enhance Transborder Experiences, Rebuild Interactions of Artists is coordinated by the Italian Centre of the International Theatre Institute (Italy), in partnership with Theatro Tsi Zakynthos (Greece), Muzeul de Istorie Nationala si Arheologie Constanta (Romania), Zdruzenie na umetnici Makedonski centar na Internacionalen teatarski institut/PRODUKCIJA (North Macedonia) and the Department of Engineering for Innovation of University of Salento (Italy). It consists of a harmonious complex of activities aimed at the creation of innovative models in the field of Social and Community Theatre and conflict transformation through the performing arts, based on audience engagement and intercultural sustainability and on the co-creation between artists, migrants and refugees, innovation engineers, video makers and creatives. The project intercultural methodologies are aimed at giving artistic and cultural tools for facing the human, social and political crisis generated by the pandemic and by the current unexpected conflicts. Culture and creativity provide women and men with new and unprecedented ways to go through together. E.T.E.R.I.A. envisages the implementation of a targeted coworking on the issue of conflict and its audiovisual narratives between Italy, North Macedonia, Greece and Romania. Three thematic artistic Residences will be held, titled "Conflict and Memories", "Crossroads and Borders" and "Conflict and migrations", in three important, but partially abandoned, archaeological sites in Greece, Romania, Italy. An international co-production is made and played in all the sites. E.T.E.R.I.A. means the alliance of the bodies, the creation of a company that aims to go beyond separations through the artistic encounter.

Objective	Transnational creation and circulation		
Priority(ies)	Audience engagement		International dimension
Sector(s)	Theatre	CH - Historical sites and buildings	Intangible cultural heritage
Proposal Keyword(s)	theatre	Audience development	International dimension Cultural heritage - Culture
Free Keyword(s)	Innovative models in the field of Social and Community Theatre and conflict transformation through the performing arts		

Accelerator of professionalization of Roma music artists

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100158	culture	199,658

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	OZVUCOVACI AGENTURA SERENDIPITY SRO	CZ
PARTICIPANT	MADHOUSE GEMEINNUTZIGE GMBH	DE
PARTICIPANT	OZ ROMSKA UMELECKA AGENTURA	SK

Compendia

The main goal of the project is professionalization of 60 Roma cultural managers and music artists in the Czech Republic, Slovakia and Germany. This objective will be achieved through training of cultural managers and music artists in technical areas (sound, lighting, audio, video, LED equipment, stages); digital areas (social networks, internet marketing, public relations); in the financial field (obtaining financial resources and funding); in cultural management (economics, laws, branding, human resources, accounting); and in technical creation/output innovation, processing, distribution and preservation of musical works.

In addition the network of professional consultants built within the project will enable the participants further gain professional information and self-education. The direct target group is Roma cultural managers (organizers and agents of Roma cultural events and managers of musical ensembles) and Roma music artists (from all partner countries) aged 18 and over. The indirect target groups are Roma and non-Roma cultural managers (organizers and agents of cultural events), Roma and non-Roma music artists, partner networks of Roma and non-Roma music artists in the EU and music media in the EU. The main activities are: mapping of networks, professional and professional organizations; – establishing an educational academy; and cooperation (exchange of experience, good practices, networking).

The project is implemented by three entities from the Czech Republic, Germany and Slovakia. The project will result in: 60 trained cultural managers and music artists; a European online conference; three national seminars focused on exchange of experience and good practice; an educational guide and a map of Roma cultural managers and music artists.

Objective	Competitiveness and innovation	
Priority(ies)	Social Inclusion	
Sector(s)	Music	
Proposal Keyword(s)	Training for cultural and creative professionals	Social inclusion
Free Keyword(s)	professionalization of Roma music artists	

Weave Up !

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100163	WUP	160,900

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	HS PROJETS	FR
PARTICIPANT	IDEIAS EMERGENTES - PRODUCAO CULTURAL CRL	PT
PARTICIPANT	VILNIAUS DAILES AKADEMIJA	LT

Compendia

Weave Up! is a project addressed to young textile professionals and more particularly at emerging textile designers, young graduates of vocational textile training and young job seekers from different European countries. It focuses on the production and transformation of 4 European textile materials (linen, wool, textile cork and leather) bringing young Europeans closer to the places of production, often in rural areas, and to show different sources of employability. Participants will travel to create, meet counterparts and discover know-how in Lithuania, Portugal and France. Together they will animate a European heritage, of textile but also botanical and animal know-hows. Together they will deepend their learning of the link between textiles and their territory on several levels (history, economy, architecture, ecology). They will show the importance of European collaboration, complementarity and solidarity of 3 European countries having in common these heritages and these textile materials: some of the 3 partner countries no longer have the entire textile chain linked to one material but together they reconstitute it. They jointly contribute to finding and restoring solutions to European textile problems common to the 3 countries, and whose benefit can be extended to other countries in Europe and around the world. they will contribute to finding solutions.

Objective	Transnational creation and circulation
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Priority(ies)	Green deal
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Sector(s)	Fashion design
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Proposal Keyword(s)	Sustainability	Creative industries	Green deal	Integration of disadvantaged groups	Integration of unemployed young people	International co-production
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Free Keyword(s)	Integration of people with disabilities, international dimension, New European Bauhaus, research, textile, industry
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PERFORMING LIFE AKADEMIA NETWORK

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100170	PLANT	199,982

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	CIRCOLANDO COOPERATIVA CULTURAL CRL	PT
PARTICIPANT	ASSOCIACIO CULTURAL NYAMNYAM	ES
PARTICIPANT	KENTRO MELETIS CHOROU ISIDORAS & RAYMONDOU NTANKAN	EL

Compendia

Performing Life Akademia Network (PLANT) is a 2 year multidimensional project in the intersection of Contextual Performing Arts, Ecology and Audience Engagement. Its main scope is to encourage the development and experimentation of artistic practices (both art making and curatorship) in the intersection of performance art, permaculture and local life.

Duncan's family Heritage on artistic eco-communities is one of the major references, particularly its Akademia and the way this artistic hub was developed in close connection with the local community.

PLANT's major objectives are to highlight the great potential associated with the cross-approach of Commons and Contextual Art Practices in the creation of artistic, political and social tools to think about alternative futures and to gather and systematize knowledge about Contextual Art Practices, revealing them as practices simultaneously rooted in a territory and replicated anywhere.

We are convinced of the transforming power of Curatorship for the Commons and the strength of art in the fight against major ecological challenges and in the development of societies more inclusive, sustainable, happy and with a strong responsibility for their future.

PLANT's central activity is the transnational co-production of 3 artworks accompanied by exhibitions, workshops, conversations, lectures, collaborative practices and work in progress presentations in 3 countries. The timeline of the project imitates a natural circular process to boost its replicability, producing outputs such as: a Manual and Tool Box, a multifunctional and modular Shared Place prototype and a model for an Akademia open to new collaborations within and outside Europe. Apart from partners, selected artists and the international professional community actively participating, the project will engage the audiences and neighboring communities of each center: a wide transgenerational group challenging the peripheralization of their urban and rural territories.

Objective	Transnational creation and circulation					
Priority(ies)	Green deal			Audience engagement		
Sector(s)	Art in public space		Other		Intangible cultural heritage	
'Other' sector(s)	Contextual Performing Arts					
Proposal Keyword(s)	International co-production	Sustainability	Audience development	Green deal	Festivals	Training for cultural and creative professionals
Free Keyword(s)	Contextual Art Practices, Permaculture, Duncan's Family Heritage, New European Bauhaus, Local Communities Engagement, Commons, Publishing, Exhibition, Capacity building, Public Space					

Change Creators. Innovative business models for the non-urban creative sectors.

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100175	Change Creators	199,975

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	FUNDACJA ALTERNATYWNYCH INICJATYW EDUKACYJNYCH	PL
PARTICIPANT	GU VENTURES AB	SE
PARTICIPANT	LATVIJAS LAUKU TURISMA ASOCIACIJA LAUKU CELOTAJS	LV
PARTICIPANT	OPERA SOCIETA COOPERATIVA SOCIALE ONLUS SOCIETA COOPERATIVA PER AZIONI	IT

Compendia

The project answers the need of supporting the competitiveness and economic potential of the local, alternative cultural and creative places (ACaCPs) located outside large cities, on sparsely populated, non-urban areas.

The main aim of the project is to contribute to innovation, sustainability and resilience of the ACaCPs through discovering, testing and introducing new business models and audience development models.

The 27th months long project has four main phases (1. Analysis and Preparation; 2. Developing, Testing & Creating; 3. Valorisation & Dissemination; 4. Exit Strategy) and the following key activities and outputs:

- Mapping existing business models and audience development strategies applied in 4 Partner countries, concluded in 4 national reports and recommendations.
- Developing strategy for local pilot works and initiating local pilot works aiming at delivering dedicated support for chosen 8 alternative cultural and creative places operating on sparsely populated areas.
- Implementing local pilot works, including needs analysis, developing business and audience development strategies and organizing creative events in cooperation with experts; testing and evaluating them.
- Publishing multilateral report—Handbook of good practice and recommendations, 5 language editions.
- Developing, testing and evaluating 1-2 days long regional training courses.
- Completing 3 national and European, international conferences accompanied by creative activities.
- Developing an Exit Strategy for the Partnership.

Project includes 4 Partners meetings and transversal dissemination, evaluation, management and quality control.

The partnership circle includes 4 partners from 4 countries in Northern, Middle and Southern Europe, representing 4 non-governmental organizations (NGOs) of various experience and expertise. The Partnership was built on the basis of preparatory meetings, learning each other aims and strategies, joint interests and complementary profiles of the Partners.

Objective	Competitiveness and innovation		
Priority(ies)	International dimension	Audience engagement	
Sector(s)	Craftwork	Decorative arts	Intangible cultural heritage
Proposal Keyword(s)	Capacity building	Audience development	
Free Keyword(s)	alternative cultural and creative places, sparsely populated, non-urban areas		

BriDJing Womxn: Building an EU cross border mid-career development programme for women and non binary artists in the electronic music industry

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100176	briDJing	199,999

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	NOTRE CULTURE D'ABORD	TN
PARTICIPANT	AFRICOLOR	FR
PARTICIPANT	QENDRA TULLA	AL

Compendia

BriDJing is a project that promotes women and non-binary persons who are mid-career artists in the electronic music scene. BriDJing is an “acronym” that emphasizes the importance of building bridges and co-operation to reduce gender inequalities and celebrate gender equality, diversity and inclusion in the music industry in Tunisia, Albania, France. The project will develop a career development programme for mid-career level artists in the electronic music industry including musicians with digital sounds practices, electronic music producers and women and gender minorities artists who aspire to develop their skills in the electronic music production. The project aims to select 36 artists from Tunisia, France and Albania to participate in the programme. The project will also design a toolkit for artists and professionals on how to promote gender diversity, equality, and inclusion in the electronic music industry.

Objective	Competitiveness and innovation					
Priority(ies)	Audience engagement			Social Inclusion		
Sector(s)	Music	Intangible cultural heritage		Digital arts		
Proposal Keyword(s)	Training for artists	music	Training for cultural and creative professionals	Audience development	Capacity building	Creative industries
Free Keyword(s)	Promoting women and gender minorities talents in the Music and electronic music industry, equal opportunities, gender diversity, inclusive and conscious mobility of artists and work					

Residencies On the Move

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100188	ROM	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	LE JOLI COLLECTIF	FR
PARTICIPANT	LA BALSAMINE	BE
PARTICIPANT	SANTARCANGELO DEI TEATRI	IT

Compendia

The ROM network - Residencies on the Move - is the result of a cooperation between three European structures - the Théâtre de la Balsamine (Schaerbeek / Belgium), the Santarcangelo Festival (Santarcangelo / Italy) and the Théâtre de Poche (Hédé / France) and three International venues – the Grütli (Geneva / Switzerland), the Théâtre Périscope (Québec / Canada) and the Théâtre Prospero (Montréal / Canada) - with the aim of improving the conditions of residency and innovating in terms of mediation.

The ROM partners realize that it is often complex to create links with "active" people when they are not already spectators, but also that artists are more and more often involved in artistic projects whose creation conditions require them to leave theaters. Thus, we have imagined jointly, based on a sharing of experiences and expertise, the rubbing of artists and inhabitants within companies, youth homes, indoors or outdoors, allowing to stimulate citizenship, integration, and creativity.

This network is based on the sharing of good practices, know-how and experiences in each structure. With this in mind, the partners are now experimenting with new ways of creating in their territories. In addition to inventing new shared practices, this project contributes to the emergence of a new generation of artists for the performing arts in Europe, concerned with current societal issues on a continental scale, by creating opportunities for meetings between professionals, artists and European public opinion.

Joint projects are under construction. A white book on residencies will be produced, in order to share the reflections with as many people as possible. This white book will be made after interviews of the twenty-odd artistic teams artists supported by the 6 ROM members during these two years and the results of a symposium with the full teams of each partner.

Objective	Competitiveness and innovation
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Priority(ies)	International dimension
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Sector(s)	Dance	Theatre
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Proposal Keyword(s)	Organisation of the mobility of cultural artists and works	International dimension	Capacity building
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Free Keyword(s)	Performing Arts, Residencies, Innovation, Circulation, Social connections
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BlueTour - Enhancing creative and cultural sector and sustainable tourism in coastal regions

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100189	BlueTour	199,304

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	SINEGLOSSA	IT
PARTICIPANT	LATRA EE	EL
PARTICIPANT	LATRA INNOVATION LAB	EL
PARTICIPANT	MUNICIPIO DE FARO	PT

Compendia

BLUETOURL is aimed at enhancing the capacity of grassroots cultural organisations and emerging creative practitioners to become a key stakeholder in the development of sustainable cultural tourism in 3 nascent coastal areas along the Mediterranean Sea (Ancona-IT, Lesvos-GR, Faro-PT). The objectives are to equip creative practitioners in the 3 Mediterranean countries targeted with 21st Century competences in the cross-over between blue innovation and sustainable cultural tourism, that will enable them to produce solutions and raise-awareness on sustainable consumption patterns and environmentally-friendly practices from the local tourism industry, the cultural sector and communities, that contribute to the protection and resilience of the 3 Mediterranean coastal areas. BLUETOURL's expected result is a public awareness campaign, which addresses the challenges faced by threatened Mediterranean coastal areas, and enhances their cultural tourism by contributing to their environmental protection and sustainable development. To generate the campaign, artists, policymakers, tourism developers, environmental experts and local communities, will engage hands-on in socially-engaged arts activities, and will co-create (i) community-generated guide maps that tourists can use to experience the blue heritage of the 3 coastal areas (ii) artworks that convey the uniqueness of local coastal cultural heritage and advocate for the adaptation of environment-friendly practices from the tourism industry, cultural sector and local businesses (iii) and a handbook providing targeted stakeholders and audiences with the needed resources to transfer the BLUETOURL methodology to other coastal areas at national and EU levels. BLUETOURL will benefit 50 Mediterranean artists, 250 diverse and gender-balanced citizens (including people with disabilities, minorities and refugees), while more than 1 million people across 3 countries will be reached through the awareness campaign.

Objective	Competitiveness and innovation	
Priority(ies)	Green deal	Social Inclusion
Sector(s)	Graphic arts / Design	Painting, drawing
Proposal Keyword(s)	Sustainable cultural tourism	New European Bauhaus
Free Keyword(s)	coastal regions, blue innovation	

Replay

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100198	Replay	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ORBE	FR
PARTICIPANT	COMUNE DI BASSANO DEL GRAPPA	IT
PARTICIPANT	HOLONIC SYSTEMS OY	FI
PARTICIPANT	STICHTING INTERNATIONAL CHOREOGRAPHIC ARTS CENTRE	NL

Compendia

Replay is a European fabrique of innovative participatory experiences combining dance, gameplay and digital media, allowing European citizens to share playful performative experiences and replay them. These experiences will unfold on the occasion of the 2024 Olympics in Paris and after. "Replay" explores the rules and mechanisms of the "game" that allows the performance and how they engage participatory audiences to design innovative collective experiences with a high replay value.

