CIRCE
Creative Impact
Research Centre
Europe

Project overview

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u-institut
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GEFÖRDERT VON
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About CIRCE

The Creative Impact Research Centre Europe (CIRCE) is a European think tank that examines how the world of politics can support the cultural and creative industries and bolster their effectiveness in Europe. CIRCE is funded by the Federal Government Commissioner for Culture and the Media (BKM) from the European Commission's Brexit Adjustment Reserve, with a view to mitigating the impact of Brexit on the cultural and creative industries, safeguarding and building on expertise, and developing new funding approaches and network structures. CIRCE utilises practical research to achieve this purpose: five research labs carry out a Europe-wide evaluation of tried-and-tested strategies as well as potential new approaches to determine the necessary changes to policymaking to establish a thriving environment for creative innovative excellence within Europe. Through the Creative Impact Fund, CIRCE helps stakeholders and companies work with innovative ideas and strategies to find new solutions to current challenges and try out best practices for promoting the cultural and creative industries in the future. The fellowship programme unites young researchers and experts from the cultural and creative industries across Europe.

→ More information about the background of CIRCE can be found at:
www.creativeimpact.eu

🔍 Research Labs

The research labs are located at five sites in Europe (Germany, the UK, Estonia, Switzerland, Spain) and explore specific issues linked to the creative economy.

📍 Berlin

Administration and transformative governance

Enshrined in the **u-institut**, the Berlin research lab deals with the general conditions for transformation in governance structures in collaboration with the cultural and creative industries. It focuses on one essential question: how can public structures support people from the creative/innovative ecosystem more effectively and more inclusively – especially with regard to their positive impact on the environment, society and the economy? The u-institut works with **three research project**s to generate findings from a variety of different perspectives: **Urban Heat Studio, Oyoun, Metaplan – Gesellschaft für Verwaltungsinnovation.**

📍 Zurich

Entrepreneurial strategies in the context of the creative industry

With regard to entrepreneurial strategies in the context of the cultural and creative industries, the research lab in Zurich – the Zurich Centre for Creative Economies, based at **Zurich University of the Arts** – attempts to overcome traditional structures and create new, perfectly tailored entrepreneurial conditions. It factors in future scenarios and considers how suitable strategies can be steered and created by the government.

Tallin

Exploration of innovative events and hackathons

Based in **Garage48**, the research lab in Tallinn organises start-up boot camps and series of hackathon-style events in order to develop new services and prototypes. Even within CIRCE, it aims to examine and test the applicability of hackathons scientifically with a view to better understanding their role and impact on the cultural and creative industries.

San Sebastián

Collaboration between creatives and non-cultural organisations through artistic practice

At the research lab in San Sebastián, the **Tabak-alera** team hopes to gain a deeper understanding of the collaboration between creatives and non-cultural stakeholders and organisations.
One of its main focal points is the question of how social innovations can be established effectively and spurred onwards. The knowledge transfer is set to be visualised in an art exhibition.

London

DEI (diversity, equity, inclusion) in the cultural and creative industries

The **City, University of London** team at the research lab in London examines structural inequalities in the cultural and creative industries, especially since the start of the pandemic. In particular, the team focuses on the aspect of diversity in various sub-sectors: production conditions in the cultural and creative economy and the organisational, local, cultural and transversal aspects relating to intersectionality.

Fellowship- und Fundprogramm

Structures for better social cohesion

Germany

Instituted caring relationships – strategies in the liberal performing arts in Europe

Antonia Rohwetter is a dramatic advisor, researcher, author and curator in contemporary performing art and dance, and focuses on the topic of care in her project. Artistic invocations of care tend to position maintenance and interdependence as radical alternatives to a present, in which lives based on extraction, exhaustion, social isolation and inequality seem to become unmanageable. However, is it possible to have a care practice that also changes the conditions under which we provide care? Antonia Rohwetter presents new forms of care and cohesion through the medium of performing art.

