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### Creatives without borders Innovation without limits



# **Diversity is our DNA**

Cultural and natural heritage | Archives, libraries | Books, press | Visual arts, photography | Performing arts, music, festivals | Audiovisual, multimedia, videogames | Radio, podcasting | Architecture | Fashion design | Advertising | Art crafts, fine arts | Design

Cultural and creative sectors and industries are all around us.

# What are the Cultural and Creative Sectors and Industries?

- It is about goods, services and activities of a cultural/ artistic and or heritage nature, whose origin lies in human creativity, whether past or present UNESCO's Framework for Cultural Statistics
- It has 10 cultural domains and 6 functions The Guide to Eurostat Culture Statistics 2018.
- Activities are based on cultural values, or other artistic individual or collective creative expressions. Their business models can be "market or non-market oriented, whatever the type of structure that carries them out, and irrespective of how that structure is financed" - Creative Europe Programme.





# **Created in Europe**

A game-changer for unlocking the latent value of the Cultural and Creative Sectors and Industries (CCSI)





Value-added generated by European Cultural and Creative Sectors and







### A Knowledge Innovation Community for the CCSI











IMPACT

HUB





AMSTERDAM · HELSINKI · KOSICE · BARCELONA · VIENNA · BOLOGNA

**Co-Location Centers** 

**Ensuring coverage & proximity** 

- Cooperation across regions.
- Specific measures for RIS eligible countries and regions (e.g, RIS Hubs).
- Local support by partner networks.
- Front door to participation and engagement by all types of stakeholders.





# **Programmatic structure**

**Strategic Objectives and Action Programmes – fit for purpose** 







2024-2027

KPI Focus & RIS targets





# **EDUCATION** | Strategic Objective 1

We will create and deploy interdisciplinary education programmes for **future-proofing the skillsets of students and professionals** in the cultural and creative sectors and industries, and **cross-fertilising other sectors with creativity and design as transversals skills**.







# **INNOVATION** | Strategic Objective 2

We will translate Europe's leading knowledge, technologies and innovations into products, services and experiences leveraging collaborations across domains by creative stakeholders, researchers, innovators and entrepreneurs, while driving the Triple Transition (Green, Digital & Social) of and with cultural and creative sectors and industries.

AP3 Action Programmes

**Breakthrough Lab** 

**Triple Transformer** 

AP4





### **CREATION** | Strategic Objective 3

We will **co-create private and public value** by working to **connect startups with the market**, and implementing innovative solutions that open new opportunities for diverse creative players, paving the way for **sustainable ecosystem growth and consolidation**.









### **SOCIETY** | Strategic Objective 4

We will unleash the potential of cultural and creative sectors and industries for **social innovation**. By **fostering value-based cultural entrepreneurship**, we will increase **social cohesion**, **the well-being of communities**, **sustainability and anchor EU values** in cities, regions and rural areas across Europe.









### **SYSTEMS** | Strategic Objective 5

We will consolidate a Europe-wide innovation ecosystem leveraging the **data and deep insights required for evidence-based decision and policymaking** that will unleash the full potential of cultural and creative sectors and industries to improve their own competitiveness, and contribute to Europe's triple transition.







# How to get involved

#### **Open Calls for Proposals**

Apply to collaboration and funding opportunities for projects and initiatives starting in 2024. Calls to be published 1Q -2023.

#### **The Next Renaissance – Call for papers**

Send your contribution to our flagship initiative. Summer 2023.

#### **Engagement Forum**

Help us build and test our collaboration platform through CLCs. 2Q -2023

#### Join the Investment Club or the Policy Club

Open for new members.

#### **Become a member**

More information about membership schemes and KIC growth strategy available in 3Q-2023







# **Engagement Forum**

A collaborative and participatory ecosystem for our stakeholders:

- Access to information, services, agenda-setting cycles, etc.
- Digital participation campaigns for agenda-setting processes.
- Networking and events.
- Entry point for co-creation and development of project ideas, match-making, and new agenda topics.





### **Investment Club**

We are building the largest club for investors interested in cultural and creative sectors and industries (CCSI) across Europe

- Open to Investors at all levels Business Angels, Venture Capital Funds, Private Equity, Corporate Venture Firms, Loan Providers and Financial Institutions and Financial Intermediaries
- Access **deal flow** of promising and innovative investment opportunities in CCSI from across Europe.
- Access valuable insights into opportunities and investor training.
- Support us in leveraging multi-million euro funds for CCSIs from private and public sector









# **Policy Club**

- Open to policymakers of at all governance levels - EU, MS, regional, local - and representatives of associations and civil society organisations
- Open to associations representing the interests of CCSI businesses, cultural organisations and networks.
- Team up and synergize for EU innovation policies and funding programmes







### **To Change Minds and Behaviors**

Art, creativity, technology, business and society meet in radical new ways to drive The Next Renaissance <u>https://www.nextrenaissance.eu/</u>

A publication with 60 contributions by **artists**, **creators and thought leaders** imagining a better future for Europe.

The Renaissance 3.0 - Exhibition @ZKM Center for Art and Media Karlsruhe 24 March 2023





# Follow us!



#### www.eit-culture-creativity.eu

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# Join us on an exciting journey!



