



IMPRESA CULTURALE E CREATIVA ED ECONOMIA SOCIALE

NUOVE COMPETENZE INTEGRATE NELLE STRATEGIE EUROPEE

VENERDÌ 12 APRILE 2024

Auditorium sede Inapp - C.so d'Italia 33, Roma



CCSIs, role, skills, working conditions

European Commission, DG EAC.D1
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Quale è il (nuovo) ruolo dei settori culturali e creativi?

Guardiamo un po' cosa è stato definito a livello Europeo...

EU Industrial strategy

Immediate resilient recovery and long-term transformation: green and digital transition of the EU economy (14 industrial ecosystems)

Among needs identified: skills shortages, new competences needed for green and digital transition, competitiveness and resilience



EU Skills Agenda & EU Pact for Skills

Stakeholders-driven large-scale skills partnerships established in all industrial ecosystem



The EU Work Plan for Culture 2023-26

(Nov.2022)

<https://www.consilium.europa.eu/media/60399/st15381-en22.pdf>

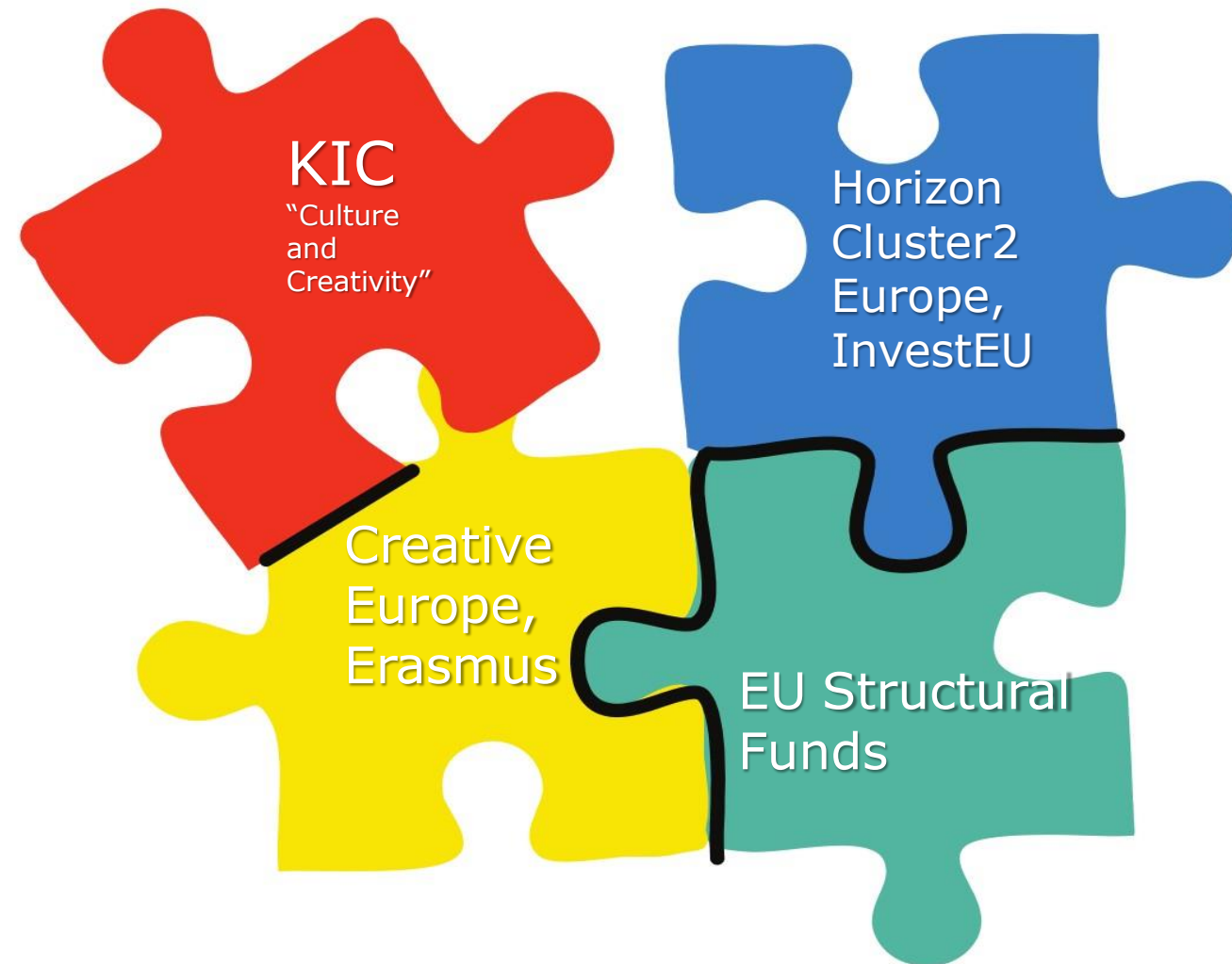
Priorities:

- A. **Artists and cultural professionals: empowering the cultural and creative sectors** (status& working conditions of artists, digital, gaming, green,...)
 - B. **Culture for the people: enhancing cultural participation and the role of culture in society** (democracy, health, discoverability, libraries,...)
 - C. **Culture for the planet: unleashing the power of culture** (statistics, climate/ cultural heritage, illicit trafficking, high-quality living for all,
 - D. **Culture for co-creative partnerships: strengthening the cultural dimension of EU external relations** (international, Ukraine, human rights,...)
- 21 actions planned, 3 OMC groups, more flexible working methods*

EU support for cultural and creatives

EU FUNDING PROGRAMMES

- **Creative Europe (+ 30 %! 2021-27)** Horizon Europe, Erasmus+
- Digital Europe, InvestEU, EU Structural funds



Funding - who can help me?