Austria

Vollpension - Intergenerational dialogue

Project Vollpension is a social undertaking that focuses on intergenerational dialogue with its generational cafes and bakery school. The goal of the 'Senior Influencer Agency' project is to develop new, standardised ways of incorporating the knowledge of the elderly into the present-day corporate landscape.

Belgium

Recovery and mental health within the creative industry

Anna Kint is a social designer living in Belgium who sees social entrepreneurship and design as the answer to contemporary social challenges. She was recently involved in the founding of Coconuts, a creative space in Leuven for young adults struggling with their mental health. For example, she and the young adults are publishing a new magazine to encourage and open up new prospects for young adults with mental health issues. As part of CIRCE, she wants to explore how she can spread her approach to benefit other stakeholders in Belgium and abroad.

Finland

Kuulu – a digital tool for companies to promote diversity, equity and inclusion

The name 'Kuulu' is derived from Finnish and means 'belong' and 'be heard'. This reflects the project team's mission to create a culture in which everyone feels valued and respected. **Project Kuulu** is a revolutionary digital tool that enables companies to develop and implement comprehensive diversity, equity and inclusion (DEI) strategies. The application combines creative practices from the design and gaming sectors and helps the cultural and creative industries attract new talent.

UK

Exploring new visions in building and sustaining cultural infrastructure

Merje Laiapea is a cultural producer, curator and researcher from Estonia. With CIRCE, she documents the work of collectives and organisations that plan and build life-affirming infrastructure. In city districts and communities that are often overlooked by institutions and politicians, experts test out new ways of breathing new life into precarious community structures and building the capacity for new types of cultural space. The project examines organisations such as MAIA, Freedom & Balance and Kin Structures in the UK and case studies from throughout Europe.

Germany

The experiences of marginalised artists in collaborations between Germany and the UK

As a co-founder of CONNECTED DIFFERENCES e.v., a charitable organisation that works to support marginalised voices, **Lorena Junghans** is a pioneer in the use of innovative technical solutions to build new community structures and strategic projects. Lorena champions intersectional perspectives passionately. In their project entitled 'The experiences of marginalised artists in collaborations between Germany and the UK', they examine how traditional and queer structures influence international cultural production. The project aims to come up with strategies to overcome barriers and cement inclusive practices in the cultural and creative industries.

Germany

embrace3 – researching the aesthetic and ergonomic needs of people affected by breast cancer

embrace3 is centred on breast cancer patients who have opted to forego breast reconstruction or a prosthesis after a mastectomy, who have breasts of different sizes or one or no breasts. It brings individual body topologies and wearer-specific clothing needs together into a single design framework. For the first time ever, modularity in breast support clothing is being explored through additive manufacturing technologies and parametric support structures based on 3D body scanning.

UK

Study: general well-being of Black British artists

Esther „Estée Blu" Lenda Bokuma is an R&B/jazz singer and songwriter, producer and activist from London, UK. The study she aims to conduct as part of CIRCE is partly based on the findings of a poll carried out by the organisation Black Lives in Music in 2021: three out of five (63%) Black music creators have experienced direct or indirect racism in the music industry. The purpose of Esther's study is not only to find out about the health of the artists, but also to explore alternative ways of ensuring their well-being.

Switzerland

A local exploration of privilege resulting in the creation of a game

In a game, the designer and researcher **Anna De Mezzo** sends participants on a journey across several facets of the term 'privilege' in the local context of the city of Zurich (in Switzerland). Our society is constantly being shaken by polarisation and extreme individualism, with tensions being stoked by social media and populism. The game is designed to lay bare unjust power structures and structural problems.

Slovenia

UX design research in urban planning

Naja Kikelj is a psychologist and researcher. She works as a civic engagement advisor in urban planning, where she focuses on factoring citizens' wishes into draft city plans. User experience (UX) research examines the behaviour, needs and problems of target users in order to create or improve user-friendly designs. The goal is to develop a service that aids city planning and makes it possible to improve planning, enhance the quality of urban areas, bring about systemic change and reshape the political framework.

Germany

How can solidarity-based support structures be sustainably established in the cultural and creative industries?

