





#### The EU Work Plan for Culture 2023-26

(Nov.2022)

https://www.consilium.europa.eu/media/60399/st15381-en22.pdf

#### **Priorities:**

- A. Artists and cultural professionals: empowering the cultural and creative sectors (status& working conditions of artists, digital, gaming, green,...)
- Culture for the people: enhancing cultural participation and the role of culture in society (democracy, health, discoverability, libraries,...)
- C. Culture for the planet: unleashing the power of culture (statistics, climate/ cultural heritage, illicit trafficking, high-quality living for all,
- Culture for co-creative partnerships: strengthening the cultural dimension of EU external relations (international, Ukraine, human rights,...)
- 21 actions planned, 3 OMC groups, more flexible working methods



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Artists and culturals professionnals

- •Status and working conditions: online platform
- Artistic freedom Council Conclusion
- Workshop on the role of lirairies
- Study on discoverability

Culture for the people

Culture and promotion of democracy - Presentation EC study 2022, previous WP

Culture for the planet

Climate action through culture: EU funded research, promotion of NEB, conference... Culture for co-creative partnerships

- Preserving cultural heritage and empowering local cultural and creative sectors in Ukraine –
- Meetings with PR / experts group / trainings...

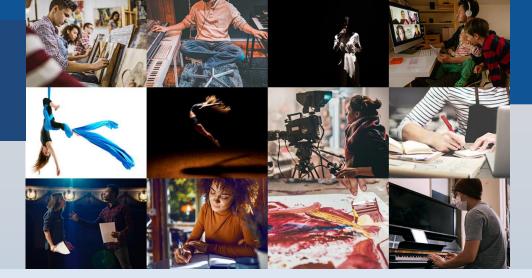


## **EU Policy support:** CCSIs

- Supporting cultural and creative ecosystems, skills development (EU Pact for skills for CCIs, FLIP, Blueprint, Charter, INCREAS projects), innovation,...
- Working conditions for artists and cultural & creative professionals, freedom of artistic creation
- Copyright fair remuneration of artists
- Evidence-based policies (work with EUROSTAT, Measuring CCSI study,...)
- And more...: Cultural heritage, gender, inclusion, sustainability/ green, international, illicit trafficking, built environmt, NEB, ECOCS,...

Culture

## Artists' working conditions



- Cultural and Creative Sectors have been working since many years on the subject (On the move, CAE, PEARLE, FIA,...), also in the EU Sectoral Social Dialogues on Performing Arts, Media etc.
- Council: Topic mentioned in the Workplan for Culture 2019-22
- **European Parliament:** Resolutions of 2020 and 2021, comprehensive study of 2006, CCFG,...
- EU-Commission issued a **study** by EENCA, in cooperation with CAE, IETM, PEARLE, Freemuse (end-2020): <a href="https://ec.europa.eu/culture/news/study-artists-working-conditions-published">https://ec.europa.eu/culture/news/study-artists-working-conditions-published</a>
- Voices of Culture civil society dialogue and final report (mid-2021):
   https://voicesofculture.eu/2021/01/25/call-for-applications-status-and-working-conditions-of-artists-and-cultural-and-creative-professionals/
- OMC Member States expert group started in Sept. 2021, report expected by mid-2023

Funding - who can help me?



#### How to find funding ? - the CulturEU

webtool and guidebook

https://ec.europa.eu/culture/discover-funding-opportunities-for-the-cultural-andcreative-sectors