*How to find funding ? – the **CulturEU** webtool and guidebook*

- <https://ec.europa.eu/culture/discover-funding-opportunities-for-the-cultural-and-creative-sectors>
- More here: https://ec.europa.eu/commission/presscorner/detail/en/IP_21_6292



REGIONAL FUNDS:

More than **120 EU regions** have chosen CCIs as a priority of their **smart specialisation strategies** supported by regional funds,

recognising them as a **driver for regional growth and locally-rooted jobs.**



Settori culturali e creativi – EU skills partnerships and projects

(in più di quello spiegato previamente...)


Skills – Cultural and Creative Sectors and Industries

- **Skills development is crucial to help CCSIs cope with challenges** (remuneration for cultural and creative work, labour shortages, traditional skills as well as new digital and other skillsets, lifelong learning,...)
- **Different policy responses** on EU-level: EU Pact for Skills, EU Year of Skills 2023, skills projects and alliances also in the Cultural and Creative Sectors areas:

un nuovo tool UE... vediamo cosa ci dice per l'Italia e CCSI-skills richieste

<https://ec.europa.eu/eurostat/cache/visualisations/skills/>

An official website of the European Union How do you know? ▾

eurostat 

Top & trending skills

Select your country and occupation and discover the skills which are most frequently requested in online job advertisements (OJAs).



Select your country

Italy ▾

Select your occupation

Artistic, cultural and culinary associate professionals ▾

ENTER >

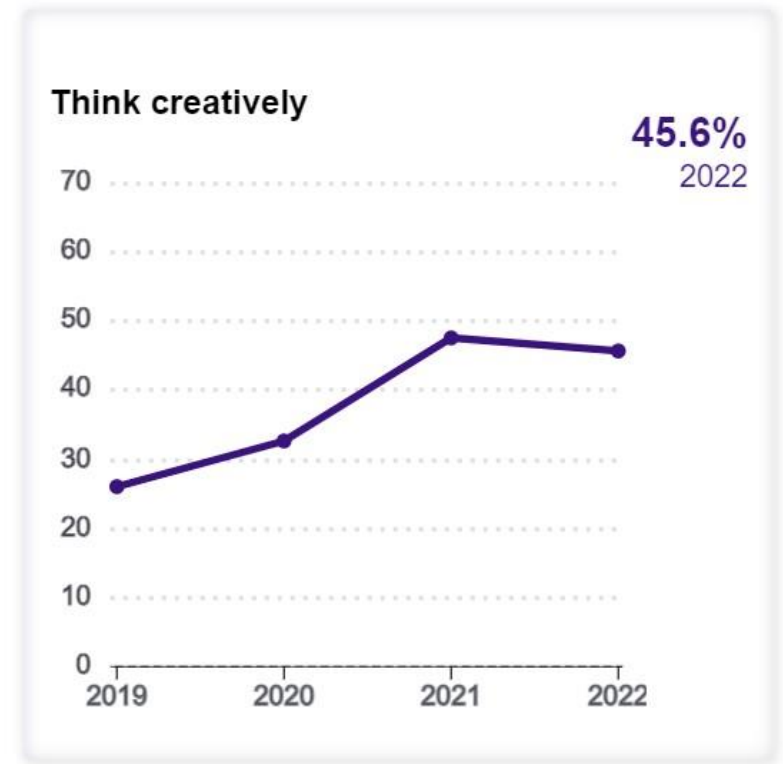
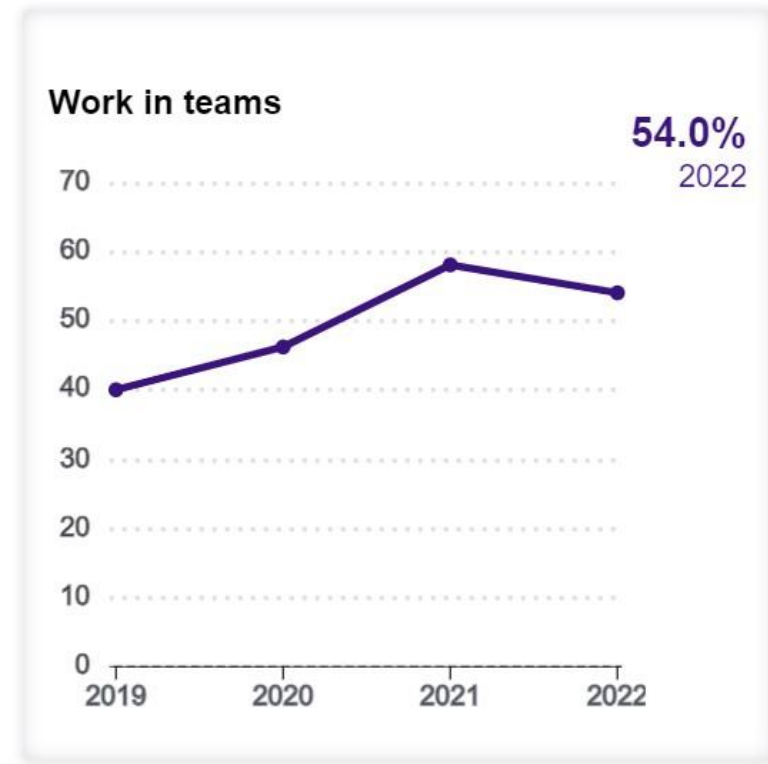
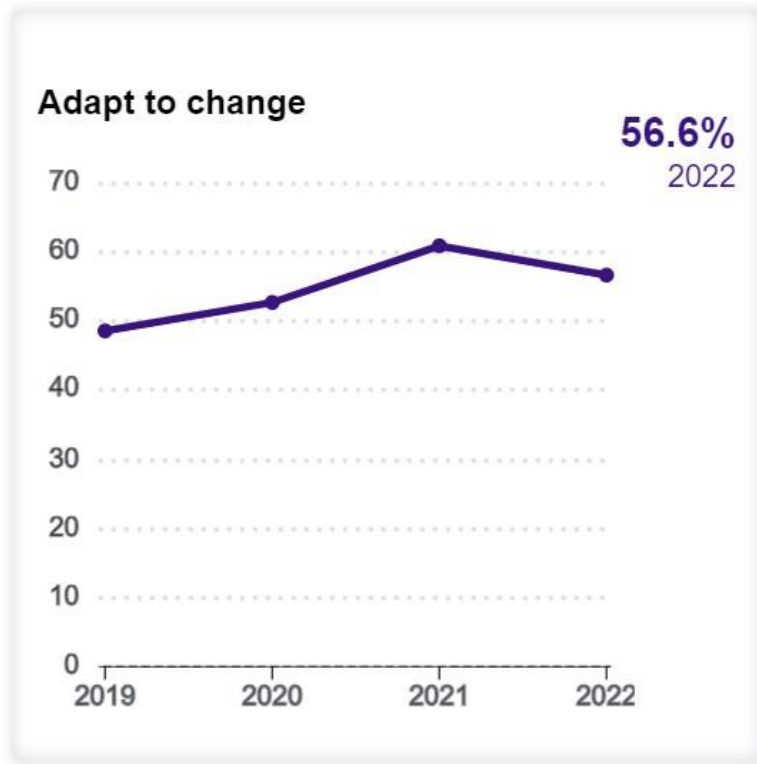