We aim to allow diverse and mixed audiences to share joyful moments in the public space; also to contribute to social cohesion by mixing diverse audience (ages, genders, cultures,...); and to attract a large audience by designing an innovative "replay value".

Activities : Constitution of creation teams combining artists from different European countries and creation fields. Implementation of a common platform supporting digital interactive media used for mediation and immersion. Creation of inclusive, participatory and playful experiences engaging the body through offscreen interactive media. Broadcasting the performances during events or massive connected experiences. Dissemination through open creation tools, training workshops, publications, conferences and videos.

Beneficiaries : 10 choreographers, 10 game-designers, 10 digital artists, 250 culture professionals, young audience (5 000), older audience (5 000), non specific audience (100 000)

Expected results : Installing a new format of cultural experience mixing dance, gameplay and digital media. Attracting new audiences to dance. Spreading European culture and values of universalism and freedom, through transnational major events gathering thousands of participants.

Type and number of outputs to be produced : 4 "Replay" creations, 50 small events, 5 major events, One major transnational event involving several thousands of participants, One unique mobile app, accessible for all European citizens and targeting 100k users.

Objective	Transnational creation and circulation		
Priority(ies)	Audience engagement		
Sector(s)	Dance	Digital arts	Music
Proposal Keyword(s)	Audience development	dance	
Free Keyword(s)	Gameplay, Digital Arts, Music, Participatory, Performance		

Storytooling : une méthode d'inclusion des jeunes sans-emploi par le patrimoine post-industriel - un laboratoire de création de nouveaux récits patrimoniaux

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100202	Storytooling	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	AGENCE DE DEVELOPPEMENT ET DE RESERVATION TOURISTIQUE A D R T DU PAS DE	FR
PARTICIPANT	CENTRE D'INNOVATION ET DE DESIGN AU GRAND HORNU	BE
PARTICIPANT	CENTRE INTERNATIONAL DE TUNIS POUR L'ECONOMIE CULTURELLE NUMERIQUE	TN
PARTICIPANT	EUROPIMPULSE NETWORK	ES
PARTICIPANT	UNIVERSIDADE DE EVORA	PT

Compendia

Comment les jeunes sans-emploi des villes de patrimoine post-industriel et rural peuvent-ils devenir des ambassadeurs de nouveaux récits patrimoniaux sur leurs territoires et prendre part à leur développement, grâce à une démarche design collaborative pluridisciplinaire et expérimentale ?

Le projet Storytooling vise à fédérer une vision européenne de l'insertion des jeunes en difficultés autour du patrimoine post-industriel. Il s'inscrit dans une logique d'innovation et d'inclusion par l'expérimentation d'un laboratoire transnational qui développera de nouveaux outils, compétences et méthode pour l'inclusion des jeunes sans-emploi et/ou déscolarisés et créera des parcours d'inclusion sur-mesure pour ces jeunes.

Sous l'impulsion de l'Année européenne de la Jeunesse de 2022 et du Nouveau Bauhaus Européen, ce laboratoire ambitionne de créer de nouveaux récits patrimoniaux élaborés par les jeunes. Pour opérer, le projet sélectionnera un pool de créatifs européens aux expertises plurielles qui accompagnera 75 jeunes dans la démarche design et la co-création de 5 prototypes culturels et touristiques. Le but est de permettre aux jeunes de se réappropriier le patrimoine par l'expérimentation et la diversité.

En partageant nos compétences transdisciplinaires, le projet luttera contre les inégalités sociales et territoriales, et assurera la transmission des patrimoines aux générations futures. Il est un outil pour accompagner les territoires vers la transition des secteurs culturel, créatif et touristique qui sont des leviers du développement économique et social. Ce laboratoire s'empare des problématiques actuelles du tourisme culturel, dont celle de la revalorisation de l'attractivité touristique auprès des jeunes du territoire.

Ainsi, nous souhaitons expérimenter un mode de mise en relation des jeunes au territoire qui se décline en une expérience de terrain, une approche multidisciplinaire et intersectorielle, et une valorisation du patrimoine post-industriel et rural.

Objective	Competitiveness and innovation		
Priority(ies)	Social Inclusion		
Sector(s)	CH - Historical sites and buildings	Intangible cultural heritage	Graphic arts / Design
Proposal Keyword(s)	Integration of unemployed young people		
Free Keyword(s)	design, cultural heritage, cultural tourism, post-industrial heritage		

Sub_Bar

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100208	Sub_Bar	197,750

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	SPAGGIARI FRANCESCO	DE
PARTICIPANT	Faculdade de Psicologia da Universidade de Lisboa	PT
PARTICIPANT	LIU WEN	AT

Compendia

The Sub_Bar cooperation project aims to launch a ground breaking musical ecosystem for deaf and hard of hearing (DHH) people based on sub-frequencies instead of sound. It is based on an integrated solution of music education, music management and event production.

Unlike other initiatives in this field, Sub_Bar promotes music and artists who work exclusively with sub-frequencies (from 1hz to 150hz), creating sounds that can be felt throughout the body: the music produced is meant for the sense of feeling and not for our hearing. The solution offered involves musical training of 15 DHH artists in the cities of Berlin, Lisbon and Vienna during a two-month course. At the end of each course, there will be a final event in each city in which the students will perform alongside well-known hearing artists. The music courses are organized and implemented by Eufonia, an interdisciplinary platform for the relationship between science, art and culture, and Studio M.A.R.S., a multidisciplinary collective specializing in the synthesis of music, arts, design, science, and technology. In addition to music education, a music management and booking agency will be established to organize further performance, and ensure the continuity of the project by exporting the concept to other European cities. DHH people will be hired in this agency to ensure their access to this still exclusive industry. The Sub_Bar project will be accompanied by a scientific study developed by the Faculty of Psychology of the University of Lisbon (FPUL) and later published in open access. The study will explore how DHH people learn music through sub frequencies.

Subwoofers and haptic technologies will be used as the main instruments to enable DHH people to perceive sound. Within our project, communication between hearing and non-hearing people plays a central role and will always be facilitated by local sign language interpreters. As such Sub_Bar also promotes inclusion as a task and opportunity for us all.

Objective	Competitiveness and innovation		
Priority(ies)	Audience engagement		Social Inclusion
Sector(s)	Music	Other	Art in public space
'Other' sector(s)	Capacity-Building		
Proposal Keyword(s)	Integration of disadvantaged groups	Capacity building	Audience development music
Free Keyword(s)			

CONNECT - a Tenso project for the professional choral world

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100210	CONNECT	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	TENSO NETWORK EUROPE	NL
PARTICIPANT	CHAMBER CHOIR IRELAND	IE
PARTICIPANT	ENSEMBLE AEDES	FR
PARTICIPANT	FUNDACAO CASA DA MUSICA	PT
PARTICIPANT	HELSINGIN KAMARIKUORON KANNATUSYHDISTYS RY	FI
PARTICIPANT	HRVATSKA RADIOTELEVIZIJA	HR
PARTICIPANT	MUSICATREIZE MOSAIQUES	FR
PARTICIPANT	RUNDFUNK ORCHESTER UND CHORE GGMBH	DE
PARTICIPANT	SIHTASUTUS EESTI FILHARMOONIA KAMMERKOOR	EE
PARTICIPANT	STICHTING CAPPELLA AMSTERDAM	NL

Compendia

The CONNECT project will involve all those working in the professional choral sector, both on and off stage. With this project we aim to question and promote positive change in the working culture of the choirs, providing meaningful training opportunities for young professional singers and conductors and fulfilling the choirs' potential to have a bigger impact in society as professional communicators. A key part of CONNECT will be the internships for young singers and conductors, where they will experience the working life of the top European professional choirs, while reflecting together with the organisations about what motivates them and makes them belong. The sharing of the process of the intensive internships will happen at a new, digital and user-friendly CONNECTspace where the general audience will follow the ventures of these new ambassadors for choral music. In parallel, we will develop a series of online courses for choral musicians with themes like digital connection, leadership and connection to society.

The in-person exchange between the partners, interns and the outside world will happen at two hands-on international conferences – MERGE and TRAMPOLINE. Showcasing the artistic results of a choir workshop that joins together the singers and conductors supported in these two years, CONNECT will culminate in a celebratory event.

Objective	Competitiveness and innovation			
Priority(ies)	International dimension		New technology	
Sector(s)	Music	Other		
'Other' sector(s)	Post-graduate learning			
Proposal Keyword(s)	music	International dimension	Organisation of the mobility of cultural artists and works	Training for cultural and creative professionals
Free Keyword(s)	music, choir, organisation, new music, training, internships, online, connection, belonging, sharing, international exchange, change, work culture, workshop, conference, trampoline, merge, singer, conductor, audience			

European Circular Online Museum

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100215	EU COM	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	COMPARATIVE RESEARCH NETWORK EV	DE
PARTICIPANT	COTA ONG	FR
PARTICIPANT	IL SALONE DEI RIFIUTATI - SOCIETA COOPERATIVA SOCIALE	IT

Compendia

The European Circular Online Museum aims to create a European community for individual and small-scale upcycling artists and designers who are engaged in promoting circular lifestyle, environment protection and social involvement and who need support for improving their visibility and their social and entrepreneurial skills. The Circular Online Museum is a web based platform including virtual spaces for learning, good practice sharing, exchanging materials and methods, virtual exhibitions offering a higher visibility for the artists and their work and a guide for good practices.

The creation of the platform is supported by the following outputs:

- 1- A collection of good practices in community building, social and environmental engagements, gathered directly from upcycling artists and designers
- 2- A series of capacity building training materials based on good practices and on the needs of upcycling artists and designers.
- 3- A collection of upcycled artworks and upcycling artists and designers's profiles targeting a larger public of users and potential purchasers.

The EU COM's 2 main target groups are: :

- artists and designers engaged in upcycling and circular lifestyle promotion;
- a wider public of potential purchasers of upcycled art and design.

A special attention will be paid during the entire project on the inclusion of people with disadvantaged situations and on maintaining gender balance.

The EU COM consortium is composed of 3 partners with complementary skills linked to capacity building, needs assessment, upcycling art techniques, art curation, web design.

Objective	Transnational creation and circulation					
Priority(ies)	Audience engagement			Annual Priority		
Sector(s)	Craftwork		Decorative arts		Fashion design	
Proposal Keyword(s)	Capacity building	Design and applied arts - Culture	Digital	Green deal	Sustainability	Training for artists
Free Keyword(s)	upcycling art, circular lifestyle, online community building, sharing, co-creation, social inclusion					

Boosting opera Theaters to Environmental Renaissance Fostering creative writing Learning with Young students (towards sustainability)

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-2	101100216	BUTTERFLY	999,343

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	FONDAZIONE TEATRO COMUNALE DI MODENA	IT
PARTICIPANT	AGENZIA PER L'ENERGIA E LO SVILUPPO SOSTENIBILE ASSOCIAZIONE	IT
PARTICIPANT	CULTURE & MEDIA AGENCY EUROPE	BE
PARTICIPANT	HEIMSPIEL GMBH	DE
PARTICIPANT	OPERA BALTYCKA W GDANSKU	PL
PARTICIPANT	OPERA BOX RY	FI

Compendia

Opera is one of the most ancient & conservative performance arts. It was born in the EU in the 17th century and its main features, magnificence and lust, have been kept during its evolution. Nevertheless, in a world growing more and more affected by climate change at an alarming rate, waste is no more a synonym of lust, and even opera has the moral duty to contribute to the general efforts towards a greener way of life. Butterfly aims to make opera production and theatres sustainable and environment-friendly, by filling in the green practices' void related to opera production and circulation. At the same time, it will increase the competitiveness and the economic potential of the cultural and creative sector.

Butterfly will be run for 36 months by 6 organizations from 5 different EU countries: 3 Opera theatres from IT, FI and PL; 1 DE digital agency specialized in video & virtual reality productions & interactive media; 1 BE leading creative industry agency experienced in communication, dissemination and audience development in an EU context, 1 Italian sustainable development agency with international experience. This special working team will build an innovative and sustainable business model based on transnational mobility, technological innovation and the social inclusion of different target groups.

The main activities will be the co-creation & co-production of a sustainable opera from the opera commission to the public attendance and the sharing of the sustainable practices experimented. The creative process will start by involving youngsters from local high schools in webinars on sustainability and creative writing. Each national group of students will produce a story, and a creative panel will choose the best one. 3 composers (lyricists and musicians) will be selected to work on the libretto of the sustainable opera, which will be staged by the partner theatres. Finally, wide dissemination & networking will allow to share the project's results at Eu level.

Objective	Transnational creation and circulation		
Priority(ies)	New technology	Green deal	
Sector(s)	Theatre	Opera	Music
Proposal Keyword(s)	opera		
Free Keyword(s)	Sustainable opera&Environment. O carbon opera. Low latency online music performance. Circular economy in performing arts. Performing Arts and New European Bauhaus. Performing Arts & Green Deal		

Inspiration Forum LAB – Interdisciplinary art co-production program

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100217	IF LAB	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	DOC.DREAM SERVICES SRO	CZ
PARTICIPANT	IMAGINARIUM	SK
PARTICIPANT	ZAVOD ZA KULTURO, UMETNOST IN IZOBRAZEVANJE KERSNIKOVA	SI

Compendia

Inspiration Forum LAB (“IF LAB”) is an interdisciplinary art co-production program dedicated to instigating innovation in art production and thus allowing European art to hold an important role not only in raising awareness about climate change but also in exploring imaginative forms of responding to it. It is created with the aim to combine the scientific and artistic language to find ways of expression that could communicate knowledge on one of the biggest challenges facing European society, the climate change, to audiences beyond the boundaries of each of these two worlds. Thus, an integral feature of the program is interdisciplinary collaboration between participants with backgrounds in arts, technology, natural and social sciences. Over the course of four years, altogether 18 European artists and researchers will work in interdisciplinary teams to create 6 multimedia research-based art projects focusing on issues linked to climate change. They will participate in an innovative, tailor-made research and co-production program consisting of lectures, workshops and mentoring sessions designed to assist the interdisciplinary teams to develop and create new multimedia art projects reflecting their own research. The program is designed by three consortium partners: DOC.DREAM (CZ), Imaginarium (SK) and Zavod Kersnikova (SI) and builds on their specific strengths, know-how and experience, which includes building important cultural platforms, holding expert lecture programs, developing innovative training programs, as well as co-producing, presenting and distributing contemporary art.

Objective	Transnational creation and circulation		
Priority(ies)	Green deal	International dimension	
Sector(s)	Film / video arts	Graphic arts / Design	
Proposal Keyword(s)	Green deal	International co-production	Works of art
Free Keyword(s)	interdisciplinary collaboration, capacity building		

Music in the circle

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100218	MiC	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ASSOCIAZIONE CULTURALE DARSHAN	IT
PARTICIPANT	BABEL ARTS MANAGEMENT DOO BEOGRAD PALILULA	RS
PARTICIPANT	MEDIAEVENT SZOLGALTATO KFT	HU
PARTICIPANT	SKANUMAJA	LV
PARTICIPANT	SOUNDSNICE B.V.	NL

Compendia

The project MUSIC IN THE CIRCLE aims to create a dynamic international network of musicians, cultural operators, cultural centres, festival and music venues with regular musical programming throughout the year. The project will seek to exchange good practices and competences between partners and disseminate the experiences in the context of the final event to be held in Catania, Italy. The partnership will be composed of four European organisations operating in Italy, Hungary, Latvia and the Netherlands, and one partner in Serbia. The project foresees two parallel cooperation paths: one managed by and addressed to cultural operators and professionals of the music industry, operating music venues or festivals; another one managed by and addressed to musicians.

