



I finanziamenti europei

Per i settori culturali e creativi

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FONDI EU: OPPORTUNITIES and THREATS

Success Rates

Erc-CoG 2014 (European Research Council-Consolidator Grant)

Italia 16 progetti

UK 86 progetti

Erasmus+ 2014

Italy: 92,8 mil mobility, 30,2 mil cooperation

Germany: 123,4 mil mobility, 40,4 cooperation

Europa Creativa 2014-15

Italia il più alto numero di progetti presentati, mentre i più finanziati Francia, GB e Belgio. “as reaffirmed by DG CONNECT and EACEA desk officers, **quality** remains the intrinsic criteria to judge and evaluate the projects presented, and in particular the potential for the projects to **contribute to the policy objectives** of the programme within the different strands and schemes” (EPRS The Creative Europe Programme Eu Implementation Assesment).

Work Plan for Culture 2015-2018

key challenges:

globalization, employment and digitisation

priorities:

- promoting access to culture and audience development
- how to raise the profile of culture in EU's external relations
- foster creativity and innovation in the cultural and creative sectors
- how to best manage Europe's cultural heritage.

+ Cultural Statistics

Implementation:

20 concrete actions pursued along 4 priorities:

accessible and inclusive culture;

cultural heritage;

creative economy and innovation;

promotion of cultural diversity, culture in EU external relations and mobility

Definizione Settori Culturali e Creativi

I settori culturali e creativi sono tutti i settori di attività che si basano su **valori culturali e / o espressioni creative e artistiche**, indipendentemente dal tipo di struttura che li esegue e indipendentemente da come sia finanziato.

Queste attività comprendono lo **sviluppo**, la **creazione**, la **produzione**, la **diffusione** e la **conservazione** di beni e servizi che incarnano espressioni culturali, artistiche o di altra creatività, nonché funzioni correlate come l'istruzione o la gestione.

architettura
archivi
biblioteche e musei
artigianato artistico
audiovisivo (compresi film, televisione, videogiochi e multimediali)
beni culturali tangibili e intangibili
Design e arti applicate
festival
musica
letteratura
arti dello spettacolo
Radio
arti visive



Europa Creativa (Culture, Media, Prizes, Cross sectoral)
Erasmus +
Europe for Citizens
Horizon 2020 (Marie Curie ed ERC, Starts)
Cosme
Life+
Interreg V

EUROPA CREATIVA

Obiettivi del programma

(2014-2020)

DG EDUCATION and CULTURE, DG CONNECT ed EACEA

GENERALI

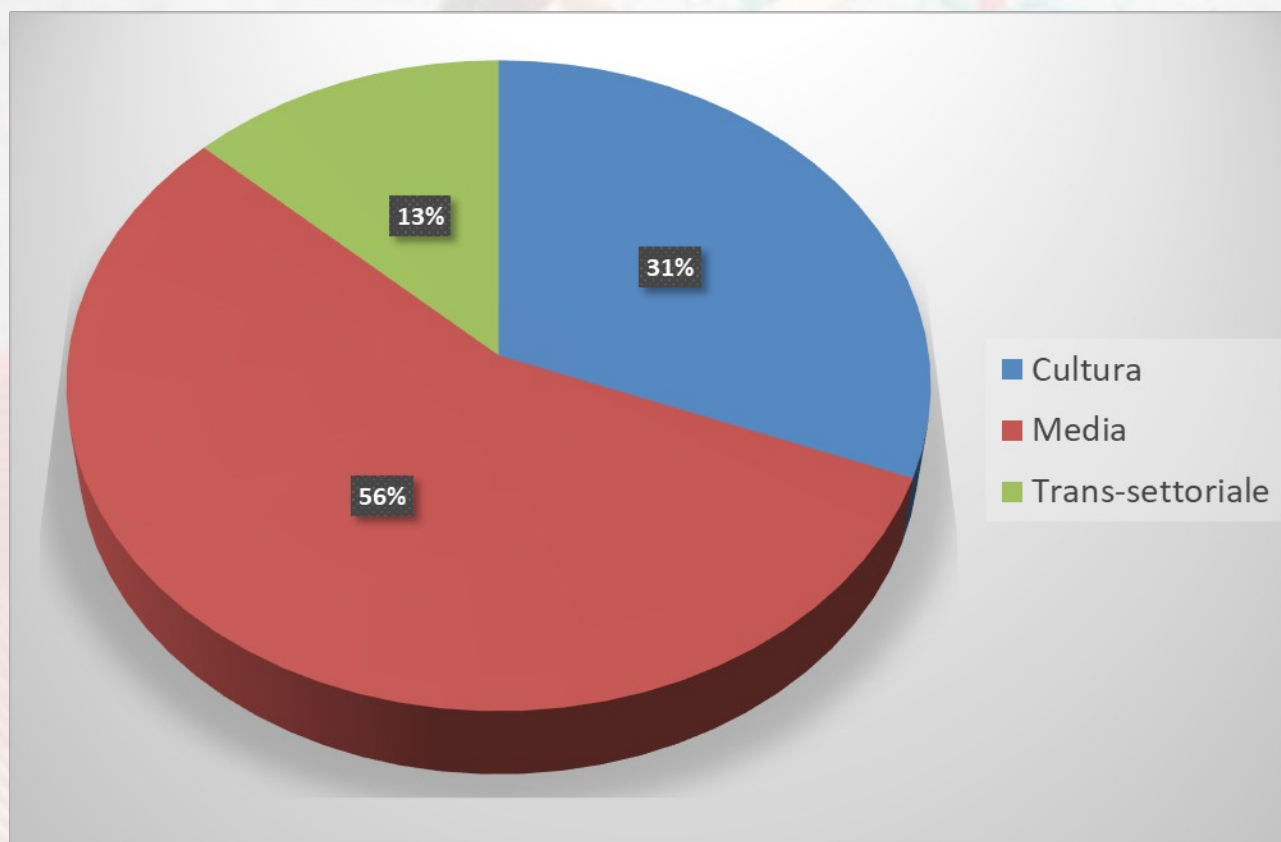
promuovere e salvaguardare la **diversità linguistica e culturale** europea;
•rafforzare la **competitività del settore culturale e creativo** per
promuovere una crescita economica intelligente, sostenibile e inclusiva.

