

“Creative Europe” Project designing Palma de Mallorca, Spain

Creative Europe supports the audiovisual, cultural and creative sector in Europe. The funding schemes encourage the actors to cooperate across Europe, to reach new audiences and to develop the skills needed in the digital age. By helping European cultural and audiovisual works to reach audiences in other countries, the programme also contributes to safeguarding cultural and linguistic diversity.

Target: Art and Culture Teachers, Professors and Trainers, Art and Cultural Agencies staff

General Objectives:

Nowadays, European Programs are important tools to create new funding, internationalization, cooperation and networking opportunities.

This Training Course is addressed to Art and Culture Teachers, Professors and Trainers, Art and Cultural Agencies staff, in order to provide them the knowledge and capability to apply for a project as applicant or partner. Of course, it will be considered that the first steps in a new program, are usually as partner.

The course will be focused on the Culture sub-programme, that helps cultural and creative organisations to operate transnationally and promotes the cross-border circulation of works of culture and the mobility of cultural players. It provides financial support to projects with a European dimension aiming to share cultural content across borders.

Funding opportunities cover a diverse range of schemes: Cooperation projects, Literary Translation, Networks or Platforms. The supported activities aim to enable cultural and creative players to work internationally.

The learners will become able to know the basic characteristics of the programme with the aim to start as soon as possible to open new opportunities at their local level within the framework of CREATIVE EUROPE.

Preliminary Programme

1. DAY - WELCOMING & INTRODUCTION	
PROGRAMME	Learning Objectives
<ul style="list-style-type: none"> ● Welcome of participants ● Course Introduction (program, aims and objectives) ● Brainstorming & Team building activities ● Guided Tour to Palma de Mallorca 	<ul style="list-style-type: none"> ● Participants’ presentation and the introduction of course topics ● Sharing experiences and expectations ● Team-building activities ● Guided tour of the city

2. DAY – EUROPEAN PROJECT MANAGEMENT - INTRODUCTION

PROGRAMME	Learning Objectives
<ul style="list-style-type: none">● Project Cycle Management - Introduction of project management for writing a good and logical project.● How to work in International team.	<ul style="list-style-type: none">● Define the problems of our project● Define the objectives of our project● Define the project idea● Understand our target group● Write the timeline of the project with "GANTT Diagramm"● Define the budget of our project● Find the partners for developing our idea● Select the task of each partner

3. DAY – CREATIVE EUROPE / THEORY

PROGRAMME	Learning Objectives
<ul style="list-style-type: none">● Introduction to the Programme Creative Europe & New Scenario 2020-2027● Analysis of sub-programme "Media"● Analysis of the sub-programme "Culture"● Analysis of applied projects - approved and not approved- in order to give some practical examples	<ul style="list-style-type: none">● Understand how Culture sub-programme could support cultural and creative organizations● Understand how we could operate transnationally● Understand how we could promote the cross-border circulation of works of culture● Understand how we could promote the mobility of cultural players● Understand how Culture sub-programme could fund opportunities cover a diverse range of schemes: Cooperation projects, Literary Translation, Networks or Platforms.

4. DAY – CREATIVE EUROPE / PRACTICE

PROGRAMME	Learning Objectives
<ul style="list-style-type: none">● Analysis of the Creative Europe's Web Site.● Analysis of the Creative Europe e-form.● Simulation for writing a project in team.● Course Evaluation● Delivery of the certifications	<ul style="list-style-type: none">● How to surf the website of the programme● How to find international partner for our project● How to find information related to Creative Europe● Understand the rules of funding● Understand how to complete the e-form for applying a project.● Understand how to work in team on a real project from the idea to the application.

5. DAY - CLOSING DAY

PROGRAMME	Learning Objectives
<ul style="list-style-type: none">● Share ideas and debriefing● Sharing best experiences● Future project ideas	<p>Let's share together our final thoughts and ideas about the course and possible future cooperation.</p> <p>During the previous days, participants will be busy to</p>

- Course Evaluation
- Delivery of the certifications

learn the new method. At the same time, it is important to share previous experiences and new ideas with the aim to create new potential cooperation. During the same day, participants will evaluate the course from different aspects and the final certificates will be delivered.