European Commission

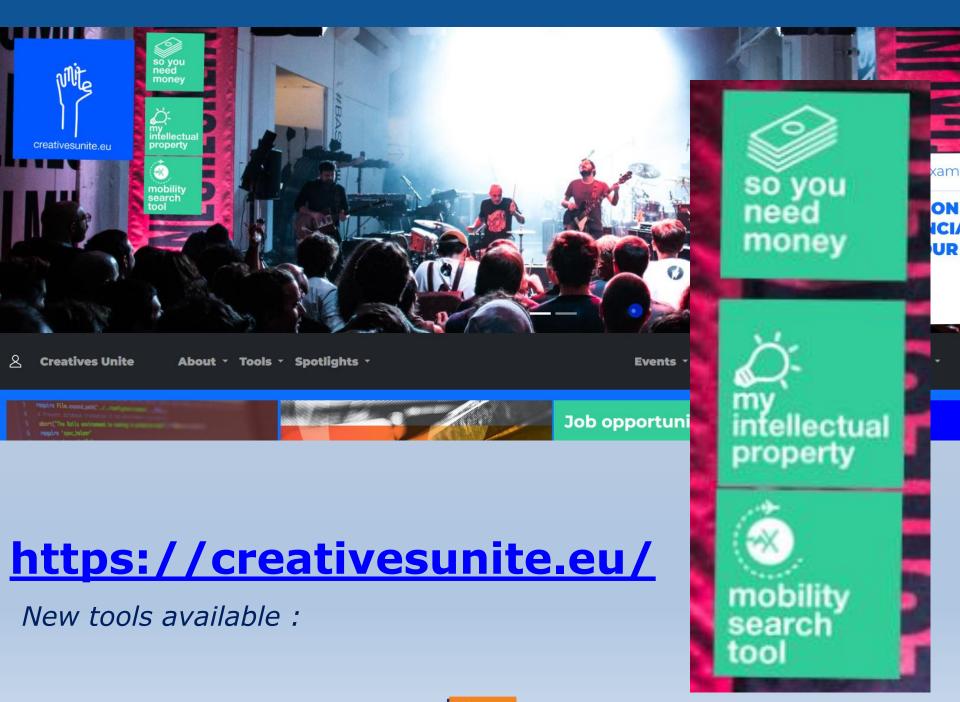
More here: <a href="https://ec.europa.eu/commission/presscorner/detail/en/IP 21 6292">https://ec.europa.eu/commission/presscorner/detail/en/IP 21 6292</a>



Date: in 12 pts

EU Funding Opportunities for the

**Cultural and Creative Sectors** 





Culture Moves Europe builds on the outcomes of I-Portunus pilot phase (2018 to 2022), mobility for artists and cultural professionals:

https://culture.ec.europa.eu/creative-europe/creative-europe-culture-strand/culture-moves-europe-mobility-for-artists-and-professionals

Budget: **€ 21 million** for 2022-2025

Will allow around 7 000 artists, creators, and cultural professionals

to:

 go abroad for professional development or international collaborations

- co-produce
- co-create
- present their works to new audiences





# EU support for cultural and creatives



#### **EU FUNDING PROGRAMMES**

- Creative Europe (+ 30 %! 2021-27) Horizon Europe, Erasmus+
- Digital Europe, InvestEU, EU Structural funds

**KIC (Knowledge and Innovation Communities)** for Cultural and Creative Sectors and Industries **EIT Culture** 





#### June 2022 - wining consortium of 50 partners selected:

Frauenhofer Inst., ECBN, Creative Hubs Network, Trans-Europe-Halles, Ars Electronica, Fitzcarraldo, ECF, Europeana, Goethe Inst., Kaapeli, ECOC Košice, Tartu, Amsterdam, Erasmus Univ., Centre Pompidou, Univ. Porto, Mediapro, EBU and many, many more, see here:

https://eit.europa.eu/sites/default/files/winning\_consortium\_factsheet.pdf

https://ec.europa.eu/commission/presscorner/detail/en/ip 22 3920

6 Co-location centres will be established in: Amsterdam, Helsinki, Bologna, Barcelona, Vienna and Košice.

#### EIT Culture & Creativity: next steps

- Signature of Start-Up Grant Agreement (SUGA) planned for Q1-2 2023 for an EIT Grant of up to million 6 EUR for the following activities:
- Strategy development; Operational and legal set-up of the KIC
- Calls for first projects, Multi-annual Business Plan
- Early bird activities, incl. summer camp and start-up contest
- First calls to be launched in the first half of 2023
- All calls will be open to new partners to apply and join the KIC
- Call information will be published on EIT Funding & Tenders portal, as well as KIC and EIT websites
- -Call information will be circulated to the Member States via the EIT's network: National Contact Points (NCP's) & Member States Representatives Group (MSRG)
- Business Plan 2024-2025 to be submitted in September 2023