SPECIFICI

operare a livello transnazionale, circolazione transnazionale, capacità finanziaria, cooperazione politica transnazionale al fine di favorire innovazione, policy development, audience building e nuovi modelli di business)

Dotazione finanziaria per sotto-programma

Per la programmazione 2014-2020 dotazione finanziaria pari a 1,462 miliardi di Euro



Autorità di gestione europea

EACEA- Agenzia Esecutiva per Istruzione, Audiovisivo, Cultura

Cosa viene finanziato

Progetti di Cooperazione (mobilità, audience, capacity) **Scad**
18/01/2018

Reti

Piattaforme Europee

Traduzioni Letterarie **Nuovo Giu 18?**

2018 «Anno Europeo del Patrimonio Culturale»

Master Degree in Art and Science

Esempi di progetti approvati

The screenshot shows the 'CREATIVE EUROPE PROJECT RESULTS' website. The header features the title in white on a purple background, followed by the tagline 'Imagine. Create. Share.' Below this is a search bar with the placeholder text 'Find...' and a 'Search' button. A filter sidebar on the left is titled 'Project Criteria' and includes a 'Clear filters' link. The sidebar contains several filter options: 'All Options', 'All Programmes', 'All Activity Years', and 'Organisation Criteria'. Under 'Organisation Criteria', there is an option for 'All Countries'. The main content area is partially visible, showing a 'Welcome' message and a list of project results.

Case Study: European Route of Industrial heritage

Germania

The tourism information network of industrial heritage in Europe
Eur 223.824 (2017), 184.143 (2016), 184.143 (2015), 184.143 (2014)
1 partner

ERIH is the European Route of Industrial Heritage, a network of the most important industrial heritage sites in Europe. It is the common link between them all. From disused production plants to industrial landscape parks and inter-active technology museums.

Anchor points

Regional Routes

Theme Routes, European Connections and Biographies

Case Study: Future Architecture Platform

Slovenia

The first pan-European platform of architecture museums, festivals and producers, bringing ideas on the future of cities and architecture closer to the wider public.

500.000 (2017), 500.000 (2016)

20 partners. Per l'Italia il MAXXI di Roma.

Projects

Ideas (blog, articles)

Future Architecture (publishing project)

Case Study: Voices from European Pheripheries

Italia

59.000 (2017)

STILO EDITRICE SOCIETA' COOPERATIVA

6 volumi, scritti da Autori di Bosnia Erzegovina, Serbia, Georgia, Cipro, Norvegia e Turchia. Le opere hanno un filo comune nell'essere voci delle periferie europee, parlando di memoria, identità persa e riscoperta, guerra e immigrazione, passato e futuro.

Case Study – Piccola Scala: Our Little Library

Slovenia
200.000 (2014)
3 partner

The project Our Little Library was aimed to promote reading culture and new European children's authors and illustrators who are well known at home but not necessarily in other European countries. The project Our Little Library promoted reading among school children in an inventive and amusing way. Each publishing house participated with two of their best children's books. This resulted in six high quality books, presenting 10 authors (writers and illustrators) in all three languages. The chosen works were included in the Activity book which was printed in Slovene, Polish and Lithuanian. Activity books were distributed free of charge and motivated school children to read high quality books and increased their knowledge of other European countries and cultures.