In her research project 'Doing Solidarity, but how?', **Maeve Gerding** explores how a common (European and global) practice of innovative solidarity, which is not based on isolated reactions to certain crises and circumstances, can be developed, institutionalised and permanently established in cultural institutions. Working on a theoretical basis, the project uses the art biennial Manifesta 14 as an example and examines whether this form of creative, transnational collaboration might be an example to learn from.

Building communities to bolster society

UK

Museum of Homelessness – independent research, campaigning and awareness-raising of homelessness

Founded by people who had personally experienced homelessness, the **Museum of Homelessness** has pursued a wide-ranging strategy since it opened its doors in 2015. It encompasses creating a national collection documenting homelessness, independent research and campaigning as well as boosting awareness and understanding of the topic through art, exhibitions and events. The museum is known for its creative approach to museum work and has earned international recognition for its entrepreneurial engagement. It is also known for coming up with and developing innovative solutions to the complex challenges of homelessness.

Bulgaria

Rural renaissance through art and culture

The project 'Rural renaissance through art and culture' by **Nevena Yovcheva** is a practical research initiative and a creative undertaking that implements an innovative business model in the cultural and creative industries in north-west Bulgaria. In what the EEC has deemed the most impoverished region in the EU, the project aims to transform a deserted village into a flourishing art zone with a campsite, studio and exhibition area with a view to offering extraordinary tourism and education packages. The goal is to give urban families the opportunity to experience rural life whilst giving something back to the village at the same time: the cultural content created there will make the place more attractive. The project aims to tackle social inequality, demographic challenges and climate change by coming up with intersectional strategies and bridging the gap between cities and the countryside.

Switzerland

Shared Sandwiches – an edible exploration of culture, communities and urban change

Fabian Frey is a design researcher who is working with augmented reality at the Institute for Design Research at Zurich University of the Arts. His 'Shared Sandwiches' project is an innovative method of supporting community, conversations and creativity in cultural contexts. In cooperation with a sociocultural open space in Zurich, he develops recipes and methods that can be applied in a variety of contexts through workshops, performative design, discussions and critical reflections. The result will be a recipe book that enables urban planners and other interested parties to discover and promote new forms of collaboration.

Germany

Anchor Places – spatial dimensions of organically grown community centres

Tonderai Koschke is an architectural researcher and educator with an interest in post-colonial identities and power dynamics. Her project 'Anchor Places' explores the significance of spaces for various cultural groups in European cities that are often overlooked in urban architecture. The project analyses examples to determine what features of urban space and architecture invite these communities to gather in certain places and what factors contribute to the strength of these groups. The goal of the project is to show how cities can be designed in such a way that they reflect the various cultural identities in society whilst also accounting for the needs of marginalised groups.

France

Club Co-op – an alternative model for a collective nightlife

The planned **Club Co-op** in Marseilles aims to create a fairer, more inclusive model for the nightlife and art scenes. This project aims to guarantee fairer prices and wages for artists and the public alike. Inspired by cooperative initiatives throughout Europe, Club Co-op hopes to come up with an answer to social inequality in the music industry. In an era where musicians from various social backgrounds struggle to pursue long-term careers, this space is intended to promote an alternative model that prioritises solidarity and accessibility.

Netherlands

Can Web 3.0 technology help socially engaged art become sustainable?

Aiwen Yin is a designer, theorist and educator who focuses on the social impacts of global communication technologies. In her project, she explores questions relating to socially engaged art, the use of Web 3.0 to support art projects and the transition to self-sustained structures. She works with various art and research institutes, including the Documenta Institute in Kassel, to research the possibilities of using smart contracts and decentralised autonomous organisations (DAO) as transitional tools to help community projects and artists' collectives build sustainable structures.

UK

Workforce diversity of the museum sector

Hoyee Tse is a social art historian with a special interest in the meaning-making of art and cultural objects as well as the politics of cultural representation. Her project focuses on the employment of Asian professionals in the museum sector and examines whether museums are restricting their employment of Asian staff to certain positions and projects. She hopes to better understand the dynamics and restrictions in the employment of Asian staff in the museum sector, as certain positions and responsibilities, such as running Asia-related museum projects, remain squarely in European hands. Her project will help stimulate the discussion about diversity in the museum sector and identify potential inequalities in employment.