Skills: All General Specific Digital

Ranking Trends Scatterplot

Top skills

requested in online job advertisements (OJAs), as % of all ads



Large-scale skills partnership in the CCIs ecosystem under the EU Pact for Skills since 28 April 2022

124 (January 2024) committed organisations networks, industry associations, social partners, public authorities, initiatives including regions, major transnational projects (e.g. Blueprint projects CHARTER & CYANOTYPES) and initiatives (EIT Culture & Creativity, EIT Climate), universities and training providers, research organisations and companies from CCIs sectors endorsing the joint Manifesto

Priority skills needs: **digital, green, business/entrepreneurial, transformative, for cross-sectoral innovation, technical /arts and crafts, creativity**

Commitments, Actions, Key performance indicators
<https://ec.europa.eu/social/main.jsp?catId=1534&langId=en>

Large-scale partnership co-leaders:

BEDA The Bureau of European Design Associations



 European Creative Business Network



- 6 working groups
- plenary meetings
- **Creative Skills Weeks**



These organizations endorse and support the Large-scale skills partnership for the Cultural and Creative Industries Ecosystem

The Creative Pact for Skills (C-P4S) Manifesto (Date: 18.April, 2023)

Contact for further informations: p4s@ecbnetwork.eu

Large-scale partnership co-leaders:



European social partners



European and International Networks, Organisations and Projects:



Educational and Vocational Training providers:



National and Regional Networks and Organisations:



CCI professionals, Research and Companies



A bottom-up partnership between European umbrella associations, networks, sectoral associations, vocational education and training providers as well as trade unions.

More info: "Creative Skills manifesto" weblog: <https://www.ecbnetwork.eu/creative-pact-for-skills-manifesto-is-now-ready-for-endorsement/> and more in detail: <https://ecbnintra.notion.site/Endorsement-of-C-P4S-Manifesto-dc9668e466a145bf844e1e55970d5e41>

Large-scale skills partnership in the Cultural and Creative Industries (CCIs) ecosystem – commitment to the EU Pact for Skills

Ambition: a common **roadmap for skills transformation**, supporting education and training activities through new/efficient ways, **promote new learning models, tools** and opportunities - with a focus on digital, green, entrepreneurial skills, on-the job learning, and technical skills in arts and crafts.

6 Working groups on:

- intelligence and data gathering, - communication and outreach,
- skills for the digital environment, - skills for the green transformation,
- entrepreneurial skills, - cross-sectoral innovation

Plenary meetings and an **annual Creative Skills Week**.