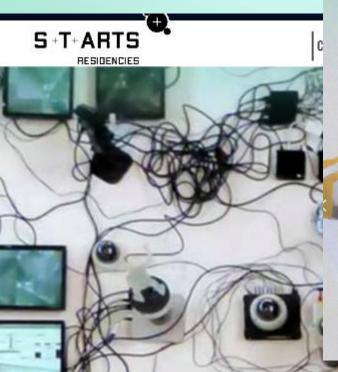




## 5+T+ART5

https://www.starts.eu/ 5+T+ARTS

CALLS EVENTS NEWS PRIZE RESIDENCIES LIGHTHOUSES



**Share your** ideas on Al and the Arts!

**HUMAN TOUCH & AI** 

[STARTS
CONSULTATION]







Leavender European

Competition starts at least 6 years in advance, cities need to:

- ENGAGE with their citizens and stakeholders
- DEVELOP an ambitious programme, integrated into development strategy
- HAVE all new cultural infrastructure READY for the start of the year

**58 CITIES** 

From Athens in 1985

to Rijeka (HR)

& Galway (IRL) in 2020

2019 Plovdiv (Bulgaria)

and Matera (Italy)

2020 Galway (Ireland)

and Rijeka (Croatia)

2021 Timisoara (Romania)

and Elefsina (Greece)

and Novi Sad (Serbia)

2022 Esch (Luxerribourg)

and Kaunas (Lithuania)

#### Capacity building activities for future ECOCs



#### **New EU funding period**

#### the budget



**EU Long-term budget (MFF) for 2021-2027 of €1.074 trillion** combined with the temporary recovery instrument, **NextGenerationEU**, of **€750 billion** (centerpiece: the RRF - Recovery and Resilience Facility, Member States can propose measures for culture within the RRF)

- Horizon Europe: 80 bn€ (+4bn€)
- Erasmus: 23,4bn€ (+2,2bn€)
- Creative Europe EUR 2.2 bn€ (+0,6bn€)
- InvestEU: 3,8 bn € in total (+1bn)

https://ec.europa.eu/info/sites/info/files/about\_the\_european\_com mission/eu\_budget/mff\_factsheet\_agreement\_en\_12.11\_v3.pdf



#### **Creative Europe - Culture**





#### **Creative Europe - MEDIA**

#### MEDIA 2021-27: ambitious set of actions

Develop more successful European works



Promote Europe's champions globally



Innovative story-telling



Support more cinemas featuring EU movies



Establishing a network of VOD platforms



Invest in 5,000 media professionals



Joined-up distribution strategies



Create networks of European festivals



#### **CROSS SECTORAL 2021-27:**

Creative Europe Desks



News Media support



Creative Innovation Labs



Guarantee Facility integrated in new Invest EU





#### Innovation Labs - CREA-CROSS-2023-INNOVLAB

Funding activities aimed to support the **competitiveness**, **greening process**, **cooperation**, **circulation**, **visibility**, **availability**, **diversity** and/or **audience across sectors**. Such activities shall contain a **high potential of replicability** in audiovisual and other cultural and creative sectors.

- Deadline: 20 April 2023
- For whom: organisations active in the audio-visual, cultural and creative sectors
- Funding instrument: Creative Europe Programme (CREA)
- Further information: <u>Funding & tenders (europa.eu)</u>



#### **Music Moves Europe - CREA-CULT-2022-MME**

• Deadline: 12 January 2023

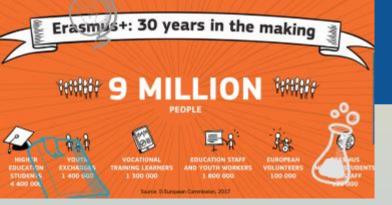
### Circulation of European literary works – CREA-CULT-2023-LIT

• Deadline: 21 February 2023

## **European Cooperation projects of Small, Medium and Large Scale – CREA-CULT-2023-COOP-1**

• Deadline: 23 February 2023

More information on: **Funding & tenders (europa.eu)** 





#### **ERASMUS+**

#### 1. Learning mobility of individuals

- Mobility of individuals in the field of education, training and youth
- Erasmus Mundus Joint Master Degrees
- Large Scale European Voluntary Service Events

## 2. Cooperation for innovation and the exchange of good practices

- Strategic partnerships in the field of education, training and youth
- Knowledge Alliances
- Sector Skills Alliances
- Capacity building in higher education and youth
- 3. Support for policy reform
- 4. European Volontary Programme





