**In from the Margins**

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*In from the Margins* is a three-year programme of Studios of Sanctuary residencies working with artists with experience of displacement; exchanges of their work; and engagement with refugee, schools and wider communities.

We will create the first network of Studios of Sanctuary in Europe, offering unique opportunities for artists from refugee and migrant backgrounds. Work with refugee and migrant artists is currently largely focused on outreach and engagement programmes of major galleries. The project will bring this work ‘in from the margins’ to mainstream programming.

The partners are:
- Cork Printmakers, Ireland
- Edinburgh Printmakers, Scotland
- Funen Printmaking Studio, Odense, Denmark
- International Centre of Graphic Arts, Ljubljana, Slovenia
- AGA Lab, Amsterdam, Netherlands

Each partner hosts a number of one month residencies by refugee and migrant artists each year, enabling work created by, and alongside, refugee and migrant artists and communities in from the margins of outreach- and engagement-based work to the heart of publicly funded culture-led programming. "In from the Margins" has been designed to provide supported work spaces for artists within their host communities, kindness in times of hardship, and celebrate the contributions that refugees and migrant communities make to wider society through both exhibitions and multi-disciplinary events.

Artists are asked to put forward proposals for residency-based work (research and production) which engages with refugee and migrant communities locally through groups and/or organisations which are already working closely with the partners. All partners work through conversation and collaboration, curating in response to the wider social context.

This project has been developed by Edinburgh Printmakers with the support of the British Council and Creative Scotland, which has allowed meetings during the planning stages and the building of a shared vision among the partners.
AAA. Accessible Art for All is a "multi-targeted" cooperation project, led by Explora, the children's museum of Rome, together with ArtReach/UK, Altonale/Germany, Muzeiko/Bulgaria and Regional Museum of Skåne/Sweden. The project aims to raise awareness on important messages for future European societies through high-quality arts (visual, digital, street) in toilet venues of museums, festival organisations, schools, stations and other community spaces: from climate change and environmental sustainability, to the importance of being in the EU, a society which should always be against bullying and discrimination and inclusive with migrants and refugees.

Toilets in Rome, Leicester, Hamburg, Sofia and Kristianstad will thus be transformed into: TOILETS for future, TOILETS for the Erasmus generation, TOILETS against bullying and discrimination, TOILETS for dialogue between cultures.

With such important messages for future societies, AAA will enrich the cultural programs of already existing festivals, empower the local communities, boost carriers' opportunities for artists and ensure positive visibility of the Creative Europe program, bringing culture to a new and revised light.

During 18 months, the partners will cooperate in 4 different groups of activities – management, festivals’ preparation and organisation, audience development and transnational mobility, dissemination and exploitation of results. 3 key priorities will be met: audience development, transnational mobility and capacity building – education and training. 5 festivals, with exhibitions, installations, performances and workshops will run from March 2021, leading to a final event in Rome in November 2021, involving children, the young, people with disabilities, migrants and refugees. Together with the partner organisations, a number of local and European associated partners will support the project and contribute to its visibility.
Circus Without Circus (CWC) is an intensive cooperation between 8 cultural organisations in 4 countries: Belgium, Denmark, France and Croatia. Each partner has a unique profile, but they all share a love of performing arts, contemporary circus and the cross-disciplinary connections between them.

CWC is an interdisciplinary research project driven by encounters between circus artists and artists from other performing arts fields. 16 emerging artists will be selected and paired as duos, with each duo containing 1 circus artist and one artist from the performing arts. These duos will benefit from two complementary programmes: a residency programme (in total, 16 two-week residencies; 2 per partner, 4 per country), and an accompanying support programme (with artistic mentorship, feedback sessions, meetings and networking). In this way, there is both a heavy focus on artistic exchange / cross-boundary research, and on enabling artists to pursue sustainable careers.

In order to capture traces of the artistic research we’ve planned a series of public presentations and digital activities – including a series of in-depth interviews and a multimedia logbook that offers intimate glimpses of the artistic process. By airing this material we will contribute to a shared reflection that draws in artists from all fields, as well as other target groups, such as cultural operators, policymakers and the general public.

By disseminating the rich, surprising results of the project, as well as its best practices as a model for international collaboration, Circus Without Circus will be able to reach and inspire thousands of emerging artists, cultural operators and citizens throughout Europe.
On-the-Fly: Fostering Live Coding practices across Europe

Original Budget | Maximum Grant Awarded | % Awarded
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331,595.00 € | 197,695.00 € | 59.62 %

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On the Fly project supports the development of the European live coding practice, a performing art and a creative technique centred in writing computer programmes in real time. The partnership motivation and conviction is that live coding represents an important and broad set of opportunities for the creative sector, computer science and humanities. On the Fly fosters the strengthening of the European live coding community by promoting practice and research across arts, computer science, and technology. The general objective of the project is to promote the development and visibility of live coding in Europe as a performing digital practice by using critical perspectives that empower the performers and the public. The specific objectives are: 1. To strengthen cooperation within the EU live coding community by supporting transnational sharing of expertise and exchange of artistic experiences, taking into account its diversity, knowledge and learning needs; 2. To promote the visibility and dissemination of live coding practices and artistic performances in Europe by bringing the general public closer to technology and arts, with particular focus on students of computer science and art and young people (aged 15-25); 3. To stimulate European interdisciplinary cooperation on live coding research and artistic practices by supporting networking and collaboration among researchers and performers for mutual learning and advancement of the EU live coding investigation. Building on the heterogeneous composition of the European live coding communities in the partner countries, the project brings together performers from different backgrounds to push forwards new creative directions for understanding and using technology as a new form of expression.
BETA CIRCUS - Boosting European Trends and Artists in Circus Arts

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BETA CIRCUS aims to address new trends in contemporary circus and to offset the lack of opportunities for artists to get trained at a high professional level. On the other hand, it aims to create opportunities for the audience to experience those new languages and concepts in performances, especially in the partner countries. This cooperation project aims to be a pilot action, a first step of a longer-term collaboration that could develop a new European platform dedicated to high professional training for circus artists and programming innovative works in Europe, with special focus on countries with a lack of high level circus education and reduced recognition as circus arts as a valid domain inside of the contemporary arts. For 2 years, the project will focus a specific new trend in contemporary circus aesthetics: illusionism and new magic techniques, among the most currently interesting trends. BETA CIRCUS opens up an international programme to train emerging professionals, based on transnational mobility for learning, and give them the opportunity to take a step forward, internationalizing their careers and introducing them to those new aesthetics and techniques. Moreover, audiences will discover new trends in circus, illusionism, magic, as well as programmers and institutions. With the sum of the activities, the project aims to promote an international support circuit for the dissemination of this new trends in contemporary circus languages, promoting new artistic and research projects through a capacity building process, supporting the activities of a transnational cooperation, based on the mobility of artists and partners teams, to discover different realities, artists and audiences.
"Invisible lines" aims to gather young Comics and Illustration artists from all around Europe, challenging them with an inspirational task: how to draw the invisible?

Invisible matters such as the spiritual and religious quests, that were considered to be fading but which are instead claiming their place in several European countries. Invisible matters like the lives of migrants and refugees, at the centre of media representations and yet rarely present with their own stories and voices. Invisible like the many abandoned places that are scattered all over Europe, a result of the ever-changing urban landscape. Invisible like the individual psychological tensions that many citizens live with, torn apart by different and contending cultural identities.

Through a call for artists spread among the most relevant comics schools and festivals in Europe, 12 young comics authors and illustrators will be selected to participate in 3 international workshops mentored by renowned comics masters. The approach won’t be ‘top-down’ but ‘from artist to artist’, a journey of co-creation where mentors will guide the young artists along their own artistic path.

This international training will lead to the creation of original artworks that will be published and circulated in the partners’ countries.

"Invisible lines" aims to be also a unique opportunity to promote the professionalization of young artists and to enhance the exchange of ideas and good practices among cultural operators, through training events and meetings.

To foster the cross-sectorial cooperation with scientific institutions an international conference will be held, where researchers and artists will be invited to participate; their shared contributions will be published in a ‘hybrid’ book, mixing scientific papers with artistic works.

The coordinator of the project is the Fondazione Giorgio Cini Onlus (IT) in partnership with Central Vapeur (FR), Hamelin (IT), BAOBAB publishing (CZ).
The Training Leading Voices project seeks to contribute to the professionalisation of vocal and choral leaders in Europe and the internationalisation of their careers. A needs analysis done by the European Choral Association - Europa Cantat shows that they seek and need a new European event that is particularly focussed on their development and adapts their training to modern needs, which in turn brings an enhanced experience to the thousands of singers who are a part of their choirs and ensembles.

The project consists in a series of training events with an international dimension: conductors’ competitions, study tours allowing vocal and choral leaders to watch their peers at work, conferences and training programmes with practical workshops, laboratories to test innovative approaches, as well as concerts and performances of exemplary groups of a high artistic standard or demonstrating specific methods and approaches. It will culminate in “Leading Voices”, a new major European event for vocal and choral leaders in Utrecht in July 2022.

The events in France, Italy, Slovenia and The Netherlands will welcome as participants vocal and choral leaders of diverse levels of experience and fields of practice, including students (studying school music, church music or choral conducting), educators dealing with singing in schools or music schools, freelancers who lead choirs and vocal groups of all kinds of styles, employed vocal and choral leaders but also those who learned another profession and lead choirs in their free time, conducting amateur singers or professional singers, coming from up to 40 different countries.

The Training Leading Voices project also seeks to inspire other organisations in the process of, or contemplating, organising their own events for vocal and choral leaders. Communication and dissemination of the results is therefore central to the sustainability of the project results and the multiplication of its impact.
Artist-Run Network Europe (ARNE) broadens the opportunities for the artist-run art sector and makes it accessible to a range of audiences. The project has two main goals: to strengthen the self-organised artist-run sector in Europe with a focus on local and international cooperation, and to create a simple and sustainable educational framework for art professionals and art students, including a user-generated online platform, Artist-Run Resource Centre (ARRC), that serves as a free public source of information. The project addresses the gap in methodically collecting, categorising and sharing knowledge and skills unique to the independent artist-run sector.

It is common not only in the artist-run sector but the arts in general for the public to feel excluded from the art world. The activities of the artist-run sector can be considered niche and inaccessible. For this reason, in connection to the professional development, the project delivers public programme activities with a wider public outreach in mind. In a multi-layered format, the project bridges the gap between cultures, professions and artists at different stages of their careers. It promotes international collaboration and mutual respect, and emphasises the importance of simple, transferable methods and a user-friendly layout of the online resource centre. The development of easy-to-access educational tools impacts the scope of knowledge-sharing and outreach of the artist-run sector, and empowers its individual actors.

The aims of ARNE are to:
1. Strengthen the European artist-run sector by connecting artist-run initiatives and heightening the mutual awareness of their activities, methods and structures
2. Promote transnational mobility of artists from the independent artist-run initiatives
3. Share knowledge with and deliver training and education to peers from the art sector and art students
4. Improve the awareness and accessibility of artist-run initiatives to a broader spectrum of audiences
The RETOLD project will ensure that open-air museums can continue telling important cultural heritage stories to a diverse public by developing a standardized workflow to collect, digitize, and publish data on buildings, crafts, and traditions. These data will be stored in an open access format so that museum professionals, researchers, and the public can access and use them freely. This will ensure better quality research through more comparable data, the preservation of tacit cultural heritage knowledge for the future, and opportunities for more engaging and impactful story-telling about cultural heritage to the general public.

Open-air museums are vast repositories of cultural heritage data, which are currently located in archival records, photos, video, and the minds of museum staff and volunteers. There is a real risk that without a standardized process for capturing and storing this data, it will be lost forever. Open-air museums are process and action-oriented, rather than artefact oriented. Therefore, the CIDOC Collection Reference Model, that revolves around events and processes (as opposed to objects), will be used. The standardized workflows created by this project will be shared in an open access form on multiple platforms, and open-air museums will be actively encouraged to adopt them.

The RETOLD project will thus create open access knowledge transfer to a new generation of museum professionals, researchers, and the public. This represents an important opportunity for open-air museums to fully leverage the new possibilities of digital technologies, social media and online communities in widely disseminating cultural heritage data. The end result will be enhanced cooperation between historical and archaeological open-air museums and other cultural heritage specialists, a strengthening of the research and interpretation framework of open-air museums, and ultimately the long-term sustainability of open-air museums as guardians of cultural heritage.
**FestivalFinder.eu (a)Live Now**

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**Compendium**

In Europe the arts are just a festival away is the slogan of the interactive search engine & online portal recently launched: FestivalFinder.eu. It is a result of the pilot project 'Europe for Festivals, Festivals for Europe (EFFE)' that drove 2000 festivals to register on the site by Sep 19.

Having focused on festivals to sign up, FestivalFinder.eu (a)Live Now activates this technological tool with 6 partnering stakeholders from 6 perspectives: festivals, cities, national tourism boards, the press, academia and the technological world, in order to ultimately increase audiences access to the arts and information on festivals’ rich diversity in our cultural Europe. It sets a multi-sectorial stakeholder basis for an interfaced dynamic portal for various targets to access & interact about festivals. By involving partners from different sectors as initiators, (a)Live develops solutions for more audiences to be engaged in discovering artistic offers.

(a)Live provides various outputs: a dynamic, one-stop-go, interfaced festivals portal in Europe, a new cities network investing into higher accessibility of festivals info, an increasing number of active festivals in a database for interaction with academics & policymakers & a platform for press to disseminate content on arts. With 2 flagships brought in by partners – north (Bergen in Norway) & south (Italy) – multipliable toolkits tell the story on how to promote festivals ‘state-of-the-art’ like European-wide and use FF.eu as reference for increased audience access to arts, a European cultural city commitment, new business models, technological innovation & narratives on Europe. Aligning with the European Agenda for Culture, (a)Live ultimately serves to contribute to the vision of Europe as a vibrant place alive in festivals that celebrate shared experiences of Europe’s heritage of social & economical entrepreneurship, of heralds of artists & arts mobility and of an immense soft-power in Europe’s cultural diplomacy.
ART4MED - Art meets open science and technology in health and medical research

Original Budget | Maximum Grant Awarded | % Awarded
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329,132.00 € | 197,479.00 € | 60.00 %

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Ever since the digital revolution in life sciences and the vast new international open science movement, many citizen scientists, makers, artists and designers have been collaborating to develop affordable tools that could revolutionize the field of biology, diagnostic guidance, medicine practice and access to healthcare. Meanwhile, the development of variants for experimentation, iterative design and creation, has paved the way for new forms of art practices: experimenting with portable ultrasound imaging, webcam microscopy, surgery robotics, prostheses, microfluidics devices, monitoring of vital signs, etc. Artists—from performance art, new media art, speculative design, bioart and body art—are engaging with these new media.

Medical professionals, living labs and open science communities who have worked with artists to co-design and prototype new medical tools appreciate their creative mindsets as well as their unique approaches to raising issues of equity in access to healthcare and discussing ethical values. But these collaborations are fragile, and methodologies and artworks that might otherwise emerge often still have difficulty in finding appropriate production contexts.

Some questions emerge:
- How should art dealing with such complex issues be produced and presented today?
- How can we share good practices and methodologies for cross-disciplinary collaboration?
- How can we consolidate and broaden the networks of contemporary cultural operators dealing with health and medical research? How do we disseminate this content beyond immediate peer networks?
- How can art make the wider public more aware of the need to improve access to healthcare?

In order to address these questions, we propose to form a consortium: the ART4MED project: 5 partners from 5 EU countries will unite around their common interest to experiment and disseminate methodologies where "art meets open science and technology in health and medical research."
IMANEO aims to improve access to Euro-Mediterranean architectural heritage by creating synergies between the fields of cultural heritage, contemporary art, and research, relying on digital tools. The project implements an inclusive approach, giving equal consideration to architectural history, the way people today perceive this heritage, and its artistic potential.

The field IMANEO has selected is that of neo-Moorish architecture dating from the late 19th century up to the 1930s, in Europe and beyond. This architecture, once an instrument of European colonial and imperial policies, has been repurposed by the countries of the southern Mediterranean shores. Today, it serves to forge a national cultural identity. At first glance, this architecture is dissonant, but the fact is that it has become a shared heritage. As such, it contains a strong potential for intercultural dialogue that IMANEO would like to explore. Within a partnership expanded to the Euro-Mediterranean scale, including Spain, France, Bosnia, Tunisia, and Algeria, IMANEO sheds light on the hybrid imaginaries connected to this architecture, in order to strengthen the feeling that all these countries share a common area.

The project is organized around three main activities, to be carried out collectively by the members of the consortium: transmitting historical knowledge of neo-Moorish heritage, constructing new narratives, originating with the people who live alongside the buildings today, and initiating a dialogue between heritage and digital art, engaging young artists involved with post-colonial issues. The constellation of accounts, from historians, members of the public, and artists, would be presented as a web-documentary. This method of approaching heritage, promoting the free and open exchange of knowledge built up collectively, is apt to be applied to many other projects.
Art and Creativity can build better communities and reinvent themselves for better society.