Germany/UK

The Black European Academic Network online course to overcome the challenges of institutional racism in education and beyond

The **Black European Academic Network (BEAN)** was founded in 2010 to overcome the challenges of institutional racism in education and beyond. In light of the social and political climate in Europe and the significance of cultural diversity, including the experiences of Black Europeans, the organisers of the book Mapping Black Europe: Monument, Markers, Memories are developing an online remote learning course based on their findings.

UK

Tend VR – VR-based treatment for depression and anxiety

Tend VR is an innovative treatment based on virtual reality which uses mindfulness-based cognitive therapy (MBCT) to treat depression and anxiety. In cooperation with renowned medical experts and creative technologists, University College London (UCL) and The Retreat have developed a more affordable and scalable VR-based MBCT. The proof-of-concept tests performed on 12 patients so far have shown significant improvements in depression and anxiety. Within the scope of CIRCE, the project will be developed further and improved through iterative testing before a major clinical study of 50 patients is carried out to assess the effectiveness of the new version.

Ukraine

TOZHSAMIST – a social initiative to promote diversity and equality in Ukraine by facilitating discussions on self-identification, self-formation, culture and future prospects

Alice Zhuravel is a social entrepreneur from Kharkiv in Ukraine who works passionately to promote diversity in Ukraine and carries out research where art meets science. Her project 'Tozhsamist' creates room for discussion about self-identification, culture and the future prospects of Ukrainians. The main goal of this project is to promote diversity in Ukraine and support positive cultural practices and initiatives that contribute to a better society. It also aims to raise awareness of Ukrainian society abroad. It does this in several ways, including publishing interviews, podcasts and a book telling the stories of various Ukrainians.

Germany

Research-based, creative non-fiction monograph on the psychologies of space in the present and future

Charlie Squire is an artist and author living in Berlin. Charlie's project researches 'geography' as a concept from a physical, political and philosophical standpoint. It compares the personal perspectives of people living in a variety of environments with a research-based inquest into the historiography of geography. It starts in Berlin with a look at Alexander von Humboldt and addresses topics such as Marxist geography and digital geography.

UK/ Ukraine

Civic – rebuilding Ukraine with impact-driven entrepreneurship

Civic is a project that holds citizen assemblies across Ukraine to rethink and redesign humanitarian responses and create blueprints for rebuilding. In collaboration with various partners, a fund has been set up to provide grants to impact-driven entrepreneurs as well as social investments for their humanitarian projects. Civic aims to support innovative entrepreneurial approaches that help rebuild Ukraine.

Germany

How to serve our communities by identifying their needs

Manik Chander is an activist, author, community builder and social entrepreneur. Together with her co-founder Melisa, she founded 'My Migrant Mama', which is the first-ever publisher run by migrant women with the goal of changing the migration narrative. Her project aims to better understand the needs of her target group so it is able to support them. This involves the development of appropriate methods of using limited resources more efficiently whilst simultaneously developing projects and products that resonate with communities.

UK

'Birth stories: arts for health and wellbeing' – digital storytelling to research different birth experiences

Kristina Gavran, PhD is a writer, theatre-maker and researcher from Croatia who is currently living in England. Her project 'Birth stories: arts for health and wellbeing" is interdisciplinary, combining art, health and technology. It uses digital storytelling to explore various childbirth experiences, paying special attention to migrant mothers who often face particular challenges. In light of the fact that many women in Central and Eastern Europe leave their jobs after giving birth, the project hopes to find new ways to give this target group improved access and co-determination.

📍 Switzerland

Prototyping a foresight mentoring programme for more sustainable, inclusive and resilient festivals

Rafael Dernbach is a researcher and curator with an interest in unexpected encounters of people and ideas in an increasingly formatted world. He works with media and future studies and investigates the new media environments. The goal of his project is to help festival professionals make festivals more sustainable, inclusive and resilient to crises through a forward-looking mentoring programme. It factors in challenges such as digitisation, climate change and labour shortages. In order to bolster festivals as an increasingly important element of the creative sector, Rafael Dernbach is developing a prototype that helps anticipate potential disruptions, prepare for them and navigate changes.

