

CCS and tourism in the EU (post) COVID-19 period



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I. Policies

II. Funding

III. Covid-19

IV. The future?



I. Policies



The New European Agenda for Culture (May 2018)

Work Plan for Culture 2019-2022 (November 2018)

European Framework for Action on Cultural Heritage (December 2018)







EU Member States' expert group on sustainable cultural tourism (2017-2019) – read the <u>report</u> and <u>executive summary</u>

















www.access2finance.eu





European Union

European Regional Development Fund



Peer-learning approaches

Culture for Cities and Regions (2015-2017)

see the <u>catalogue</u> and <u>study visits' reports</u>

Cultural Heritage in Action (2020-2021)

read about it here (call soon!)

Cultural and Creative Spaces and Cities (2018-2021)

read about it <u>here</u>

OECD-DG EAC joint policy project (2020-2021)

maximising impact of culture on local level – read about it here













Creative FLIP 1 & 2





EU pilot project in 3 phases, which is carried out by DG EAC since 2019 (total amount: 3.5 M€)

Creative FLIP 1 – see the website

What is Creative FLIP?

Finance, Learning, Innovation and Patenting is a Pilot project co-funded by the EU whose main objective is to support healthy and sustainable ecosystems for Cultural and Creative Industries (CCIs) with respect to these four key policy areas

FLIP-2 ("INCREAS")

The project FLIP-2 is entitled "INCREAS – Innovation and Creative Solutions for Cultural Heritage". It's total amount is 1M€ and it will run from June 2020 to October 2022.

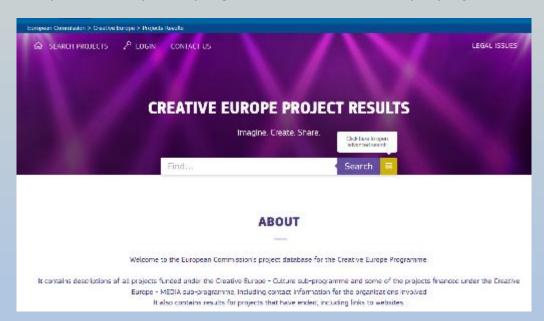






FIND EXAMPLES @ CREATIVE EUROPE PROJECT RESULTS WEBSITE

http://ec.europa.eu/programmes/creative-europe/projects/







http://www.interact-eu.net/library#1843-e-book-connecting-cultures-connected-citizens



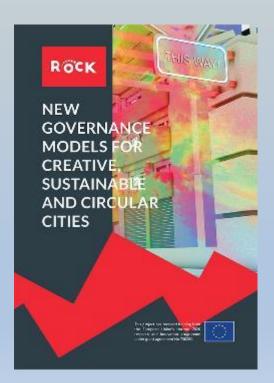








Circular models Leveraging Investments in Cultural heritage adaptive reuse



in-situ European Platform for Artistic Creation in Public Space







Forget Heritage



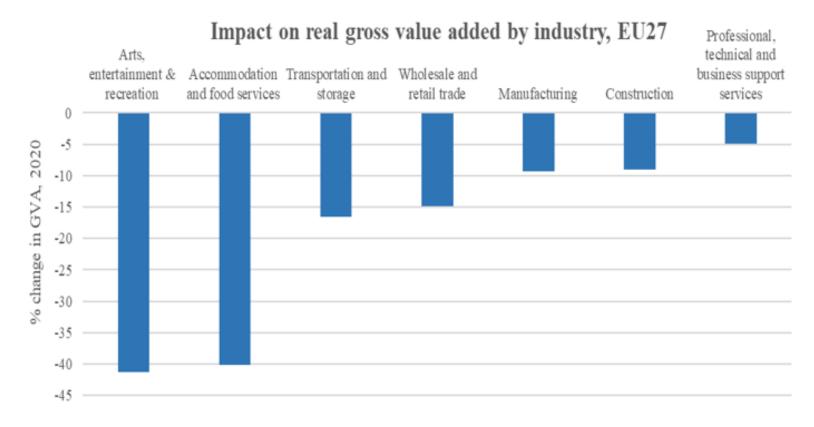








Impact on cultural and creative sectors



CCS has been the sectors the hardest hit by the COVID crisis:

- Lockdown measures have led to productions coming to a complete stop, closure of cinemas, and cancellation of festivals, film fairs and markets.
- Cultural and creative sectors were first to lock down and are the last ones to open.