SHARE project is a 2.5-years long-project (2020-2023), focused on education and creation in Europe, Africa and the Middle East. SHARE project wants to construct a durable / sustainable artistic system in which international networking, and community building will follow a training program between European, Middle East and Africans for long term collaborations. We are connecting local, regional and international partners and artists. As we believe that only if we SHARE our knowledge, experiences, visions we can do something new, durable and sustainable. In that we all gain something, the artists and mentors share their professional skills and knowledge, in Africa, Europe and Middle, young artists and technicians get new knowledge, we all get opportunities for new markets, new audiences, new collaboration opportunity and better understanding of our cultural diversity.

SHARE project is motivated by experiences we have gained from different international projects in last past years, that combine empowering moments in different fields: art, creativity, education and community. No matter how we look around the world, we always face incredible differences in terms of opportunities between Continents; Europe on one side, and Africa and the Middle East on the other. For SHARE PROJECT is important that those differences become smaller, that would lower migration, decrease poverty, make better future for developing countries and strengthen exchange with European and African countries. Let's share our skills and create a chance / change in order to transfer progressive skills and create cultural and socio-economic anchor! It is important for SHARE project to strengthen positive sides of sharing and opening trans-continental transfer from Europe to Middle East and Africa – and back.
PLAY GROUND is a European cooperative project dedicated to the organization and improvement of music projects with children and youngsters from disadvantaged backgrounds (migrant and refugee communities, poverty,…). Through music workshops organized in underprivileged communities, in collaboration with local organizations and lead by professional artists, PLAY GROUND wants to involve children and youngsters who don’t have easy access to cultural events to experience the power, beauty and pleasure of making music. Not only as a means to explore their own creativity, but also to help them discover and develop their broader social and cultural skills and thus empower them in a society that often keeps them feeling left out. Each series of workshops will result in a public concert, in the neighbourhoods where the participants live to maximize the accessibility for the local communities, and in the official partner venues, to invite the communities as a new audience.

The PLAY GROUND partners join forces to improve the quality of music projects with underprivileged children and youngsters by creating an international learning platform where methodological and academic expertise can be gathered, evaluated and shared. During 5 partner/expert meetings, delegations of international and local expert professionals will come together to network, share expertise and visit inspiring local practices. Two public conferences with lectures and workshops will be organized for a broad audience of professionals interested or involved in artistic practice with the target group. In addition, a PLAY GROUND website and publication with extensive documentation will be developed.

All PLAY GROUND partners are firmly embedded in local, national and international networks, such as the Europe Jazz Network (EJN). These diverse and widely dispersed channels will be used for the broad dissemination of the project, carrying PLAY GROUND’s legacy far beyond its 5 partners and 3-year project span.
“Strengthen Distribution of European digital Comics” (EUDICOM) is a capacity building programme aimed at supporting comics publishers in Europe to benefit from digital distribution. The consortium leader is a pure European comics digital platform that has been active for the last 9 years and European leader. The other 4 partners are the Federation of European Publishers and the national associations of books or comics publishers in Italy, Spain and Poland who will support the local Comics publishing eco systems to get prepared for the digital transition and understand the opportunities of digital distribution. Thanks to IZNEO, the participating publishers will be able to build a digital distribution strategy and have the opportunity to try it out in a test phase on any e-comics platform or in an private environment for pure technical testing. The project is about strengthening the e comics publishers in Europe and make sure they can reach all possible audiences as well as increasing revenues through new payment models (like subscription models). A cooperation platform website will also be build for the sustainability of the project, in order to let comics publishers have a permanent access to the MOOC, studies and a forum regrouping most actors of the sector to share best practices, build new partnership and set the basis of an integrated and strong european comics sector able to distribute european comics worldwide.
"The world would have been Mithraic if the growth of Christianity had been arrested by some mortal malady". While this quotation from the 19th century orientalist Ernest Renan is nowadays rightly seen as excessive, no one can deny the significance of the oriental god Mithras in the history of Europe. Its cult was one of the most popular in our regions in the early centuries of our era, and today most European museums hold Mithraic artefacts in their collections. Yet, outside museum and university staff, little is known about its system of beliefs, its worshippers and its rich iconography. In order to increase public understanding of this significant piece of European heritage from Roman Antiquity, the Royal Museum of Mariemont (Belgium), the Archaeological Museum of Frankfurt (Germany) and the Museum of Saint-Raymond in Toulouse (France) have initiated a pioneering project. The aim of the "MITHRA project" is to connect European cultural operators, technical partners and scholars, and create the first travelling exhibition dedicated to the cult of Mithras, which will reflect the European peregrinations of Mithras and its local developments. Three major aspects of the cult, with striking modern resonances in today's European countries, will be investigated: religious behaviours, articulation of global and local identities, and migration. The project will call on European experts on Mithraic studies to present new evidence from recent excavations and offer the most up-to-date interpretation of this religious phenomenon, and on this basis MITHRA museum experts will create an innovative and public-orientated scenography, which will offer the wider European audience a new way to reconnect with their common heritage.
The project aims to develop a creative process that investigates the sense of the circularity of the anthropological history of human flows and to trace the routes of dreams that have always driven men to leave, to change and to move. The project is developed by collection of positive ancient and contemporary stories that tell how dreams and hope move man to move in search of the satisfaction of a need or an aspiration. Based on the material collected and organized in an "archive of dreams", the creative process supported by dramaturgical workshops will create performances that represent and convey the positive message of hope and growth of these stories. The collection of stories, open to audience, will provide a permanent archive at disposition to researched, artists and general public.

The stage space, the Container box, is the place where the collected stories meet the audience and live again in the actors' interpretation. The container box symbolizes the suspended time of the journey, the waiting time as the desire for a new beginning. Audience and actors will find themselves within the common space to erase the distance between stage and audience typical of classical theater, to create empathy starting from the physical condition and to make stories live in an experiential anthropological theater.

Final outcome will be an international traveling festival lasting 45 days, which will take place in continuity in at least 5 stages: Italy, Greece, Spain, Denmark and Belgium and which will allow the stories to come to life through the kaleidoscope created by the theatrical performance.

Each stage will be accompanied by a round table and a public conference will close the project in Brussels, in order to disseminate method and the project carried out.
Sustaining Cultural Diversity in Literary Translation. Leverage database on translation markets, explore applicability of proven innovative models, network and train practitioners along the value chain.

**Original Budget** | **Maximum Grant Awarded** | **% Awarded**
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275,707.00 € | 165,424.00 € | 60.00 %

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COMPENDIUM

The project aims at empowering small and medium sized publishers, particularly in fragmented markets, to better leverage new business & organizational models & related innovative practices along the publishing value chain, to compensate for ongoing loss in economic viability.

Fostering cultural diversity through literary translations is in significant parts assured by actors of very limited resources for exploring and implementing new ways. The proposed project will support such, with a bundle of intertwined actions, trainings and capacity building initiatives:

- Gather relevant and experienced stakeholders in at first learning seminars, & subsequently pilot building workshops (authors, translators, publishers, retailers, policy and grant manager), develop skills and routines for analysis of publicly available sales and market data, D2C marketing, using new distribution channels, building collaborative structures among peers from other markets, as well as tap into other media to exploit authors’ content, e.g. develop audiobook libraries or learn how to target streaming TV and games companies);
- Back up the learnings with an online-questionnaires to address a broader number of stakeholders;
- Build a library of case studies of successfully implemented novel practices (e.g. crowd funding approaches, building of consumer communities, discoverability tools & strategies for identifying new attractive authors and titles, etc.);
- Work with existing networks of authors, translators and grant sponsors on how to use ‘non-traditional publishing models’;
- Build pilots for small collaborative structures especially between publishers in different markets;
- Assure sustainable usages for the gained insights by formatting learnings & collaborative best practices from the training & capacity modules for similar actions beyond the duration and the scope of the project.

The experts’ and participants’ network will ideally form the seed for an academy.
Connecting four cities with a close relation to water and building bridges between two ECOC cities among them – Dresden in Germany by the river Elbe, Budapest in Hungary by the river Danube, Rijeka (ECOC 2020) in Croatia on the coast of the Adriatic, and Kaunas (ECOC 2022) in Lithuania by the Nemunas and Neris rivers –, the project Flowing Connections (FLOC) explores the artistic, ecological and cultural questions of waterside living, the rivers and seas that nourish and threaten our cities in equal measure, divide and unite people, nationalities and landscapes, and our caring or abusive relationships with them.

With an international curatorial team including curators from each partner country, FLOC will establish a pool of cca. 80 artworks from and around the partner countries that will be then shown in three exhibitions of various scale in Germany, Hungary and Lithuania: first as part of the OSTRALE Biennale O21 exhibition in Dresden during the summer of 2021 in cca. 6000 m², then at the Project Space of the Art Quarter in Budapest during the spring of 2022 in cca. 400 m², and finally in frame of the ECOC program of Kaunas during the summer of 2022 in cca. 2000 m². The exhibitions are accompanied by an Artist-in-Residence program in frame of which 4 artists or artist duos from the partner countries will spend a month in Dresden preparing artworks in 4 shipping containers, that will later on be exhibited in all four partner cities in frame of the exhibitions and by themselves in Rijeka.

The curatorial and exhibition work of FLOC is complimented by a series of internal workshops for the leaders and employees of the partner institutions, where experiences and good practices in the fields of digital cultural management, art education, the cultural use of postindustrial facilities and the inclusion of people with disabilities will be exchanged, shared and researched, resulting in a publication and a documentary film about the results.
Be (P)Art. Grow with Arts

Original Budget | Maximum Grant Awarded | % Awarded
---|---|---
333,475.00 € | 199,999.00 € | 59.97 %

Role | Organisation Name | Country
---|---|---
APP | ASSOCIACIO PEN CATALA | ES
PAR | FUNDACION UXIO NOVONEYRA | ES
PAR | SZEPIROK TARSASAGA EGYESULETE | HU
PAR | UC LIMBURG | BE
PAR | UDRUZENJE KROKODIL | RS

We believe that arts are crucial to understanding the complexity of new societies, boost critical thinking, develop creative problem-solving skills and achieve academic success. Arts can also have a big impact on the well-being of youngsters and help to build resilience and a sense of identity and belonging. To facilitate creative development, young people should have opportunities to work alongside artists and other creative adults.

Be (p)Art. Grow with Arts aspires to bring young people and artists and their works closer together. The aim of the project is to support the European literary sector and its cultural agents (emerging writers, festivals, publishers, etc.) to reach young audiences by providing them with new methodology based on a participatory approach, international and European networking, new career opportunities, exchange and knowledge.

The project includes a capacity building programme for Literary professionals, organisations and student teachers in college, a mobility programme for emerging writers (including writers from rural areas and refugees writers), a series of literary residences in rural areas, a cross sector event merging Literature and running and a European award of best practices in audience development, literature and youth.

Be (p)Art builds on 2 previous EU funded projects: “Engage! Young Producers” and “SILO”, both focused on literature and audience development. With this new project we will merge the results and findings of both projects and will go beyond.

The partners belong to 4 European countries from south, north, east and west Europe. All with different languages and cultures. But the focus of the project is not about our differences but about what we all have in common. As one of the participants in the Engage project said: “In a time when Europe is so painfully divided, there is nothing more hopeful than seeing young people from different worlds talking and writing together” (Lewis Buxton, poet)
National Libraries have the responsibility within a nation’s library and information system to safeguard written heritage and national memories. The increasing digitisation of our societies however challenges the way how libraries present their collections, as the abundance of digitised and personalised content available distracts its users away from the library infrastructures, and endangers their position as trusted institutions for European heritage.

From this perspective, ‘Open Digital Libraries for creative users’ (ODL), a partnership of the three national libraries Koninklijke Bibliotheek (KB), Österreichischen Nationalbibliothek (ONB) and Eesti Rahvusraamatukogu (NLE), seeks to
1) develop and test new artistic and creative methods to engage current and new users to digital library collections, and
2) develop skills and knowledge within the European library sector to promote access and creative usage of digital library collections.

ODL will set up 1) artistic experiments with art students, artists and staff of ONB and KB to develop new methods to engage with audiences through the reuse of digital data and physical collections, 2) co-creation experiments by students and staff at NLE and KB on methods to reach new users through user-centred workspaces, leading to the creation of digital narratives authored by multiple participants and a virtual lab at NLE.

ODL will use these experiments to formulate Capacity building sessions within the partner libraries and close networks of GLAM (Galleries, Libraries, Archives and Museums) institutions, and create online tools that summarize used methods and best-practices created throughout the project. The partnership will also seek to involve and disseminate a wide range of GLAM institutions within the EU, and provide them with means through which they can improve their digital infrastructures to make them better able to engage with their audiences.
ReFresh Plus - Young artist(s) refreshing heritage sites and legends

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<tr>
<th>Role</th>
<th>Organisation Name</th>
<th>Country</th>
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<tbody>
<tr>
<td>APP</td>
<td>ZDRUZENJE ZGODOVINSKIH MEST SLOVENIJE</td>
<td>SI</td>
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<tr>
<td>PAR</td>
<td>COMPLEXUL MUZEAL NATIONAL MOLDOVA IASI</td>
<td>RO</td>
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<tr>
<td>PAR</td>
<td>&quot;Culture Hub Croatia&quot; Platforma za edukaciju, kreativnost i poticanje razvoja kroz kulturu</td>
<td>HR</td>
</tr>
<tr>
<td>PAR</td>
<td>FUNDACION UNIVERSITARIA SAN ANTONIO</td>
<td>ES</td>
</tr>
<tr>
<td>PAR</td>
<td>TURUN AMMATTIKORKEAKOULU OY</td>
<td>FI</td>
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Objectives are translated into a set of steps and attractive events (ReFresh+ Boot-Camp, Production Week, Art Marketing Training) implemented in real transnational context. 14 young artists from 5 countries will come together to learn, share and reflect on intangible heritage of Slovenia and Romania and get inspired by them. Through a facilitated process, two teams will elaborate co-creation strategies and produce new artworks/ performances linking cultural heritage and different forms of art expressions: theatre, music, dance, film, ... The market potential of artworks will be assessed, and the artists equipped with the digital materials, skills and market networks.

While the artworks will improve the attractiveness of the heritage sites, the young artists will strengthen their visibility and position themselves in the international art community. Artists remain connected after the project completion and the ReFresh+ business model documented and freely accessible in the form of e-booklet or video tutorial.
"Gender Matters" is a pilot project that revolves around the cooperation of three cultural players committed to theater, based in France (Compagnie Duanama), Italy (Sciaraprogetti) and Portugal (Teatro Metaphora - Associação de Amigos das Artes). Aim of the project is to promote gender issues and raise awareness about the phenomenon of violence against women by combing a theater-based approach together with non formal education in order to achieve audience development and empowerment. The audience development strategy (ADS) will focus on turning the performance of Malanova into three <mis en scene> that can tour across Europe and be accessible to a wider audience, especially young Europeans. The strategy will address, through a customized approach, key groups such as: school age youngsters, University students, youth workers and social workers. The ADS is designed by merging a participatory approach made of sessions and workshops that engage the audience, direct contacts and work with theater professionals, use of different settings rather than traditional theaters (E.G. Bus Theater) in order to reduce the distance between cultural actions and potential/non cultural users. In order to achieve sustainable and long-lasting results, the project foresees to carry out two capacity building activities aimed, on one hand, at providing competences related to emotional management, and, on the other, to disseminate and exchange the methodology of GM in other fields (education, youth work). Main products will be: 3 unreleased Mis en Scene; a film documentary of the touring activity; a manual book containing the innovative approach of the project and the study carried out inside the project. Key activity is the organization of EU Tour that will visit 9 European countries. All products and results will be presented at a transnational conference organized in Italy and streamed on-line to bring up all the different perspectives and angles of the work.
The aim of the project „BET“ is to create better conditions for artistic collaboration, connectivity and mobility for professional dance artist’s aged over 45+, who are looking for lifelong dance practice and are active researchers in the field. Project gives new possibilities and creates ways for international co-operation between experienced dance artists from Estonia, Latvia, Norway, UK, Sweden, Finland and Lithuania. As dance as lifelong practice is still underrated and underestimated form of art in many countries, this project aims to produce more visibility for dance at age 45+ as professional activity and helps to make art productions internationally more visible.

In this project experienced dance creators from different countries will be connected to each other, sharing their experience and creating new ways for professional dance collaborations and visibility in society. But not only – project also includes young people, who will be part of it through multiple activities - such as workshops, discussions, lecture – performances with main focus group etc. These young people from different countries will also be part of creating ideas for performances.