#### ERASMUS+ 2023

The new programme funds relevant actions aimed at increasing:

- 1) Democratic values and social inclusion
- 2) **Digital transformation**
- 3) **Green transformation and carbon-neutrality**
- 4) Sustainability

Particularly, interested parties in the field of culture may consider applying for two Key Actions (KA) within the call:

- KA2: Cooperation among organisations and institutions
- KA3: Support to policy development and cooperation
- Total amount: €4,2 billion
- Deadline: Several submission deadlines in 2023
- Weblink: <a href="https://eur-lex.europa.eu/legal-content/EN/TXT/?uri=OJ%3AJOC\_2022\_444\_R\_0007">https://eur-lex.europa.eu/legal-content/EN/TXT/?uri=OJ%3AJOC\_2022\_444\_R\_0007</a>



## Partnerships for Innovation - Alliances (ERASMUS-EDU-2023-PI-ALL-INNO)

• Deadline: 3 May 2023

• Funding instrument: ERASMUS+

• Further information: **Funding & tenders (europa.eu)** 



## The new EU Research programme Horizon Europe

https://ec.europa.eu/commission/sites/beta-political/files/budget-may2018-horizon-europe-regulation-annexes en.pdf

What's interesting for CCS? The notion of European innovation ecosystems to

- connect with regional and national innovation actors
- enhancement of soft skills for innovation to research and innovation actions
- complement the ERDF support for innovation ecosystems and interregional partnerships around smart specialisation topics



#### HORIZON-CL5-2022-D4-02-03

Funding action aimed at creating **sustainable** and **resource-efficient solutions** for an open, accessible, inclusive, resilient and low-emission cultural heritage.

- Deadline: 24 January 2023
- Funding instrument: Horizon Europe
- Further information: <u>Funding & tenders (europa.eu)</u>



#### **InvestEU Programme**

https://ec.europa.eu/commission/sites/beta-political/files/budget-may2018-investeuregulation en.pdf

What's interesting for CCS here? The InvestEU Programme should

- ... also contribute to the support of European culture and creativity.
- operate under four policy windows, mirroring the key
  Union policy priorities, namely sustainable infrastructure;
  research, innovation and digitisation, SMEs, and social
  investment and skills. It will also support cultural
  activities with a social goal.



#### **Digital Europe Programme**

https://ec.europa.eu/commission/sites/beta-political/files/budget-june2018-digitaleurope-annex en.pdf

#### Concerning education and culture, it will:

- provide creators and creative industry in Europe with access to latest digital technologies from AI to advanced computing,
- exploit the European cultural heritage as a vector to promote cultural diversity, social cohesion and European citizenship
- establish a network of Digital Innovation Hubs

Funding - who can help me?





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# Funding - who can help me? European Commission

#### https://culture.ec.europa.eu/resources/creative-europe-desks







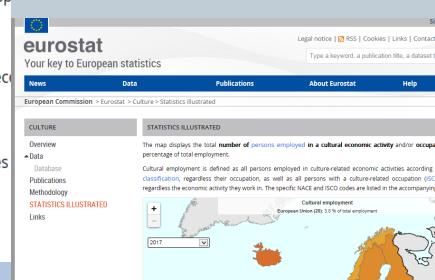
#### **EU Cultural statistics**

#### What information can I find here?

Culture statistics for the EU are not collected by a single stand-alone survey data collections. Culture statistics concern both social and economic asp cover the following topics:

- · Cultural employment;
- Characteristics and performance of enterprises engaged in cultural econof cultural goods;
- · International trade in cultural goods;
- · International trade in cultural services:
- Cultural participation (practice and attendance) and culture in cities facilities of cities' residents and 'cultural infrastructure');
- Private (household) expenditure on cultural goods and services;
- · Price index of cultural goods and services;
- Public (government) expenditure on culture.

Guide to Eurostat culture statistics: http://ec.europa.eu/eurostat/web/culture



http://ec.europa.eu/eurostat/web/culture

#### Measuring CCS - EU study 2021-22





Pilot project, EU Commission and EUROSTAT and JRC closely involved, website will be active soon: https://www.measuring-ccs.eu/

WP 4 – Research Activities and Output Production

- 5.1 WP 4.1 Research to review definitions of CCS, produce improved statistics on cultural and creative sectors, and to produce new statistical framework
- 5.2 WP 4.2 Research to produce "new methodology for capturing on-line services"
- 5.3 WP 4.3 Research to produce an updated estimation of the figures on: the contribution of CCS to GDP, EU employment, EU exports and imports of cultural services, and others.