To join the CCI large scale skills partnership: <https://ecbnintra.notion.site/Creative-Pact-for-Skills-C-P4S-Manifesto-7ab34b220bf54dfc98fb7bac8ad93627>

Important to use all opportunities to invest in skills and showcase inspiring upskilling initiatives from the CCIs during the **European Year of Skills 2023-24** [European Year of Skills \(europa.eu\)](https://european-council.europa.eu/media/en/press-operations/infographic-116424.aspx)



How to get involved:

- By **organizing/ showcasing events** at national, regional and local levels related to skills policy, **using EYS branding** (see the [Communication toolkit](#)) and making them visible in the EYS website. Submit the information [here](#).
- By **sharing stories** of projects and individuals on up- and reskilling. Please, contact: EMPL-SHARE-YOUR-SKILLS-STORY@ec.europa.eu
- **Communication** is key to European Years: spread the word and share updates on social media under the hashtag **#EuropeanYearOfSkills**.
- By making use of **EU funding opportunities, tools and networks** to support your actions and liaise with other stakeholders.
- **More info:** [European Year of Skills \(europa.eu\): https://year-of-skills.europa.eu/index_en](https://year-of-skills.europa.eu/index_en); contact: your country's National Coordinator





Skills - ongoing EU projects (Erasmus, Creative Europe)

CCSI-related skills analysis and activities are undertaken together with different ongoing projects, such as:

- the **CHARTER project: Blueprint for Skills** Sectorial Alliance on Cultural Heritage (Erasmus+): aims to identify and bridge the skills gaps between the educational and the occupational worlds, by developing a matrix mapping skills and competences in the heritage sector. <https://charter-alliance.eu/>
- **CYANOTYPES: Skills blueprint for CCIs** (Erasmus+): aims at creating strategic tools and concrete skills development solutions in the Cultural and Creative industrial ecosystem. <https://cyanotypes.website/>
- **NEW: SACCOR CCSI skills blueprint project: started in Feb. 2024**
- **Creative Skills Europe** is a platform where a wide range of stakeholders from the European audiovisual and live performance sectors meet <https://www.creativeskillseurope.eu/>
- **FLIP for CCIs** ("Finance, Learning, Innovation and Patenting" for CCIs: also has CCI skills relevant activities such as learning Labs, produced a CCI skills report, etc. <http://creativeflip.creativehubs.net/>
- **INCREAS** – Innovation and Creative Solutions for Cultural Heritage": bridge the gap between cultural heritage education and skills development and the labour market and creative industries. <https://projektwelt-burghauptmannschaft.eu/en/event/flip-1-increas>

KIC (Knowledge and Innovation Communities) for Cultural and Creative Sectors and Industries

EIT Culture and Creativity

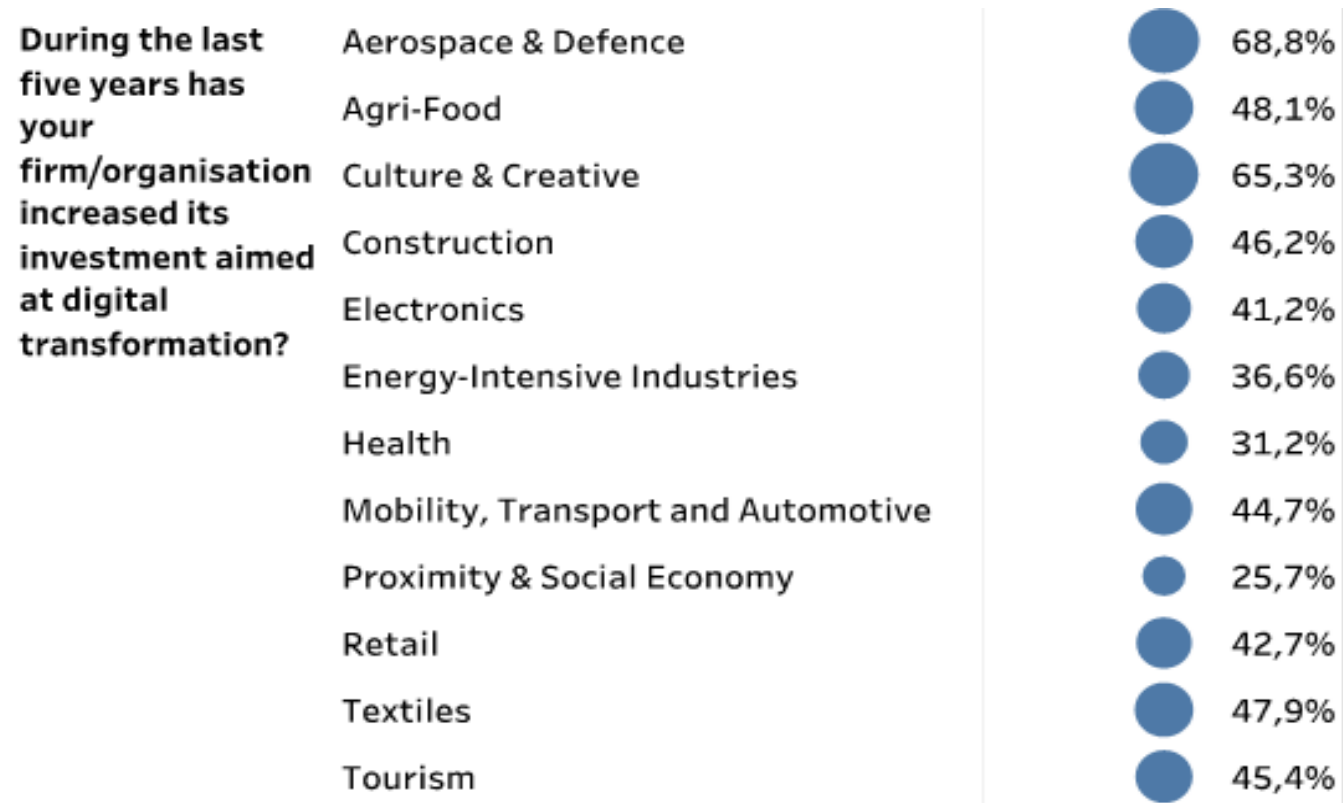
- €6m Start-up phase grant signed in 2023 (could later reach approx. €70 million per year)
- 6 Co-location centres are being established in: Amsterdam, Helsinki, Bologna, Barcelona, Vienna and Košice.
- Calls will also be open to NEW partners who can apply to join the KIC. More info: <https://eit-culture-creativity.eu/>



