ENVISION

Culture and Creativity Sectors' Entrepreneurship Empowerment In the Digital Era

IO1 | Mapping the needs and requirements of the CSS in the partner countries

Created by Wisefour Ltd

Co-funded by the
Erasmus+ Programme
of the European Union

Date: 18/06/2021

Location: Zoom Meeting

THE PROJECT

Field	Adult education
Main Objective	Innovation
Duration	24 months
Start Date	2021-03-01
End Date	2023-02-28
Key Action	KA227 - Partnerships for Creativity
National Agency	CY01 Foundation for the Management
of the Applicant	of European
Organisation	Lifelong Learning Programmes

CCI Stakeholders' Definition

CCI Stakeholders' Definition

The term **'cultural and creative industries'** usually encompasses any enterprise producing **marketable goods of high aesthetic or symbolic nature**, the use of which aims at stimulating consumers' reactions stemming from this experience.

The end good or service comprises **an intellectual property** and a product subject to the legislation on the protection of intellectual property rights.

That is to say, the term covers **a wide and diverse range of activities**, such as theatre, visual arts, cinema, TV, radio, music, publishing business, computer games, new media, architecture, design, fashion and advertising.

CCI Stakeholders' Definition

Core cultural sectors:

Visual arts, Performing arts, Museums and heritage

Cultural industries:

Cinema, Music, Publishing, Radio-TV, Video Games

Creative industries:

Design (incl. Fashion and Crafts), Architectural Design, Communication

CCI Stakeholders' Definition

According to UNESCO's Framework for Cultural Statistics developed by the Institute for Statistics here, Cultural and Creative Industries include the following domains:

Cultural & Natural Heritage
Museums (also virtual)
Archaeological and historical places
Cultural landscapes
Natural heritage

Performance and Celebration
Performing Arts
(Theatre, dance, circus, festivals)
Music
Festivals, Fairs

Visual Arts and Crafts
Paintings
Sculpture
Photography
Crafts

Books and Press
Book publishing
Newspaper and Magazine publishing
Library (also virtual)

Audio-visual and interactive media
Film and video
TV and radio (also internet live streaming)
Video games (also online)

Design and creative services
Fashion design
Graphic design
Interior design
Product design

Related domains are:
Tourism
Sports and Recreation

# CCI Stakeholders' Definition

Municipalities

Public Institutions

Private associations, organizations and NGOs

Individual professionals

Museums, Creative agencies, Associations, Cultural agencies, Cultural-social associations, Consultancies, Music schools, Voluntary and social promotion associations, Theatre associations, Restauration laboratories, Association for sports.