The project will include four parallel transnational meetings of cultural operators during the artistic residencies, in which the network itself will focus some of the present issues that the musical sector has to face nowadays. The results of these analysis and creations, such as audio and video products and researches, will be presented to an international public of cultural and music operators, musicians and professionals, in a multiplier event, a music Expo, that will take place in Catania. The Expo, enriched with a music program of live concerts and conferences, will attract the attention of the music sector and the audience worldwide. MiC OPEN ORCHESTRA will be composed of a core group of six musicians. The core group will tour across the partner nations and meet three local artists in five co-creative residencies. The aim of their collaboration is to develop a repertoire and transform human and cultural diversity into inclusion, as an opportunity to learn and to enrich the individual artistic experience, that will end with a live performance in each venue or festival. All the songs produced will be published on a digital distribution platform, an opportunity for visibility and income.

Objective	Transnational creation and circulation	
Priority(ies)	International dimension	Audience engagement
Sector(s)	Music	Intangible cultural heritage
Proposal Keyword(s)	music	
Free Keyword(s)	cooperation, mobility	

Yderst Europe - Facing the Ocean. Portrait of the European coast

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100220	YE	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	VESTERALEN REGIONRAD	NO
PARTICIPANT	COMMUNE DE CORBEIL ESSONNES	FR
PARTICIPANT	RENEGADES	BE

Compendia

YDERST EUROPE - Facing the sea. A portrait of the European coast. Yderst Europe (YE) is a synchronized multilateral initiative that strengthens insight and promotes new solutions regarding Europe's transactions with the ocean and EU's future management of resources.

YE is a creative, documentary, multidisciplinary project that brings forward knowledge and insight from our European coastline to the general public through the ancient art of storytelling, paired with innovative AR and Social Media technology. Never before has so few of us lived in nature. Never before has it been more important to understand nature and our place in it. By 2050, 82 percent of Europe's population will live in a European city.

YE aims to raise awareness about the ocean in the general public, especially in urban areas. The ocean is a common European denominator, and it does not consider borders. The ocean is the place of great connections and transactions of energy and resources. At the same time, our coastline is the home of the resilient coastal culture, where insight and knowledge about living in and with nature has been inherited for generations. We believe this immaterial heritage to be a very potent and potentially fruitful combination in order to bring continuity, knowledge and perspective to the conversation about shaping our future, and a potentially fruitful approach towards our future management of resources.

We believe that our youth needs and have a right to claim their heritage and implement the knowledge of their ancestors in their skillset. YE brings testimonies, information and ancient knowledge to the general public, especially towards youth. Through a photojournalistic approach we gather concise reports, visual material such as photography and films and findings. In line with The European Green Deal, the New European Bauhaus and Horizon Europe, YE co-creates, adopts and disseminates more environment-friendly practices. YE prioritizes raising awareness about Europe's use of resources and promoting insight about European practices, history and values.

Objective	Transnational creation and circulation		
Priority(ies)	Green deal		
Sector(s)	Graphic arts / Design	Photography	Intangible cultural heritage
Proposal Keyword(s)	Green deal	Visual arts - Culture	
Free Keyword(s)	Photography Heritage Coastal culture Ocean Emission Energy Sustainability Storytelling Diversity Common European History New digital media Nature Portrait Art Text Report Photojournalism Technology		

PROtotype for Sustainable residencies in PERipheries

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100221	PROSPER	199,998

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	LOOP ASTIKI MI KERDOSKOPIKI ETAIREIA	EL
PARTICIPANT	COMPANY FOR THEATRE AND FILM PRODUCTION PERIPETIJA DOOEL SKOPJE	MK
PARTICIPANT	EHO ANIMATO	RS
PARTICIPANT	KULTUR NEUDENKEN UG	DE
PARTICIPANT	ZDRUZENIE LOKALNA AGENCIJA ZA RAZVOJ STRUGA	MK

Compendia

Peripheries are places of solidarity that partners in PROSPER aim to explore by creating connections between environmentally vulnerable regions, through a series of transnational cultural collaborations. The main priorities are to engage artists and local communities in two regions with major environmental significance; namely the island of Evia in Greece that suffered destructive wildfires in 2021, and Lake Ohrid in N.Macedonia, which has suffered degradation due to human activity endangering its endemic importance. Both regions are affected by COVID, where culture and tourism workers are searching for a way forward to sustainable and inclusive futures.

The objectives are to contribute to the development of models of transnational collaboration that would enable stronger connections between European artists and organizations, diversified audiences as local communities and sustainable cultural tourism sectors; as well as enhance capacity building for diversity driven project management for grassroots organizations. PROSPER involves 5 partner organizations, 6 associate partners and more than 40 participants who will together create residencies, collective and mutual learning experiences between artists & local audiences, transnational co-productions in performing & visual arts, capacity building training for cultural and tourism workers and a prototype of sustainable and inclusive residencies in peripheries.

The expected results are enhanced international cultural collaboration, methodologies of integrating environmental issues into artistic practice, stronger collaboration between art and tourism, empowered local audiences, visibility of European artists, and stronger capacities for more impactful projects that enable sustainable and inclusion driven project management.

The outputs are 2 residencies, 1 prototype, 2 1-day festivals, 2 co-production performances, 1 exhibition, 1 audiowalk, 2 publications, 12 workshops, 5 capacity building trainings, 10 presentations.

Objective	Transnational creation and circulation					
Priority(ies)	Green deal			Annual Priority		
Sector(s)	Art in public space		Theatre		Other	
'Other' sector(s)	sustainable cultural tourism					
Proposal Keyword(s)	International co-production	Sustainability	Sustainable cultural tourism	Capacity building	theatre	Exhibition
Free Keyword(s)	Artistic residencies, endangered environments					

Music Tech Europe Academy

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-2	101100232	MTE Academy	786,209

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	MUSIC INNOVATION HUB SPA IMPRESA SOCIALE	IT
PARTICIPANT	ASSOCIACIO BARCELONA MUSIC TECH HUB	ES
PARTICIPANT	MEDIA DEALS UG (HAFTUNGSBESCHRÄNKT)	DE
PARTICIPANT	MOUSIKES EKDILOSIS SYNTONISMOS ORGANOSI	EL
PARTICIPANT	TECHNOPORT SA	LU

Compendia

The Music Tech Europe Academy is a pan-european acceleration scheme for music-tech innovators, startups, young entrepreneurs and SMEs with mentorship from music industry experts, experienced founders of music-tech companies, managers of successful enterprises in vertical sectors and investors coming from several and diverse European countries. The Academy, headquartered between Milan, Berlin and Luxembourg, and with two dissemination partners in Athens and Barcelona, will involve 10 to 12 startups per year (for three years) in a comprehensive online mentoring program, two hybrid events (one kick-off and one conclusive), providing them with international networking and investment opportunities.

Objective	Competitiveness and innovation
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Priority(ies)	New technology
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Sector(s)	Music
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Proposal Keyword(s)	Capacity building	Digital	International dimension	music
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Free Keyword(s)	Technology, Investments
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Care Ecologies in Europe's South

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100242	Care Ecologies	198,652

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	IDRYMA GEORGIOU KAI ARISTEAS MAMIDAKI	EL
PARTICIPANT	IDENSITAT ASSOCIACIO D'ART CONTEMPORANI	ES
PARTICIPANT	STO, KAKO I ZA KOGA	HR

Compendia

“Care Ecologies” is a network based, multifaceted project between partners from Greece, Croatia and Spain active in the fields of production of art works, promotion of contemporary art among domestic and international art audiences, fostering a robust relationship between contemporary artistic practices and social space, through research and education.

During a period in which the COVID-19 pandemic has placed care at the forefront of conversations internationally, the project focuses on the need to collectively re-draw the rules and processes of cultural making as a collective radical act of care.

The methodology that was opted for the project “Care Ecologies” targets at establishing a close cooperation in Europe's south, between artists, curators, thinkers, researchers and other cultural actors through transdisciplinary programmes. The proposed project is committed to integrating with the national social and cultural life, while also maintaining a strong international focus. The philosophy behind this project is to increase the opportunities for international collaborations, professional development and production of care oriented residencies.

The project manifests this mission through a coherent and complementary set of working packages that apart from the management/coordination and communication/dissemination activities, they also include capacity-building activities (residencies), networking and knowledge-sharing and artistic and creative expression actions that they are all dedicated to creating platforms for conversation, research, learning and artistic creation.

In this regard, the circulation of artists and works, the increased access to and participation in cultural and arts activities, as well as audience engagement and development, is expected to contribute to the activation of a more sustainable arts public space.

Objective	Transnational creation and circulation
Priority(ies)	Audience engagement
Sector(s)	Other
'Other' sector(s)	Visual Arts
Proposal Keyword(s)	Sustainability
Free Keyword(s)	The project reclaims care as an important strategy applicable in wider social contexts, care as solidarity and sustainability, care as a building capacity for the well-being and education with care

First Europe - Contemporary Interpretation of European Prehistoric Heritage

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100244	FIRSTEUROPE	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	Y CSOPORT KULTURALIS EGYESULET	HU
PARTICIPANT	DRUSTVO SA OGRANICENOM ODGOVORNOSCU ZA RAZVOJ TURIZMA UPRAVLJAC	RS
PARTICIPANT	ECCOM CENTRO EUROPEO PER L'ORGANIZZAZIONE E IL MANAGEMENT CULTURALE -	IT
PARTICIPANT	PRO PROGRESSIONE KULTURALIS NONPROFIT KOZHASZNU KFT	HU

Compendia

FIRST EUROPE is rooted in the need to bring prehistoric archaeology closer to contemporary audiences by placing a unique European heritage in a new context. The project aims to encourage transnational learning about cultural heritage and use art as a mediator to address issues in prehistoric life that are relevant today.

Under the Artistic Leadership of two directors and a composer, the project will support the re-imagination of three main themes: human impact on environment; rituals; arts. These themes will serve as the basis for three different creative frameworks for live performances - in the genre of opera - with some common narrative roots.

The final choreographies of the performances will be developed during the so-called Opera Hackathons, involving selected artists as participants. The concept is the following: after the development of frameworks during the residency, the choreographies will be finalised during an intensive process of co-creation with the local artists. Project use "opera" as a structural guideline for the performances, and "hackathons" as an analogy for the intense co-creation process.

We will select twenty artists throughout a well-planned creation process. This will include the organization of an artistic residency and testing in Serbia, as well as a series of capacity building workshops in all partner countries. The final outcome of the project will be the three hackathons in Belgrade, Budapest, and Rome, each of them closed by a live performance open to the audience.

The Project will focus on the elaboration of strategies for audience development, focused on community involvement.

The Project is to be carried out by four partners from three countries: a museum and archaeological heritage site from Serbia; three different non-profit organizations with a solid background in European cultural projects, and heritage interpretation, one from Italy and two from Hungary; and an Artistic Leadership representing the three partner countries.

Objective	Transnational creation and circulation		
Priority(ies)	Audience engagement		
Sector(s)	Theatre	CH - Historical sites and buildings	Opera
Proposal Keyword(s)	Cultural heritage - Culture		
Free Keyword(s)	archaeology, performing arts, cultural evaluation, heritage interpretation		

Tech 4 Heritage

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100253	T4H	199,998

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	THE FACTSTORIES	FR
PARTICIPANT	CONNECTING ARCHAEOLOGY AND ARCHITECTURE IN EUROPE	IE
PARTICIPANT	REFERENCIA PICTORICA UNIPESAOAL LDA	PT
PARTICIPANT	UNIVERSITA DEGLI STUDI DI ROMA LA SAPIENZA	IT

Compendia

Digitisation of heritage has become a priority because our heritage is increasingly at risk. We have recently seen terrorist organizations attacking world heritage to threaten the whole civilized world. Climate changes like the rise of temperature or soil salinisation also has dangerous effects on heritage that can globally and permanently damage monuments.

IT tools have made digitisation easy. As European pioneers in 3D and with a wide range of experience in its application, T4H consortium members will combine their skills to create an innovative model for urgent action in favour of endangered heritage. This model can be replicated wherever needed: Ukraine, Sudan, Afghanistan. By relying on some of the best European digital artists and technicians, T4H will demonstrate that it is possible to increase the value of cultural and heritage data, while disseminating it for free.

Most of the data collected every day in the world has a very limited scope and life span. T4H's ambition is to collect information, produce knowledge and compile works of art that can be shared at all levels of society through Europeana and the social networks, and preserved in such a way that they remain usable material for future generations.

Recent history in Iraq has made us aware of the fragility of heritage. It has also reminded us that most of the foundations of our so-called Western civilisation were born there, between the Tigris and Euphrates rivers. T4H will build cultural and creative capacity both in Europe and ancient Mesopotamia to form a data bridge between the two continents.

Sharing will be the driving principle of our action. To begin, the data we collect will be published under open licences, so that they can serve different kinds of purposes : technological, cultural, educational, scientific and artistic.

T4H is designed to last 20 months, the time to collect, process, store and valorise part of Mesopotamian heritage.

Objective	Competitiveness and innovation		
Priority(ies)	New technology		
Sector(s)	Digital arts	CH - Museum	CH - Historical sites and buildings
Proposal Keyword(s)	Cultural heritage - Culture		
Free Keyword(s)	World Heritage, Endangered Heritage, Digital Heritage, Innovation, 3D, Capacity building, International		

"Sound ExchAnges and YOU" - an itinerant festival of traditional music - 3 concerts in 3 cities with artists participating in cultural exchanges and joint performances and streamed online, and in line with this, to change the project acronym to "SEA and YOU".

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100255	SEA and YOU	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	NAPULITANATA ASSOCIAZIONE DI PROMOZIONE SOCIALE ETS	IT
PARTICIPANT	FUNDACION CAJA GENERAL DE AHORROS DE GRANADA	ES
PARTICIPANT	GOMES SILVA CARVALJO LDA	PT

Compendia

SEA and YOU – The project “Sound ExchAnges and YOU” aims at organising an itinerant music festival that promotes intercultural dialogue encouraging transnational mobility of artists. Digital technologies will be used to increase audience participation and improve their experience while avoiding unnecessary physical trips.

The project will be a tool of cultural rapprochement of the Mediterranean and European peoples to highlight the richness of the different forms of traditional music that share a common cultural heritage. The partners are associations working to promote the traditional music of their regions.

The project’s three partners will organise a program of concerts in Granada, Porto and Napoli where their respective artists will be hosted by the local partner to perform their traditional music.

The artists will interact musically, exchanging their musical traditions and original compositions. They will be hosted in local guest houses and will participate in visits organized by local guides. The storytelling of all these experiences will be on the project webpage in four languages .

The concerts, free of charge will be accompanied by explanations of the historical context and screening videos with the translated lyrics to allow the local public to understand. They will be live streamed and relaunched on the partners’ and artists’ social networks to reach the widest possible audience.

Facilities will be suitable for persons with reduced mobility and special assistance will be put in place to cater for their needs. In the final live performance in Naples a CD will be recorded as a souvenir of this fascinating music journey in the Euro-Mediterranean soul.