European Ecosystems monitor: CCSIs score very well concerning green and digital skills (both in terms of demand and supply)

[EUR-Lex - 52024SC0077 - EN - EUR-Lex \(europa.eu\)](#)

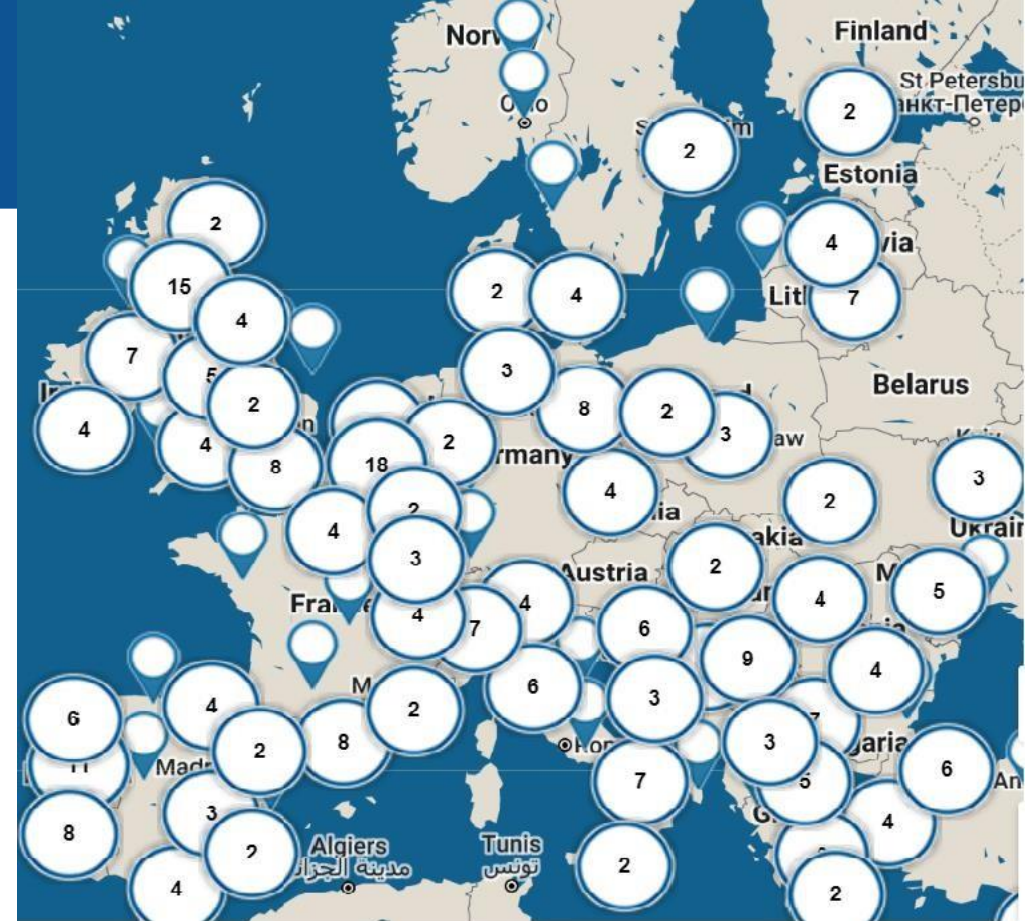
Share of SMEs that reported **increasing their expenditure in digital technologies** per industrial ecosystem in the EU27 over the past five years



E l'economia cooperativa in tutto questo?

Primordiale, per favorire nuove competenze, allo stesso tempo anche favorendo il patrimonio culturale...

EUROPEAN
CREATIVE HUBS
NETWORK



European Creative Hubs Network:

is a peer-led Network,

Cross sectoral strand Creative Europe policy project (2016-18), now supported by Creative Europe and part of important policy initiatives (CreativesUnite, FLIP, KIC « Culture and Creativity », Skills Blueprint Cyanotypes and other).

<http://creativehubs.eu/> @CreativeHubsEU

Creative Hubs & their areas of impact

Creative Hubs Barometer study (2017):

- creative hubs respond to the challenges in their sector primarily
- most hubs identify themselves as having a social and well-being impact

83% social impact;

65% economic;

21% environmental



ECHN Forum doodle: Rosalie Hoskins, Fusebox Brighton, UK

Creative Hubs & their areas of impact relevant to the urban context

Environmental

- **urban garden;**
- community farming;
- bee keeping;
- **solar energy;**
- **recycling;**
- DIY workshops;
- resource sharing;
- **recycled materials for building renovations;**
- **repair café;**
- **roof garden;**
- car pooling;
- paperless procedures;
- **eco hackathons;**
- cycling schemes;

Social and well-being

- **literacy programs for youth and unemployed;**
- community breakfasts;
- Friday thematic bars;
- yoga and mindfulness classes;
- dance classes and sport activities;
- games night;
- **child care;**
- **activities with refugees;**
- **fundraising for social impact organisations;**
- book fairs;
- art exhibitions;
- **reaching out to local community and minorities;**
- tree planting;