March/April Specific actions Creative Europe Programme



- Maximum flexibility
- Support scheme for cross-border dimension of performing arts works call of €2.5 m – info here
- Speeding-up evaluation 2020 cooperation projects €48.5m to reach sector via pre-financing instalments as from September, duration up to four years
- Exploring ways to adapt the Cultural and Creative Sectors Guarantee
 Facility to mitigate adverse effects of crisis
- Informal virtual meeting Creative Europe Desks & involved stakeholders – reinforcing links
- #CreativeEuropeAtHome social media campaign





March/April EU Horizontal measures

- ✓ Coronavirus Response Investment Initiative €37 billion from Structural Funds to
 alleviate effects of pandemic. Could be available for cultural operators (at MSs discretion)
- ✓ Support to mitigate Unemployment Risks in an Emergency (SURE) €100 billion.

 Designed to protect jobs & workers affected by pandemic could be used to pay salaries of creators, artists, independents that have lost jobs
- ✓ Temporary Framework for State Aid measures Culture specifically listed as one of sectors most severely hit by the outbreak
- ✓ Protecting SMEs €8 billion to provide immediate financial relief
- ✓ European Guarantee Fund €25 billion that will support up to €200 billion of financing for companies, with a special focus on SMEs



COVID-19 & Cultural and Creative Sectors



√ Two online platforms - Member States & Creatives UNITE to exchange info



Creatives UNITE

In one month:

- ✓ 16,000 Users
- √ 44,327 Page Views
- ✓ 350 entries
- ➤ Online Meeting with
 Commissioner Gabriel, MEPs and
 the sector
 26 June 2020

Recording available <u>here</u>





June EU budget powering recovery plan for Europe

- **REACT-EU**: **+55 billion EUR** through cohesion policy accross sectors (incl. culture) in 2020-2022 **follow-up of CRII**
- Future cohesion policy 2021-2027: better exploiting potential of culture and tourism
- Creative Europe 2021-2027: 1.52 b EUR, i.e. 8% increase compared to 2014-2020 level and 15% compared to February 2020 draft EUCO conclusions
- InvestEU: support under several strands, incl. cultural heritage infrastructure, social investment and skills support for cultural and creative activities
- Digital Europe Programme: can help cultural sectors to tackle digital transformation (8.2 b EUR)
- Horizon Europe: specific cluster for CCS as well as European Institute of Innovation & Technology's KIC on CCIs







Useful links

- How the EU responds to the coronavirus outbreak in support of the cultural and creative sectors https://ec.europa.eu/culture/news/coronavirus-how-eu-responds-outbreak-support-cultural-and-creative-sectors https://ec.europa.eu/culture/news/coronavirus-how-eu-responds-outbreak-support-cultural-and-creative-sectors https://ec.europa.eu/culture/news/coronavirus-how-eu-responds-outbreak-support-cultural-and-creative-sectors https://ec.europa.eu/cultural-and-creative-sectors https://ec.europa.eu/cultural-and-creative-sectors https://ec.europa.eu/cultural-and-creative-sectors https://ec.europa.eu/cultural-and-creative-sectors https://ec.eu/cultural-and-creative-sectors https://ec.eu/cultur
- European Commission Tourism and Transport Package
 https://ec.europa.eu/commission/presscorner/detail/en/QANDA 20 870
- Creatives UNITE https://creativesunite.eu/
- Europe's moment: Repair and prepare for the next generation (new EU recovery instrument and next MFF) https://ec.europa.eu/commission/presscorner/detail/en/ip_20_940





THANK YOU!



@europe_creative



#EuropeForCulture



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Creative Europe -This summer I visit Europe -Competition