**GERADOR** 

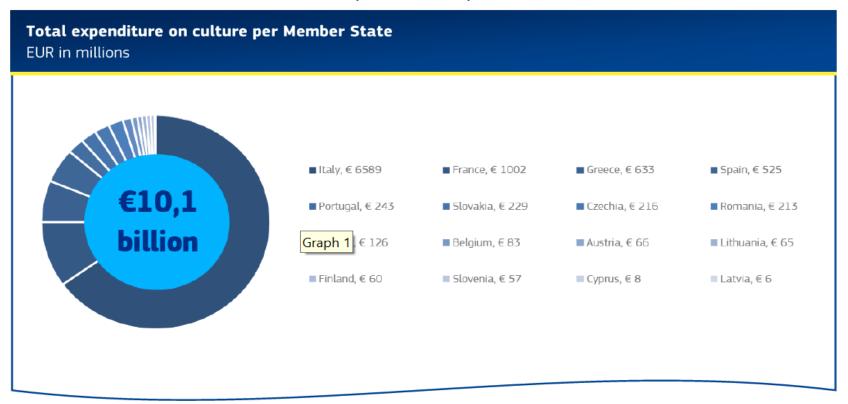


#### The Cultural and Creative Gunes Monitor

Sort cities by:	2. Lisbon	Poπugai
	3. Stockholm	Sweden
Cultural and Creative Cities Index	4. Dublin	Ireland
Sub-Index	5. Stuttgart	Germany
Cultural Vibrancy	L (250 000 - 500 000)	+
Outdian Vibrancy	1. Florence	Italy
Creative Economy	2. Karlsruhe	Germany
- Enabling Environment	3. Venice	Italy
	4. Bristol	United Kingdom
Dimension	5. Tallinn	Estonia
	M (100 000 - 250 000)	+
	1. Lund	Sweden
Cultural Participation & Attractiveness	2. Heidelberg	Germany
Creative & Knowledge-based Jobs	3. Cork	Ireland
Intellectual Property & Innovation	- C	France Germany
New Jobs in Creative Sectors	S (50 000 - 100 000 Inna	ab.) +
→ Human Capital & Education	1. Weimar	Germany
		Estonia
Openness, Tolerance & Trust	· ·	Ireland
		Belgium Ireland
Ouglity of Covernance	O. LIHIOTOR	ITOIAITU
Quality of Governance		
https://composite	e-indicators irc e	ec eurona e
	Cultural Vibrancy Creative Economy Enabling Environment  Dimension Cultural Venues & Facilities Cultural Participation & Attractiveness Creative & Knowledge-based Jobs Intellectual Property & Innovation New Jobs in Creative Sectors Human Capital & Education Openness, Tolerance & Trust Local & International Connections Quality of Governance	Cultural and Creative Cities Index  Sub-Index  Cultural Vibrancy Creative Economy Creative Economy Enabling Environment  Dimension Cultural Venues & Facilities Cultural Participation & Attractiveness Creative & Knowledge-based Jobs CIntellectual Property & Innovation New Jobs in Creative Sectors Human Capital & Education Cultural & International Connections Cultural Participation & Connections Content of Conne



## Culture in the Recovery and Resilience Facility (RRF) and the National Plans (NRRPs)



The measures directly supporting culture and the creative industries have a total value of EUR 10.121 billion<sup>9</sup>, representing approximately 2.3% of the total expenditure of the 22 adopted recovery and resilience plans. Overall, 16 out of the 22 recovery and resilience plans endorsed by the Council (by March 2022)

European

#### LINK TO THE RRF Scoreboard on Culture with information on

measures per country: <a href="https://ec.europa.eu/economy\_finance/recovery-and-resilience-scoreboard/assets/thematic\_analysis/scoreboard\_thematic\_analysis\_culture.pdf">https://ec.europa.eu/economy\_finance/recovery-and-resilience-scoreboard/assets/thematic\_analysis/scoreboard\_thematic\_analysis\_culture.pdf</a>



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