Social and urban dimensions – creative hubs, cultural centers and their surrounding communities



Trans-Europe Halles - Policy projects

Trans-Europe Halles (TEH) is a Europe-based network of cultural centres initiated by citizens and artists. TEH has been at the forefront of re-purposing Europe's industrial buildings for arts, culture and activism since 1983. This is yet another example of innovating cities and of re-inventing new uses for industrial heritage buildings. Websites: <https://creativelenses.eu/> and <http://teh.net/>

to bring closer together **cultural and creative spaces** and local **decision-makers**
<http://www.creativespacesandcities.com/>



[ABOUT US](#) [MEMBERS](#) [MEETINGS](#) [PROJECTS](#) [ACADEMY](#) [CONSULTANCY](#) [NEWS](#) [RESOURCE](#) [CONTACT](#)



Some recommendations from the OMC Report "Participatory Governance of Cultural Heritage"

Create the right pre-conditions

- Provide information on the statutory processes available for the participatory governance of cultural heritage
- Identify stakeholders
- Develop a common vision
- Allocate resources
- Provide an environment or opportunity where knowledge can be shared and participants can learn from each other

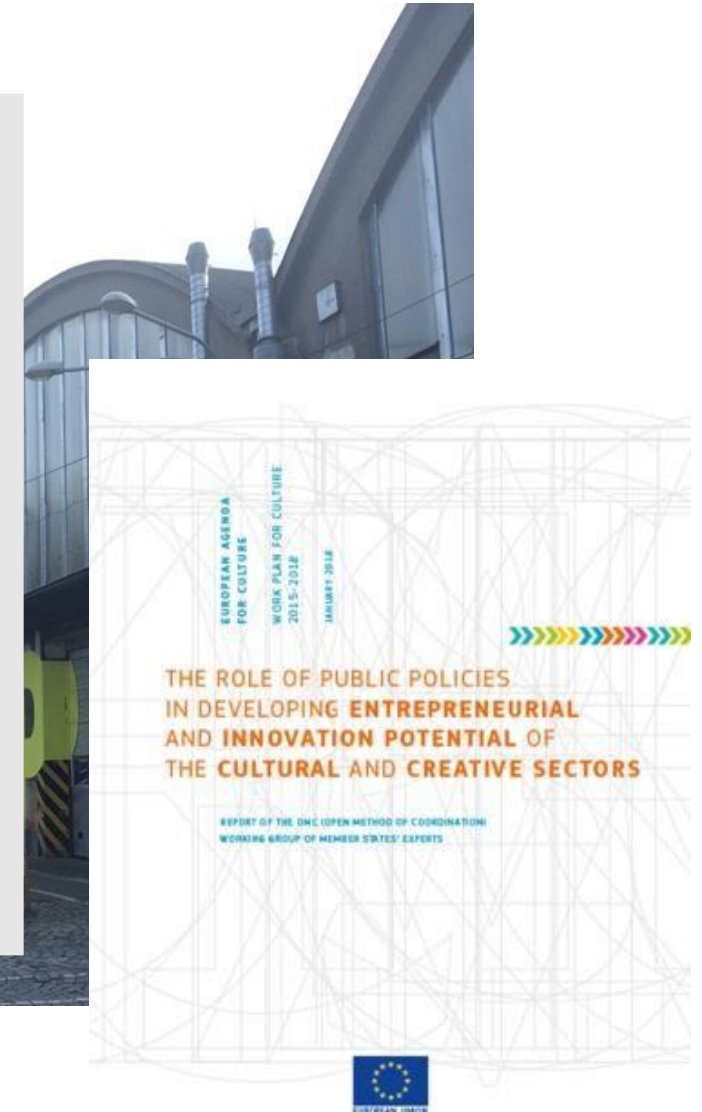


Some recommendations from the OMC Report "Public policies for Innovation and Entrepreneurship in CCS"

THE OMC REPORT

THE TERRITORY – RECOMMENDATIONS:

- **Fully involve stakeholders** and creators in the cultural and creative sectors for innovative place-bound development
- Develop creative, innovative tools to integrate the local populations
- Facilitate **access to empty non-used spaces** and support bottom-up approaches for creative innovation initiatives
- Enable and strengthen creative spaces and similar innovation-boosting structures
- Develop CCS support structures as hubs for international innovation knowledge transfer and mobility
- **Public bodies** should take on a pioneering role in cross-sectoral innovation and the integration of cultural and creative sectors
- Public bodies should exchange more knowledge on the added value of cultural and creative sectors' know-how and deepen insight into good practices

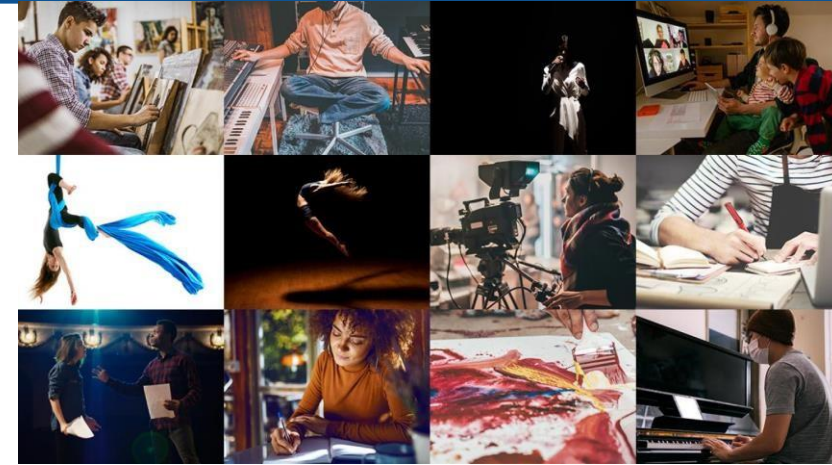


Che cosa manca?