Every artist in that program brings his/her own personal and culturally cultivated history to the piece to be seen, discussed and experienced as unique experience in relatively new multicultural European society that we are sharing as living place and what we aim to keep ecologically sustainable. The project BET is open to all nationalities, races, religious/cultural backrounds, sexual preferences and social groups. It’s main idea is to expand the research of the issues about age and aging, facing that clash of ethnical and cultural values, heritage and differences in current European context through the art of movement and dance. How to live in the current multi-cultural world with that coded personal memories in our bodies? How is the experience of living different in 45+ and 15+?
The EC has announced 2020 to be the European Year of Biodiversity. The sustainability discourse has largely played out in the domains of natural sciences and technology, with recent contributions from the social and political sciences. However, our individual and collective actions have lagged behind and the actual problems of sustainability have become worse in the same period. With BioXXI we sustain we can get better action and behavioural commitments to sustainability by using Art&Science practices, approaches, techniques and aesthetics to develop passion and emotional connection for sustainable organising and living, trying to promote habits that take care of our environment and specifically our plants, contributing to our botanical literacy.

BioXXI activities (residencies, workshops, forums, exhibitions...) will serve the purpose of transnational circulation of cultural professionals, art products and knowledge focused on the biodiversity crisis of the vegetal world.

BioXXI aims to address the need for common tools and approaches in the intersection of Art&Science, in order

(i) to generate common spaces for artists, curators, scientists and social agents;
(ii) to stimulate transnational cooperation building bridges of communication between the different areas of technical, scientific, social, artistic and transcultural knowledge;
(iii) to explore co-creation and transversal approach as a methodology to stimulate artistic research, cultural and transnational production of artworks;
(iv) to study and explore how can artistic practices contribute to raising awareness on the societal challenges and better understanding of the current biodiversity crisis;
(v) to promote transnational mobility of artists, experts and international circulation of artworks making art & science accessible to wider audiences (to boost visibility for Art & Science practices creating synergies with EU initiatives in the field of biodiversity).
The project looks for alternatives to one-way social integration programmes, which address migrants, culture and language minorities, and other socially underrepresented groups as a target group, not as actors, makers, or experts themselves.

The project will explore the potential of cultural participation and mediation approaches in building more inclusive, diverse, and coherent society in partner countries and wider Europe. It aims to empower the representatives of the various communities by giving them new skills and knowledge, providing opportunities for creative collaboration with artists to speak about the most challenging societal problems. The project seeks to test new models of (inter)cultural mediation as a means for social integration and influence the public discourse on diversity and interculturality, as well as seek for new tools for audience development.

In the project, the motivated representatives of minorities and other socially underrepresented groups will be equipped with knowledge and skills which can help them become intercultural mediators capable of developing, or taking part in the development of inclusion patterns and methods, based on culture and arts. After completion of the education module, mediators proceed to working together with the invited artists, who will help to address the most relevant issues for those communities, tackling them with artistic vision and reaching out larger audiences and collaborators from communities and host societies. As a result, we would like to evaluate, present and share some new models and products of intercultural mediation as a means of participation and inclusion which could be applicable to different communities, to cultural institutions, NGOs, and decision-makers.
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<tr>
<th>Role</th>
<th>Organisation Name</th>
<th>Country</th>
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<tr>
<td>APP</td>
<td>LUTKOVNO GLEDALISCE LJUBLJANA</td>
<td>SI</td>
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<td>PAR</td>
<td>Puppet Animation Scotland</td>
<td>UK</td>
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<tr>
<td>PAR</td>
<td>SVEUCILISTE JOSIPA JURJA STROSSMAYERA U OSIJEKU, AKADEMIJA ZA UMJETNOST I KULTURU U OSIJEKU</td>
<td>HR</td>
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<tr>
<td>PAR</td>
<td>Vilniaus teatras Lele</td>
<td>LT</td>
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By exploring the potential reach of contemporary puppetry the four partners will contribute to the development of an artistic field and through the professional discourse release it from the preconception the general public has, that it is an art form for children, an inferior art form. In the frame of this project the partners will get a chance to systematically nurture a specific segment of puppetry critic and reflection and foremost they will devote special and systematic efforts to introduce a specific audience groups to contemporary puppetry. A great deal of project activities is centered on audience engagement devised to enable and encourage the audience to engage in peer-to-peer dialog, provide them with the opportunities to process their own responses alongside other people's, enhance their knowledge, theoretical background, improve their articulation skills, broaden their understanding of contemporary puppetry, increase audience members' engagement in and enjoyment of the contemporary art events. By doing that we will deepen, broaden and sustain relationships with and between our audiences.
**EUROPEAN COMMISSION**  
Education, Audiovisual and Culture Executive Agency

Creative Europe - Culture

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<tr>
<th>Role</th>
<th>Organisation Name</th>
<th>Country</th>
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<tr>
<td>APP</td>
<td>L’Air des Balkans</td>
<td>FR</td>
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<tr>
<td>PAR</td>
<td>1001 valises</td>
<td>BE</td>
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<tr>
<td>PAR</td>
<td>NISVILLE FOUNDATION ASSOCIATION</td>
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### Roma Jazzing Europe

<table>
<thead>
<tr>
<th>Original Budget</th>
<th>Maximum Grant Awarded</th>
<th>% Awarded</th>
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</thead>
<tbody>
<tr>
<td>416,575.00 €</td>
<td>200,000.00 €</td>
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#### Compendium

Project involves music festivals from FRA/BEL/SER promoting transnational mobility of Roma jazz musicians and strengthening of their careers, as to reinforce international cooperation among music festivals promoting Roma music as inherent part of European identity. Objective is to facilitate creativity and open artistic exchange of young and professional Roma jazz musicians of different cultural, social, economic and geographic origins, as to develop intercultural dialogue, cross-cultural cooperation. Roma musicians to be involved will be able to identify differences and similarities, learning and sharing, exchanging ideas and communication, understanding, meeting new people and discovering "new worlds" through mobility, workshops, residencies, joint performing. Project also aims to raise awareness on richness of diverse Roma culture and its influence on European jazz music. Organizing of cultural events shall strengthen European belonging feeling among Roma from FRA/BEL/SER, as increase awareness among general public that Roma music provided essential piece in European cultural mosaic.

Project outputs are: 48 Roma and non-Roma youth from FRA/BEL/SER trained on understanding of culture as a vehicle of change in the society; 40 Roma and non-Roma youth from FRA/BEL/SER jointly performed at 6 jazz concerts in Seissan, Brussels and Nis; 6 music youth exchanges conducted; 6 creative artistic and education residencies of Roma jazz musicians conducted; 2 Intl Jazz Days events held simultaneously in 3 countries; 1 joint webpage linked with social media; 1 "behind the scene" TV documentary produced and aired; 1 Roma Jazz Music Exchange Platform introduced as permanent part of all 3 partners jazz festivals; 6 seminars held on new practices in presenting Roma music , audience developing and income models for Roma music festivals ; 2 DVD albums with "live" recordings of concerts held in targeted countries, Intl Jazz Day and festivals in Seissan, Nis and Bxl in 2021 and 2022.
**FESTIVAL OF LOVE**

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<tr>
<th>Role</th>
<th>Organisation Name</th>
<th>Country</th>
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<tr>
<td>APP</td>
<td>CENTRUM KULTURY WROCŁAW ZACHOD</td>
<td>PL</td>
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<tr>
<td>PAR</td>
<td>Asociatia Culturala Replika</td>
<td>RO</td>
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<tr>
<td>PAR</td>
<td>ASSOCIACIÓ DE GESTIÓ INTEGRAL DE SERVEIS SOCIOCULTURALS IDEA</td>
<td>ES</td>
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<table>
<thead>
<tr>
<th>Original Budget</th>
<th>Maximum Grant Awarded</th>
<th>% Awarded</th>
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<tr>
<td>313,060.00 €</td>
<td>187,836.00 €</td>
<td>60.00 %</td>
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Project FESTIVAL OF LOVE is realized in the framework of the priority - audience development. The objective of the project is artistic creativity as a manifestation of social activity of people with disabilities. FESTIVAL OF LOVE is envisaged to be an artistic-educational action realized by the participants with disabilities from Spain, Romania and Poland. They will bring along their nation's traditions, ideas and artistic activities. They will form a community presenting modern human in the most important aspect of his/her life-love. Love being goodness, reciprocity, community, joy. The project clearly reflects the context of modern social issues that Europe faces - social exclusion on account of gender, race, religion and disabilities. Through symbolism of love, European values, its culture and national traditions will be promoted.

Three-part show will be created during artistic workshops - theatre, music, dance and set design. Spanish dance and music will create a unique atmosphere of love and joy of life. Theatre-focused Romania will present traditions and cultural customs of their land in connection with their traditions and folk legends. Slavic Poland, through presentation of the Midsummer Night, symbolism, colours and songs, will present love in its various aspects.

The participants with disabilities will strengthen their personality by developing their skills - creativity, expression of one’s emotions, working in a group, fulfilling the need of being close to other people, through their roles (i.e. dancers, actors, musicians, singers, set designers, prompters, co-decorators, in the created show, learning about cultural heritage of their country and partner countries, getting to know other participants, creating joint work and getting included - they will be fully-participating in the cultural life. Creating the show in a spectacular way will encourage a fighting against exclusion, getting included in the stream of everyday life.
The "Future Academy on Tour in Europe" – FATE project from ZID Theatre (NL), Atalaya (ES), SCT (IT), DAH Theatre (SB) and Studio 7 (DE) aims to create a connection between new creative migrants/refugees, cultural organisations and EU citizens through artistic training, inclusion and enhancing employment opportunities in the art sector. The aim is to help ensure that these "new players" have equal opportunities compared to European artists and creatives on the job market of the cultural sector. In order to do so, the project consists of six integrated work packages and is focused on the following three objectives:

- Develop, test and capture a training method for "new players" - i.e. professional artists coming from a refugee/migrant background that want to pursue a professional career in the arts in Europe.
- Stimulating the dialogue between these new players and cultural institutions, (upcoming) professionals of art schools and academies in Europe, most notably teachers and students in theatre education.
- Knowledge development and sharing of methods and formats on the training programme with a wider community of creative professionals and policymakers in Europe.

The methodology to achieve this is simple in design, focused on concrete tools and activities, and using the complementary expertise of each partner. The main activities are:

1. A training programme in NL and ES for 50 creative migrants/refugees
2. An inclusion programme in NL and ES for 40 cultural professionals
3. Two productions (NL & ES) and two artistic presentations (SB & DE) going on a European tour through 2 countries
4. The deployment of a Digital Platform integrating all project’s communication and dissemination activities
5. 5 conferences in 5 countries for cultural and educational professionals in the arts sector
6. A follow-up plan for the employment of the participants, wider usage of the training method and a pledge by cultural institutions for employing creative migrants/refugees.
The purpose of the Tashweesh project is to facilitate new alliances and create new perspectives. Its artistic programme aims to highlight different, unfamiliar and perhaps surprising perspectives on the relationship with countries in the North Africa / Middle East region, focusing on the similarities between people north and south of the Mediterranean and sounding out how the common basis can be expanded and vital communication opened up. This is essential in a time when the spotlight is otherwise on differences.

The project builds upon the experience of Tashweesh (2018), a multidisciplinary arts festival inviting artists/activists/thinkers on contemporary feminism. The project succeeded connecting a palette of feminist voices from the Middle East, North Africa and Europe. Today, it wants to build further upon this experience that got the attention of a large audience and the press alike, by strengthening and enlarging its impact and reach with two new partners, L’Art Rue (Tunisia) and Tanzquartier Wien (Austria).

The project will implement a series of preparatory activities aimed to create an artists and activists network, set the concept of a multi-disciplinary artistic festival, promote artists residencies in 3 countries (Austria, Belgium, Tunisia) and create the Tashweesh co-production. All preparatory activities will culminate in the Tashweesh festival, rolling out one month in Autumn 2021 in Brussels, Tunis and Vienna and consisting of a variety of open formats in order to close the gaps between the high, the low and the no art column. They will be intertwined, they will be in a constant dialogue and borders will be fading. As a consequence, also audiences will be intertwining and mixing, as will do artists, activists, social workers, philosophers and academics, helping to overcome the paralysing logic of cultural attributions and demarcations of people who are defined as the others.
The European Cultural Routes have been established with the purpose to promote the rich and diverse heritage of Europe and to bring European cultures and people closer. Nowadays, the Cultural Routes represent one of the most important instruments of the European Union to support fundamental EU values (democracy, human rights and intercultural exchanges) through the promotion of shared culture, history, memory and common heritage. With the help of Cultural Routes, Europeans can learn and better appreciate their own culture, history and heritage.

However, all the Cultural Routes are facing several challenges and problems that can jeopardize their main mission and efficiency. The first of them is of course related to the capacity to attract the visitors and citizens interested to discover and learn more about the common heritage.

As highlighted in several recent studies, the Cultural Route must collaborate more effectively transnationally and improve a set of competences and skills necessary to realise their potential as a basis for cultural tourism development and promoter of common cultural heritage among citizens.

WalkEURoute will increase the capacities and skills of the Cultural Routes by training courses and developing and testing pilot actions in different sectors like:

1. Relationship with the sources (archives)
2. Participation of citizens
3. Cultural project management
4. Marketing and Storytelling

WalkEUR will train some key stakeholders from project partners through international training for trainers activities. Then, those stakeholders will share the acquired knowledge in their respective Cultural Route with different members and partners by different local training sessions (at route level). After this, all of them will plan cheap and little pilot actions, in relation to their own objectives and strategies, to test new solutions. Finally, they will evaluate the results of these actions and capitalize all the process through dissemination tools.

### COMPRENDIUM

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<th>Role</th>
<th>Organisation Name</th>
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<tr>
<td>APP</td>
<td>Cooperation Network of the European Routes of Emperor Charles V</td>
<td>ES</td>
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<tr>
<td>PAR</td>
<td>ASSOCIATION EUROPEENNE POUR LA PRESERVATION ET LA VALORISATION DE LA CULTURE ET DU PATRIMOINE JUIFS</td>
<td>LU</td>
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<tr>
<td>PAR</td>
<td>ASSOCIAZIONE ATRIUM - Architecture of Totalitarian Regimes of the XX Century in Europe's Urban Memory</td>
<td>IT</td>
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<tr>
<td>PAR</td>
<td>ASSOCIAZIONE STRADA EUROPEA DELLA CERAMICA</td>
<td>IT</td>
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The Confederacy of Villages is an international exchange network that connects five socially engaged art initiatives operating in rural communities across Europe through a programme of artistic residencies and professional exchanges that develop innovative concepts for creative problem-solving and collaborative working outside urban centres. Working with art practitioners and craftspeople, the Confederacy’s programme of conjoined skill and knowledge sharing will collaborate with rural communities to develop each village’s economic and creative autonomy, enhancing existing activity with solutions to local needs. Through a series of workshops, seminars, and events, this will be an opportunity to understand how rural communities can remain sustainable and engaging places in which to live, work and visit. The project’s resulting user manual will propose a new anchored framework for how art can better engage with and support rural communities.

Motivated by a detected need for new practical mechanisms which better promote cooperation across Europe’s peripheral regions, the Confederacy will support the circulation of people and skills to nurture a model of mutual care and solidarity. It will reanimate vernacular economies in areas which have proven vulnerable to recent socio-economic transformations, attracting young professionals and entrepreneurship, while producing new imaginaries about forms of life outside urban centres that will empower rural communities.

Our strategy will improve the capacity of cultural agents actively engaging with the rural, providing audiences and creative professionals alike with the tools and resources for them to initiate autonomous actions. Mobilizing artists and fostering professional development, the Confederacy will encourage similar initiatives to develop through its support network, creating new avenues of cooperation with like-minded organisations and professionals that will expand the reach and scope of rural arts across Europe.
The Transmission

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<th>Role</th>
<th>Organisation Name</th>
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<tr>
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<td>PAR</td>
<td>IASTAR FRANCE</td>
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<td>Le Collectif Wow!</td>
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<td>PAR</td>
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<td>PAR</td>
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<tr>
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<td>UNIVERSITETI I TIRANES</td>
<td>AL</td>
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**Original Budget**: 327,390.00 €  
**Maximum Grant Awarded**: 196,390.00 €  
**% Awarded**: 59.99%

The Transmission launches an innovative project to bring young people together from the 6 partner countries to collaborate in making short form (under 7 minutes) audio drama. The project is a recognition that, although audio drama is undergoing a renaissance brought about by technological developments which allow it to be made to high quality at low cost and easily and widely disseminated, young people still have few opportunities to experience the joy of making it.

Audio drama has developed in very different ways across Europe making it uniquely suitable for a trans national cooperation programme; participants will be exposed to the full range of approaches and enabled to bring their own interpretation to those forms in the work they make.

Involving partners from Sweden to Albania, over 200 young participants will be supported to co-create scripts with professional writers, collaborate with young people from other countries in making work and celebrate together at a final festival. Young migrants will be integrated into the project in every country ensuring that they have a clear voice within it.

72 plays in all project languages including Arabic will be produced.

The partnership itself synthesises skills in youth engagement, migrant engagement, making audio drama with young people, supporting student radio, creativity in higher education. The lead partner produces an established international radio drama festival which will be at the heart of the long term sustainability strategy. All project resources - scripts, toolkits etc will be freely available for anyone to use.