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Ecological sustainability

UK

Gaming for climate change

The young players enter the Minecraft worlds of Frozen Planet II, a 3D online game, and take on the role of a polar bear, bee or other animals to learn more about their habitats and the challenges being posed by climate change. The worlds and their learning resources are designed to boost the knowledge and engagement of young people. In close cooperation with the developers of the game, the London-based researcher Dr **Madeleine Arber** is exploring how the game affects climate awareness in children.

Germany

Mattering – paste & pour: using residual materials from agriculture and food production in product design

Her idea for edible food packaging known as 'Meal Bag' was nominated as a finalist for the German Sustainability Award in 2021. As part of the CIRCE project, product designer **Amelie Graf** is now experimenting with new biomaterial recipes and a 3D printer for food. In doing so, she hopes to build a functional circular economy and promote the bioeconomy based on decentralised, demand-driven production.

Estonia

Myceen – mushroom materials as a sustainable alternative for the construction sector

Mycelium is the underground root system of mushrooms that can bind loose material to create solid structures. With mycelium, we can use the leftovers from timber and the agricultural industry to grow materials and products for architecture and the construction sector. These mushroom materials are carbon-negative, VOC-free, fire-resistant and compostable, giving them an advantage over today's commonly used materials. The **Myceen project team** wants to run further pilot projects with mushroom materials to increase production.

Slovenia

A new material from used technical textiles: exploring potential use cases and developing prototypes

Žan Girandon is an industrial designer based in Ljubljana. His project, 'Remanufacturing technical textiles', addresses the urgent need to explore new ways of processing textile materials that are already present in the world but are discarded too quickly. His main objective is to develop a new material from used technical textiles in order to unlock the full potential of these complex, multi-layered materials whilst reducing the extraction of virgin materials. Žan Girandon is developing prototypes to demonstrate the various applications. Additionally, he endeavours to work with experts from a variety of sectors including education, craftsmanship and manufacturing in order to encourage a dialogue between design, technology and society.

Slovenia

Z.O.P. – Institute for Spatial Design: an efficient and cost-effective method of building with rammed earth

Earth is one of the most sustainable building materials available. The biggest obstacle to the broader use of this material in Europe is the construction cost due to high labour expenses. By designing an easy-to-use and cost-effective method of building with rammed earth, the **Z.O.P. project team** endeavours to promote the widespread use of this sustainable material. The project aims to design building modules that architects can use as part of a larger building or stand-alone structures.

Technology for empowerment and participation

📍 **Germany**

An explorative qualitative study on hybrid events in Europe

Christine (Tine) Essling is a Berlin-based curator with a broad range of experience in theatre, film and museum. Her current project examines hybrid events from the European Coordination Centre for Effects (CCE), focusing on involving participants and highlighting the shift towards more engagement and agency. One exciting example was a livestream experiment in which participants had the opportunity to speak with researchers in Antarctica in person. This form of active engagement has the potential to not only influence the lives of individuals, but also to effect and shape societal change. This means that hybrid events can become effective instruments of social change.

📍 **UK**

Realising the potential of CCE in enhancing (political) imagination in the new space sector

Gemma Milne is an author and researcher based in Glasgow. Her research and publications focus on the interactions between technology and society as well as the impacts on the future of innovation and science. By exploring creative practices designed to enhance imagination, she will investigate the role the cultural and creative industries can play in imagining a 'prefigurative politics' for the space sector.

Germany

'Liminalty' – an artistic inquiry as a feature film: collaborative storytelling and decolonial film-making

arjunraj is a versatile film-maker, visual storyteller, multimedia artist and educator. In the 'Körperkino' project, arjunraj describes the emotional experiences felt when one understands the perspective of another in relation to the self and is immersed in an expanded consciousness. Using collaborative storytelling methods in the artistic film and research project 'Liminality' with transgender-liminal people, arjunraj is striving to strengthen the marginalised voices of the oppressed and humanise the ignorance of the oppressor. This creates stories that act as a bridge to overcome interpersonal barriers and transform behaviour.