Le condizioni di vita e di lavoro nei settori culturali e creativi, certo...

Artists' working conditions

- **Cultural and Creative Sectors** have been working since many years on the subject (On the move, CAE, PEARLE, FIA,...), also in the **EU Sectoral Social Dialogues on Performing Arts, Media etc.**
- **Council:** Topic mentioned in the **EU Work-plans for Culture**
- **European Parliament:** Resolutions of 2020 and 2021, comprehensive study of 2006, CCFG, Own Initiative Draft Report on an EU Framework
- EU-Commission issued a **study** by EENCA, in cooperation with CAE, IETM, PEARLE, Freemuse (**end-2020**): <https://ec.europa.eu/culture/news/study-artists-working-conditions-published>
- **Voices of Culture** – civil society dialogue and final report (**mid-2021**): <https://voicesofculture.eu/2021/01/25/call-for-applications-status-and-working-conditions-of-artists-and-cultural-and-creative-professionals/>
- **OMC – Member States expert group**, convened by the European Commission in 2021–2023, 6 plenary meetings, all 27 EU Member States (Culture/Empl-Social)



Artists' working conditions

Content:

- artist status and social security,
- fair practice,
- skills and life-long learning
- artistic freedom

Plus: case studies, tables, recommendations

Separate document in all EU languages: Executive summary.

OMC – Member States expert group report published in July 2023, available here:

<https://culture.ec.europa.eu/news/eu-experts-publish-recommendations-to-improve-working-conditions-of-artists-and-cultural-and-creative-professionals>





CREATIVESUNITE



Select up to 3 countries to view their specific policies.



Status and social security



Labour relations



Learning and skills



Artistic freedom




Resources



Select a country from above to compare


Status and social security ^

Overview




Belgium (BE)

Status of artists in Belgium is regulated by the Royal Decree relating to the operation of the Working in the Arts Commission and improving the social protection of arts workers (2022). The Decree established the Working in the Arts Commission for the purpose of...



Greece (EL)

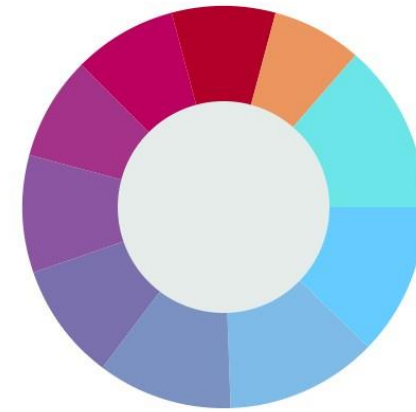
A draft scheme for the status of artists is currently in preparation. At present, there are no specific regulatory frameworks addressing social security for artists, and individuals working in the cultural and creative sectors (CCS) are covered by the general legislation...



Austria (A)

The regulatory frame recognising artists' status comprises the Law on Security for Artists (2011) and the Social Insurance for Artists (2011). In line with the legislative process, the Social Insurance Fund (SIF) is currently...

SOCIAL SECURITY TYPES



<https://creativesunite.eu/>



CREATIVESUNITE



SPOTLIGHT



PEOPLE



SO YOU
NEED
MONEY



MY
INTELLECTUAL
PROPERTY



This is HOW
WE WORK

<https://creativesunite.eu/>



CREATIVESUNITE



SPOTLIGHT



PEOPLE

Filter by:
Sectors ▾
Action ▾
Countries ▾

THEMES:
Working Conditions
Greening
Ukraine Crisis
COVID 19
Features

Share with the community!
Have an initiative, event or funding opportunity relevant to the Cultural and Creative Sector?

Make a contribution, give voice to your projects and connect.

CONTRIBUTE

<https://creativesunite.eu/>

Thank you!

barbara.stacher@ec.europa.eu

<https://ec.europa.eu/culture/sectors/cultural-and-creative-sectors>



@stachba

Informazione aggiuntiva

Current EU funding period – the budget



EU Long-term budget (MFF) for 2021-2027 of €1.074 trillion combined with the temporary recovery instrument, **NextGenerationEU (RRF) of €750 billion**

Overall budget in EUR (dedicated to CCSIs):

- **Creative Europe: 2.4 bn (+65%!!!)**
- **Cohesion Funds: 330 bn (5 bn + 0.4 bn)**
- **Horizon Europe: 84 bn (2.28 bn CI2)**
- **Erasmus: 24,6 bn** (*difficult to estimate amount for CCS*)
- **RRF: 723 bn (10 bn)**
- **InvestEU (GF): over 2.5 bn** *of financing supported*

https://ec.europa.eu/info/sites/info/files/about_the_european_commission/eu_budget/mff_factsheet_agreement_en_12.11_v3.pdf