Audio means drama without boundaries. This project will unleash the creative potential of young people, and leave them as advocates for the art-form and cultural exchange across Europe and beyond.
Main scope of this action is to connect and educate young professionals with a view to establish a cross-sectoral, cross-national and intergenerational dialogue (between young professionals - mentors), collaboration and expertise exchange to (re)position opera as interdisciplinary and authentic European art form. More specifically, the aim is Re/thinking the context of the Opera and its relevance within the contemporary world, with the activities directed at capacity building - training, education and improving competency of end users and beneficiaries, using the advantages of up-to-date technologies in advertising and production (social networking, applications, and digital scenography) and synergy of intergeneration dialogue.

One of the facts about Opera position today is that formal educational centers very often do not consider the fact that Opera is truly interdisciplinary art, where each and every segment is equally important. Boundaries between art forms have blurred even more, and with the use of new technologies, including the incorporation of film or real-time video and digital electronics into the work, with the vision of young artist of new generation a new sense of opera can be found.

The project will be implemented not only in capital cities and culture centers of participating countries, but also in smaller municipalities and rural areas, with an attempt to demystify opera and classical music as “elitist”.

Such approach is based on previous experiences and will be built on lessons learn from numerous projects implemented by all participating organizations on local, regional and national level.
**Tele-Encounters: Beyond the Human**

**Original Budget**: 333,332.00 €
**Maximum Grant Awarded**: 199,999.00 €
**% Awarded**: 60.00%

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<tr>
<th>Role</th>
<th>Organisation Name</th>
<th>Country</th>
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<tbody>
<tr>
<td>APP</td>
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<tr>
<td>PAR</td>
<td>Cooperativa Sociale Circolo Industria Scenica Onlus</td>
<td>IT</td>
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<td>PAR</td>
<td>FUNDACION UNIVERSITARIA SAN ANTONIO</td>
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"Tele-Encounters: Beyond the Human" explores the impact of the Internet, robots, and AI on human relationships, as well as the meaningful integration of these technologies in the arts. Thematically, we will look at the emergence of social robots as companions for the elderly in relation to migration and loneliness. Through telematic theatre and interactive digital art, we aim to consolidate the abilities of artists, culture professionals, technologists, and researchers to engage critically with new media. In addition, the project is meant to open the debate about the future and ethics of human-robot interactions to the larger audience.

Young and elderly public from Romania, Spain, and Italy will be invited to participate in creative workshops led by a team of theatre and digital animation artists, as well as experts in ethics and robotics. The public will imagine models for social robots, their code of ethics, personality traits, and appearance. These will later be brought to life by artists and technical experts as interactive, AI-infused 3D models, available in four languages on an online platform.

Next, we will develop a telematic theatre performance that will take place simultaneously in Romania and Italy, in two theatre studios connected via Internet video-conferencing. The story will follow the relationship between an elderly mother in Romania, her robot companion, and her daughter in Italy, and will be based on interviews with migrants and left-behind elderly parents in Romania. Taking inspiration from the models imagined by the public, we will build a robot that will function as a digital puppet controlled by an actress.

The source interviews and the audience feedback collected during the activities will be analysed in four academic studies to be published in the project book. Our capacity building experiences will reach beyond the project team through livestreamed events, telematic workshops, conferences, an international symposium, and the project book.
Collective Moves: Libertalia lab and performance

Original Budget | Maximum Grant Awarded | % Awarded
--- | --- | ---
325,000.00 € | 195,000.00 € | 60.00 %

Role | Organisation Name | Country
--- | --- | ---
APP | SAFE REGENERATION LTD | UK
PAR | CITY OF TURKU | FI
PAR | Historieverket | SE
PAR | Salzkammergut 2024 | AT
PAR | Veszprém-Balaton 2023 Zrt. | HU

COMPENDIUM

Our European values of liberty are under threat, demonstrated by Brexit, isolationism, separation. Collective Moves is a partnership of 7 smaller European ECoC and cultural cities come together to inspire change through culture. 5 Libertalia performances will re-tell the forgotten stories of our cities European pirates, the ‘guardians of liberty’, who used collaboration and self-governance to found free Libertalia states. This model was 100% successful. We will share this model with our cities cultural practitioners in 5 Libertalia labs. To enable our cities to achieve our mutual ambition to hold the type of pan-city cultural celebrations that engages new cultural audiences. As smaller European cities we can only do this by training our talent base in site-specific multidisciplinary performance and seeding a culture of co-creation to support more ambitious bigger impact work to happen on less resource.

CML will:
- Found ‘Collective Moves’ new pan-European community of practice over 3 years, to grow smaller European cities capacity to deliver high quality site-specific multidisciplinary performance. Delivering 5 Libertalia ‘training through production’ labs that give 120 creative practitioners the skills and experience to co-produce 5 public performances.
- Encourage a new culture of mobile co-creation and self-governance in our creative ecology, to address isolation and separation limiting our ability to create ambitious work. Providing a platform for creative practitioners from 7 European counties to meet and co-create.
- Re-frame a new healthy collective narrative in 5 host city, that says ‘together we thrive’, inspired by our hidden European heritage of pirates who thrived through collective self-government. Told through 5 original Libertalia performances that look to engage audiences through shared heritage, representation and participation.

CML will support a more resilient healthy cultural economy for our cities.
The project “From Complicated Past Towards Shared Futures” is built on project partners’ (Latvian Centre for Contemporary Art, Muzeum Sztuki in Lodz (Poland), National Gallery of Art in Lithuania, Art Museum in Malmo (Sweden) and OFF-Biennale Association in Budapest (Hungary)) shared interest and recent work on the complex past of Europe in 20th century, uncovering silenced and difficult histories across abovementioned countries. The project will explore and communicate these entanglements of past and present, and will seek for new approaches how art and culture can raise awareness on these issues for wider public, and influence current realities. An embedded vision of this project is to stand against the rise of the right-wing movements, hostility and discrimination towards national, ethnic, sexual minorities and other underrepresented groups by inviting artists from these groups to take part in content creation.

To extend the scope of the recent local and national activities, all of the partners have engaged in shaping a collaborative project to reach a wider international audience and to strengthen their capacity of cross-disciplinary working and transnational cooperation and together search for and share novel and best working art mediation and education strategies. The primary aim of this project is collaboration among small scale art institutions joined together to develop new shared methods and practices in audience development and facilitate transnational mobility opportunities of culture workers and artists. In order to overcome viewpoint that is restricted in local and one specialty area, the project will be based on creative co-productions and transdisciplinary collaborations between professionals from the fields of art and media, education, activism, memory studies etc. Cross-disciplinary teams of experts will share their competences and together with art institutions will develop unconventional perspectives dealing with difficult past and present.
The "Comics - A new language for Europe" project is a pilot project bringing together five European organisations representing different elements of the comic book ecosystem: a higher education institution, festivals, a publishing house, a museum. It aims to strengthen the comic book sector in Europe by experimenting with collaborative working methods. It prefigures a European comics community capable of positioning creators and organizations at a European level and challenging the historical dominance of the American and Japanese giants.

The project will experiment with professional training actions (summer camp and residency pathways), creative assistance (grants and residencies), dissemination of results in Europe and outside Europe (European comic book catalogue, large-scale dissemination channels) and mediation around the transformational power of comics (in particular through literacy workshops with comics).

"Comics - A new language for Europe" will enable its organisers to test new ways of working together internally and across sectors, which will strengthen their skills and boost their profile and longevity.

The project partners, complementary and united by a field of common values, constitute the embryo of a future network capable of bringing the sector together at European level. This network will develop the capacities of its members, represent the sector at international trade fairs and markets, and consolidate a common culture built throughout this experimental project.
BEYOND SIGNS - For equal access, professionalization and engagement of native signer artists for mixed audiences

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<tr>
<td>APP</td>
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<td>PAR</td>
<td>UDRUGA KAZALISTE AUDIOVIZUALNE UMJETNOSTI I KULTURA GLUHIH DLAN</td>
<td>HR</td>
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BEYOND SIGNS was conceived by Fattoria Vittadini (IT) and 2 partner organisations (HR, PT) in order to improve the social integration through artistic cooperation of deaf people by involving them actively in the performance sector, circulating in all the EU countries involved & meeting different mixed audiences. Through the project artistic & training activities, the skills of native signer artists, cultural operators and sign language interpreters are enhanced, the audience is sensitized about theatre played by a different artistic group, in a good shared & sharable practice of building “mixed” audiences as “common ground” of integration. Finally, the deaf culture & the intangible cultural heritage of EU sign languages are promoted.

BEYOND SIGNS will also enhance the participation of general audience & in particular of youngsters, children & students through audience development actions in schools & awareness activities. The general aim is also to give greater visibility & spread the knowledge about theatre played by native signer artists, since it is still widely unknown among the general audience & almost relegated to the socio-assistance field, without having the chance to reach high quality artistic levels or to circulate at the international level. Thus, the social impact is very relevant too, since native signer artists could be more integrated both in the EU artistic scenario & in the society. The impact would be on the whole society as well, changing the perception & the general ignorance about deaf culture.

Project results will be: new or increased audience attending the theatre performances, especially youngsters & students & deaf people; improved social inclusion of native signer artists through artistic cooperation; improved competences of native signer artists, interpreters & cultural operators; increased mobility & cooperation at EU level among native signer artists & cultural operators.
Teens’ literature plays a crucial role in the development of kids’ gender identity. Moving from the results of G-BOOK-Gender identity: Child readers and library collections and from the dishomogeneous approach among EU countries in dealing with gender issues, G-BOOK 2 aims at strengthening international gender-positive teens literature and contrasting stereotyped narratives that restrict kids’ autodetermination. In many countries indeed, books for teenagers generally stick to very conservative, narrow-minded views that reiterate stereotyped gender roles; on the other hand, some countries embrace more progressive views and gender-positive works for children and teens are much more diffused. At EU level however, all remarkable experiences aimed at promoting gender-positive teens’ literature are limited to single national or local actions, with no sharing of knowledge among academia, policy makers, publishers and educational institutions.

The main objectives of this project are:
- to support the circulation of gender-positive teens’ literature at a EU level
- to sensitize and engage the target audience (early teenagers) on gender-related topics in an equality perspective, all while developing their creative skills

These objectives will be reached through a set of well-structured activities:
- Thematic expansion of the first EU Bibliography of gender-positive kids’ literature implemented by G-BOOK by including books for 11-14 yo;
- Linguistic extension of such bibliography by including the German language;
- Audience development and raising awareness activities in middle schools, structured in a 2-year curricular project involving 6 schools from all PP countries:
  a) 6 WRITING CONTESTS on gender-related themes
  b) TRANSLATION of the awarded stories in 6 languages
  c) PUBLICATION of the awarded stories
  d) TRANSNATIONAL VISUAL STORYTELLING of all awarded stories (1 per country) to encourage teen’s artistic expression.
Among the newcomers in European societies, we have many artists from different disciplines, often very talented. In addition to the daily struggles inherent in their status as newcomers (housing, health care, education, discrimination, etc.), this target group faces significant difficulties in continuing and/or rebuilding their artistic journey. Our objective is to give those artists training and opportunities, not only to launch an artistic project in their new European society, but also to encourage co-creation (and integration) to actively share their artistic skills with the city or community in which they now live. In this way, we strengthen the autonomy and mobility of artists while at the same time developing audience and creating a tangible and lasting benefit for the entire community.

IYMF from Belgium, Hangar from Portugal, Ipazia from Romania and Big Sur from Italy, all notable European artistic organisations with different but complementary artistic disciplines, are joining capacities to launch a program named "Co-creating Europe through the arts" ("UCREATE"). This project aims not just to train newcomer artists, but also to research, define and disseminate state-of-the-art guidelines for artistic co-creation, thus becoming a sustainable launching platform for new artists and cultural organisations.

UCREATE will include artistic residency training programs for artists with a different cultural background in each of the four countries, kick-off events and artistic co-creation workshops in each of the four countries, large final closing event in Brussels, creation of a free-to-use artistic co-creation best practices and tools online platform, and internship opportunities for the trainees within international MUS-E initiative which successfully merges creative arts and education for more than two decades.
**House of Darkness. Images of a Contested European Memory**

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<td>STIFTUNG NIEDERSACHSISCHE GEDENKSTATTEN</td>
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The project is motivated by these challenges. It is also motivated by an accompanying conviction that today, 75 years after WW2 and in a time where growing nationalism and violent extremism threatens European integration, it is crucial not to keep perpetrator history in the dark, risking populist voices’ claiming their ownership to it. HICE will develop outdoor site-specific photo exhibitions connected to digital context providers, which will function as the hub of audience activities: art workshops, summer schools and digital participation initiatives. All activities aim at engaging a young and diverse audience in dialogues on perpetrator spaces as a means to raise awareness of common challenges and reinforce a sense of belonging to a shared European space. The final partner in the consortium is the media organisation Paradox, who contributes with expertise on conflicted history and multi-layered storytelling in documentary photography. The project also will benefit from an advisory board of experts in the field.
**THEY: LIVE, Student lives revealed through context-based art practices**

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Project “They: Live - Student lives revealed through context-based art practices” to engage the student population to participate in the production of contemporary art by using the tools of community archiving and Artist in Residencies on campuses. Our main goal is to create an effective interdisciplinary methodology which involves digital archives as a resource for the context-based and participatory art practices. The outcomes of our project will serve as guidelines for managers of cultural institutions and art galleries, curators and artists for the further improvement of innovative approaches to the development of young audiences.

We focus on student life in relation with following topics: the everyday student life, campus related life, cultural habits and free time, interpersonal relations, gender relations, socio-political engagement, in time range from the end of the Second World War until contemporary days on the European level.

The experience and diversity of the arts organizations who are project partners, together with their commitment and huge inspirational drive to the topic of the project, are fundamental to ensuring that the results are applicable to a broad range of other organizations who aims to develop their audiences. Consortium of partners consists of Project leader Students’ City Cultural Center (SCCC) from Belgrade, Serbia (Public Institution) and four project partner organizations: Institute for Contemporary Art (ICA) from Cetinje, Montenegro (NGO); Academy of Applied Arts from Rijeka, (APURI), Croatia (Public University); Faculty of Audiovisual Communication at Universidad Rey Juan Carlos (URJC) Madrid, Spain (Public University) and International Centre For Archival Research ICARUS Croatia (NGO part of the international network) and two affiliated partners: Institute for Art in Context, Universitat der Kunste (UDK), Germany (Public University) and Center for Public History (CPH), Belgrade, Serbia (NGO).
MusXchange 2020-22: Transnational exchange of pre-professional musicians in support of innovative career development and audience engagement

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<td>EUROPEAN FEDERATION OF NATIONAL YOUTH ORCHESTRAS</td>
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**Original Budget**: 406,340.00 €  
**Maximum Grant Awarded**: 200,000.00 €  
**% Awarded**: 49.22 %

“MusXchange 2020-22” is a project coordinated by the European Federation of National Youth Orchestras (EFNYO). It involves 1 coordinator, 13 full, 20 associated, and 9 networking partners in over 40 countries. The project’s sub-strands are based on EFNYO orchestras’ long-standing experience as national platforms for high-level ensemble training. Now in its fifth cycle, the project aims to achieve a sustainable impact on “capacity building – education and training” for aspiring artists, having seen the participation of more than 1,200 musicians to date. The programme targets innovative career development and audience engagement of pre-professional musicians, and embraces new formats and partners over a duration of 25 months (Sept. 1st, 2020 - Sept. 30th, 2022). Joint activities within “transnational mobility projects” boost the training of musical, social, communicative, business, digital, and audience skills for musicians aged 16 - 26, who are members of the leading national youth orchestras in Europe. Under EFNYO’s international strategy, a further focus is laid on involving third-country partners from Canada, USA, and South America. The consortium aims at reducing the ecological footprint by encouraging travels by train versus flights, in particular within the EU. MusX activities are designed as innovative formats under “musicians’ exchanges”, “bilateral/multilateral chamber music projects”, “internships” with professional orchestras, intensive 4-day “bootcamps”, comprehensive training offered in “multilateral orchestra projects” and two “centres of performance, resources and excellence (CPREs)” in the Netherlands and France. Activities provide musicians with skills in order to work with audiences in multiple venues and settings, develop entrepreneurial mindsets, and foster innovation in the CCS. Partners/managers will benefit from regular working group meetings, managerial training, staff exchanges, and sharing of expertise within and beyond the network.
**The Mediterranean Garden**

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<td>PAR</td>
<td>IDRYMA NIKOLAOU AND DOLLIS GOULANDRI - MOUSEIO KYKLADIKIS TECHNIS</td>
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</table>

**Original Budget**: 332,083.00 €  
**Maximum Grant Awarded**: 199,249.00 €  
**% Awarded**: 60.00%

The Mediterranean Garden is a cross media project of high artistic and educational value that seeks to raise awareness about the Mediterranean Diet and way of life.

It is based on the premise that the Mediterranean Diet is an integral part of world cultural heritage, and is a vehicle for promoting better health, hospitality, neighborliness, intercultural dialogue, creativity and sustainability.

The project consists of a traveling exhibition, educational programmes and interactive events and experiences. It aims to engage children, young people and a wider audience through workshops and events within and without the museums, inviting visitors to participate, taste and ask how the collective choices we make can lead to a more sustainable future.