Objective	Transnational creation and circulation	
Priority(ies)	Audience engagement	International dimension
Sector(s)	Music	Other
'Other' sector(s)	traditional music festival	
Proposal Keyword(s)	Festivals	music
Free Keyword(s)	traditional music, artists exchanges, digital streaming, virtual audience, inclusiveness, local touristic actors	

VALUABLE WORDS / INVALUABLE OBJECTS - A collaborative artistic investigation of Ukraine and its people at home in Europe in 2023

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100262	WE SEE UKRAINE	59,954

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	TANUKI FILMS	BG
PARTICIPANT	DAVYDIUK BOGDANA	UA
PARTICIPANT	ECLECTICA D.O.O.	HR
PARTICIPANT	LVIV KOMMUNAL ENTERPRISE LVIV TOURISM DEVELOPMENT CENTER	UA

Compendia

VALUABLE WORDS / INVALUABLE OBJECTS is a collaborative visual and performing arts project, exploring the various imprints the war in Ukraine has on the Ukrainian people. We measure those imprints through three instruments – the use of language, the relation of people to objects, and the human body as an instrument for change and communication.

We base the project on previous work we have done in the field of documentary and visual art. The project has three components that will build on the experiences of ordinary Ukrainians: refugees or people who have already managed to return to their homes – or what was left of them – in Ukraine. As the project will take place over the year 2023, none of us knows what the situation will be like for Ukraine and its people, and for the rest of Europe. What we do know is, that all those misplaced people (5.2 million people by April 25, 2022, over 74000 of them in Bulgaria, 11000 in Croatia) will still be struggling in relation to their new lives and homes in new countries – or with rebuilding their homes and sense of belonging in their homeland.

Six visual artists from the three partner countries - Bulgaria, Croatia and Ukraine – will work within this framework to create two exhibitions and a performance that will reflect the situation of the Ukrainian people at the time of the project. It will be a true collaborative work, with two in person artist workshops in Sofia and in Zagreb framing the co-creative work, and a continuous online collaboration process resulting in the final exhibits in the three countries. There will be stories to tell, and the aim of our project is to connect artists – Ukrainian and local, refugees and residents – to put their hands, heads and hearts together to come up with a visual way to tell them. Our project gives the framework for this co-creative effort, and will manage its output – onto online platforms and a series of exhibitions/performances in our partner countries.

Objective	Transnational creation and circulation		
Priority(ies)	Social Inclusion	Audience engagement	
Sector(s)	Photography	Graphic arts / Design	Art in public space
Proposal Keyword(s)	Visual arts - Culture	Digital arts	Integration of refugees and migrants International dimension
Free Keyword(s)	illustration, documentary art, photography, performance, international collaboration, Ukraine		

European Itineraries of Roma Cultural Heritage

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100263	ROMHERITAGE	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	PRESENCIA GITANA	ES
PARTICIPANT	EUROPEAN ROMA INSTITUTE FOR ARTS AND CULTURE	DE
PARTICIPANT	THEM ROMANO' (MONDO ZINGARO) ORGANIZZAZIONE NON LUCRATIVA DI UTILITA'	IT
PARTICIPANT	ZNANSTVENO-RAZISKOVALNO ZDRUZENJE ZA UMETNOST, KULTURNE IN	SI

Compendia

The Project aims to establish itineraries of Roma Cultural Heritage in Spain, Italy and Slovenia. The tangible and intangible transnational cultural heritage of Roma people is present in the entire EU, so this project can be considered a small-scale pilot experience (3 member states plus a European network) that will serve as a first step for the establishment of a growing number of national itineraries. The Roma cultural heritage itineraries will give visibility to the most significant Romani cultural manifestations, and will link neighbourhoods, sites, museums and documentation, research, cultural and educational centres, which will promote the knowledge and recognition of the Romani cultural heritage.

The consortium is composed by the Project leader (Asociación Nacional Presencia Gitana from Spain) and 3 project partners: ERIAC (European Roma Institute of Arts and Culture), Epeka (Slovenia) and Associazione Thèm Romano (Italy), as well as associate partners such as Instituto Cervantes (Spain). The project will also involve a significant number of local, regional, national and European social, cultural, touristic and economic stakeholders that will take part in the itineraries.

Through the creation of a network of stakeholders, the establishment of the itineraries and the implementation of several activities and events (presentations, concerts, exhibitions, conferences, workshops...), the project aims: to preserve, promote and disseminate the diverse Roma culture and heritage, while involving actively new audiences, taking into account digital methods of content creation and dissemination; to fight against discrimination and change attitudes towards the Roma; to promote the active participation of Roma individuals, associations and companies; to enhance social inclusion, and to improve the economy and living conditions of a significant number of Roma people, by boosting the local economies and supporting sustainable local touristic and cultural development.

Objective	Transnational creation and circulation		
Priority(ies)	Audience engagement		Social Inclusion
Sector(s)	Music	Intangible cultural heritage	CH - Historical sites and buildings
Proposal Keyword(s)	Cultural heritage - Culture		
Free Keyword(s)			

European Platform for Architectural Design Competitions

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-2	101100268	ARCH-E	980,180

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	BUNDESKAMMER DER ZIVILTECHNIKER	AT
PARTICIPANT	BUNDESARCHITEKTENKAMMER BAK BUNDESGEMEINSCHAFT DER	DE
PARTICIPANT	CONSEIL DES ARCHITECTES D'EUROPE	BE
PARTICIPANT	HRVATSKA KOMORA ARHITEKATA	HR
PARTICIPANT	MAGYAR EPITESZ KAMARA	HU
PARTICIPANT	SEPA ENGINEERING GMBH	AT
PARTICIPANT	SYLLOGOS ARCHITEKTONON KYPROU	CY
PARTICIPANT	TECHNISCHE UNIVERSITEIT EINDHOVEN	NL
PARTICIPANT	UNIVERSITAT POLITECNICA DE VALENCIA	ES
PARTICIPANT	ZBORNICA ZA ARHITEKTURO IN PROSTOR SLOVENIJE	SI

Compendia

The main objective of Arch-E is to promote high-quality architectural solutions for the built environment by increasing the use of architectural design competitions (ADC) in Europe and overcoming cross border market barriers in the market for architectural services; ADC structures determined by national frameworks and traditions and due to a lack of information exchange, there is very low transnational participation. This information lack excludes many architects from participating in the (cross border) market and thus hinders competition. Small/micro-enterprises - with an above-average proportion of female and/or young architects - are particularly affected, which has a detrimental effect on their professional career. Promoting ADCs will lead to a better implementation of the Davos Declaration for Baukultur and of the New European Bauhaus in European planning and building projects on a daily basis and will help to meet the climate challenge and to improve the quality of the built environment. Main outputs are the Arch-E Map, a comparative description of national ADC systems, the multilingual Arch-E Glossary with technical terms and the Architects' Needs Report. The newly developed Arch-E online platform provides a wide-range information on ADC systems (with a special focus on consideration of Baukultur und New Bauhaus standards) and facilitates transnational participation; core element is a network of >500 architects from >20 countries, from which transnational working groups can be quickly recruited for participation in ADCs which is especially important for women and young professionals who usually have less transnational business contacts. In a White Paper we inform policy-makers about the project results and provide recommendations how the internationalisation of careers, equal treatment and the Green Deal goals can be achieved best in architecture.

Our Consortium reaches over 560,000 architects across Europe who benefit from the project results.

Objective	Transnational creation and circulation				
Priority(ies)	Green deal			Annual Priority	
Sector(s)	Architecture				
Proposal Keyword(s)	Architecture - Culture	New European Bauhaus	Capacity building	Sustainability	International dimension
Free Keyword(s)	Architectural Design Competitions, Davos Baukultur, Digitalisation				

Sustainable Cultural Tourism by Design Driven Innovation

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100274	CulturalDeTour	199,765

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ELLINIKO VRAVEIO EPICHEIRIMATIKOTITAS	EL
PARTICIPANT	ARCTUR RACUNALNISKI INZENIRING DOO	SI
PARTICIPANT	FINNOVAREGIO	BE

Compendia

According to the Creative Europe objective of "Innovation- to enhance the capacity of European cultural and creative sectors to nurture talents, to innovate, to prosper and to generate jobs and growth.," CulturalDeTour focuses on boosting innovation, sustainability and business creation through a design-driven process used to facilitate collaboration and entrepreneurship in the cultural tourism sector. Earth centred design and design-driven innovation are used as the method and process to facilitate sustainability integration and technology adoption CulturalDeTour aims to create a strong cross-sectoral and cross-national innovation network to strengthen technology and sustainability adoption in the cultural tourism sectors and improve their economic resilience, particularly during the recovery phase of the COVID-19 pandemic. With the set-up of an online platform and organisation of innovative events to connect, support, guide and facilitate entrepreneurial activities and cross-sectoral collaboration involving different regions, organisations and expertise field. Also the CDT Boost initiative aims at providing support to several cultural entrepreneurs to scale-up their activities and improve their sustainability, evolving around an EU CulturalDeTour acceleration programme. The project foresees 6 live events and happenings to boost even further Cross-sectoral collaboration and matchmaking. The main impact the project wants to generate is to provide support to cultural tourism SMEs, covering key areas such as sustainability, digitalization, innovative business models, mentoring, and entrepreneurship skills by the use of Design Driven Innovation. Partners will strategically cover these areas, acting as "thematic experts" through their intervention in live events, participation in the acceleration programme, but also with news, articles and videos for the platform and for communication purposes.

Objective	Competitiveness and innovation		
Priority(ies)	Annual Priority	Green deal	
Sector(s)	Other	Intangible cultural heritage	CH - Museum
'Other' sector(s)	Sustainable cultural Tourism (including Intangible and tangible cultural heritage)		
Proposal Keyword(s)	Sustainable cultural tourism	Cultural heritage - Culture	Intangible culture fields
Free Keyword(s)			

ECHO Academies

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100281	ECHOAc	183,222

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	INTER ALIA	EL
PARTICIPANT	ASSOCIATION FOR SUSTAINABLE DEVELOPMENT SFERA INTERNATIONAL BITOLA	MK
PARTICIPANT	CULTURE & MEDIA AGENCY EUROPE	BE
PARTICIPANT	OPEN SPACE FOUNDATION	BG
PARTICIPANT	PRO PROGRESSIONE KULTURALIS NONPROFIT KOZHASZNU KFT	HU

Compendia

“ECHO Academies” is an arts project that aims to foster young and emerging European talents in the fields of comics (in GR), fashion design (in BU), music (in MK), photography and architecture (in HU) by using heritage (Karagiozis Shadow Puppet Theater-GR, Urban Industrial Heritage of Budapest 1860-1960-HU, Traditional Folklore Costumes of Rhodope region-BU, and Ritual Songs-MK) as a means and inspiration for their work.

Given the experience of “ECHO: European Cultural Heritage Onstage”, “ECHO II: Traditions in Transition”, and ECHO III: For Memory’s Sake the project tries to tackle the issues of visibility, networking, employability and opportunities to enter the art market for new European talents. When it comes to the use of heritage as an inspirational tool, It builds on the values of the European (European Year of Cultural Heritage and its legacy, New European Bauhaus) and glocal (critical heritage discourse as expressed by Laurajane Smith) perceptions of heritage.

“ECHO Academies” attempts to: 1) Cultivate young and emerging European talents from the fields of arts and the CCS in order to enhance resilience. 2) Offer training opportunities and build capacities for artists and CCS professionals in order to improve employability. 3) Create networks between artists and CCS professionals with the art market, and 4) Promote artists and their work on the international level in order to increase opportunities and outreach.

ECHO Academies tries to benefit a) new, talented artists from European countries, with a wide geographical range, through creative work, cultivation of skills, and promotion of their work, b) CCS professionals by building their capacities and offering them training opportunities, c) micro organizations to develop pilot projects with a focus on building partnerships of cross-national cooperation and income generation.

Objective	Competitiveness and innovation		
Priority(ies)	International dimension	Annual Priority	
Sector(s)	Fashion design	Other	Music
'Other' sector(s)	Comics		
Proposal Keyword(s)	Comics	music	Fashion design Architecture - Culture
Free Keyword(s)	Connecting Artists with the Market		

HAND TO HAND

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100283	LE PALC	199,999

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ASSOCIATION LE PALC	FR
PARTICIPANT	BE A PLACE, LDA	PT
PARTICIPANT	TEATERFORENINGEN FOR HELSINGOER KOMMUNE	DK
PARTICIPANT	UDRUGA ZA KULTURU I SPORT POZITIVNA SILA	HR

Compendia

Europe is now faced with the need to initiate deep ecological and environmental changes. These mutations request from us to think about our carbon footprint and more deeply to rethink our ways of living, our choices of development. They force us to (re) connect ourselves in a different and urgent way to spaces which we inhabit and to people who live there. As a body of ideas, social ecology, used as a synonym for human ecology, envisions for instance, a world that reharmonizes human communities with the natural world, while celebrating diversity, creativity and freedom. For such an ecological transformation, we need collectively, to create the operative conditions for a possible social and sustainable transformation. Artwork in public space can for instance create and articulate this kind of meeting between people and complex issues like (social) ecology. The project brings together 4 European partners, cultural circus and performing art operators: Le Palc, a national circus centre in France, Room 100 in Croatia, Bússola in Portugal and Helsingor Theatre in Denmark. The aim is to explore the issue of sustainability through learning and experiential spaces of innovation and research for circus artists, in order to develop new capacities of initiating such a transition, transforming artistic and methodological practices in public space for sustainability. Through an itinerary of 4 exploration times and immersion residencies, Hand to Hand offers experimentation spaces with a cross-sectoral collaboration: private firms, cultural and creative industries actors, researchers in ecology and art. This process will be extended by 4 collective testing and sharing prototypes in festivals in public space an experimental approach, to test and make use with the audiences. By involving mentors, researchers and professionals, the conducted experimentations will be capitalised in the form of good practices tools, notably through publications and a web-doc.

Objective	Transnational creation and circulation		
Priority(ies)	Green deal		
Sector(s)	Art in public space	Circus arts	Intangible cultural heritage
Proposal Keyword(s)	circus arts	street art	Festivals Capacity building
Free Keyword(s)	The project through the process and the chosen activities explore the issue of sustainability through learning and experiential spaces for innovation		

Youth Art for the Earth

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100295	YAFE	199,998

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	FONDACIJA FOND B92	RS
PARTICIPANT	INSTITUT ZA RAZVOJ DRUŽBENE ODGOVORNOSTI	SI
PARTICIPANT	NOBULO CULTURE	ES

Compendia

Youth Art for the Earth will contribute to the transnational creation, circulation, skills sharing and capacity building by developing and testing a unique educational and outreach tool, and engaging young people and their communities in co-creation of public art.

Our goal in this project is to improve capacity for engaging street art that promotes inclusion and sustainability by:

- Involving up to six educators and up to six street artists in piloting an educational and outreach programme of workshops
- Engaging up to 120 young participants in workshops that build creative, critical thinking and communication skills
- Developing and testing an educational tool to promote inclusion, environmental sustainability and social responsibility which will be offered as an open-source educational tool
- Delivering six pieces of public art through a co-creative process among participating artists, young workshop participants and their communities
- Producing and promoting twelve short and one longer-form films as dissemination tools popular amongst the young audiences

Our immediate target audience are young people of secondary school age (15-21) growing up with little access to the existing cultural offering. We will collaborate with secondary schools in the banlieues of Paris, Belgrade and towns plagued by environmental pollution such as Bor or Pančevo in Serbia, and in Maribor and Ljubljana in Slovenia, to recruit the young participants for our workshops.

The presence of murals, together with the engaged and enthused groups of young people, will help amplify the discussion in the wider communities. Our reach will be additionally augmented through a communications campaign employing traditional and new media, while the murals themselves will enrich the environment and tickle the imagination of thousands of people going by each. Our films and open-source educational tool will be available to anyone wishing to replicate it anywhere in Europe and beyond.

