



Partner search form

For Creative Europe project applications

Call	<i>European Cooperation Projects (CREA-CULT-2025-COOP)</i>
Strand or category	<i>N/A</i>

Cultural operator – who are you?

Name of organisation	<i>Academy of Dramatic Art, University of Zagreb</i>
Country	<i>Croatia</i>
Organisation website	http://www.adu.unizg.hr
Contact person	<i>International Affairs Office international@adu.hr</i>
Organisation type	<i>Non-Profit Public Higher-Education Institution</i>
Scale of the organization	<i>91 teaching and 28 non-teaching staff members</i>
PIC number	<i>950597382</i>
Aims and activities of the organisation	<p><i>The Academy of Dramatic Art (ADU) is the oldest and one of the most renowned cultural institutions from Zagreb, Croatia. ADU places a strong emphasis on international cooperation and the development of global partnerships as a central component of its mission. Recognizing the importance of intercultural exchange in artistic education and production, the Academy aims to provide young artists and with opportunities to engage with diverse artistic traditions, practices, and trends. ADU is dedicated to the integration of technological innovations and new media into artistic education.</i></p> <p><i>The Academy emphasizes the importance of international joint projects and co-productions, which enable emerging artists to work alongside peers and mentors from different cultural and artistic backgrounds. The Academy is particularly interested in interdisciplinary projects that bridge the performing and audio-visual arts with other creative fields.</i></p> <p><u><i>Our field of expertise is the following:</i></u></p> <p><i>Theatre and Performance Arts:</i> <i>Acting, Theatre Directing, Dramaturgy, Stage Movement and Speech, Scenography and Costume Design</i></p> <p><i>Film and Audio-visual Arts:</i> <i>Film Directing, Cinematography, Editing, Screenwriting, Sound Design, Visual Effects</i></p> <p><i>Television and Radio Arts:</i> <i>Television Production, Radio Production, Multimedia Storytelling</i></p> <p><i>Contemporary Dance and Choreography:</i> <i>Contemporary Dance Techniques, Dance Pedagogy</i></p> <p><i>Creative Production:</i> <i>Management of Performing and Visual Arts Projects, Festival and Event Production</i></p>

	<p>Interdisciplinary Collaboration in Arts and Technology: Virtual Production, Video Game Design and Development</p>
Role of the organisation in the project	Project Partner
Previous EU grants received	<p><u>ID - INTERDISCIPLINARY DIALOGUE</u> (Erasmus+ KA2)</p> <p>Partners: European Theatre and Film Institute – ETFI (Belgium), Hungarian University of Agriculture and Life Sciences (Hungary), Edith Cowan University – The Western Australian Academy of Performing Arts (Australia), Academy of Dramatic Art (Croatia).</p> <p>Duration: February 1, 2022 – May 31, 2025.</p> <p>Description: The aim of Interdisciplinary Dialogue is to train new professionals in the field of theatre who understand the interaction of disciplines as the core of contemporary theatre productions. Interdisciplinary Dialogue offers participants a method to become more competent in their sector, focusing on skills developed through inter-university interdisciplinary collaboration. The project aims to utilize the multidisciplinary nature of theatre to develop a new methodological approach for both theatre and higher education systems, emphasizing the importance of collaboration during further education. Through research-based learning, participants benefit from a culturally and artistically diverse learning environment, enhancing their transversal, intercultural, reflective, and communication skills.</p> <hr/> <p><u>GEM - GREEN EDUCATION IN MEDIA</u> (Erasmus+ KA2)</p> <p>Partners: Film University Babelsberg Konrad Wolf (Germany), Tampere University (Finland), National and Kapodistrian University of Athens (Greece), University of Malta (Malta), Academy of Dramatic Art (Croatia), Jagiellonian University in Kraków (Poland), Lodz Film School (Poland), Institute for Art and Innovation (Germany).</p> <p>Duration: September 1, 2022 – August 31, 2025.</p> <p>Description: The project aims to raise environmental awareness and combat climate change, support digital and green opportunities in higher education, disseminate green skills among teachers and students, develop new, innovative, and joint sustainable curricula or programs, and create digital content, technologies, and practices.</p> <p>More information: gem-project.eu</p> <hr/> <p><u>NEXTGEM - NEXT GENERATION MASTER</u> (Erasmus Mundus Design Measures)</p>

Partners: Inland Norway University of Applied Sciences (Norway), Lulea University of Technology (Sweden), Aalto University (Finland), Academy of Dramatic Art (Croatia).

Duration: January 1, 2024 – December 31, 2024.

Description: The NEXTGEM project aims to develop a new joint master's program designed to educate artists and scientists for work in virtual studios. The future program will combine innovation and sustainability to improve employment prospects and career opportunities in the AV industry. The program will bring together students from artistic and scientific fields to study, collaborate, and work in interdisciplinary teams, allowing them to create innovative products collaboratively while networking with peers and experts in related STEAM fields.