The project will be hosted in a minimum of five venues in Athens, Brescia, Nicosia, Zagreb and Tirana while educational activities will extend beyond the exhibition display.

The Mediterranean Garden is a European coproduction that seeks to strengthen ties between European professionals, to facilitate the exchange of knowledge, but also to create synergy with leading cultural organisations and state agencies across the Mediterranean, to ensure the further dissemination and sustainability of the project and its urgent message.
The IMPROVISA project will explore innovative models to increase the access to culture and heritage for the younger audience and communities with difficult access to that culture, such as immigrants and inmates, using digital and mobile technologies.

The project will develop, implement and validate new co-created art-based activities combining audio-visual improvisation with cultural/heritage contents, from the museums and their audience, and supported by the use of interactive mobile tools.

The intersectoral and cross-border collaboration, bridging ICT, arts and business, will support artists and museum professionals to face the changing skills requirements and explore new business models for the cultural sector.

The IMPROVISA project has the following objectives:

- Explore new ways of using, sharing and disseminating cultural, artistic and European heritage contents through the use of mobile technologies.

- Approach culture to the younger audience and difficult-to-reach communities through new formats of participative and art-based activities, enabling reinterpretation of culture and enhancing intercultural dialogue.

- Promote cross-border and intersectoral mobility and exchange of knowledge between artists, museum professionals, ICT specialists and experts in audience development.

- Analyse business models appropriate to the new needs of cultural, artistic and heritage organisations and support their professionals in the development of new skills (i.e. ICT and business skills).

To reach these objectives, the project envisages the following activities:

- An Artists’ Residency & mobility program
- The IMPROVISA Co-creation Lab and development of art-based proposals
- Implementation of an IMPROVISA Mobile Toolkit
- Training activities for CCS professionals
- 72 workshops in 3 EU countries

The project is a clear example of polyvocal creation, joining artists, scientists, technologists, end users, and museums from 5 EU countries (ES, IT, GR, PL, SI).
**COMPODUEM**

Cities across Europe and the world are using light art as a powerful instrument to improve their public spaces and add value and quality of life to cities. From the more traditional creative architectural illuminations, the illuminated statues, light art projections, or other original light art installations, whether they be permanent or semi permanent, all of these light art works become an important part of a city’s cultural scene, a heritage to be protected, promoted, and shared across Europe.

The field of light art is still in its early stages yet evolving rapidly. Technological progress in lighting materials and techniques, especially improvements in LED technologies, have made this type of art more accessible to artists and a popular tool for cultural operators in cities to use in their public art and urban lighting strategies.

Today there is a strong need and a great opportunity to strengthen capacities for the professionals (artists, designers, city engineers, city planners…) involved in these projects. The LAIPS project, with 4 partners from France, Italy and Finland, including 3 large cities involved in the light art scene at EU level, will have a "Light &Art Lab” to strengthen capacities of the cultural operators with visits, best practices reporting to capitalise and drive new experiences on various areas of the light art field. The LAIPS project will also work on the digital shift to promote light art, with the “Light&Art (M) app”, which will give access to light art in public spaces inside a digital tool responding to needs of the target audience.

A final conference will bring together partners with a wider audience in Europe to raise the awareness on this type of art in public spaces and to launch the tools created by the project. The LUCI team will manage the project and work on goals to be sustainable, have long term impacts and will actively involve a large part of its network of 70 cities and 40 professional organisations all over the world.

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<td>ASSOCIATION LUCI LIGHTING URBAN COMMUNITY INTERNATIONAL</td>
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<td>OULUN KAUPUNKI</td>
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Who cares? is an innovative visual arts project exploring issues of care through commissions and residencies co-produced with communities, developing and sharing expertise, learning from peers, disseminating and creating legacy of enriched practice & improved audience development skills. Working together to share approaches to audience engagement and development, growing and sharing lessons, learning and doing. Partner cultural organisations will develop best practice in artist development, widening participation, growing audiences and evaluating the impact of our methods. Associates will add value.

We all deliver projects in the intersection between art, education & social space, taking arts as a medium for experimentation & action, impacting unique elements of each partner location, bringing together elements based on common themes & shared interest. Using transverse processes between artists, facilitators & active agents in social space, helping build a common future holding environmental justice, freedom & civic rights as a backbone we build space to imagine, create & explore.

We focus on shared interests in audience development primarily for those least engaged in the arts, through two years of workshops, visits, artist projects & an online platform. We are small organisations keen to focus on a human approach to audiences, taking into account & learning from our unique contexts, needs & challenges faced by our different audiences.

Care as an operating principle intersects with concerns & challenges each partner faces. Care is our chosen rationale for co-producing art with participants, for how we manage institutions and how we care for each other, for environments & for artists, linking methodologies.

We are small organisations of varying size, capacity & local conditions, from diverse geopolitical corners of Europe, N & S, former E & W, keen to collaborate, learn from each other & share our learning.
Giving (Back) the Credit to the Heritage Communities

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<th>Original Budget</th>
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<th>% Awarded</th>
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<td>149,310.00 €</td>
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This project is proposed by "La Blouse Roumaine" Association, from Bucharest, Romania and it aims to reset the place of the traditional crafts within the new trend for a more sustainable fashion, while promoting and preserving the specificity and skills of the craftsmen.

At the center of the proposal we find the artisan communities and the fashion designers, which would get a unique opportunity to discover each other through Creative residencies focused on the iconic traditional items - the Romanian blouse (IA) and the Scottish Tartan. During the residencies, the designers would be invited to observe the authentic craftsmanship and learn about the profound meanings embedded in these elements of costume. Following the residencies, a limited Cultural Fashion collection will be designed and produced. The collection will be presented during the Ethnology Fest in Serbia and then displayed within a temporary Exhibition in Romania.

The creative work will be seconded by scientific work, organized around the main issues derived from "cultural appropriation" practices: the legal framework, the business models, the possible synergies with the creative industries etc. A number of planned project's outputs will further disseminate the recommendations and conclusions. A rich and targeted communication campaign will promote the project towards a wide international audience.
The objective of the project « Europe of the independent bookstores » is to strengthen and enhance the European independent bookstore as a civil, social and cultural actor. Indeed, in the current context of concentration in the publishing world, the development of online sales platforms, and the domination of “GAFA”, it is important to remember that the bookseller is one of the last guarantors of bibliodiversity today; who is very much endangered. In order to support independent bookstores, it is essential to foster cooperation between them. Therefore, the global network of independent French bookstores abroad (AILF) and seven of its most active members on the European level seek to work towards a more cooperative practice, necessary to support the independent bookshops within the network.

These independent booksellers operate within a scattered network and are in need to be connected around a common dynamic. It is for this reason that we wish to establish tools, which help to facilitate cooperation between booksellers, and allow them to enrich their own proper practice of the profession. Once redefined in its cultural and social dimension, this could be the creation of a European label.

The purpose of this experiment is organised around two key components of the booksellers’ profession: the way to choose and composed the books which they offer to the public and the way they highlight them with a strong politics of organising events; its value lays being the centrepiece of each bookstore.

The project experiments on a small scale with a model that can be developed and used within the entire network of independent bookstores in Europe. Furthermore, it has the potential to bring a global change together with other actors of the book-publishing chain and the European institutions.
AN IDEAL CITY

Original Budget | Maximum Grant Awarded | % Awarded
--- | --- | ---
440,580.00 € | 200,000.00 € | 45.39 %

Role | Organisation Name | Country
--- | --- | ---
APP | Fondazione Nazionale della Danza | IT
PAR | Greek National Opera | EL
PAR | Les Halles de Schaerbeek asbl | BE

The project unfolds around three highly visible partners known for their artistic identity and the roles they play in their respective nations. The context of each one wields symbolic, political, and cultural power capable of portraying some of the most lacerating social contradictions and dichotomies in choices and values. The project develops through the following four notions: a presentation of dance that hurls it onto the urban scene with the characterization of public art; the resulting capacity to promote particularly open and transversal audience development; a contribution to the socio-cultural identity of areas only infrequently traversed by art; the permeability of its artistic dimension, as an elevated number of choreographers are involved in dynamics of transmission that instil a motivational and educational aspect in the young and variegated social groups. The principal innovation is the dance targeted to a plurality of interests, tastes, and curiosity all wrapped up in the key matrix of “public art”, which in the strictest sense envisions the involvement of urban neighbourhoods, areas, and centers of socialization rarely in contact with works of art. The project thus sets the objective of new stimulations of audience development. The second element of innovation lies in the method of transmission, the transfer of the choreography from the professional dancers engaged in the initial production phase to the wider basin of young people involved in each territory, in this way rooting the project and the training it requires in local soil. The first step here is the set up of a coordination and study group with the participation of all three partners. The various phases (inception creation, presentation, urban positioning, and transmission) will also be the subject of a multi-form narration that leads to a progressive approach to the moment of presentation/performance and knowledge and participation in the specific experience of the other two cities.
## Culture as a Unique Resource to Inspire, Outreach & Understand Science

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**Original Budget** | **Maximum Grant Awarded** | **% Awarded**
--- | --- | ---
333,172.00 € | 199,903.00 € | 60.00 %

**COMPENDIUM**

CURIOUS will network 4 innovative EU cultural and scientific operators: the Arditodesio Theatre Company (IT), also project leader, the Arte Urbana Collectif (BG), the Interactive Arts Laboratory of the University of Arts in Belgrade (RS), and the Arenberg Theatre (BE).

These partners will create 8 Theatre of Wonder Festivals, 2 in each country, over 28 months. ToW festivals will showcase local and non-local / international theatre and artscience plays and events. Original Augmented Lectures (a joint performance between an artist and a scientist) will be co-created and developed and will premiere at each festival. They will be performed in the local language, but some will be in English, enabling them to tour within the network. At the end of the project we expect that at least 22 original Augmented Lectures will have been created. There will be a learning curve, so that the 2021 Festivals will be smaller, local in nature and needed to fine-tune the creative methods and the collaboration. The 2022 Festivals will be of a much stronger European dimension where Augmented Lectures will tour among the 4 festivals.

There will be an educational dimension to the project since CURIOUS builds upon the Jet Propulsion Theatre, an Arditodesio project started in 2012 whose mission is to research, build capacity, and showcase the power of performing arts to communicate science. JPT has connected artists, scientists and audiences through ground-breaking artscience productions. With this background, Arditodesio will coach the partners and train future coaches for further theatrecience creation during and after CURIOUS. This method will be tested and improved throughout the project, resulting in the publication of an open-source methodology for Performing Art Science. CURIOUS will build on the rich and complementary experience of the consortium to further pioneer experimentation and research in using Culture as a Unique Resource to Inspire, Outreach & Understand Science.
In the context of the hospitality crisis in Europe, "Getting unstuck" arises from a common desire to contribute to the regeneration of the narratives on migration and on the renewal of a plural and inclusive European identity.

Getting unstuck is a two-year project based on the complementary expertise of the partners in the fields of art production, culture and education: 2 theatres, La Renaissance (France) and Comedia (Germany), the art department of the Turku University (Finland) and Innocamp (Poland) specialized in pedagogical interests for drama as well as their associate partner in Greece.

The project aims at conceiving and experimenting a theorised model of inclusion of migrants through art. Getting unstuck is not only about producing art works on the topic of migration. It strives for creative process and art-based approaches involving both artists and migrants as codesigners. For this purpose, the overall process will closely associate key persons who work on the topic or share the daily lives of migrants such as researchers and social workers.

Four bodies of artistic works will be produced. Led by local artists commissioned by each partners, it will be based on 2 shared constituent part:
- the music piece “In C” composed by Terry Riley and played by musicians issued from migration,
- a multi-disciplinary art work production based on the material collected in all of the participating countries on the topic of migration and European identity.

Artistically shaped in 4 different ways, this common ground reverberates the migration paths as well as the voice of the citizens of the hosting countries. Reinforced by the digital disposal connecting all local groups, the shared material feeds 4 inclusive and connected art works locally performed with a huge sense of sharing and doing together.

By means of digital mediums, the art works and model generated are intended to be disseminated to the cultural sector and beyond, in the participating countries and abroad.
Our life is affected by the world dominated by news of conflict, violence, natural disasters. There is need for effective strategies for coping with traumas, which can be deep and long-lasting, need techniques to dissolve them. Music can also play role in helping individuals and communities to cope with trauma, whether it be through intervention of music therapists, community music or individual music listening.

HoME project aims to create a space in which shared stories can meet and become something nonverbal. Content of the shared words can be transferred to music in the form of a mobile installation called Our Family House (OFH) set up in four countries settlements and festivals. Collection work in every country beside the digital sonifications results a performable composition (4 composition in total) made by four groups of three artists with different background selected through our open call. During the individual experience of entering the installation the Guest gets a real-time feedback of his/her shared story in a form of a changing soundscape.

Final output of the project is a performative collaborative artwork - a performance which will built up from the inputs collected with the help of the OFH’s technology carrying the sonic landscapes of the countries as well.

Involved artists of the project will be selected from different scenes of music and other arts to ensure the projects artistic diversity. Creators will get chance to exchange knowledge, gain new tools (mainly connected to digitisation) and network for their future creation. By turning public spaces of visited settlements into playgrounds of contemporary art, we are aiming to present an alternative way of cultural consumption, a methodology to present contemporary artworks without the necessity of having all the satisfactory infrastructure.
We live in the era of individualism and fragmented landscapes. However, everyday practices and encounters with different individuals, with whom we share the same urban environment, make us question the significance of what do we all actually have in common? This issue attains a special importance in Georgia, where a painful change from planned to market economy brought a fundamental social and urban transition. Following the dramatic collapse of the socialist system in the 1990s, urban areas of Tbilisi, capital of Georgia, were transformed into informal individualized and fragmented spaces, where the feeling of common space and society seems to be forgotten. The residents of Tbilisi struggle to understand the notions of private and public and undervalue common responsibilities.

As a result, we often encounter troubling situations or cases of social conflict in the areas like common patios, staircases, roofs, streets, public parks, etc. The responsibility for the collective areas is lost, while the residents prefer to deny the existence of these spaces and use them for transition purposes alone. Against this background a major objective of the project is to promote discussions and understand the idea of “togetherness” in Tbilisi’s local context. By questioning the “common” we would like to address several layers of urban space, such as internal and external, virtual and physical, as well as examine the emergence, development and consequences of common areas.

The idea of the project has evolved during the first Tbilisi Architecture Biennial (TAB), which created the opportunity to gain deeper insight into Tbilisi’s urban landscape. Although the TAB has been intended as common platform, people, as well as cultural actors in Tbilisi mostly viewed it as the private festival and showed reluctance to actively engage in its activities. Together with reconceptualizing the idea of togetherness, the project we seek to transform the TAB from private to public occasion.
**ECHO II: Traditions in Transition**

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**Original Budget**

312,030.00 €

**Maximum Grant Awarded**

187,218.00 €

**% Awarded**

60.00 %

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**COMPRENDIUM**

“ECHO II” is an international project in the field of cultural heritage and arts that aims to enhance cultural production and reinforce the European sense of belonging by connecting contemporary artistic creation with traditions of European local communities that are in transition. “ECHO II” is the continuation of ECHO (http://interaliaproject.com/news.php?id=213)

Tradition is anything which is transmitted from the past to the present. It can be a physical object, a cultural construction or a combination of both. Traditions are connected to the groups that practice them, and constitute an inseparable part of their dynamic identities. Tradition implies a deep-rooted practice that comes from a mythologised, distant past. Often, traditions are perceived as in peril of evanescence and oblivion. However, contemporary research opposes such dismal approaches indicating an ever-changing dynamic nature in culture that adopts and readopts the past to the needs of the present. The common acceptance that our globalised reality leaves little time for reflection on our local practices and modes of life is the starting dialogue point for artists and citizens from European local communities.

ECHO II attempts to 1) tighten and promote the link between artistic creation and local traditions, 2) enable contemporary artistic creation based on cultural elements from new, old, future and non-EU member states, 3) digitise creations and inspirations under a common European cultural context.

ECHO II tries to benefit a) artists through cultural and artistic practices and exchange, b) art receivers through creations that concentrate local communities’ traditions, c) amateur and professional creators by offering online, open source, digitised resources.

ECHO II activities include:
- Art Residencies in the fields of painting, drawing, sculpture, graphic design, fashion design and craftwork.
- Local Arts Exhibitions
- Digital Recording
- Gala of Curiosities
PTM - Pass the Mic! Decolonizing education through arts

Original Budget | Maximum Grant Awarded | % Awarded
--- | --- | ---
312,094.00 € | 187,256.00 € | 60.00 %

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Pass the Mic! is a project that aims to inaugurate a hybrid format between higher education and artistic experimentation and has its roots in the thought of libertarian education and in the most innovative European practices straddling the world of performing arts and theoretical research.

The overall objective of PTM is to contribute to increasing the access to higher education in communities exposed to structural inequalities and renewed forms of racism connected to migratory phenomena, through the creation of South-European network that bridges peripheral schools, contemporary art professionals and universities. The operative device implemented by the network grounds on critical social theory, artistic practices and peer-to-peer transmission of knowledge that builds upon education as the first provider to decolonize lexicons and imagery.