Case Study – Larga Scala: Ceramics and its dimensions

Germania PORZELLANIKON - STAATLICHES MUSEUM FÜR PORZELLAN HOHENBERG A
D EGER /SELB

1.934.308 (2014)

17 partner

Per Italia: Fondazione MIC Museo Internazionale Ceramiche Faenza

Documenting the past it shows the scope in usage of ceramics

History of eating, living and dining using example of ceramics in movies,
commercials, photography and marketing material

Create innovations in different ceramic materials

A travelling exhibition

Future Lights competition and the workshops at international ceramics
conferences

Portal combining elements linked with heritage and modules for tomorrow of
ceramics

MEDIA

Cosa viene finanziato

Accesso ai mercati

Audience development

Cinema networks

Singoli film o rassegne *Scad 23/11/2017 e 19/04/2018*

Programmi TV *Scad 16/11/2017 e 24/05/2018*

Supporto alla distribuzione *Scad. 05/12/2017 e 14/06/2017*

Sostegno agli agenti di vendita internazionale di film europei per il cinema *Scad. 03/10/2018*

Supporto allo sviluppo di videogiochi

Distribuzione online

Fondo Coproduzioni Internazionali

Formazione

Case Studies

Accesso ai mercati - Cinekid for Professionals (Paesi Bassi, 2016-2017, 220.000x2, 1 partner)

Audience development - [European film clubs and schools licensing](#) (UK, 2016, 180.000, 4 partner)

Cinema networks

Singoli film o rassegne

Programmi TV - [Babylon Berlin](#) (Germania, 2014, 1 mil, 1 partner)

Supporto alla distribuzione

Sostegno agli agenti di vendita internazionale di film europei per il cinema

Supporto allo sviluppo di videogiochi

Distribuzione online - [The European Short Film Centre](#) (Ungheria, 2016, 60.000, 1 partner)

Fondo Coproduzioni Internazionali - [Torino Film Lab Distribution](#) (Italia, 2015-16, 342300x2, 1 partner)

Formazione – [Animation Sans Frontiere](#) (Denmark, 2018, 137000, 4 partner)

ERASMUS+

DG EDUCATION AND TRAINING

The European Union's Erasmus+ programme is a funding scheme to support activities in the fields of Education, Training, Youth and Sport.

2014-2020 14,7 bn (2/3 mobility, 1/3 other)

Key Actions:

1. Learning Mobility of Individuals (students, volunteering, teachers, vocational training)
2. Cooperation for Innovation and Exchange of Good Practices (schools, universities, youth organisations, public authorities and enterprises)
3. Support to Policy Reforms
4. Jean Monnet (promote excellence in teaching and research in EU Studies)

scad 22/02/18

Case Studies

TOPICS: Creativity and Culture

Mobility: "Creative Crossing"

P60 is the independent music and cultural center in Amstelveen (near Amsterdam), a unique location in the region to discover music, culture and to develop talent. We also coordinate the annual city festival. We host 2 EVS volunteers

Olanda, 18072 eur, 2 partner (IT: AIM Agenzia Intercultura e Mobilità)

Cooperation: "Cinema, meeting point"

- a) cross-cultural experiences among three closely related countries (Spain, France, and Italy), each one with its own characteristics;
 - b) language exchange of three different languages;
 - c) artistic immersion in which cinema is conceived as a Fine Art;
 - d) fostering a space of intergenerational encounters.
 - e) establishing a co-operation framework between educational institutions such as High Schools, and local institutions such as City Councils and Cultural Centres.
- Spagna, 66130 eur, 3 partner (IT: liceo classico Carlo Botta Ivrea)

STARTS
H2020

(S+T)*ARTS = STARTS

DG CONNECT

To promote inclusion of artists in innovation projects funded in H2020 and of scientists and technologists in studio of artists.

Arts as a catalyst for an efficient conversion of S&T knowledge into novel products, services, and processes and as a catalyst of open approaches in society, research, and business. It contribute decisively to competitiveness, sustainability and social inclusion

Residencies

Prize

Pilots

STARTS
H2020

Case Studies

WEAR (Wearable technologists Engage with Artists for Responsible Innovation) Sustain is a 2 year, €3m project, funded by the European Commission Horizon 2020 research and innovation initiative to engage art, design and creative industries to work more closely with technology and engineering industries, to shift the development of the wearables and e-textile landscape towards a more sustainable and ethical approach.

FEAT Future and Emerging Technologies (FET) push the boundaries of human knowledge. Unconventional ways of thinking and creativity open novel and visionary fields of research that radically shift. The project brings together artists and FET projects using best practice methods to create high-impact collaborative outcomes including the production of new artworks, major exhibitions, media campaigns, and socially engaged events including festivals, debates and participatory workshops.

H2020 EU Research and Innovation programme

DG RESEARCH and INNOVATION

The idea to focus Horizon 2020 around "**Challenges**" rather than disciplinary fields of research illustrates this new approach. It represents a twin opportunity for the social sciences and humanities.

"Europe in a changing world", there will be a range of topics covering areas like new ideas, strategies and governance structures for overcoming the crisis in Europe, innovation in the public sector enabled by ICT, business model innovation, social innovation, European cultural heritage, history, culture and identity;

"Leadership in enabling and industrial technologies", the arts and humanities might be an essential source for creativity in development of services and product design.

Grazie per l'attenzione



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