Germany

Applying participatory data governance processes from the health sector to the case of menstruation tracking apps, to empower women and support the closure of the gender data gap

Judith Faßbender works on design patterns for participatory data governance and is a researcher at the Humboldt Institute for Internet and Society. In her project, she focuses on menstruation cycle apps. These apps are often regarded positively by users, although it is known that data from these apps is sold to platforms such as Facebook in an unsolicited manner. At the same time, this data has the potential to support health research for women and thereby help to narrow the gender data gap. However, the sensitivity of the data demands special data protection measures and requires users to be involved in decisions relating to the use of their data. In her research project, Judith Faßbender will investigate whether the integration of participatory methods in data administration systems can strengthen privacy and users' control over the use of their data for research.

UK

User experience design and service design as a driver of social transformation: a practical approach to the experience of democracy

Dany Garcia-Solano is an experience researcher & designer and media producer from Colombia who is currently based in London. His research focuses on reimagining conventional experiences using embodied, situated and participatory design. In his project 'The Experience of Democracy', he explores creative ways for citizens to participate in policymaking, social debates and ultimately democracy itself with a view to fostering creativity and community participation. This project aims to help redefine the relationship between people, democracy and design and deepen our understanding of the experiences and nuances of democracy.

Germany

Queer rhizomatics of monumentalism – utilising game design for inclusive urban planning

Nina Martin is a social entrepreneur, researcher and designer from Berlin who works on socio-critical projects in interdisciplinary collaborations. Her project focuses on designing urban space and monuments through mapping. It scrutinises (anti-)monumentalism, such as whether pedestals are meant to uphold the victors (or victims), and advocates for the pluralist potential across European urban centres by involving structurally disadvantaged groups in these processes of history writing and future making. The project utilises a participatory, non-linear digital gaming platform to solve urban planning challenges.

Germany

Founderland – a tool to reduce systemic barriers for marginalised female entrepreneurs

Founderland is planning to scale up the successful accelerator programme 'Compass' to combat the stark inequality in how venture capital funding is awarded to women, and especially women of colour. It aims to encourage investor readiness and provide founders with content on topics such as fundraising, negotiation, pitching and overcoming bias on an innovative learning platform. Unlike other educational tools, the project team will also facilitate connections between founders, allies, investors and partners, providing a unique and gamified approach to learning.

Germany

Vertical52 – high-resolution satellite and radar data in real time for journalists and NGOs

Vertical52 is a platform that makes it possible to access and analyse high-resolution satellite and radar data in real time in order to tell stories and provide forensic evidence. With more than 6,000 satellites orbiting the Earth, this technology is no longer the preserve of intelligence services and the military; it is also at the disposal of journalists and NGOs. This creates new opportunities for journalistic research, such as in connection with climate change and environmental crimes.

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Education, skill development and skill matching

Spain

The new Bauhaus: skills and competencies for creative and cultural industries

Jessica Guy, an interdisciplinary designer, producer and researcher, has already been involved in EU Horizon research projects such as CENTRINNO, Pop-Machina and REFLOW. Their project 'The Bauhaus skills and competencies' aims to explore the skills and competencies that can help people build a stable future, especially in light of current challenges. Jessica will explore formal and informal learning frameworks, especially in the field of design education. Many design universities still rely on outdated design realities. Therefore, Jessica Guy wants to apply methods of participatory action research and foster an interdisciplinary, intersectional knowledge exchange to develop an updated and modular learning framework for design education.

Ireland

How can blockchain technology and AI address the skills shortage in Europe?

Anastasia Platonava is a PhD student at the Technological University of the Shannon in Ireland. Her focus is on investigating the synergy of blockchain technology and artificial intelligence and their potential to reduce the skills gap in Europe. In light of the rapid pace of technology and the difficulty of finding qualified workers for companies, her project strives to develop innovative solutions.