During one year and a half (September 2020 - December 2021), a training-to-research project will be improved for teachers and students that will focus on the decolonization of knowledge through embodied practices coming from performing arts (Iuav - Venice) and theoretical experiences of art based ethnographic practices (Ebano - Lisbon), with a specific seminar of curatorship (Onassis F.)

The germinal work developed by the training will be supported by the contribution of 3 artists who will stay 4 months in residency at school, working with students. The final participatory art works produced will be showcased in Centrale Fies Contemporary Performing Art Festival. Then, the process will be carried out by students and teachers during the school year in order to formulate their own artistic project to be actively tested in 3 final PTM final events, which will involve students and trainers from the three Countries, supported by the curatorial board, in a hybrid format between lifelong learning and display.
The project Smashing wor(l)ds: Cultural Practices for re/Imagining and un/Learning Vocabularies pursues an ongoing process of decolonisation of European cultural institutions, in an effort to make them more inclusive, and combat mounting societal discrimination and polarising discourses. The fear of the other is increasingly reflected in violent, overt and manipulative language vehicled towards, or about, the ‘other’. The project will address how European cultural institutions, which have the obligation to serve all communities, can improve inclusive communication in order to be welcoming and safe places of convergence and engagement for all citizens. Intercultural dialogue with diverse stakeholders is essential.

Smashing wor(l)ds intends to:
- generate a mobility, exchange, research and creative platform of oriented collective artistic practices elaborating on creative languages of accessibility and breaking hegemonic words,
- develop inclusive vocabularies at an institutional level for German, French, Dutch, English, Polish languages,
- include local resource stakeholders in the process by redistributing economic resources for their expertise
- change perceptions of general audiences in Europe towards discourses on diversity and therefore participate in an inclusive European narrative.

The project targets:
- Artists of diverse backgrounds seeking mobility, acknowledgement and visibility in cultural institutions about the effect of prejudiced societal discourses;
- Diverse communities of Europe and how their knowledge systems are able to contribute to new ways of relating to the other (this includes people of migrant backgrounds, LGBTQI communities, gender activists, people with disabilities, etc.);
- Students in cultural and arts domains
- General and youth audiences often trapped between classic, outdated modes of addressing the other and prevalent discriminatory language, and
- European cultural institutions seeking to become more inclusive
MoFu 360/365 draws inspiration from the physical and intangible heritage of the modernist period (namely its main period between the World War I and the World War II) and unites cities that have a distinctive layer of modernist architecture: Brno, Kaunas, Kortrijk, Lviv. The partners aim to create new meanings / contemporary discourse and strengthen the European narrative of modernist heritage by creating new artistic interdisciplinary interpretations of the modernist architecture and modernism phenomenon. The project will produce 14 new artistic works in 4 European cities, as well as an international exhibition – an artistic story of modernism and its relevance for today’s society.

The project partners will recruit 14 local artists representing different artistic disciplines. 7 of them will travel to partner cities to produce a new site-specific art project inspired by local modernist heritage and its context. 7 more will implement artistic projects locally. The artists will work in close contact with local citizens, stakeholders and researchers. They will choose one or several objects that represent the modernist architecture tradition that their works will be focused on and where their works will be eventually presented. This method will open doors to unconventional, semi-private or private spaces that have not yet been discovered or offer a new look at the modernist tradition and its unique elements. It will also engage artists and project producers in a close relation to the local citizens and heritage communities encouraging discussion on everyday life in heritage objects, highlight some of the positive practices of heritage preservation and a dialogue on the diversity of the modernist movement across Europe. The partners will present all implemented artistic activities, as well as a story of modernist architectural tradition in Europe in a final exhibition as part of the Kaunas European Capital of Culture 2022 programme.
### Share Human Art Recreation Europe

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**Original Budget**: 288,000.00 €  
**Maximum Grant Awarded**: 172,800.00 €  
**% Awarded**: 60.00 %

SHARE is the outcome of a crossborder reflexion between five partners from Denmark, France, Italy and Portugal, which partnered up to address the issues posed by the cooperation - or the lack thereof - between the actors (musicians, artists from various backgrounds, marketing agents, producers, concert venues) of the creative music sector. Creative musics are undergoing a series of transformations and disruptions that bind both artists and professionnals to re-envision their profession, their methods of cooperation as well as their creative process. As they are challenged by the emergence of the digital and the advent of new consuming habits, actors of the creative music sector need to tackle these changes collectively, to survive in a changing and over-competitive context.

With this Europe-size cooperation, SHARE aims at helping creative musicians to manage their career through the development of their network, their skills and their capacities.
The scope of the Project is to build a network of cultural venues and to tighten relationships between partners and music scenes across Europe. The partners are going to facilitate local artist mobility between countries and exchange and acquire knowledge from business and culture perspective to strengthen their position on local music scenes.

The idea of partnership came from Ciemna 1 as a simple idea of exchanging experience of running cultural venues in different cities but with similar attitude towards event programming, music focus and communication. Ankali and Jasna 1 are based on a periphery of the electronic music scene with just over 2 years of experience. Griessmuehle is situated in Berlin the center of club scene with more than 8 years of experience. The mutual motivation for the partners is to build a network of venues and a platform for better communication and effective exchange of artists, which would ensure international cultural exchange.

The main objective of the project is to set up a network of electronic music venues for more fluent and sustainable cooperation through knowledge exchange and educational activities. In the electronic music industry it is not common to collaborate between private entities like music venues, which is quite common or even very popular in art, performance, theatre or opera. Building the network between partners will help to strengthen position of network to negotiate artist appearance and with Creative Europe grant will equalize chances between emerging and developed countries. Very important aim is to help local artist to develop there international career therefore Partners plan to select and hire full time professional to book residents across Europe and beyond.

Here persons beyond the idea od the Project would like to thank all experts for reading this application and for time they dedicated. We believe that network of small electronic music venues will be a new quality on the very competitive market. Regards
Common Places: new imaginaries of European peripheries

Original Budget | Maximum Grant Awarded | % Awarded
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290,000.00 € | 174,000.00 € | 60.00 %

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<td>KULTURNO DRUSTVO PROSTOROZ</td>
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We will tackle the specific challenges of community based art practices situated in peripheral territories in times of hateful and divisive discourses. We will set a structure of exchanges among peer projects throughout Europe in order to develop the relevant and generative knowledge, practices and strategies for our work in the so-called peripheries of Europe. Our territories have been subjected to very long processes of structural, economic but also symbolic violence that has resulted in the stigmatization of our cultural expressions and ways of doing. In a way, the living conditions of our peripheral territories are sustained by a cultural process of dispossession and thus we believe that cultural and artistic practices play a critical role to build stronger, flexible and welcoming communities to counter hate speech and build plural European identities. With this project we aim at sharing situated cultural practices that put urban regeneration, conviviality and play at the centre to boost the autonomy and critical capacity of its residents to collectively build resistances and new imaginaries that break the stigmatization of peripheral territories.

Our consortium gathers 3 organisations who work on long-term community building processes through artistic methodologies from different perspectives. While LaFundició works at the crossroads of artistic and cultural practices and education understood as controversial activities, Cherimus works from a multidisciplinary perspective with the aim of enriching and complexifying the notions of cultural heritage and interculturality, and ProstoRož explores public spaces in cities and their meaning for local residents and the society at large. Across the three European territories this project sets out relational as well as tangible processes of investigation and production (or action research) to build new imaginaries for ways of living and working from the margins.
The project B.R.A.N.D. NEW–Business, Relations, Audience, Narration, Digital for the NEW music world departs from an intertwined problem: how Europe’s emerging classical musicians - most of them prize winners of youth music competitions - will have an audience in 20 years from now and how their springboards, European youth music competitions, will turn into inspiring music events that are relevant to the musicians education.

Youth music competitions are talent incubators for young musicians. Mostly, they are highly professional, however, often old-fashioned, sticking to the “traditional” concert format for classical music. This connects to the challenge that the classical music sector’s drive for “new,” mostly goes in one direction: the repertoire. Still only a minority of musicians truly look beyond the music to think about how they should offer the music to their audiences. As a conclusion we can draw that emerging classical musicians will not have a future if they are not trained in developing innovative concert formats, attractive to new and young audiences. Digitisation offers possibilities and experimental space for creating such new formats. It is future-oriented and natural to the young generation, including musicians. However, the training for digital and music is still not really established. B.R.A.N.D. NEW will contribute to filling these shortcomings with a set of activities carried out in 7 European countries: training for emerging musicians in developing new, digital concert formats to reach new and young audiences, combined with workshops on how to disseminate and monetize these new formats; outreach sessions and turning an international competition into a digital event. As a result will be produced 2 digital platforms to inspire musicians, youth music competitions and beyond: betterconcerts.org, showing the best examples of European innovative and digital concert formats and K-Wiki, a digital toolbox on how to design and realise these formats.
Small music festivals in Europe are widely considered to be incubators for emerging artists and local development actors. Still, they struggle as they face rapidly changing market trends, a concentration of power within the live music sector in the hands of a few operators, a general lack of institutional support, as well as difficulties of keeping their audience engaged.

When it comes to peripheral areas, problems grow dramatically. Festivals face severe problems such as the lack of infrastructures, the extreme difficulty for the public to reach the event, the shortage of qualified professionals, the lack of their continuity due to emigration and the aging of the local audience.

Besides the local specificities, partners have found that problems are practically the same for everyone, despite the extreme differences in terms of geographical and cultural context. In the light of these challenges, they identified the need to adapt small European festivals to the challenging music environment and create SMA! Small Festivals Accelerator.

SMA! aims at defining and implementing a business model which can tackle common problems and provide a feasible guideline for other festivals, not necessarily only music events.

To achieve this objective, the consortium will:
- Implement a community development strategy, in order to improve and empower the local identity of the festival
- Provide specific training to the people who work actively in the festival’s team, in particular considering emerging professional talent
- Promote mobility and circulation of organisers
- Improve the economical sustainability of the events, through several actions such as enforcing cultural tourism and by developing neighbouring businesses
- Improve the ecological sustainability of the events
- Improve the accessibility to the festivals (physical, linguistic, cultural)
- Improve the transnational cooperation by connecting with other festivals out of the local borders and promoting the model.
The project is aimed at exploring creative ways to deal with the "second level digital divide" in regard to the gap that separates content consumers from producers. This digital divide is a matter of scientific/technological knowledge, uses awareness and potentialities.

The project challenge is how digital arts, throughout the AI exploration, can help read the city, how citizens could learn from that and how the city’s semantic capital is re-shaped by this process.

The project will finance, within urban labs, three artistic residencies with installations based on AI and machine learning. By means of the artists’ mediation, the project will make youths aware of what AI is, how it works, elaborating data and how these could be used to read and shape the cities. The artists will use data from the city to work on a specific city’s challenge (migrations, climate change, etc.).

The artworks will remain to the cities and will be adopted by groups of youngsters that will be trained on how to interpret the artworks produced data and how to become mediators between the artists and the citizens.

With this regard, youths will be actively involved from the beginning of the project, allowing them to choose the city’s challenge on which to work, also allowing a continuous and active interaction with artists during the whole process. To do that the project will use social media broadcasting platforms. The artists’ works will be then spread through social media (Instagram) to enlarge the impact on the youth communities in the involved countries and in Europe.

**MAIN ACTIVITIES**

1) Recruitment of artists/scientists in each involved city – European Call (STARTS network);
2) Involvement of youngsters through social media and social media broadcasting tools;
3) Organization of an Urban AI lab in each involved city;
4) Circulation of the artworks among the involved cities and in the EU (STARTS Network);
5) Creative toolkit for next implementations/adoptions of the artworks.

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**COMPENDIUM**

The project is aimed at exploring creative ways to deal with the "second level digital divide" in regard to the gap that separates content consumers from producers. This digital divide is a matter of scientific/technological knowledge, uses awareness and potentialities.

The project challenge is how digital arts, throughout the AI exploration, can help read the city, how citizens could learn from that and how the city’s semantic capital is re-shaped by this process.

The project will finance, within urban labs, three artistic residencies with installations based on AI and machine learning. By means of the artists’ mediation, the project will make youths aware of what AI is, how it works, elaborating data and how these could be used to read and shape the cities. The artists will use data from the city to work on a specific city’s challenge (migrations, climate change, etc.).

The artworks will remain to the cities and will be adopted by groups of youngsters that will be trained on how to interpret the artworks produced data and how to become mediators between the artists and the citizens.

With this regard, youths will be actively involved from the beginning of the project, allowing them to choose the city’s challenge on which to work, also allowing a continuous and active interaction with artists during the whole process. To do that the project will use social media broadcasting platforms. The artists’ works will be then spread through social media (Instagram) to enlarge the impact on the youth communities in the involved countries and in Europe.

**MAIN ACTIVITIES**

1) Recruitment of artists/scientists in each involved city – European Call (STARTS network);
2) Involvement of youngsters through social media and social media broadcasting tools;
3) Organization of an Urban AI lab in each involved city;
4) Circulation of the artworks among the involved cities and in the EU (STARTS Network);
5) Creative toolkit for next implementations/adoptions of the artworks.
Hip Hop, a cultural movement born from the desire of artistic expression and social rescue of the young people in poor areas of New York, is an ever-increasing phenomenon right because it’s the voice of young people and civil society adapting themselves to present time, urban spaces and local culture. After almost 46 years from its birth in 1973 in south Bronx New York, street style dance Breakdance (a branch of the Hip-Hop movement), has been confirmed as one of four sports, along with surfing, climbing and skateboarding, which will be put forward to the International Olympic Committee for inclusion in the Paris 2024 Games, showing how this discipline is constantly evolving and always in step with the times.

In addition to the artistic value, this dance style and music genre has maintained today a strong social and educational value. Trascending race divisions, socioeconomic status and gender question, Hip-Hop music has become increasingly popular among young people in search of a different way of expressing themselves and a practice to re-discover urban spaces.

The project Consortium will promote a European network of Hip Hop Festivals, integrating its four disciplines (Rap, Graffiti, Break in, Djs) with Skateboarding and an innovative way of narrating cultural and architectural heritage (Rap Tour, Rolling Tour). Multidisciplinarity becomes an innovative element: dance, music, skateboarding, street art and cultural tours merge to create a new dialogue between young artists and local communities. Each disciplines will be represented by qualified artists and young professionals would be able to work together and learning from each other. The project will be developed in 4 small and medium size cities, assuming a strong social value by showing how places outside the traditional tourist circuits, can become centers of cultural production at European level.
Skellhell Exchange is a music and creative cultural exchange between France, the Netherlands and Sweden. The aim of the project is to connect communities, developing musicians, video makers and professionals in the music industry from different countries and cultural backgrounds. This international project will improve mobility and interaction between these targeted groups - in European cities where they work on a local and regional scale and are often out of scope of international networking opportunities. Through a knowledge and skills exchange they will be introduced to new expertise, networks and social cultural interaction in other parts of Europe. The purpose is to drive cultural venues to work closer together - to think beyond what they are currently offering their local communities, strengthening their communal value, as well as support and develop local artists and video makers. This can be achieved by sharing what they do well and learning from each other, to better understand how they could improve, develop, and further promote the arts and engage with a wider audience.
The Cycle: European training in photographic legacy management

The Cycle project brings together five European partners from France, Croatia and Spain aiming to find new, efficient and sustainable forms of preservation and valorization of photographic artworks in Europe. This rich gathering of higher education institutions and research centers, leading national and international photography organizations, and a major European network has come together to develop an innovative European training and networking program in photographic legacy management (PLM).

Sense of belonging is lost to a culture and history if art is not appropriately preserved. We seek strengthen a cycle that keeps it alive: that between the visual storytellers and the general public. Through efficient management, preservation, and valorization, we seek to strengthen Europe in its shared cultural and visual history.

5 objectives translate our vision into actionable sets of outcomes:

1. Design a new transdisciplinary and specialized training program to increase skills and build capacities for professionals and practitioners in photographic management, thereby filling the gap in specific education in PLM.

2. Foster cooperation between 5 transnational and cross-sectorial organizations to assess best practices and identify required competences in PLM in order to develop and test a new training and networking program in PLM.

3. Create a new training opportunity that connects 4 photographers and 1 curator with the PLM professionals, where they can implement the newly acquired competences and produce creative projects.

4. Develop a new networking platform that facilitates and promotes transnational career opportunities for 36 newly trained professionals, thereby ensuring the success of the new PLM model.