Objective	Transnational creation and circulation					
Priority(ies)	Green deal			Audience engagement		
Sector(s)	Art in public space		Painting, drawing		Film / video arts	
Proposal Keyword(s)	street art	Capacity building	Green deal	Integration of disadvantaged groups	Integration of people of different races and ethnic origins	Integration of refugees and migrants
Free Keyword(s)	youth activism environment empowerment					

Creative 4 Democracy

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100296	Creative4Democracy	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	FONDAZIONE GIANGIACOMO FELTRINELLI	IT
PARTICIPANT	STICHTING DE BALIE CENTRUM VOOR THEATER POLITIEK EN LITERATUUR	NL
PARTICIPANT	STIFTUNG STADTMUSEUM BERLIN - LANDESMUSEUM FUR KULTUR UND GESCHICHTE	DE

Compendia

Cultural institutions today are faced with the need to continue to update their offer, while responding to questions and critically questioning changes in social behaviour in order to enable new forms of cultural participation with an innovative approach. This process includes reflecting on the cultural needs of citizens, starting with the most vulnerable including those who have suffered most from the effects of the Covid-19 pandemic. This allows for audience development and engagement strategies to be reviewed to ensure an increasingly widespread, participatory and inclusive cultural offer. The project aims to work on the development of new methodologies and tools to innovate audience engagement processes through culture and the world of performing arts. Based on the experience and expertise of three European cultural and research organisations, Creative4Democracy is designed to promote active and responsible citizenship, so that citizens have the tools and awareness to positively influence the preservation and development of democracy. The project intends to promote evolution in the tools of engagement, participation and involvement of citizens in the cultural and creative sector so that culture is perceived as a transformative vehicle of our society. The project is configured as a platform capable of promoting and generating culture through a process of co-design involving cultural institutions, citizens and artists, for the creation of an artistic performance that reflect the specific situation of the countries involved.

Objective	Transnational creation and circulation		
Priority(ies)	Audience engagement		Social Inclusion
Sector(s)	Theatre	CH - Libraries and archives	Other
'Other' sector(s)	audience engagement		
Proposal Keyword(s)	Audience development	Integration of disadvantaged groups	International co-production Social inclusion
Free Keyword(s)	cooperation, citizens engagement, marginalized audience, festivals, bottom-up		

Creative Mountains

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100297	Creative Mountains	199,771

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ZDRUZENIE PRE OCHRANU PRIRODY MACHAON INTERNATIONAL	SK
PARTICIPANT	KAZBEGI DEVELOPMENT GROUP - KAZBEGI LOCAL ACTION GROUP	GE
PARTICIPANT	NATURSCHUTZBUND DEUTSCHLAND (NABU) EV	DE

Compendia

The project brings together innovative approaches and creative people in order to facilitate inter-cultural collaboration, to support transnational mobility of artists and professionals and to promote the unique cultural heritage of rural mountain areas of Armenia, Georgia and Slovakia. It uses cultural events (esp. festivals and art expeditions), communication campaigns and digital technologies in order to foster international exchanges, cultural diversity and local development in a sustainable direction. Project activities are designed to promote music, gastronomy, crafts and other forms of intangible and tangible cultural heritage, to lure creative people (e.g. 30 bloggers and photographers) to rural mountain areas and get them inspired by local landscapes, culinary heritage, music and attractive environment. By visiting the regions and capturing their experiences creative professionals and artists will share their words and pictures with millions of people across Europe via digital media. The project will also engage and support 40+ farmers, 200+ musicians, 12+ culinary specialists, 20+ craft-masters as guardians of cultural heritage, and contribute to the development of sustainable tourism.

In addition to cultural events, the established network of partners will provide room for capacity-building of local cultural actors and stakeholders involved in rural development, improve visibility of individual areas also outside national borders and serve as a basis for further networking with similar European regions and actors. The project brings many new impulses to the existing cultural undertakings which the partners are engaged in. All partners are local leaders in its own right and mutual cooperation increases their capabilities to grow and be successful as facilitators and curators of culture in rural areas. Mutual cooperation at international level enriches the quality of life, resilience, the environment and economy of all three participating regions

Objective	Competitiveness and innovation		
Priority(ies)	Audience engagement		International dimension
Sector(s)	Photography	Intangible cultural heritage	Music
Proposal Keyword(s)	Festivals	Photography	Short stories Intangible culture fields
Free Keyword(s)			

Future Art and Science Industrial Heritage

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100300	FASIH	159,987

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	CENTAR ZA PROMOCIJU NAUKE	RS
PARTICIPANT	AKADEMIJA PRIMIJENJENIH UMJETNOSTI SVEUCILISTA U RIJECI	HR
PARTICIPANT	MUZEJ NAUKE I TEHNIKE - BEOGRAD	RS
PARTICIPANT	PRIRODOSLOVNI MUZEJ RIJEKA NATURAL HISTORY MUSEUM RIJEKA	HR
PARTICIPANT	SVEUCILISTE U RIJECI	HR
PARTICIPANT	ZAVOD ZA KULTURO DELAVSKI DOM TRBOVLJE	SI

Compendia

Art, which has always foreshadowed and foretold the new, in conjunction with scientific research and new media, can propose inspirational ways to a sustainable and reflective future of global Europe. Rijeka, Belgrade and Trbovlje, represent valuable models with their variety of economic, cultural and scientific components and features.

FASIH seeks to connect modern models of revalorisation and revitalisation of industrial heritage, which, using IT and novel technological tools, provide new approaches to promoting the value of cultural, scientific and industrial heritage, attractive to new generations of users of cultural and artistic content. FASIH focuses on the interdisciplinary art-science research of the industrial and cultural heritage by detecting, exploring and evaluating those architectural achievements and intangible processes that have marked modern history of Belgrade, Rijeka and Trbovlje. As precious reflections of outstanding architectural and technological contributions to both national, regional and European history as well as their genuine modernity, their digital transfer into audio-visual, innovative new media content proposes possible models of revitalisation that are interdisciplinary based and environmentally friendly at the same time. Narratives from documents of the industrial heritage and foreseen art-science collaborations and processes will merge into research projects (360 video, 3D printing, animation and simulations using VR, AR, XR techniques etc). Final segment of the project will be marked by exhibitions in all three cities, which will show the concluding results of two and a half year cooperation.

Objective	Transnational creation and circulation		
Priority(ies)	New technology	Green deal	
Sector(s)	CH - Historical sites and buildings	Digital arts	Film / video arts
Proposal Keyword(s)	Cultural heritage - Culture		
Free Keyword(s)	Industrial heritage, revitalisation, digitization, sustainability, art, science, research, interdisciplinarity, art-science, new media, South-East Europe, Balkans, Serbia, Croatia, Slovenia		

Network of Eastern European Design

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100305	NEED	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	WAWRZKIEWICZ MARCIN	PL
PARTICIPANT	3 PUNKTAI	LT
PARTICIPANT	PUBLIC ORGANIZATION PICTORIC	UA

Compendia

Network of Eastern European Design (NEED) is a project about visual design and communication with focus on Eastern Europe and Ukraine. The dramatic situations that the last years brought such the migrant, pandemics, and war crisis, made that one of the challenges in Central and Eastern Europe to be the rethink of the role and function of the design.

Through art and visual design as tool and vehicle, and through events the project has the ambition to develop a common practice to challenge a radical redesign in an Eastern Europe faced to multiple political and social problems. After three years, it aims also to build a network and a platform of Eastern European design events, starting with Poland, Lithuania and Ukraine by promoting a Digital Good Practice in poor communities faced to fundamental social and geopolitical challenges.

The implementation of the project will allow to introduce new values and find some answers to problems already existing on the Eastern European design scene. NEED has two main parts. The first, physical, which consists of three design conventions and festivals in Warsaw (Poland), Vilnius (Lithuania) and Kyiv (Ukraine), held in one country annually. Each of them will consist of conferences, workshops, discussions, and other activities. Through all these activities NEED will involve and engage with artists and audiences of new design ideas and methods inspired from the realities. It is foreseen to socially engage, in a sustainable and ecological design, focusing on the challenges and problems of Central and Eastern Europe and to finally develop a new approach to the design, fold on the necessities of the Eastern Europe environment.

The second part, seen also as main outcome of the project is the materialization of the resulting solutions and the information obtained from above events. An Internet knowledge website will be developed, presenting examples of engaged design, followed by a guide to good design practices and extensive information, and educational campaign addressed to European designers. Information about the project will go directly to 25,000 people within 3 years and indirectly to over 50,000 people associated with the creative sectors.

The whole project will allow to the opening and to the integration of local Eastern design scenes to and from the Western Europe, will help to solve many social and political problems and will popularize a more social approach to the design profession, e.g., ecological, participatory, and anti-discrimination values. It wants to initiate the starting point of an international network of committed design leaders from all over Europe, ready to bring professional development and new skills to the design communities, and the creation of a European network of new leaders in this domain.

Objective	Competitiveness and innovation					
Priority(ies)	Green deal			Social Inclusion		
Sector(s)	Graphic arts / Design					
Proposal Keyword(s)	Graphic arts and Design	Creative industries	Festivals	Integration of disadvantaged groups	Integration of refugees and migrants	International dimension
Free Keyword(s)	visual design, social design, political design, design events, eastern europe					

Artists for Artists Residency Network

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100309	AFAR Network	199,956

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ASOCIATIA ROMANA DE ARTA CONTEMPORANA	RO
PARTICIPANT	GOETHE-INSTITUT EV	DE
PARTICIPANT	HRVATSKO DRUSTVO LIKOVNIH UMJETNIKA	HR
PARTICIPANT	KUNSTLERHAUS GESELLSCHAFT BILDENDERKUNSTLERINNEN UND KUNSTLER	AT

Compendia

Artists for Artists Residency Network aims at improving the mobility of contemporary visual artists and curators, contributing to creating increased opportunities for women in the arts, in the four European partner regions - Romania, Germany, Croatia, and Austria. The consortium consists of the a lead organisation, from the field of contemporary art (ARAC) – Bucharest, Romania, with its three international partners - The Goethe Institute network, the Croatian Association of Fine Artists, and Künstlerhaus Vienna. An additional associate strategic partner of the project is La Kunsthalle Mulhouse which is also the Centre d'Art Contemporain d'Intérêt National de la Ville de Mulhouse, housed in the Fonderie, a former industrial building that it shares with the University of Haute-Alsace, the city's archives and the Ateliers Pédagogiques d'Arts Plastiques. Local partnerships are underway with universities and academies in all the partner countries' main educational cities, as well as with local authorities and grass-roots NGOs in local communities.

The project focuses on the under-represented emerging art scenes in Europe, such as in Croatia and in Romania, with few and underdeveloped programs of international exchanges and trans-cultural dialogues. Artists and curators from Eastern Europe are less likely to be actively and consistently included in long-term collaborations and international exhibitions.

Thus, the project provides a range of new opportunities to art practitioners of all ages, across a variety of artistic mediums and backgrounds, with special regard to women in the arts and gender equality, to become involved in a series of residencies, fellowships, talks, and exhibitions where they can contribute and work together with their peers in creating self-sustainable models of mutual support and cooperation. Especially in the current post-pandemic context and the present political and social conflicts in Europe, the project provides opportunities for in-depth dialogue with new audiences in the partner countries.

The main topics are related to long-term cultural and social connections between local contexts, regarding cross-cutting themes of ecology and inclusion, specifically concerning wartime and economic migration of people. This will be achieved through methods that include networking events, co-shared working spaces, case-study research of proposed models of residencies, knowledge-sharing between the partners in organising residencies and public artist/curator talks, the development of an advocacy strategy for increased mobility of artists and curators in the consortium countries.

The AFAR Network project will engage new audiences, including young audiences and participants, with a majority of women artists and curators, by providing a hands-on approach to cultural international cooperation. It will create and document innovative models of residencies based on shared working spaces and networking methods, making use of pre-existing resources, data collected from other European initiatives, and consortium expertise to encourage change in local cultural policies in Croatia and Romania.

Through the public program, including talks and exhibitions, the project aims to reach at least 2000 people and to expose at least 5000 more to the project through the online presence and promotion on dedicated platforms for art events.

The outcome will consist of the increased awareness of the importance of cultural mobility, at a public and legislative level, especially in periods of cultural resistance and recuperation in the (post) crisis context of nowadays Europe, strengthening a sense of belonging among EU citizens and connection to contemporary visual arts.

Objective	Transnational creation and circulation					
Priority(ies)	Green deal			Social Inclusion		
Sector(s)	Other	Decorative arts		Photography		
'Other' sector(s)	Contemporary visual arts					
Proposal Keyword(s)	Fine arts	Organisation of the mobility of cultural artists and works	Exhibition	Integration of disadvantaged groups	International dimension	Textile art
Free Keyword(s)	Residencies					

Common Ground Dialogues

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100319	CGD	198,916

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	SZUBJEKTIV ERTEKEK ALAPITVANY	HU
PARTICIPANT	ASOCIACIA DIVADELNA NITRA	SK
PARTICIPANT	RESEAU UNIVERSITE DE LA PLURALITE	FR
PARTICIPANT	STICHTING VU	NL
PARTICIPANT	STICHTING WE ARE SPACE	NL

Compendia

Common Ground Dialogues

The 'Common Ground Dialogues' (CGD) project aims to develop its 'depolarizing artistic storytelling practice' (CGD methodology) to effectively address polarizing issues in our societies through artistic practices. Project activities will take place in 4 EU countries (FR, HU, NL, SK) involving 5 partners from the artistic/creative, educational, and NGO sectors working with different disadvantaged/marginalized communities.

10 story-telling circles (STCs – a central part of the CGD methodology) will take place in 4 countries. STCs have a depolarizing effect by bringing together participants from different socio-economic and political backgrounds to address highly polarizing issues through playful and artistic ways. All STC outputs will be disseminated on a new interactive website to allow a wider audience to interact with the materials and contribute to a new European mythology. Based on the STC outputs, artists and creative professionals will create an audio installation (BU), a performative art event (FR), and online video poems (NL).

In the education trajectory of the project, CGD facilitators will organize workshops in all partner countries to educate a new generation of facilitators. Last, the research component of the project aims to observe, evaluate, and measure the impact of the methodology.

Objective	Transnational creation and circulation	
Priority(ies)	Social Inclusion	
Sector(s)	Theatre	Other
'Other' sector(s)	Creative storytelling	
Proposal Keyword(s)		
Free Keyword(s)		

Cultural Transformation Movement

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-2	101100324	CTM	869,126

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	TRANS EUROPE HALLES	SE
PARTICIPANT	ASSOCIAZIONE CULTURALE ZO	IT
PARTICIPANT	CARITAS DER ERZDIOZESE WIEN - HILFE IN NOT	AT
PARTICIPANT	INTERNATIONAL CHARITABLE FOUNDATION IZOLYATSIA. PLATFORM FOR CULTURAL	UA
PARTICIPANT	KUNSTENCENTRUM VIERNULVIER	BE

Compendia

Cultural Transformation Movement (CTM) is a four year context-based-process to diversify artistic production and its destination– starting from within the organisation itself– through generation and implementation of strategies and methodologies of cultural management and creation processes that are developed with the full engagement of under-represented communities (URCs) by an alliance of five partners who are four multidisciplinary art centres and production houses from Ukraine, Italy, Belgium and Austria, and One pan-European cultural network represents 40 European countries.

This project examines two dimensions, one within and the other around a cultural centre/organisation. Furthermore, it explores the correlation between 1) Art-making by underrepresented communities and their arts expressions AND 2) Parameters of social and cultural justice in a cultural organisation such as governance, policymaking and organisational transcultural competence.