North Macedonia

SkillGenius: AI job hunter for cultural creators and creatives

Sergej Bogatinoski, a software developer from Prilep in North Macedonia, is in charge of the innovative SkillGenius project. This project aims to promote under-represented groups, young people, students, freelancers and self-employed individuals in the cultural and creative industries. Using AI-driven tools, the platform offers personalised job recommendations, training resources and a forum for exchanging experiences so that users are able to navigate the job market more efficiently and effectively. Ultimately, the goal is to achieve professional growth, break down barriers and promote diversity and inclusivity in the cultural and creative sectors.

UK

Careers in the CCE: ways to 'future-proof' the cultural and creative workforce

Cheryl Kwok is a musician and cultural policy researcher. Her project focuses on the challenges of the uncertain employment situation in Central and Eastern European countries, which are often associated with institutional problems. Her goal is to research the reasons and barriers that could prevent young professionals from pursuing and remaining in a career in the cultural and creative industries in these regions. She plans to develop initiatives that pave the way to a sustainable career in these sectors, regardless of background or socioeconomic profile, and offer equal opportunities. Cheryl Kwok is working to future-proof the cultural sector in Central and Eastern European countries.

Ukraine

Lezo – personalised AI careers advisor

Lezo is a personalised AI careers advisor and chatbot designed to support IT and creative professionals. The project aims to facilitate and accelerate professional reorientation and career changes for people.

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Transformative governance

Spain

Driving forces and mechanisms behind pathways to innovation careers

Nyangala Zolho works at the Barcelona School of Economics as a policy learning designer for the Innovation Growth Lab (IGL). Her research project focuses on how policy-makers can support the growth of innovative sectors whilst also ensuring that marginalised groups in the arts and sciences enjoy equal opportunities. Data-driven methods that uncover insights from educational and occupational data are combined with design-led mapping techniques that help paint a clear picture of where and why would-be creative inventors are lost at a local (municipal) level. This way, the research work looks to answer key questions, such as whether parental educational background impacts sciences and arts pathways equally. The goal of the project is to understand the driving forces and mechanisms supporting local creative and innovative economies and support evidence-based policymaking aimed at driving more inclusive innovation.

Latvia

Innovative strengths and development of food-related participatory research methodologies for exploring challenges, needs and hopes in the cultural and creative sectors

Ieva Miltina is a cosmopolitan social impact project manager with a special interest in innovation and experience design. She focuses on the use of food as an innovative research tool in the cultural and creative sectors. She deliberately chose to shift the nature of the medium from merely nutritional to sentimental, tactile, sensory, political or cultural. This offers immense potential for innovation, exploration and creativity across topics, borders and sectors. Meanwhile, development of novel research methodologies is required to address the complexities and find the underlying cause of newly emerging challenges in the cultural and creative sectors.

Netherlands

Mapping sustainable and innovative ways of funding arts and culture in Europe: a case study analysis

Kübra Karataş is a cultural economist and researcher at Erasmus University Rotterdam. The focus of her project lies on exploring innovative and sustainable funding strategies for the arts and culture sector in Europe. She is examining alternative funding methods, such as crowdfunding and creative placemaking, including the opportunities and risks they pose to artists and cultural organisations. This project aims to provide a roadmap for artistic enterprises to diversify their funding sources whilst also contributing to a broader discussion on the role of different valorisations of culture in funding decisions and the potential for participatory funding models.

Poland

Navigating global competition: alternative policy approaches for the EU's creative industries

Luiza Moroz is a policy analyst focusing on creative industries at the Ministry of Culture and Information Policy of Ukraine. Her research project focuses on exploring new policymaking techniques in the EU's creative industry in order to increase its global competitiveness. In light of the challenges of Brexit, the pandemic and the impact of Russia's invasion of Ukraine, she is working to boost the European creative sector's potential for innovation in the context of the political and economic uncertainty and improve its competitiveness on the international stage. The project focuses on innovative political tools, such as intergenerational analysis, big data analysis and regulatory sandboxes, to increase the effectiveness of political decisions in this sector and support the long-term strategic alignment.