5. Increase awareness and engagement with the Cycle from all key players and the general public to contribute to greater preservation and valorization of photographic legacies in Europe.
European "Libraries of emotions© (LOE)" - a new path for public libraries to capture audiences and support social transformations in Europe

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<th>Role</th>
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<th>Country</th>
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<tbody>
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<td>APP</td>
<td>Love for Livres</td>
<td>FR</td>
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<tr>
<td>PAR</td>
<td>Biblioteka Miejska in Lodz</td>
<td>PL</td>
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<td>PAR</td>
<td>Bibliothèque de l’Espace Carême</td>
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<td>PAR</td>
<td>Kauno miesto savivaldybes Vinco Kudirkos viesoji biblioteka.</td>
<td>LT</td>
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<td>PAR</td>
<td>Mestna knjiznica Kranj</td>
<td>SI</td>
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<tr>
<td>PAR</td>
<td>PUBLIC LIBRARIES 2030</td>
<td>BE</td>
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The Library of Emotions project will create a network of pioneering public libraries that want to explore new ways to promote reading in the EU.
For the first time, they will codevelop and set up in their libraries a Library where books are ordered according to reading emotions. They will also be trained to bibliotherapy and will host 24 sessions with their users and beyond, focused on young people.
Through this programme, the public libraries will acquire new digital skills and a knowledge of cognitive sciences applied to the cultural sector. They will invent a new way to foster social inclusion through culture.
The results of the experimentation will be widely communicated and disseminated through a Creative Commons bibliotherapy methodology, a research paper, social media campaigns, a closing event in Brussels gathering diverse stakeholders and a presence at the international Krakfurt Book fair in 2021.
The proposal is framed by the context of existing problematic relationships among multietnic and multicultural communities in three European cities: Barcelona, Berlin and Rome. The activities are targeted on the issues of these cities: intense migratory flows, emerging discriminatory and racist trends and take into account the needs in training and networking for professionals and institutions operating in the cultural, social and education sectors.

The project objectives are:
1. To increase the capacity of cultural institutions, public authorities, CSOs working in the cultural, education and social fields, including migrant associations, researchers and experts, artists (30% of migrant origin) and mediators in audience development and engagement, applying participatory planning methodologies, to create "contact spaces" and projects for intercultural dialogue, thus establishing multisector partnerships and alliances.
2. To enhance the capacities of and the opportunities for migrants (90 people, age range 15-100+) to collaborate with cultural and social, public and private organizations and to participate in the social and cultural life of their cities with the aim of co-creating intercultural projects and artistic products with new narratives.
3. To co-create 3 transnational projects and products to be showcased across Europe, with the active participation of migrant and local communities and cultural professionals, using cultural institutions and organizations as contact zones and spaces for intercultural dialogue and mutual understanding. The project will foresee a mobility scheme (short residences) for beneficiary artists and cultural operators that will take part in the co-creation process.
4. To raise the awareness of public institutions, people in the target countries and across Europe on the value of cultural diversity and intercultural dialogue for migrants’ integration and to advocate for cultural participatory practices to be institutionalised.
ARTIFAKE (Art Invades Fakes) is a transnational project, which aims to promote media literacy and critical thinking in Ukraine, Poland and Armenia by exploring propaganda through transnational street art. Post-truth, fake news, disinformation and media manipulation are just some of the terms used to describe what is essentially propaganda – information, especially biased or misleading, used to pursue political goals or promote a specific point of view. Thanks to digital technology, propaganda and disinformation have gone global, but its influence is most destructive in fragile contexts – conflict and post-conflict states. Ukraine and Armenia, as transitional states, follow a similar path, and fall under direct fire of Russian propaganda through their shared post-Soviet mentality and common Russian-language media space – and Poland shares their Eastern bloc past and concerns with Russian influence in the region. Thus, the partners would like to propose an exploration of propaganda rooted in art.

ARTIFAKE will bring together 25 street artists from the partner countries to study the phenomenon of propaganda (its mechanisms, narratives, and consequences), and information consumption in the modern world in a micro-residence program in Donbas, Ukraine – a region, which serves as a tangible case study of the effects of hybrid war, media manipulation and disinformation.

The artists will get a chance to develop art concepts on the subject of propaganda and disinformation, and 9 of them will receive bursaries from the project to bring their creations to life in 3 small towns in Ukraine, Poland, and Armenia. The artistic components of the project will be accompanied by a strong communication campaign in traditional and new media, community engagement, and awareness raising activities, resulting in increased levels of critical thinking and media literacy among the artists, local populations, and the general public of the participating countries and beyond.
By taking into account the major challenges our society has to face in the future, in particular the environmental and social crises, and aiming to overcome ecological and social fragmentation, the C4R project proposes ways of operating radical changes in public mentality by crossing cultural and resilience practices and enhancing resilience cultures at all European territorial scales.

To do this, the project relies on partners’ expertise accumulated in time through the implementation of civic resilience hubs, creative immersive residency programs in disadvantaged neighbourhoods, collaborative and open-source digital platforms, and cultural networks embedded in peripheral territories.

The C4R project aims to create resilient and inclusive European societies by developing participatory practices based on resilience cultures and ensuring social transversality. The project aims to experiment with expanded audience from 5 peripheral territories from Bagneux and Gennevilliers (FR), Utrecht (NL), and Iasi and Bucharest (RO), to create bottom-up dynamics around creative immersive tools (residencies, workshops, exhibitions) and wider dissemination (Platform, Charter) and to reinvent cultural practices by actively involving populations from underprivileged areas.

C4R wishes to enable groups, which are often excluded from traditional cultural centres (ethnic and religious minorities, precarious workers and unemployed, single mothers, disabled people), to take culturally mediated ownership of knowledge related to resilience in order to create more resilient communities and more sustainable European societies able to meet the challenges of the future. To empower these groups from peripheral territories, we have based our governance on several principles: immersive cultural practices where the audience is at the centre of the processes, participation and commoning and the implementation of new learning practices based on peer-to-peer and "learning by doing". 

COMPENDIUM

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<thead>
<tr>
<th>Role</th>
<th>Organisation Name</th>
<th>Country</th>
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<td>PAR</td>
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<tr>
<th>Original Budget</th>
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<tr>
<td>331,600.00 €</td>
<td>198,960.00 €</td>
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The phenomena of migration in the global world is not surprising anybody anymore. While Europe has had to respond to the most severe migratory challenge since the end of the Second World War, the aim of our project COMMON GROUND is to enhance intercultural dialogue between migrants and locals and help bring communities together again.

The project will use artists and contemporary art, with its ability to reflect problems and challenges of today’s world, to generate intercultural dialogue and respect for diverse cultures and facilitate the integration of migrants. The visual aspect of the project will be enriched by intellectual and emotional approach as scholars, migrants and local communities will be invited to actively participate in the project.

Because many migrants living in another countries for many years do not consider them as home, by the project we want to deepen the reflection on our sense of belonging in Europe and what makes us all feel at home.

The project objectives are to:
- empower migrants and create a space for people promoting understanding and interaction,
- raise awareness about cultural diversity and intercultural dialogue,
- promote transnational mobility of artists.

We plan to organise:
- 14 participatory art activities addressed to migrants and local communities;
- 3 artists’ residencies hosting 18 artists and 3 scholars aimed at interacting with the audience,
- 4 exhibitions dedicated to intercultural dialogue and cultural diversity,
- 25 events accompanying to exhibitions,
- 4 seminars on intercultural dialogue and cultural diversity.

The motivation that stands behind the project is our common ground, as the whole Europe is facing migration and its consequences, such as growing social inequalities, populism and radicalisation. It is more and more important to share a variety of experiences between countries, to discuss, how we are managing increasing cultural diversity in Europe.
VIBES collective is laureate of the first Dansathon who took place simultaneously in Liège, Lyon and London in September 2018. This choreographic and audio collective performance is co-produced by Orbe and La Maison de la Danse (Lyon). It allows participants to meet and share a moment of dancing – a bit like a Flash Mob, in a given place – a park for example - or in different cities or countries at the same time.

Equipped with headphones, the dancers improvise together their dance through the audio-guidance of a choreographer. The application also allows them to co-create music according to their movements and trajectories in space.

Vibes project was born at the Dansathon 2018, of which he is a laureate. A collective formed on this occasion and collaborates during stages of residence at La Maison de la Danse (Lyon) for the creation of Vibes and its presentation during a series of events starting from autumn 2019.

The goal is to make dance accessible to everyone and to bring people together. Allow people who are physically distant or alone to connect for a moment of shared dance and co-created music. Vibes connects people across borders by enabling an ephemeral moment of harmony between bodies, wherever you are. And creating a sense of collective presence despite the distances.

To reach this goal, three European creation teams mixing choreographers, musicians and digital artists, will create five choreographies declined in 5 European languages. This work is mentored by VIBES collective, leaded by Eric Minh Cuong Castaing.

Each creation process is hosted respectively by ICK, C-Dare and Bassano del Grappa. The protocols will be performed by a large and diverse audience during a series of events and festivals organized by the project partners and other venues.
The TREMOLO project will create an organic link between 3 cultural NGOs that are already active in the fields of music at local and regional level, in Hungary (Csipero Youth Festival), Serbia (Malom Fesztival) and Italy (Marranzano World Fest), 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 Heritage in today’s contemporary mainstream culture is deeply rooted in the common values that define the very nature of the partnership.

Most of the activities will be centered around the established world music festivals organized by the project partners, that constitute the heart of the Organic Link concept and the nucleus of the (extendable) TREMOLO network. The opportunity for the selected young artists to perform together with more established international artists and share the creative residence within the multicultural and stimulating context of the festivals is a crucial point of the strategy, with clear repercussions on the cost-effectiveness of the activities 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 disseminate the results of their activities in the cultural and creative sectors at European and international level.
### AKXE - L'économie de l'art à l'heure des technologies blockchain et des crypto-économies

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<tr>
<th>Role</th>
<th>Organisation Name</th>
<th>Country</th>
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<td>AYUNTAMIENTO DE GIRONA</td>
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<tr>
<td>PAR</td>
<td>Forum Mondial des Economies de l'Art</td>
<td>FR</td>
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<tr>
<td>PAR</td>
<td>IRISA Institut de Recherche en Anthropologie de la Singularité</td>
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#### COMPENDIUM

AKXE project aims to formulate innovative economies that will empower the art and culture sector to better understand the potential of blockchain technologies and crypto-currencies to enhance the value of the experience economy that is not taken into account in conventional economies.

All activities are focused towards enabling operators in the sector to increase their economic, technological, ethical and legal capacities in order to decide what contributions technologies can make to the development of new economies. The project is positioned to impact the various profiles of actors in the art and culture sector to enable them to gain expertise in order to address economic issues and the financing of cultural sector activities. It aims to be an initiative that enables art and culture operators to engage themselves as actors in the economic transformation and digital transition of the sector.
The main goal of the ENST project is the creation of a European Network of Story Cities, which does not yet exist and recognizes some of the deepest roots of the EU: the oral heritage. There are other European networks of "European City of...", but until now no one has proposed one dedicated to storytelling. In order to create it, the institutions submitting the ENST project have joined together, taken advantage of the synergy and the trust that exist among the partners and that have resulted from previous collaborations.

The final objectives pursued by ENST are the strengthening of the European oral heritage; the circulation of the respective national collections among the EU countries; the improvement of the training of oral narration artists and an increase in their professional opportunities; the widening of audiences for oral narration, especially among young people; the use of storytelling techniques to complete reading experiences; and the cultural twinning of European cities and the deepening among citizens of the feeling of belonging to a common space.

To achieve these objectives, ENST will build six tools: the European Story Places database; the Bases to build a European Story Cities Network; the production and tour of a show created from European stories; the research on the relationship between reading and orality, which will be reflected in a document, and the development of two mobile applications that virtually recreate the oral heritage.

Various institutions will work in ENST: associations that organize important oral narration events (Maison du Conte in France and SLIJ in Spain); libraries (State Public Library in Guadalajara, Spain, and Fondazione per Leggere network in Italy); universities (Comenius in Slovakia and Alcalà de Henares in Spain), and NGOs that work with refugees.

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<tr>
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<td>APP</td>
<td>ASOCIACION CULTURAL SEMINARIO DE LITERATURA INFANTIL Y JUVENIL DE GUADALAJARA</td>
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<tr>
<td>PAR</td>
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<tr>
<td>PAR</td>
<td>UNIVERZITA KOMENSKEHO V BRATISLAVE</td>
<td>SK</td>
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ArtApp will bring the collaboration and interaction between art organisations, local businesses, and their wider audience to a new level and into the technology of the 21st century. ArtApp aims to connect these three parties in an online platform, ensuring a European-wide network and platform to foster arts in general and provide new models of funding.

ArtApp will be tested in four disciplines: dance, theatre, music, visual art and also in SAP (Social Art Practices). ArtApp will ultimately help art organisations to bring art in unusual places, making it possible to get support from the community and local businesses in a very convenient and uncomplicated way. Thus ArtApp can create a sustainable eco-system for local businesses, cultural organisations, and the audience, from which all three parties can benefit in an equal way. With a small amount, each end-user can support not only their favorite local business, but also help cultural organisations to exist, provide valuable performances to their audience, and simply maintain their concepts and ideas.

Through the online application, the audience can receive price reductions or even free tickets after making purchases at the business partners (restaurant, café’s, stores). The App can be used as a membership or loyalty card and its users (mainly audience) can participate in activities such as voting, wishes, etc. that can be considered by the art organisations and local businesses. Business partners will be able to support art organisations and use this as a powerful, but a flexible marketing tool. Through that partnership, art organisations and businesses will refer to and promote each other. Cultural organisations will receive new audiences through the users of the application and therefore, have a newly generated income source. Partnerships with businesses are very flexible, and they have the possibility to use the ArtApp in an interactive way, offer special services, and receive direct feedback from their audience.
What'SAP - Exchange of Social Art Practices

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Role

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The expectation of social changes is an eternal issue, it is always crucial to have professionals who can facilitate and promote changes through art. The two years long What'SAP aims to promote the acceptance of socially aimed art practices as a unique and specific profession all over Europe.

From knowledge exchange to the 2 weeks long training process, regular work and artistic creation, our aim is to exchange the existing knowledge of the partnering organizations incorporate the theoretical and practical knowledge, develop an easy-to-learn professional method by experiences and feedbacks, and discover new techniques for involving participant audience into socially aimed creation and intercultural dialogues.

The partnership stands from socially engaged cultural organizations from Hungary, Czech Republic, Serbia, and France, who aim to continue their socially engaged artistic work with the local underprivileged communities (Roma youth, disabled adolescents, and refugees). The youth are involved in artistic creation during a local artistic work and a 2 weeks long International Youth Art Camp, which provides possibility for mobility and unique international experiences for them, while the created participative performances promote social changes through art.

The project has two main artistic outputs: collective creation, resulting in Immersive Theater Performance, which is created and acted by underprivileged adolescents and professional experts together; and Educational Performances which keep children as a target audience, but the performances are acted and created by professional actor-teachers.

Both type of performances are represented in each partnering country for disseminating the project in a professional and a public audience level.

Acknowledging socially-engaged art practices as a profession raises the level and relevance of the methodology in the social and artistic fields and make mobility a possibility for all young learners and experts.
### MEWEM EUROPA - Mentoring program for Women Entrepreneurs in Music Industry in Europe

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<th>Organisation Name</th>
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<td>ES</td>
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<td>ASOCIATIA ROMANIAN ARTISTS WORLDWIDE</td>
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<td>PAR</td>
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<td>Verband unabhaengiger Musikunternehmen e.V.</td>
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<td>PAR</td>
<td>Wallonie-Bruxelles International</td>
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**Original Budget**: 359,128.00 €  
**Maximum Grant Awarded**: 200,000.00 €  
**% Awarded**: 55.69%

Professional inequalities between women and men in the cultural and creative industries persist: women represent barely 10% of entrepreneurs. MEWEM EUROPA is a project to manage and lead a mentoring programme on a European scale, aimed at promoting the development of managerial skills of women, young professionals in the music industry. This project follows an experimental project, led by FELIN, VUT le LABA, in France and Germany, funded by the European Union as part of Music Moves Europe.

Mentoring connects a young designer with an experienced professional, entrepreneur or leader, who accompanies her for a fixed period of time. The example of the role model is a key factor for success. The mentor transfers her experience and "hot knowledge" to strengthen the mentee's posture and make her company sustainable. At the same time, the objective is to strengthen a network of music professionals, enhance the value of those who undertake and support those who wish to undertake. Mentoring is a powerful lever for empowerment.

The efficiency of the program has sensitized other European organizations to develop their expertise in mentoring young professionals in the music industry. The partners wish to establish tools that can be transferred to the organizations mobilized on the subject, organize the mobility of participants and regular meetings, to develop networking and learning opportunities.

Moving from bilateral to European scale will help to promote the internationalisation of CCI careers, companies and women's networks.

It will mobilize professionals to develop a platform dedicated to female mentoring in CCI, and to promote this initiative and the tools developed there on a non-European scale (America, Asia, and Africa).
This project will explore what it means to mobilise and de-mobilise, through a series of networked performances on the theme “Mobilie-Demobilise” and the “mobilisation” of the cyberformance platform UpStage.

We urgently need to mobilise in response to the many crises facing the world – climate change, migration, attacks on democracy, inequality and so on. Yet we must also urgently demobilise in order to reduce CO2 emissions – fly less, drive less, reduce tourism, live more locally. Demobilisation also refers to disarmament and the de-escalation of conflict. Concurrently, mobile technologies have played a significant role in the increasing human mobility and mobilisation: how is mobile technology impacting on our lives, and is it for the better? The inherent contradictions and challenges of “Mobilise-Demobilise” are the subject of a series of interactive online performances and discussions, accessible to European and global audiences.