The project will develop the partner's cross-cultural competence and build their capacity to diversity their leadership. It will offer residencies and mentorships to artists from under-represented communities(URCs) to develop their capacity and become the new generation of leaders. The project raises awareness of the artists from URCs, the artists in general, the decision makers and the cultural organisations in the sector about the systemic and structured discrimination the artists from URCs face. Finally the project ends with four artistic productions that are examples on the connection between the diversification of the governance and the resulting art forms. The cases, experiences and knowledge shared in this project is then produced and trans-nationally shared on the form of a publication that summarises the four years of transformation.

Objective	Transnational creation and circulation		
Priority(ies)	Social Inclusion		
Sector(s)	Art in public space	Theatre	Other
'Other' sector(s)	Performative Acts		
Proposal Keyword(s)			
Free Keyword(s)	Social_Justice Diversity Under_Represented_Communities		

Des étudiants et des artistes circuleront entre la France, l'Allemagne et la Suède afin de participer à des laboratoires de recherche et de création autour de la vie et de l'oeuvre de Franz Kafka.

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100325	KAFKA	199,997

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ASSOCIATION THEATRE DES LUCIOLES	FR
PARTICIPANT	HOCHSCHULE FUR SCHAUSPIELKUNST ERNST BUSCH BERLIN	DE
PARTICIPANT	LUNDS UNIVERSITET	SE

Compendia

We are three European artistic training and production structures : the Theater Les Lucioles (Rennes/France), the Ernst Busch School (Berlin/Germany) and the Malmö Theater Academy (Sweden). The common desire to pass on our practices to others and to reflect upon them today leads us to a project the purpose of which is connecting experienced professionals with young people being trained or being in the process of professionalization.

We would like to have them question the world through the work of Franz Kafka and a play on Kafka written by a Franco-American author, Leslie Kaplan. Are the questions raised by Kafka's oeuvre still relevant in our modern and contemporary world ? Arbitrariness, banality of evil... how will young artists of different countries seize these questions, transcend them, transform them.

Twenty-five students will be involved in the project as well as more than twenty professionals (authors, directors, actors, dancers, set designers, translators, teachers, researchers, scientists, etc.).

Each participant will travel in Europe to learn, research, reflect, experiment and participate in the creation of artistic works. The work process will take the form of interdisciplinary laboratories : workshops, residencies, conferences, road books... The material collected will form the elements of art creations in different creative fields ranging from living art to visual or digital arts. These artistic elements will be released on the net over the whole duration of the project. They will also form a show that will circulate throughout Europe beginning in 2024, the hundred year anniversary of Kafka's death.

We wish to combine skills and know how, to share means, to think about our practices. Research and transmission are our priorities, and we believe our project develops a dialogue between cultures and generations.

Objective	Transnational creation and circulation		
Priority(ies)	Audience engagement	Green deal	
Sector(s)	Theatre	Art in public space	Puppetry
Proposal Keyword(s)	Organisation of the mobility of cultural artists and works		
Free Keyword(s)	LE MONDE ET SON CONTRAIRE > SUR LES TRACES DE KAFKA		

Open House Europe

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-3	101100328	OHEu	1,937,384

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ARCHITEKTUROS FONDAS	LT
PARTICIPANT	AFRONT ZAVOD ZA PROSTORSKO INOVATIVNOST	SI
PARTICIPANT	ASOCIACION OPEN URBANITY PARA LA DIVULGACION E INVESTIGACION AVANZADAEN	ES
PARTICIPANT	ASSOCIAZIONE OPEN HOUSE MILANO	IT
PARTICIPANT	FORUM KUNST UND ARCHITEKTUR EV	DE
PARTICIPANT	MITTETULUNDUSUHING EESTI ARHITEKTUURIKESKUS	EE
PARTICIPANT	OPEN CHAOUS GKRISS	EL
PARTICIPANT	OPEN HOUSE STOCKHOLM	SE
PARTICIPANT	SPOLEK KULTURA & MANAGEMENT, Z.S.	CZ
PARTICIPANT	THE IRISH ARCHITECTURE FOUNDATION	IE
PARTICIPANT	TRIEANAL DE ARQUITECTURA DE LISBOA	PT

Compendia

Open House Europe is a project that seeks to foster a more inclusive debate about architecture as a shared European identity, bring the values of quality spaces to the general public and empower citizens to advocate for a well-designed built environment. Coordinated by Architektūros fondas in Vilnius, Lithuania, the project includes partner organisations from Czechia, Estonia, Germany, Greece, Ireland, Italy, Portugal, Slovenia, Spain, and Sweden. Open house Europe joins 12 local Open House events which are weekend-long festivals during which notable buildings in a city open their doors for free guided tours and often include lectures, discussions, performances, and other activities. The local festivals offer diverse and direct experiences of architecture free-of-charge and provide a unique opportunity for the public to engage with the built environment, while shared actions and coordinated common topics of Open House Europe will foster accessibility and create interactive tools to reveal architecture's role as part of European identity and showcase positive examples of how architecture could respond to contemporary environmental and social challenges.

Objective	Competitiveness and innovation	
Priority(ies)	Audience engagement	International dimension
Sector(s)	Architecture	CH - Historical sites and buildings
Proposal Keyword(s)	Architecture - Culture	
Free Keyword(s)	Open House, volunteers exchange programme	

Together In the Middle of Europe: Cooperation by Art and Literature for Young People

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100335	TIME	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	CERKABELLA KONYVEK KFT.	HU
PARTICIPANT	EDITURA CASA SRL	RO
PARTICIPANT	VYDAVATELSTVO ZELENY KOCUR S.R.O.	SK

Compendia

Together In the Middle of Europe's TIME to cooperate!

TIME comprises of young writers and recently graduated illustrators at the beginning of their careers, living in Hungary, Romania and Slovakia, selected by a professional tender within the frame of an international project. It realizes a long-term cooperation among 3 publishing houses: CERKABELLA from Hungary, EDITURA CASA from Romania, ZELENY KOCUR from Slovakia, 30 authors, 30 illustrators, 12 translators and several coordinating organizations and associations. As a result of numerous cross-border professional and personal meetings, common artistic creation in the three countries an international travelling exhibition will be organized and a richly illustrated anthology of youth literature will be published in book, e-book and audiobook format, with the ROUND DANCE title, setting an important precedent for future cooperation among the concerned artists, experts and professional organizations. As an indication of diversity, collaboration and reintegration the multidisciplinary artwork ROUND DANCE will be published in Hungarian, Romanian, Slovak and also in English and German for a wider scope of audience in Europe and in the world.

The ROUND DANCE title indicates the clasping of the participating countries and of the target audience, finding a common rhythm, acceptance, the joy of liberation.

The project was initiated by the social need to relieve the anxiety of young people: the globally palpable climate change anxiety, post Covid symptoms and concern resulting from the present international political situation. There is also a very urgent need to relieve the cultural and personal isolation of young artists and authors due to the above-mentioned reasons.

Culture and especially literature and fine arts have an indisputable role not only in relieving these forms of anxiety but also in strengthening and extending social networks and interpersonal relations. Culture can connect not only persons but regions and countries as well. It does not only help by providing aesthetic experience, but it also creates the sense of belonging in a most efficient way. Social sensitivity, empathy, integration, versatility – these are just a few key functions which are acquired with the help of culture.

Objective	Transnational creation and circulation		
Priority(ies)	International dimension	Annual Priority	
Sector(s)	Graphic arts / Design	Publishing and literature	Art in public space
Proposal Keyword(s)	International co-production	Books	Graphic arts and Design
Free Keyword(s)	Young people, Postcovid social anxiety, Isolation, Threat of War		

Toward a modernised outlook of Traditional music and dance culture in Europe to enhance and diversify audiences

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100340	Trad Europe	171,950

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	LOU RONDEU DE CASTELNAU	FR
PARTICIPANT	MOTEK ENTERTAINMENT BV	NL
PARTICIPANT	MUZEUL DE ETNOGRAFIE BRASOV	RO

Compendia

Traditional dance music is one of the greatest treasures of Europe's intangible popular cultural heritage. It gathers musicians and dancers of any age and dance level into a communion that few types of art allow at that level, ensure social cohesion and enhance the attractiveness of the rural territories while contributing to their economic growth. The creation and circulation of traditional dance music face however several challenges. First, they suffer from the backward-looking vision; and from the lack of transmission by education. It is seldom known out of rural areas and its audience is limited. But Traditional culture could be an asset for the whole society. Trad'Europe will develop and experiment means to change the traditional culture outlook towards a modern mean for social inclusion. Trad'Europe will also question the gaps that exists between the social practice of traditional dances and music and the knowledge and education to traditional cultures? It will experiment ways to diversify the audience, to encourage its learning and dissemination. It will develop a co-created repertory of music and dances that will integrate two different traditional cultures (southern Transylvania in Romania and southern of France) as well as two virtual reality artefacts to experiment freshening the genre. Trad'Europe will contribute to develop the aura of traditional culture as well as the surrounding festivals' economy.

Objective	Transnational creation and circulation				
Priority(ies)	Audience engagement		New technology		
Sector(s)	Dance	Music	Intangible cultural heritage		
Proposal Keyword(s)	Audience development	dance	Festivals	New European Bauhaus	Cultural heritage - Culture
Free Keyword(s)					

MATE Festival Europe

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100357	MATE	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	COMUNIDADE INTERMUNICIPAL DA REGIAO DE COIMBRA	PT
PARTICIPANT	JAZZ AO CENTRO CLUBE	PT
PARTICIPANT	NORDESIA PRODUCCIONS SL	ES
PARTICIPANT	PRINCIPAL PRO EE	EL

Compendia

MATE stands for Music, Arts, Technology and Education and aims to become a relevant international meeting point, bringing together professionals, creatives, entrepreneurs, artists, brands and services from the CCI's with a special emphasis on the music subsector.

The partners in the consortium joined to design a cooperation project that was prepared in the midst of intense discussion and sharing of ideas and perspectives. Having in mind a common goal, the partners decided that the activities that they envisioned adequate to tackle the systemic problems that they face were better translated in the spirit of the Objective 1 of the Call (Transnational creation and circulation). MATE addresses this objective by creating a platform of convergences, containing new promotional and business opportunities. Simultaneously, MATE offers a diversified programme providing forums for exchange and sharing of information, collaboration, training, capacity-building, facilitation and internationalization.

In this sense, the actions put forward by MATE are in line with what the European Commission considers to be the sector's strong assets: creativity, diversity and competitiveness.

In what concerns the priorities of the current Call, MATE elects priorities 1 (Audience) and 5 (International dimension).

The project is based on established disruptive methodologies, such as Design Thinking and Frame Innovation, focused on building opportunities, networking and collaborative projects, together with empathy, humanisation of processes and real impact results.

The rationale of the MATE Festival under this call is, therefore, to be a project especially structured to foster capacity building, mentoring and business establishment for all professionals who are part of the so-called creative economy, namely, the music sector.

Objective	Transnational creation and circulation	
Priority(ies)	Audience engagement	International dimension
Sector(s)	Music	
Proposal Keyword(s)	music	Festivals
Free Keyword(s)		

Creative Digital WaTers

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100365	CreDiT	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	DOC SERVIZI SOC COOP	IT
PARTICIPANT	GESTIONE ACQUE CANALI RENO E SAVENA SRL	IT
PARTICIPANT	GLOBAL NETWORK OF WATER MUSEUMS	IT
PARTICIPANT	JAVNA USTANOVA AQUATIKA - SLATKOVDNI AKVARIJ KARLOVAC ZA PREDSTAVLJANJE	HR
PARTICIPANT	MEDITERRANEAN INFORMATION OFFICE FOR ENVIRONMENT, CULTURE AND	EL
PARTICIPANT	VIRTUALGEO S.R.L.	IT

Compendia

“Water sustainability education” is a crucial prerequisite for more forward-looking water management and a stimulating field for creative innovation of museums. The digitization of both natural and cultural water heritages is a key process that should be promoted and emphasized when thinking about sustainable futures in Europe.

The CreDiT (CREative DIgital waTers) project responds to the wider goals related to education on sustainable water uses set by the 2030 Agenda, the European Green Deal, and UNESCO-IHP’s Resolution n.5-XXIII - a key declaration endorsed by UN Member States for transnational promotion of water awareness education.

The digital transformation envisaged by CreDiT aims to promote attractive education activities of museums in order to address climate change and environmental challenges and prevent further losses of both natural and cultural water heritages. Through new tools including digital routes and audioguides, 3D models, educational media for kids, and empowered digital tools for social media, the project will enlarge the number of water museum visitors (both online and physical visits) and improve people’s access to (and interpretation of) aquatic heritages inside and outside museums. The planned training courses, workshops and digitalization campaigns will engage directly the museum staff to co-design and co-produce the new tools with creative solutions. Indirect beneficiaries will be thousands of visitors and the local schools that every year visit water museums. Overall goal of the project is to create new synergies in the field of water sustainability education at European level.

Dissemination of results and outputs of CreDiT is guaranteed at the transnational level, including the extra-European level, thanks to the active engagement of the Global Network of Water Museums - the ‘flagship initiative’ of UNESCO-IHP (Intergovernmental Hydrological Programme) which today includes more than 70 active members worldwide.

Objective	Competitiveness and innovation		
Priority(ies)	Annual Priority		
Sector(s)	CH - Museum	CH - Historical sites and buildings	Digital arts
Proposal Keyword(s)	Cultural heritage - Culture		
Free Keyword(s)	water heritage, digital itineraries, water sustainability education, UNESCO-IHP, digitization		

The Hybrid Lab: Creating shared designs in the Metaverse

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100371	HYBRIDLAB	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	STICHTING DESIGN ACADEMY EINDHOVEN	NL
PARTICIPANT	MUTHESIUS KUNSTHOCHSCHULE	DE
PARTICIPANT	OKKEI MILOSZ DABROWSKI SPOLKAKOMANDYTOWA	PL
PARTICIPANT	THE NEW RAW	NL

Compendia

The Hybrid Lab is a platform for digital collaboration. We want to use current applications of the so-called 'Metaverse' such as the games engine Unreal and 3D-scanning techniques to create a hybrid real-time design platform that will let others participate in our project. We are a mixed team of designers and researchers with interdisciplinary backgrounds (Industrial Design, Architecture, Games Design, Economics) from Kiel, Eindhoven, Warsaw, and Rotterdam.

In a series of remote and hybrid workshops that take place in an immersive digital shared environment, we will establish a novel model of collaboration. During those workshops, we will make public street furniture using the latest large-scale 3D-printing technologies. Instead of the project partners traveling to the locations separately, the physical public space is transported and experienced in the digital space of the Metaverse through 3D scanning. Engaging users in the design will be simplified by using the digital platform. The shared space we are creating will be both our archive as well as the place of in situ creation of our designs. Network institutions and experts will give their input during our workshops to increase the relevance of our discussions. By publishing a manual about the process and its outcomes, we will make our knowledge accessible to others. Our project will also be physically on display in a shared hybrid exhibition at Dutch Design Week Eindhoven and at sp_ce Kiel.

The project could be a model for future design processes. We see the Metaverse not as a commercial, monopolized space for a 3dimensional version of social media. Our space should rather be an example of an open, transparent vision of the Metaverse – different from the dystopian scenarios of some Silicon Valley entrepreneurs.