EU Cultural statistics

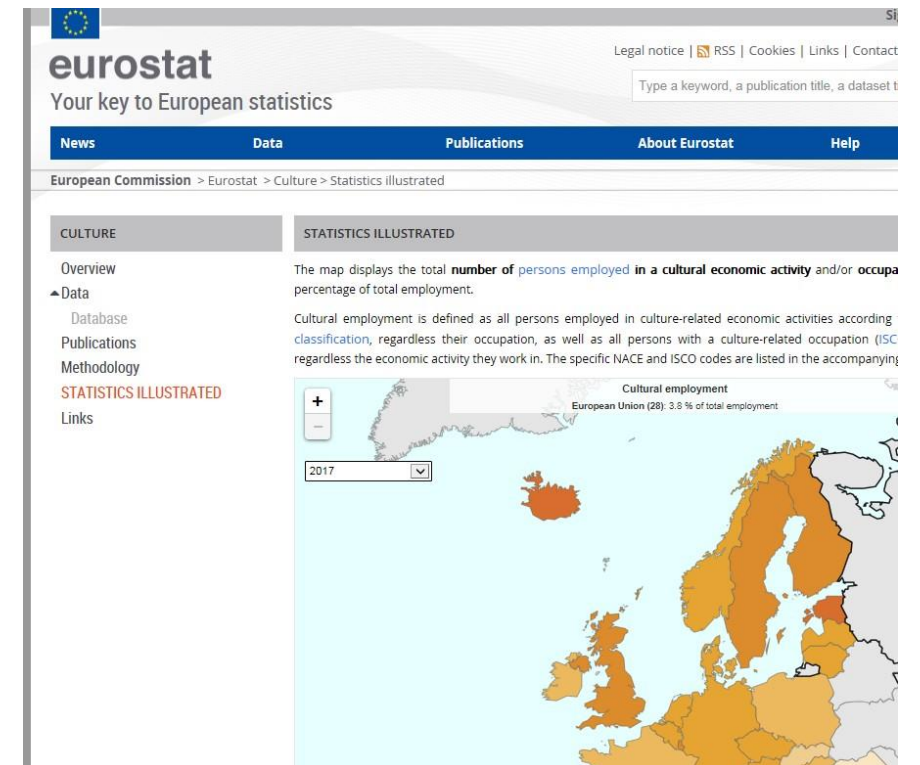
<http://ec.europa.eu/eurostat/web/culture>

What information can I find here?

Culture statistics for the EU are not collected by a single stand-alone survey **data collections**. Culture statistics concern both social and economic aspects and **cover the following topics:**

- Cultural employment;
- Characteristics and performance of enterprises engaged in cultural economic activities and production of cultural goods;
- International trade in cultural goods;
- International trade in cultural services;
- Cultural participation (practice and attendance) and culture in cities (facilities of cities' residents and 'cultural infrastructure');
- Private (household) expenditure on cultural goods and services;
- Price index of cultural goods and services;
- Public (government) expenditure on culture.

Guide to Eurostat culture statistics: <http://ec.europa.eu/eurostat/web/culture>



Measuring CCS – EU study 2021-22



<https://www.measuring-ccs.eu/>



Objectives

To offer an **updated definition** of the scope of the 'Cultural and creative sectors' with a clear statistical definition per single sector (including on-line services)

To develop a **new methodology for capturing and quantifying on-line services** per sector whether these are paid services, or financed by advertising and by data

To build a **new statistical framework** to allow better quantification of the CCS and comparability at EU level of all available data (existing data, and new data as resulting from the newly developed research), as well as a methodology for its regular monitoring

To provide **updated economic figures on CCS at EU level** in application of the proposed methodology



QMETRICS

NTTdata

CUMEDIAE

GERADOR



FUNDACIÓN
alternativa



This project is co-funded by
the European Union



European
Commission

<https://composite-indicators.jrc.ec.europa.eu/cultural-creative-cities-monitor/>

Sort cities by:

Cultural and Creative Cities Index

Sub-Index

- Cultural Vibrancy
- Creative Economy
- Enabling Environment

Dimension

- Cultural Venues & Facilities
- Cultural Participation & Attractiveness
- Creative & Knowledge-based Jobs
- Intellectual Property & Innovation
- New Jobs in Creative Sectors
- Human Capital & Education
- Openness, Tolerance & Trust
- Local & International Connections
- Quality of Governance

Rank	City	Country
L (250 000 - 500 000)		
1.	Florence	Italy
2.	Karlsruhe	Germany
3.	Venice	Italy
4.	Bristol	United Kingdom
5.	Tallinn	Estonia
M (100 000 - 250 000)		
1.	Lund	Sweden
2.	Heidelberg	Germany
3.	Cork	Ireland
4.	Avignon	France
5.	Mainz	Germany
S (50 000 - 100 000 inhab.)		
1.	Weimar	Germany
2.	Tartu	Estonia
3.	Galway	Ireland
4.	Leuven	Belgium
5.	Limerick	Ireland



Regional policy networks and actions



<https://ec.europa.eu/futurium/en/urban-agenda>



European Urban Initiative
supporting Innovative Actions



URBACT Networks on Culture and Cultural Heritage
<https://urbact.eu/culture-heritage>



Interreg
Europe



Co-funded by
the European Union



EUSBSR
EU STRATEGY
FOR THE BALTIC
SEA REGION



DANUBE REGION
strategy
Prosperity through Diversity



EU Strategy for the
Adriatic and Ionian Region
EUSAIR



EUSALP
EU STRATEGY FOR
THE ALPINE REGION

Macro-Regional Strategies



ERRIN European Regions
Research and Innovation Network



Regional
Initiative
for Culture
and Creativity



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