The performances will take place in the web-based platform UpStage, where artists collaborate in real time using digital media (audio-visual streams, images, animations, text2speech, live drawing, text, etc) to present interactive live performances for online audiences. UpStage is the only artist-led, open source cyberformance platform. This project will mobilise UpStage itself, which until now functions only on laptops and desktop computers: the platform will be adapted for mobile devices, making it accessible to those who access the internet (mainly or only) via a mobile device, and increasing its appeal to young people.

At the same time as experimenting with mobile technology to develop new artistic practices, this project critically questions its impact, such as issues of privacy, security, and the human and environmental costs. Massive societal shifts – another form of “mobilisation” – are happening rapidly as a result of human technical mobilisation. “Demobilisation” invites us to slow down and consider the wider impacts.
Beam Up is the follow-up of the previous project VIBE, financed by the Creative Europe Programme. VIBE was a project designed to create the first model of contemporary art temporary exhibition accessible both by seeing and visually impaired people. In that project we have developed knowledge and tools capable of creating an exhibition accessible to all.

Now, by BEAM UP project, submitted by the same VIBE partnership, we would like to develop a method that will allow us to move from the production of services for the blinds to the production of services done together with blinds in the field of contemporary art.

The priorities matched are the audience development and the improvement of skills and competence of the cultural operators.

In fact, the core activity of BEAM UP is the designing and implementation -through an active blinds involvement- of arrangements, techniques and devices aimed to make museums temporary exhibitions accessible to visually impaired people. The field, as for VIBE, is contemporary art exhibitions, as usually blinds supports are figurative-architectural and operations for blinds are done in the permanent areas.

The innovation is that all the actions will be carried out by local groups of experts, composed by museum operators, blinds and visual disability experts.

This bottom-up approach, in our intention, can provide the visually impaired people with more effective solutions, because born and developed with the direct participation of the final users (the visually disabled people).

Together this core activity, BEAM UP aims at disseminating the methods developed towards other public and private institutions, starting from the establishment of a local Stakeholders Forum in each of the three project locations. The stakeholders will be public and private, such other museums and cultural institutions and associations, institutes and associations of disables, SMEs belonging to the CCI and related sectors.

The project will last two years and a half.
Oscillations. Exercises in resilience.

<table>
<thead>
<tr>
<th>Role</th>
<th>Organisation Name</th>
<th>Country</th>
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<tbody>
<tr>
<td>APP</td>
<td>Overtoon vzw</td>
<td>BE</td>
</tr>
<tr>
<td>PAR</td>
<td>bb15 Raum für Kunst und Kultur</td>
<td>AT</td>
</tr>
<tr>
<td>PAR</td>
<td>Stiftelsen Lydgalleriet</td>
<td>NO</td>
</tr>
<tr>
<td>PAR</td>
<td>VERENIGING INSTRUMENT INVENTORS INITIATIVE</td>
<td>NL</td>
</tr>
</tbody>
</table>

OSCILLATIONS consists of four different artist-run organisations in Brussels, The Hague, Bergen and Linz. All of us produce and present a variety of art works oscillating between sound art and visual art. All of the organisations explore this tension between sonic and visual materials, or between exhibition and performance formats.

In order to be able to define the needs of this particular kind of artists and to invent production and presentation circuits that deal with the hybrid properties of sound-based visual art, all of our organisations were founded by artists themselves. Now each organisation has established solutions to a particular set of needs in working with sound as a plastic material. It appears that profiles are tangential to other aspects they have not perfectionised themselves in. These aspects include presentation formats and circuits, as well as artist contextualisation and efficiency strategies.

The project Oscillations – Exercises in resilience aims to network artist-run initiatives with the objective to

1) create a transnational functionality by exchange of complementary cross-overs between sound art and visual art practices

2) exchange management expertise on resilient solutions or strategies in efficiency for emergent artist-run organisations

The partner organisations complement one another’s program with respect to functions and audience-base. The exchange of expertise should lead to a more sustainable operation in the aspects where a particular partner currently has less knowledge of.
MArteLive is a European contest and tour for talented emerging artists, selected through a Call for Artists (18-35 years) in 16 artistic sections: music, painting, theatre, dance, literature, circus arts, photography, digital visual arts, VJ, DJ, cinema, videoclip, fashion & recycling, handcraft, comics, streetart.

PHASE 1: MArteLive Contests - LT, PL, BA (Jan.-June 2021)
3 national contests will take place in Poland, Lithuania, Bosnia, covering Northern Europe, Eastern Europe, Balkans. Each final event of the competition will also host European artists.

PHASE 2: "Art in Progress" Artistic residences - LT, PL, BA, IT (July.-Nov. 2021)
Selected artists across Europe will rotate in multi-artistic residences that take place in Kintai (LT), Tuzla (BA), Poznan (PL) and Rome (IT). Laboratories will foster interaction between emerging artists and underrepresented groups.

PHASE3: Final Biennial in Rome - IT (Dec. 2021)
Selected artists from the MArteLive Contests and the "Art in Progress" residences will perform and exhibit their artwork in the final MArteLive biennial.

The MArteLive communication plan covers each set of activity. A dedicated platform for the MArteLive Call for Artists will ensure participation in the contests. Citizens and judges will vote at national and European scale.

MArteLive will experiment and monitor an innovative methodology of "suspended tickets" to foster inclusion of underrepresented audience.

MArteLive will offer 16 training sessions on new business models and innovative audience development strategies.

3 Operating "MAnuals" will be disseminated among nodal organization who want to implement the model. The key success factors of the replication of MArteLive will be disseminated among public institutions and artistic practitioners who want to implement MArteLive.
The aim of the project is to bring to light the invisible life stories of marginalized groups of society - disabled people and LGBT persons through transnational mobility of artists coming from Latvia, Montenegro and Serbia working together to create artworks using analogue photography, film and devised theatre as media. All project partners share the experience in working with marginalized groups and are willing to put their experience and know-how together to bring work in this field to an international level, ensuring transnational exchange of artistic practices and wider audience engagement.

The project activities will include 3 workshops with artists - photographers, performance artists and film makers from Latvia, Serbia and Montenegro working together with representatives of local community - disabled people and LGBT people to make artworks based on their stories and to attract attention of a wider society of people whose stories remain untold as they are afraid or unable to be part of our society and public life.
The aim of this project named Bravo Bravissimo is twofold: on the one hand, it strives to reinforce a general sense of belonging to a common European space through Rossini’s life and artistic heritage; on the other, it promotes cultural heritage as a source of inspiration for artistic co-creation and innovation targeting young talents in the field of performing arts.

In particular, Bravo Bravissimo focuses on the transnational mobility and audience development in terms of accessible and inclusive culture. In the framework of such the project will:

- Launch and manage an artistic contest in order to select young artists to be involved in the activities of the project;
- Gather the selected performers who will undertake the writing, scenic design and the performance of an opera-theatre piece based on Rossini’s arias;
- Implement the co-production of the final performance;
- Promote an audience development strategy with the help of the selected artists together with local schools and CSOs in all the partner Countries (except in France) throughout specific activities and workshops based on Rossini’s works and passion and addressed to different groups of civil society;
- Arrange an open rehearsal, 2 open artistic residencies and a performance for children;
- Foresee a final performance in Pordenone, web-streamed Europe-wide.

Bravo Bravissimo benefits young emerging artists by providing them with a unique opportunity of professional take-off, and local communities as a whole, with special emphasis on children and youth’s active involvement.

This 18 months initiative contributes to:

- Boost young artists’ employability by increasing their visibility Europe-wide through transnational mobility and exchange;
- Diversify and engage the audience in the experience of arts and culture conceived as interaction between cultural professionals and communities, rather than mere “consumers”;
- Foster a shared European identity by raising awareness on a common cultural heritage.
The LEILA project was formed around a shared vision and purpose with regard to the challenges represented, in Europe, by the translation and circulation of contemporary Arabic-language literary creations. The “Arab Spring” of 2011 resulted in a foment on the region’s artistic scenes, as well as a growing European interest in these creations, including in the literary. The main objective of the LEILA project is, in this context, to create tools and structural dynamics to promote the “discoverability”, in Europe, of works published in the Arabic language. Indeed, the sector suffers from a three-fold scarcity of: structured professional exchanges; the accessibility of contemporary Arabic literary creations; and data and databases with information about translation.

With these observations in mind, LEILA will address the whole ecosystem of literary translation in Europe around three key axes: structuring a network of experts from the Euro-Arab literary field, capacity-building for translators through the “Factory of European Translators of Arabic”, and the publication of a reference guide: New Books in Arabic.

The partners of the LEILA network are complementary both in their skills and in the fields in which they are active. The iReMMO has established itself as an institutional reference point on political and cultural issues relating to the region; ATLAS has supported translators for a number of years; Literature Across Frontiers’ expertise will enable the project to reach an important network of professionals across the Euro-Arab literary field; Litprom promotes literature from the South into German, and will be the linchpin in the development of the catalog; Elyzad, a Tunisian publisher working in French, will be at the heart of the approach to European and Arab publishers. Finally, BOZAR is an internationally recognized art center, and the project will benefit from its ability to reach a wide audience in Belgium and beyond.
**Songs for Europe**

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<thead>
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<th>Role</th>
<th>Organisation Name</th>
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<tbody>
<tr>
<td>APP</td>
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<tr>
<td>PAR</td>
<td>EL SISTEMA GREECE</td>
<td>EL</td>
</tr>
<tr>
<td>PAR</td>
<td>Obcianske Zdruzenie Superar Slovakia</td>
<td>SK</td>
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<tr>
<td>PAR</td>
<td>Udruzenje gradjana “Kuca dobrih tonova” Srebrenica</td>
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</tbody>
</table>

*Original Budget: 131,123.00 €
Maximum Grant Awarded: 73,550.00 €
% Awarded: 56.09%*

**COMPENDIUM**

Imagine high-quality IT supported music training being available for anyone even in remote locations. Songs for Europe is about sharing knowhow, defining best practice music pedagogy, using and developing IT tools for teacher training in one of the most innovative and effective methods for choral singing and performance evaluation and testing its use for orchestra. Its IT tool measures students’ attention and singing performance as well as teacher’s and students’ engagement and shows the outcome on a dashboard to support self-reflection and help teaching artists improve their own and the children’s performance.

Twelve teaching artists will be challenged to lead their students through innovative ways of learning and through the creation of new arrangements for any kind of artistic level and of new compositions. Songs for Europe makes findings available to public and private schools alike in an online library of pedagogically relevant repertoire and of analysed teaching sequences. The project offers musicians of the four interested countries the experience of meeting people and working together towards the same goal. They will travel across Europe (to Vienna, Bratislava, Srebrenica, Athens) for workshops and will discover the fun of teamwork, the importance of collaboration, the inspiration of striving for a higher common goal.

Young artists will benefit from excellent training and will have better chances of success while teaching artists will improve their skills and knowhow which will open them new opportunities.
Room to Bloom is a training programme for young feminist and migrant background artists, that aims at supporting them in their career development, by giving them access to knowledge, exchanges opportunities and artistic production possibilities within the frame of three relatively young, innovative Biennales in Palermo (IT), Kiev (UK) and Warsaw (PL). Room to Bloom provides several occasions to the cohort of young artists to gain new skills to access recognition in the art world as well as to co-create and stage a transnational space, by taking part in a challenging and visible European project. The objective is to create a network of artists who create feminist and postcolonial transnational artistic narratives of Europe. The project proposes to bring back the periphery to the centre of the European Cultural Narrative. By associating people who – too often – occupy a peripheral place in the world of arts and places who are considered to be geographically peripheral (Sicily, Ukraine, Poland, Greece), the project aims at building a discourse on European Culture that is fully built on the experience and knowledge of the periphery and to bring it back to the centre.

The project partnership involves arts institutions and partners from France (Alternatives Européennes), Sweden (Museums of Cultures of the World, Gothenburg), Italy (Alternative Europee IT) and Germany/Greece (AthenSyn). It includes informal partners from Ukraine, Poland and beyond.

The project will:
- Train, assist and support of 100 young promising artists and create professional opportunities.
- Create a network of feminist artists and migrant background artists, made of more established and younger artists and arts professionals
- Formulate proposals for running post-colonial feminist art practices
- Create feminist and post-colonial narratives for a Transnational Europe, which is expressed through the final productions by 15 young artists for young innovative Biennales.

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<tr>
<th>Role</th>
<th>Organisation Name</th>
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<tr>
<td>APP</td>
<td>ALTERNATIVES EUROPEENNES ASSOCIATION</td>
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<td>ALTERNATIVE EUROPEE</td>
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<td>PAR</td>
<td>ATHENSYN</td>
<td>DE</td>
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<tr>
<td>PAR</td>
<td>STATENS MUSEER FOR VARLDSKULTUR</td>
<td>SE</td>
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<table>
<thead>
<tr>
<th>Original Budget</th>
<th>Maximum Grant Awarded</th>
<th>% Awarded</th>
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<tbody>
<tr>
<td>312,547.00 €</td>
<td>187,528.00 €</td>
<td>60.00 %</td>
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90/93
The project “Fashion Sustainability in the spotlight, new trends of Intercultural Learning” is grounded on the general concept of increasing the level of fashion literacy and educational value of professional fashion through an integrated approach of intercultural leaning towards sustainability in fashion.

The project will take place on 01 October 2020 – 30 June 2020 and support activities in Iasi, Romania, Barcelos, Portugal and Sfax, Tunisia. The project partnership is composed of Kasta Morrely NGO, Intercultural for All NGO and University of Sfax and 2 associate partners.

The project will bring performance in the fields of creative industries by structured development of new forms of artistic expression, encouraging awareness of the benefits of the collaboration of specialists and artists from various cultural fields with focus on the performing arts, sustainable fashion design, intercultural learning, formal and non-formal education.

Project objectives include:

- To support competences development for young people at beginning of career through a pool of 75 young resource people trained on intercultural communication on sustainable fashion through performing arts;
- To increase the status of eco-design approach and sustainable practices in fashion performing arts, valuing the attractiveness of the fashion activity on audience development through four international fashion events – 2 international fashion weeks and 2 international fashion events;
- To guide future innovations in fashion performing arts merging sustainable textile and traditional motifs in two itinerant sustainable intercultural fashion collections created by an intercultural team of designers and put on stage by fashion theatre new artistic genre;
- To allow knowledge transfer to boost intercultural learning in fashion and address training needs by two instruments created: an intercultural fashion magazine and a guide of good practices on intercultural learning through fashion performing arts.
Blockchain My Art offers a set of applications for music festivals and cultural organisations to develop a new relationship with their audience thanks to a cashless payment solution based on blockchain technologies. Our project is based on a simple belief: our ways of consuming matter. The most trivial purchase has an impact on the economic conditions of several actors. The same goes for any economic field, including the cultural sector. The visitor of a cultural event consumes on the spot, thus interacting indirectly with the artists he/she has come to see, as well as with all the professionals making this event happen. This is where Blockchain My Art jumps in, by making this relation transparent and interactive, giving the visitor a clear picture of the way his/her money is being split among the beneficiaries.

But BMA’s impact goes beyond the development of a new cashless payment solution. The main deliverables of the project in 2020/2021 will consist in:

- Improvement of the cashless transparent blockchain based application, transportable and adaptable to each festival specific context. In 2017, this solution was successfully tested at the Seanaps Festival. In 2018 and 2019 the Blockchain My Art project was founded and internationalized. By mid 2021, Blockchain My Art will have produced a sustainable improvement and finalization of the blockchain based toolbox (two apps, user interfaces, customizable features)

- Expand BMA scope and its inter-professional platform of users. The creation of the Blockchain My Art association was the first step to gather diverse cultural actors in contact with the aforementioned solution. The association aims at expanding the principles promoted by the project, improving its functions and establish Blockchain My Art as a fair trade label for European cultural circuits.
Island Connect is a European cooperation project emerging from a two-years research phase between three cultural operators from Croatia, Denmark and Spain that have during this period tried, tested and established certain ecologies of collaboration and exchange between themselves and the involved artists and island communities. Together with the new partners from Ireland and Greece joining the project in 2019, we form a network of curious, interested, politically engaged, socially active and deeply committed agents focused on establishing links and common grounds between our diverse cultures, artists and local communities, aiming for deeper understanding of each other's needs and contexts. The project invites over 50 artists from 5 island countries of Europe to take part in research and creative artistic residencies, creating new works, exploring the notions of insularity from a diverse range of perspectives, including geographic, social, economic, philosophic and to engage local audiences, communities, traditions, folk tales, fables and reveal new and creative ways in which islands connect - in spite of those gathered in this project being on very distant corners of Europe. The project provides artists with time, resources, mentoring and production support to enable these discoveries through artistic practices of dance, theater and circus. Project will support 20 new artistic creations that will be presented between the 5 partners, involving local islanders' communities in the 5 countries.

![Image](image-url)