OIRFET - OPEN INNOVATIVE RESOURCES FOR FILMMAKING EDUCATION AND TRAINING

(Erasmus+ KA2)

Partners: FAMU – Film and TV School of the Academy of Performing Arts (Czech Republic), Lodz Film School (Poland), VŠMU – The Academy of Performing Arts (Slovakia), Academy of Dramatic Art (Croatia).

Duration: December 21, 2018 – April 20, 2021.

Description: This partnership aimed to enhance film editing curricula and create innovative, open, online filmmaking resources for students and teachers. The materials consist of dedicated film footage and mutually dependent teaching programs. During three years of intensive collaboration, each partner produced and prepared editing materials available online to all interested parties and hosted creative workshops for students.

More information: montage.edu.eu

CiC - CURATING IN CONTEXT

(Erasmus+ KA2)

Partners: Stockholm University of the Arts (Sweden), Lokomotiva – Centre for New Initiatives in Arts and Culture (North Macedonia), Tanzfabrik Berlin (Germany), Academy of Dramatic Art (Croatia).

Duration: November 1, 2019 – October 31, 2021.

Description: The Curating in Context project aimed to establish diverse forms of long-term collaboration among partners from university and public sectors. The project explored current interdisciplinary research tendencies in the field of curatorial practices in performing arts. It addressed topics like cross-sector collaboration, platforms,

interdisciplinarity, and curating versus cultural management, co-production, and interculturality.

More information: [Tanzfabrik Berlin](#), [Lokomotiva](#)

VIPROS - VIRTUAL PRODUCTION STUDIES FOR THE CREATIVE INDUSTRIES

(Erasmus+ KA2)

Partners: NFS – The Norwegian Film School (Norway), CADA – Truemax Academy (Denmark), Abertay University – The School of Design & Informatics (Scotland), Academy of Dramatic Art (Croatia).

Duration: September 1, 2020 – August 31, 2023.

Description: VIPROS aimed to fully integrate the three sides of the 'knowledge triangle' (research, business innovation, and higher education) by designing an innovation-oriented platform for training, inspiration, and fostering change in existing educational and research institutions. Virtual film sets are a present reality, requiring key digital skills applicable across creative industries, including film, game development, design, architecture, and IT. By making technology, knowledge, and skills accessible, VIPROS developed key digital competencies foundational for sustainable, inclusive, and diverse environments in creative industries.

More information: [viprosproject.net](#)

EDU4GAMES - CREATING OCCUPATION AND QUALIFICATION STANDARDS AND NEW STUDY PROGRAMS IN VIDEO GAME DESIGN AND DEVELOPMENT

(European Social Fund: Implementation of the CROQF in Higher Education)

Partners: Academy of Dramatic Art, Academy of Fine Arts, Design Studies at the Faculty of Architecture, Faculty of Organization and Informatics, Faculty of Electrical Engineering and Computing.

Duration: March 22, 2019 – March 22, 2022.

Description: The project aimed to develop a new study program in Video Game Design and Development, create four new lifelong learning programs, strengthen the professional and pedagogical expertise of teachers, procure teaching equipment, and improve existing quality assurance systems.

More information: [edu4games.adu.hr](#)

Proposed Creative Europe project – to which project are you looking for partners?

Sector or field	Audiovisual Arts, Performing Arts, Cultural Heritage, Cultural Policy, Interdisciplinary Collaboration in Arts and Technology
-----------------	---

Description or summary of the proposed project	<i>We are interested in developing: a) interdisciplinary projects connecting emerging artistic works and inclusivity social practices, b) development of the platforms for the presentation of the works of young artists from performing arts and AV industry, c) transdisciplinary research projects merging theory, science and artistic practices</i>
Partners currently involved in the project	<i>N/A</i>

Partners searched – which type of partner are you looking for?

From country or region	<i>N/A</i>
Preferred field of expertise	<i>The same or similar to ours: Audiovisual Arts, Performing Arts, Cultural Heritage, Cultural Policy, Interdisciplinary Collaboration in Arts and Technology</i>
Please get in contact no later than	<i>N/A</i>

Projects searched – are you interested in participating in other EU projects as a partner?

Yes / no	<i>Yes</i>
Which kind of projects are you looking for?	<i>Projects that deal with subjects from our field of expertise or similar, such as: new and edgy artistic creations, young emerging artists, disabilities, ethnic minorities, active citizenship, social innovation, cohesion, social inclusion, capacity building for young emerging artists...</i> <i>We would be interested in becoming partners within the projects that are: a) raising the contemporary questions of sustainability and diversity, b) fostering the dialogue between art and science , c) empowering the cultural sector by providing a space to reflect on its current situation and possible futures</i>

Publication of partner search

This partner search can be published?*	<i>Yes</i>
--	------------