IO1 | Summary

Research

⬇

Report

Mapping of needs

Innovative Methodology

Mapping Sector
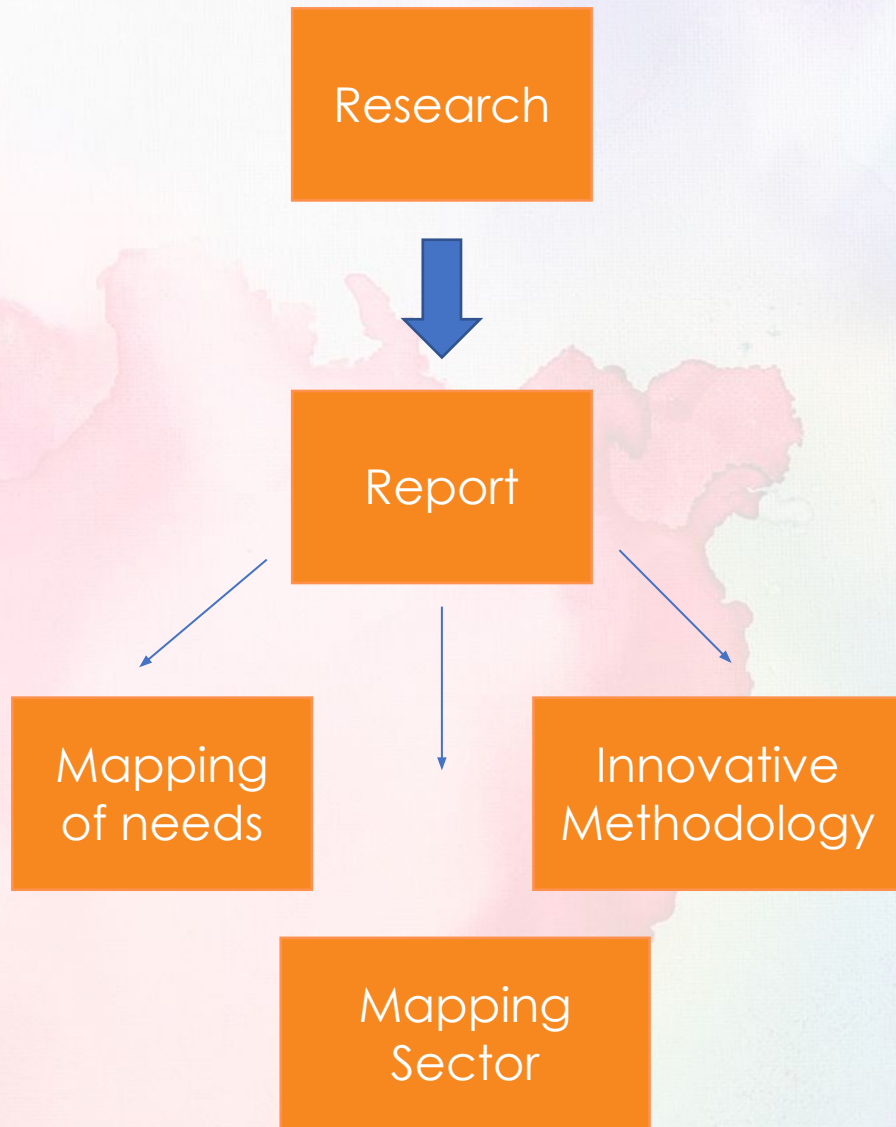
Leader: Wisefour Ltd

This Output refers to the **research that will be implemented**

Aim: to define the current situation regarding **cultural entrepreneurship** in the **partner countries' ecosystem**.

Result: To deliver a **report**, consisting of

1. The **mapping and analysis** of the **needs identified in the CCS** in the **partner countries** and,

2. The **development of an innovative methodology** for addressing the needs of the cultural entrepreneurship sector in the partner countries, as to be developed and adapted the constantly evolving changes originating in the use of **ICTs** and **innovation strategies in the digital (COVID-19) era**.

IO1 | Task Breakdown

Deadline	Tasks
20/6	Deliver Stakeholders' List
30/06	Describe the country's CCS ecosystem report
25/06	Design Questionnaire
30/06	Distribution of Questionnaire to stakeholders
30/07	Report with findings
30/08	Analysis of findings and results	Drafting the report
15/09	Feedback on Final Report and Submission

Country Report
Methodology

Gant Chart

PROJECT TIMETABLE

Project activity*		MONTHS	Μαρ-21	Απρ-21	Μαϊ-21	Ιουν-21	Ιουλ-21	Αυγ-21	Σεπ-21	Οκτ-21	Νοε-21	Δεκ-21	Ιαν-22	Φεβ-22	Μαρ-22	Απρ-22	Μαϊ-22	Ιουν-22	Ιουλ-22	Αυγ-22	Σεπ-22	Οκτ-22	Νοε-22	Δεκ-22	Ιαν-23	Φεβ-23
Project management			■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■
Online meeting	Kick-off meeting		■																							
O1 Mapping the needs and requirements of the CSS in the partner countries	Wisefour		■	■	■	■	■	■	■																	
O2 Development of the online accelerating platform for CCS stakeholders	Found.ation									■	■	■	■	■	■	■	■	■	■	■	■	■	■	■		
O3 Content development for an e-training toolkit of consulting & mentoring services for cultural entrepreneurs	CulturePolis													■	■	■	■	■	■	■			■	■		
O4 Implementation of a cultural Hackathon event / Pilot Implementation	Found.ation																		■	■	■	■	■			
O5 Design & development of a Crowdfunding mechanism for cultural entrepreneurs	Progeu																	■	■	■	■	■	■	■		
Project meeting 1			■																							
Project meeting 2								■																		
Project meeting 3													■													
Project meeting 4																				■						
Final Meeting																									■	

Slide

Thank you for your attention

Any questions?

✉

☎