Objective	Competitiveness and innovation		
Priority(ies)	Social Inclusion		New technology
Sector(s)	Art in public space	Digital arts	Other
'Other' sector(s)	Digital design		
Proposal Keyword(s)	Digital	Design and applied arts - Culture	Training for cultural and creative professionals
Free Keyword(s)	Research, Metaverse, Design, 3D printing, Participatory design		

GELATOn the ROAD

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-3	101100373	GELATOn the ROAD	1,733,747

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	Longarone Fiere Dolomiti Srl	IT
PARTICIPANT	AGRODIATROFIKI SYMPRAKSI PERIFEREIAS DYTIKIS ELLADAS	EL
PARTICIPANT	ASSOCIACIO D'EMPRESARIS DE CLOUD COMPUTING DE CATALUNYA	ES
PARTICIPANT	CAMERA DI COMMERCIO ITALO-LUSSEMBURGHESE A.S.B.L.	LU
PARTICIPANT	CHAMBER OF COMMERCE AND INDUSTRY VRATSA SDRUZHENIE	BG
PARTICIPANT	CHAMBRE DE COMMERCE BELGO-ITALIENNEASBL	BE
PARTICIPANT	DOMSPAIN CONSULTING SL	ES
PARTICIPANT	EUROPEAN TRAINING AND RESEARCH INSTITUT	AT
PARTICIPANT	PRIVREDNA KOMORA SRBIJE	RS
PARTICIPANT	REGIJSKA RAZVOJNA AGENCIJA ROD AJDOVSCINA	SI
PARTICIPANT	RZESZOWSKA AGENCJA ROZWOJU REGIONALNEGO SPOLKA AKCYJNA	PL
PARTICIPANT	UDRUGA ISTARSKO-EKOMUZEJ IZ VODNJANA	HR
PARTICIPANT	UNITEIS EV	DE
PARTICIPANT	VENETIAN CLUSTER SRL	IT

Compendia

GELATOn the ROAD creates the first European Gelato Road aimed at promoting and preserving local cultural heritage and identity. It is based on the criteria of environmental sustainability, product and raw material quality, and innovation within the artisan Gelato supply chain system.

Through the ages, the art of Gelato making has been passed down from generation to generation, becoming an integral part of the cultural fabric in many societies. The flavors and textures of Gelato have been influenced by a variety of factors, such as local ingredients and culinary traditions, resulting in a diverse range of unique and delicious offerings.

Therefore, it is essential to recognize Gelato's cultural heritage and its role in shaping cultural identity. This recognition can help to promote the preservation and promotion of Gelato-making traditions, encouraging the continuation of this beloved culinary art form for generations to come. The proposed project is a step towards this goal, raising awareness of the cultural importance of Gelato and fostering a deeper appreciation of its rich history and enduring legacy.

Furthermore, Gelato transcends generational boundaries, making it an ideal vehicle for communicating essential ideas about the responsible production and sustainable development of products. It represents an opportunity to educate and inform consumers about principles of quality and territorial origin, as well as the importance of a culture of gastronomy that emphasizes both tradition and innovation. Gelato, therefore, serves as a means of promoting a broader understanding of food culture while celebrating the artistry and craftsmanship that are essential components of the gelato-making process.

Furthermore, the project engages, through a defined protocol and concrete multiple actions, the stakeholders of the production chain (material and machine manufacturing companies, Gelato product innovators) and involves adult and young customers through the Gelato road.

Objective	Transnational creation and circulation				
Priority(ies)	Green deal		Audience engagement		
Sector(s)	CH - Museum	Intangible cultural heritage		Other	
'Other' sector(s)	Gastronomy				
Proposal Keyword(s)	Sustainable cultural tourism	Capacity building	Cooking	Museums	Sustainability
Free Keyword(s)	Gelato, Ice-Cream, Gastronomy, Cultural-Routes, Routes, Quality, Cooperation				

Lingotell

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100377	Lingotell	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	SIJTI JARNGE DET SAMISKE KULTUR OG UTVIKLINGSSENTRE HATTFJELLDAL	NO
PARTICIPANT	PRO PROGRESSIONE KULTURALIS NONPROFIT KOZHASZNU KFT	HU
PARTICIPANT	STICHTING FRYSKE AKADEMY	NL

Compendia

Lingotell is an people-centred and forward-looking approach, aiming towards a change in how narrative stories are managed and valued both as part of our cultural heritage and to fuel minority and indigenous languages.

Lingotell is a small-scale cooperation project between Fryske Akademy (Netherlands), Pro Progressione (Hungary) and Sijti Jarngje (Norway) working together to explore the process of strengthening indigenous and minority languages through the art of retelling, redesigning and redefining narrative stories focusing on South sami, frisian and roma languages. The project aims at strengthening these languages as well as to safeguard the cultural heritage of these communities. Through the self-selected collection and dissemination of stories from these communities, summarised and placed in the contexts of today, we will start a process of understanding how these stories, often told in endangered languages, can be utilised to fuel the minorities and thereby also our European multilinguistic shared future. But to do so the stories need to be reformulated beyond the confines of our narrative identities. The stories appear in different forms, such as orally told legends, songs, poems, yoiks, myths, dances and written stories.

The main findings and common features, including the key-factors in the art of restorying, will be summarised and made available as a digital package, incl. podcasts, free to download.

The project will contribute to increased mutual understanding among Europeans, not only between the Indigenous Peoples and regional minority groups directly included, but among people in Europe as a part of our European shared future.

The working process initiates interaction between informants/cultural artists, participants – especially young people, professionals within the cultural and minority language area, aiming at skill transfer, the anchoring of successful methods of restorying, as well as the empowerment of the minority and indigenous in this context

Objective	Competitiveness and innovation				
Priority(ies)	Social Inclusion				
Sector(s)	Intangible cultural heritage	Music	Theatre		
Proposal Keyword(s)	Cultural heritage - Culture	music	Digital	Social inclusion	Intangible culture fields
Free Keyword(s)					

WE CAN CHANGE THE WORLD

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100379	We Cult	199,100

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ASSOCIAZIONE CENTRO TEATRO DEI NAVIGLI	IT
PARTICIPANT	GEISSLERS HOFCOMOEDIANTEN Z.S.	CZ
PARTICIPANT	WAGGONHALLE KULTURZENTRUM E.V.	DE

Compendia

The project "We can change the world" aims to promote a call to action, which stimulates people's consciences towards important current issues, in particular inclusiveness and the environment. Through the exchange of knowledge between different cultures we want to make sure that individuals realize that they are part of a community, in which every individual is essential and is called to play an active role to make the world a better place. The community of people that will be created will then be led to reflect on the fact that in this interconnected system we are all connected to the earth, source of life and sustenance, and therefore, we are called to protect and preserve it. To do this, it was decided to use theatrical art, which, thanks to its many expressive languages, is engaging and easily accessible to all. The artistic proposal therefore foresees the realization of three theatrical performances in 2024, which will originate from an exchange of ideas and opinions that will take place through workshops and shared experiences during 2023. Since the aim is to spread a new way of thinking and acting, a lot of space will be given to communication and dissemination not only of the final artistic works, but also of the whole ideational and methodological process that led to their creation. The project foresees the direct involvement of three theatrical realities, operating in three different countries: - Centro Teatro dei Navigli, an Italian cultural entity, which will play the role of leader and coordinator - Geisslers Hofcomoedianten, a Czech theater company - Waggonhalle Kulturzentrum, a German socio-cultural center.

Objective	Transnational creation and circulation				
Priority(ies)	Green deal			Social Inclusion	
Sector(s)	Art in public space		Film / video arts		Theatre
Proposal Keyword(s)	theatre	Green deal	Cultural heritage - Culture	Integration of disadvantaged groups	Social inclusion
Free Keyword(s)	Education, circulation of art and artists, sustainable cultural tourism, promotion of eco theatre, eco-alchemy, cultural exchange				

Pariahs: Performing Europe's Historical Memory

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100380	Pariahs	193,731

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	CHORUS AMKE	EL
PARTICIPANT	ASCEN - DANSE	FR
PARTICIPANT	DRUSTVO ZA EKOLOSKE IN KULTUROLOSKEDEJAVNOSTI JASA	SI
PARTICIPANT	TODAY ART INITIATIVE, CULTURAL, YOUTH	AM

Compendia

“Pariahs: Performing Europe’s Historical Memory” explores disadvantaged folks’ hidden and communal experiences who unwittingly impacted communities and modified historical memory. These activities will span two years and involve four cultural grassroots organizations from Armenia, Greece, Slovenia and France. Beginner’s guide to creative research with interactive community participation exercises.

“Memory is a difficult concept in social science.” There may not be a universal definition of memory. Memory lives. It impacts people’s daily life and makes them do various things. These activities are tailored to each child’s needs.” Communal memory shapes collective identity and belonging.” (2020)

How might art help unearth a community’s collective memory?

Taken from the film “Mourning Rock” (Agelastos Petra) by Filippou Koutsaftis, a marginalised individual whose decades-long collecting of archaeological artifacts unknowingly contributed to the modern molding of Eleusis, the 2023 European Capital of Culture (ECoC). Farmakis’ image has become part of the city’s heritage.

It is spearheaded by grassroots organizations in Yerevan and rural Armenia, Maribor, Slovenia, and Mont-Dauphin, France. The project’s creative research phase begins with a participatory session that uncovers and records collective and historical recollections. Multidisciplinary artists from partner countries will be asked to participate in an artist mobility and residency program, working with local audiences and using local materials and techniques.

Artists from many backgrounds come together to explore how unreported and unrecorded historical recollections effect communities’ progress and sociocultural environment.

The initiative will use artistic practices to excavate community and historical memory to create a new international network.

Objective	Transnational creation and circulation		
Priority(ies)	Audience engagement		
Sector(s)	Dance	Other	Intangible cultural heritage
'Other' sector(s)	Performing arts, community-based art, collective memory, visual arts, theatre		
Proposal Keyword(s)	Organisation of the mobility of cultural artists and works	Works of art	
Free Keyword(s)	Performing arts, community participation, community engagement, multidisciplinary arts		

What's next? Safe cultural multi-spaces for the multidisciplinary reflection of (post)war and (pos)crisis European identity

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-2	101100381	What's Next	436,299

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	MITOST EV VEREIN FUR SPRACH- UND KULTURAUUSTAUSCH IN MITTEL-, OST-	DE
PARTICIPANT	FUNDATIA GABRIELA TUDOR	RO
PARTICIPANT	MUSIKTHEATERTAGE WIEN	AT
PARTICIPANT	PROTO PRODUKCIJA AGENCY	UA
PARTICIPANT	WROCLAWSKI INSTYTUT KULTURY	PL

Compendia

The project "What's next? Safe cultural multispaces for multidisciplinary reflection of (post)war and (post)crisis European identity" creates a shared and courageous space for artists, cultural managers, activists and citizens in 5 European countries to reflect on the challenges Europe has faced in the last decade.

The project is aimed at diverse, open and resilient community of cultural professionals, benefiting from meaningful connections, being capable of critical reflections and being optimistic to the future. As well as at stronger and more diverse ecosystem of European culture and creativity.

"What's next?" will focus on art professionals and cultural workers from Ukraine, Germany, Austria, Poland, Romania. As well as will be opened for representatives of other countries.

"What's next?" project will provide interconnected spaces for reflection for at least 160 artists and cultural workers to come together, breathe out, to reflect and collaborate. 4 local programs (including educational and community building events) and residencies will be implemented. 4 works in progress that may take a form of exhibition, documentation, manifest or group action will be presented or described.

These activities will result into developing the capacity of artists and cultural players to generate, innovate and be more resistant to crises through gaining new knowledge and skills. Will enable meaningful encounters of cultural professionals for cross-pollination of ideas, as well as circulating audiences between different sectors. By uniting 5 cultural multi-spaces in 5 countries to one self-organized platform for reflection on (post)war and (post)catastrophe in Europe and for incubation of European multidisciplinary collaborations.

"What's next" project will be implemented by consortium of partners: proto produkciia agency (Ukraine), zusa GmbH (Germany), Wrocław Institute of Culture (Poland), Fundatia Gabriela Tudor/ GT Foundation (Romania), Musiktheatretage Wien (Austria).

Objective	Competitiveness and innovation		
Priority(ies)	Audience engagement		International dimension
Sector(s)	Dance	Theatre	Painting, drawing
Proposal Keyword(s)	Capacity building		
Free Keyword(s)	Safe cultural spaces, nurturing innovations, meaningful collaboration, reflections on (post)crisis, slow residency, laboratory		

New Horizons Leadership Programme

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100385	NHLP-EU	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	CIRKUS SYD	SE
PARTICIPANT	DYNAMO	DK
PARTICIPANT	RIGAS CIRKS	LV

Compendia

New Horizons Leadership Programme (NHLP) is a Baltic-Nordic collaboration with European Dimension investing in emerging leadership specialised in circus arts. It brings together national level organisations across the Baltic, Nordic and European countries to support emerging leadership, invest in the future capacity, provide open access innovative and forward-thinking capacity building experiences for cultural operators and citizens whilst bringing communities together to learn, share best practise and be inspired.

The project engages 10 lead fellow artist and producers to lead the emerging perspective on leadership into the future and to collaborate on producing two international forums, 10 digital seminars on cross-cutting areas and takes part in a 3 week shadowing experience in another country in order to evaluate and develop a diversity of best practise thinking around the future of leadership in culture and circus arts in the coming years.

Objective	Competitiveness and innovation
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Priority(ies)	International dimension
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Sector(s)	Circus arts
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Proposal Keyword(s)	Capacity building	circus arts	Sustainability
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Free Keyword(s)	leadership
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SHADOW theater EasterN ROots Uniting people Toward Europe

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100391	SHADOW-EN-ROUTE	159,296

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	UNIVERSITA DEGLI STUDI DI ROMA LA SAPIENZA	IT
PARTICIPANT	AMAL FOR EDUCATION	IT
PARTICIPANT	ASOCIACION CULTURAL SOVINT	ES
PARTICIPANT	KOINONIKI SYNETAIRISTIKI EPICHEIRISI SYLLOGIKIS KAI KOINONIKIS OFELEIAS	EL
PARTICIPANT	TEATRO GIOCO VITA SRL	IT

Compendia

SHADOW-EN-ROUTE is a cultural and social action exploring the roots of shadow theatre in Turkiye and the Middle East in its migration through Greece and finally to the rest of Europe. The project draws a parallel from themes of cultural encounters and diverse ethnicities typical of traditional shadow theatre to the current migration experiences. It does this by the organisation of capacity building activities and workshops involving children and youth from migrant backgrounds in participation with host community members in the storytelling, animating and sharing their different migration and encounter path in Turkiye (involving Syrian refugees in border areas), in Greece (where refugees are blocked half-way) and in Italy (where migrants have completed their journey).

The project involves both a significant research aspect exploring Turkish Shadow Theatre and its evolution in the Arab World and in Europe, but also techniques, languages, storytelling aspects. This part will lead to a series of scientific publications. The project links the preservation of the intangible cultural heritage of shadow theatre to the opportunity of giving expression to refugee and migrant children, youth and the host community and representing the richness of diversity in Europe.

The project involves researchers, artists, trainers (20) and children and youth from or in Italy, Greece, Spain and Turkiye (with a total of 270 involved in performances and 27 in storytelling). The project will develop three specific scenarios of travel-migration, cultural encounter and language mixing representing their country. The nine shared scenarios will be enacted and performed in Italy, Greece and Turkey in public performances. The expected outcomes include a video recording of the 27 performances (nine in each language/country), a project book, a website and a final event in Sapienza in Rome.

Objective	Transnational creation and circulation				
Priority(ies)	Social Inclusion			International dimension	
Sector(s)	Theatre	Puppetry		Intangible cultural heritage	
Proposal Keyword(s)	theatre	Integration of refugees and migrants	International dimension	Social inclusion	Training
Free Keyword(s)	shadow theatre, Turkish and Arabic Heritage in Europe, inclusion and diversity, multilingualism, social cohesion				

The Art of Connection as a methodology for common artistic production of artists with and without disabilities

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100392	No one forgotten	198,873

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ACCADEMIA DI BELLE ARTI DI NAPOLI	IT
PARTICIPANT	ACTION SYNERGY SA	EL
PARTICIPANT	ASSOCIACAO VO'ARTE	PT
PARTICIPANT	HOPE ART AKTIVISTIKOS KALLITECHNIKOS ORGANISMOS A.M.K.E.	EL
PARTICIPANT	LOCATIVE MEDIA SUPERCLUSTER	BE

Compendia

While there are many organisations that support art for people with disabilities, usually the common artistic production between people with and people without disabilities is rare. Research has shown that energetic participation in different types of art, such as theatre, music, painting and dance, evokes feelings of euphoria, eliminates stress, leads to physical relaxation and increases the readiness for social connection.

When a person with special needs and skills creates together with people without disabilities in different artistic disciplines, the well-being of both parties can be improved and the impact on the mental health elevated. Also, this inclusive artistic process can elevate the human connection levels and enrich our social skills

We use the dynamics that exist with disabilities and propose an inclusive way of performing (theatre/music/painting and dance) based on the method "The Art of Connection"—Interaction with vulnerable groups through Art. The method "The Art of Connection"—Interaction with vulnerable groups which is the base for our specialized interactive programs and includes the tools on how people in special health care environments, can remain connected in an effective and inclusive way. The project is developing a toolkit to connect artists with and without disabilities, organises trainings and performances in 4 different arts. It also develops new social and life skills, inner qualities such as acceptance, patience, compassion, access to our vulnerability and the ability to co-create.

The programme is aimed at artists (professional or amateur) to improve their skills and be able to co-create groups with inclusive interests. The goal is to learn how to be present, how people with and without disabilities can live together, create together, and enjoy the gift of Life through art and culture. It is going to target different forms of art including theatre, music, painting and dance.

Objective	Transnational creation and circulation		
Priority(ies)	Social Inclusion	Audience engagement	
Sector(s)	Theatre	Dance	Painting, drawing
Proposal Keyword(s)	Integration of people with disabilities and special needs		
Free Keyword(s)	connection, theatre, music, dance		

AnthroArt – Action for People and Planet

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100393	AnthroArt	199,975

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ANTROPIEDIA SRL	RO
PARTICIPANT	ALVES & FERREIRA CONSULTORIA E SOLUCOES EMPRESARIAIS LDA	PT
PARTICIPANT	NAMLA	NL

Compendia

AnthroArt – Action for People and Planet is an initiative of three applied anthropology organisations – Antropedia, Namla and Ambigrama – that aims to create an international platform for connecting anthropology and art, with the purpose of deepening awareness and driving change on the themes of Social Inclusion, Sustainability and the Social Self, across three geographies: Romania, The Netherlands and Portugal, as well as beyond, to the English-speaking public worldwide.

The activities envisioned as part of this initiative will bring closer to the public valuable resources which stem from years of anthropological research, such as PhD thesis and other long-term studies. These works usually remain confined to academic journals, they are saturated by technical language and accessible to only a handful of specialists. Our action is focused on increasing accessibility to these sources of cultural insight and will generate 96 short texts based on academic research by anthropologists in Romania, The Netherlands and Portugal, adapted for a wider audience, coupled with 96 illustrations and 96 podcasts – audio versions of the articles. The project also aims to bring into the spotlight the applied potential of anthropology and it will do so through 9 bootcamps – interdisciplinary workshops where anthropologists and artists will be guided in a process of exploration and problem-solving related to the pressing issues of inequality and the environment. Their insights will be transposed into different forms of visual narratives: from illustrations to comic strips and street art and at the same time they will be enacted by theatre students in short video-clips. These creative expressions will be further disseminated through 5 exhibitions, 2 conferences, via social and traditional media, as well as through more permanent markers such as 4 physical murals.

Objective	Transnational creation and circulation					
Priority(ies)	Social Inclusion			Green deal		
Sector(s)	Art in public space		Publishing and literature		Intangible cultural heritage	
Proposal Keyword(s)	Intangible culture fields	Social inclusion	Sustainability	Audience development	Design and applied arts - Culture	Research
Free Keyword(s)	Anthropology, Interdisciplinary, Podcasting					

SEVENTH EXTINCTION

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100412	7th-EX	158,890

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ASSOCIAZIONE CULTURALE CASANOEGO	IT
PARTICIPANT	DYNAMIC SARDINE ASSOCIACAO	PT
PARTICIPANT	XJB UG	DE

Compendia

The project aims to encourage the artistic world to deepen the theme of the relationship between man and nature. It seeks to create a musical and multimedia production that keeps track of the way in which nature is changing, translating the forms of nature, its interactions with the anthropic universe and the controversial outcomes of this relationship in a musical and visual code, capable of involving listeners through a new perceptive experience. The project will develop a symbolic story that intends to stimulate a process of awareness of the dynamics in progress, inviting reflection and action. The thought of annihilation dominates the time we live in. The imagery generated in recent decades by apocalyptic representations, conveyed in an increasingly sensationalistic way by the media, leads to the idea of an imminent conclusion, an epochal event that will erase the world as we know it. The project intends, on the contrary, to collect the intuition of Elizabeth Kolbert, who in the essay "The Sixth Extinction" tells about the cyclical nature of history, in which every end corresponds to a beginning, in an infinite loop that never leads to total destruction, but rather forces us to constantly review our behavior on the planet

Objective	Transnational creation and circulation					
Priority(ies)	Green deal			International dimension		
Sector(s)	Music					
Proposal Keyword(s)	Sustainability	Digital arts	Festivals	International co-production	Organisation of the mobility of cultural artists and works	Training for artists
Free Keyword(s)	Music					

Entre Serras Project, a network of contemporary art in mountain areas

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100414	PES_CE	200,000

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	INSTITUTO POLITECNICO DE LISBOA	PT
PARTICIPANT	ADXTUR AGENCIA PARA O DESENVOLVIMENTO TURISTICO DAS ALDEIAS DO XISTO	PT
PARTICIPANT	ASSOCIACAO GEOPARK ESTRELA	PT
PARTICIPANT	AYUNTAMIENTO DE MALPARTIDA DE CACERES	ES
PARTICIPANT	COMMUNE DE DIGNE LES BAINS	FR
PARTICIPANT	CONSORCIO MUSEO VOSTELL MALPARTIDA	ES
PARTICIPANT	ECOLE SUPERIEURE D'ART FELIX CICCOLINI	FR
PARTICIPANT	MUNICIPIO DE CASTELO BRANCO	PT

Compendia

Mountains share similarities and singularities irrespectively of administrative borders. This Project explores the articulation of images with other artistic practices interested on experimenting the landscape of mountains, regions of low population density. Between the oblivion of the past and the urge to return to the land, mountains are both an ideal observation field and a relevant metaphor to ask ourselves what are the challenges which make up tomorrow. In the light of post-modernity and that of the climate crisis, the Project was set as a contemporary art network to question the relation between landscape, ecology and its representations. The Project aims at initiating a dialogue, a reflection and perhaps new axes for solidarity.

Activities/outputs: 4 residencies (renowned artists and open calls), workshops (artists, art students, cultural producers and local communities), 3 artistic walks and collaborative actions, 4 ecological art interventions in situ, 3 meetings, 3 exhibitions, 3 seminars, 1 GIS, 1 artists' database, 1 book, 1 art magazine issue.

Expected results: (1) creative portraits of the territory to raise awareness of environmental issues (2) European artists' mobility and co-creation (3) exhibitions in three European countries (4) local communities introduced to contemporary art and sensorial practices (5) international exchange and training of cultural producers (6) introduction of contemporary art on the agenda of local organizations (7) seminars about art on European mountains (8) digital art mapping in European mountains (9) art network for European mountains (10) book and special edition of the Mésozoaires art magazine.

The proposal involves 3 countries, 8 partners, over 20 artists, over 20 cultural producers, over 50 direct participants from the community. Plus an unknown number of: users of the digital platforms, exhibitions' visitors, readers of the book/magazine.

Objective	Transnational creation and circulation					
Priority(ies)	Green deal			International dimension		
Sector(s)	Art in public space		Intangible cultural heritage		Photography	
Proposal Keyword(s)	Visual arts - Culture	Organisation of the mobility of cultural artists and works	Landscape heritage	Sustainability	International co-production	Green deal
Free Keyword(s)	réseau, art contemporain, montagne, agriculture, biodiversité, territoire, paysage					

UFMC - Umbrella for Music Curators

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100417	UFMC	197,299

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	ZAHRADY SOUTOKU, ZS	CZ
PARTICIPANT	HEVHETIA, S.R.O.	SK
PARTICIPANT	STICHTING HOGESCHOOL DER KUNSTEN DEN HAAG	NL
PARTICIPANT	ZORSKIE TOWARZYSTWO KULTURALNE KONTRAPUNKT	PL

Compendia

Umbrella for Music Curators is a project aimed at increased competitiveness of the European segment of so-called "independent" or non-commercial music.

The "Digital Shift" finds this segment unprepared, as major music on-demand platforms do not provide a fair share for all authors and publishers.

The project aims to create a platform for on-demand streaming and licensing of music and an interactive "radio" interface with podcasts on music by chosen music experts. It will help to build a shared network of technological and marketing means.

This innovative distribution model represented by the server infrastructure and related professionals in the field of music will bring a competitive advantage to the participants and enhance common expansion and promotion of European cultural heritage.

Objective	Competitiveness and innovation
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Priority(ies)	New technology
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Sector(s)	Music	Intangible cultural heritage
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Proposal Keyword(s)	music
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Free Keyword(s)	music on demand, shared single market, digital shift, licensing platform, m.o.d. platform, art criticism, independent publishers, innovative distribution model
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One Europe One Caucasus II

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100424	OEOC2	199,728

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	FUNDACJA INNA PRZESTRZEN	PL
PARTICIPANT	CONGRESS OF CULTURAL ACTIVISTS	UA
PARTICIPANT	ONE CAUCASUS	GE

Compendia

The 27-month project “One Caucasus One Europe” represents the synergy of all partners (from Poland, Ukraine, Georgia) experience in work with migrants and refugees, creative education, projects aimed at social inclusion and international art initiatives with the unique festival and program called One Caucasus – which is implemented in borderland of non-EU country – Georgia, but at the same time it is an authentic laboratory for realizing European values.

The project's main two modules are:

I. ONE CAUCASUS PROGRAM AND FESTIVAL

In this module we use a unique space (that brings together youth from Caucasus - across the conflict lines - and beyond) for developing new international, interdisciplinary art and educational initiatives in Kvemo-Kartli, most multiethnic region of Georgia (in the borderland of Armenia and Azerbaijan). The module consist of two editions (August 2023 and August 2024) of an international festival of a new format (free-access, participant- and change-oriented, multi-actor festival) with Creative Education & Participatory Architecture Programs and new international music projects.

II. INTER3LABS

New cycle of interdisciplinary research-based initiatives where artists and experts will work together with particular groups at risk of social exclusion (with special focus on migrants and refugees) will be organized in Georgia, Poland and Ukraine.

Objective	Transnational creation and circulation		
Priority(ies)	Social Inclusion	International dimension	
Sector(s)	Architecture	Music	Other
'Other' sector(s)	Interdisciplinary: creative education, contemporary art, film / video arts		
Proposal Keyword(s)	Visual arts - Culture		
Free Keyword(s)	Architecture, Arts, Education		

The Art of Associative Searching

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-1	101100425	SEARCHER	199,406

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	HUGIN THOMAS	DE
PARTICIPANT	KOLAR MAJA	HR
PARTICIPANT	STAM JONATHAN	NL
PARTICIPANT	ZAVOD ZA KULTURO DELAVSKI DOM TRBOVLJE	SI

Compendia

By using digital tools, the production of culture and creative goods can find new forms of expression, enhance cultural experiences (e.g. in museums and art galleries) and bring about new forms of cooperation among artists, curators and audience.

This project sets out to develop the existing prototype to a professional level to be used in museums and other institutions. Initial prototype was built in a form of an artist's installation, commissioned by BIO26 design biennial organised by MAO Museum in Ljubljana and included a physical display of the digital collections gathered from National and University Library in Ljubljana, trained with a basic set of functionalities by a developed machine learning software which we plan to enhance, and enrich with larger datasets provided by collaborators within our network (Design Museum Ghent and MK&G Hamburg). The existing prototype was site specific (2 x 1,2m) with physical interaction on 4 big screens using polarized filters and sensors to interact with visitors (instead of traditional keyboard, mouse, touchscreen...). The project aims to develop this further to a more general way/device for interaction and 'searching' in digital collections of cultural institutions using AI and machine learning together with innovative participatory design approaches.

An innovative tool for searching digital collections will enable participatory engagement with large digital collections and create new insights and connections across digital borders, creating a new experience beyond virtual exhibitions. Users will be empowered to take ownership of digital collections. The tool will be used in a variety of applications within the context of digital databases, online curation and innovative presentation methods.

Objective	Competitiveness and innovation		
Priority(ies)	New technology		Annual Priority
Sector(s)	Digital arts	Graphic arts / Design	CH - Museum
Proposal Keyword(s)	Digital	Archives and Libraries - Culture	Research
Free Keyword(s)	digital collections		

Island Connect II

Topic	Project Number	Acronym	Max Grant Awarded
CREA-CULT-2022-COOP-2	101100160	Island Connect II	999,797

CONSORTIUM

Role	Organisation name	Country
COORDINATOR	DOMINO UDRUGE	HR
PARTICIPANT	ASOCIACION CULTURAL LAV CIUDAD- LABORATORIO DE ARTES VIVAS Y TERRITORIO	ES
PARTICIPANT	ASSOCIACIO ALCEM EL C.IN.E	ES
PARTICIPANT	COMPAGNIE THEATRE ALIBI-FABRIQUE DE THEATRE-SITE EUROPEEN DE CREATION	FR
PARTICIPANT	FORENINGEN BIRCA RESIDENCY	DK
PARTICIPANT	IRISH AERIAL CREATION CENTRE LIMITED	IE
PARTICIPANT	TEATRO DI SARDEGNA CENTRO DI INIZIATIVA TEATRALE SOCIETA COOPERATIVA ARL	IT

Compendia

Island Connect II is a broad transnational cooperation project, the goal of which is to mobilize the vast potential of the European island landscape to function - and become broadly visible - as a setting for artistic excellence and innovation, with tangible benefits for the European artistic community, the European island territories and Europe as a whole.

The project addresses the precarious situation of the European islands and island communities, as anchored in the Treaty of Amsterdam, Article 174, through implementing an innovative scheme of transnational artistic mobilities in the format of artistic residencies. Over the period of three years (2023-25) the project will implement over 90 artistic exchanges of 140 participating European performing artists from European island territories. A novel segment of the artistic residencies (the Islander Focus residencies) will be dedicated specifically to extending the opportunities to participate in the project to artists from European and global island territories which are not linked directly to the project consortium. This project goal is to connect in the project all 16 European insular countries and 3 non-European territories.

Specific project objectives include (1) facilitating artistic creation and improving professional opportunities for artists based on European islands and in European island nations, (2) developing and implementing original new approaches to artistic co-creation, specific to island settings: creation of more experimental co-creation processes; slow, long, supported, custom tailored artistic programs that enable artistic excellence, and (3) expanding the existing Island Connect platform territories to include new island geographies.

The Island Connect II addresses a topic with a clear European dimension. Currently, European islands belong to 13 EU Member states, and are home to 20,5 million Europeans all of whom stand to benefit, directly and indirectly, from this project.

Objective	Transnational creation and circulation		
Priority(ies)	Audience engagement		International dimension
Sector(s)	Circus arts	Art in public space	Theatre
Proposal Keyword(s)	International dimension		
Free Keyword(s)	Artistic residencies, Performing arts, Co-creation, Islands, Island platform		

Creative Europe Culture

European Cooperation Projects

This booklet contains the project descriptions proposed by the coordinators of all European Cooperation Projects selected in 2021 and 2022

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