

# WELCOME! THE SESSION WILL BEGIN SOON

Kind request to keep your microphone muted and video off until the Q&A part of the meeting.

Thank you!



## CREATIVE INNOVATION LAB

Call CREA-CROSS-2021-INNOVLAB



### **OBJECTIVES OF THE CALL**



INCENTIVISE PLAYERS FROM DIFFERENT CULTURAL AND CREATIVE SECTORS TO **DESIGN AND TEST INNOVATIVE DIGITAL SOLUTIONS** WITH POTENTIAL POSITIVE LONG-TERM IMPACT ON MULTIPLE CULTURAL AND CREATIVE SECTORS



FACILITATE THE CREATION OF INNOVATIVE SOLUTIONS
THAT CAN APPLY TO THE AV SECTOR AND AT LEAST ANOTHER
CREATIVE OR CULTURAL SECTOR



FOR THE FIRST YEAR, TWO THEMES WILL BE SPECIFICALLY COVERED:

- INNOVATIVE EDUCATION TOOLS TO TACKLE **RELEVANT SOCIETAL TOPICS** SUCH AS **DISINFORMATION**
- GREENING ACROSS THE CREATIVE AND CULTURAL SECTORS



### **WHAT IS NEW**

BACKGROUND : THE SCOPE OF THE 2018 AND 2019 CALLS WAS EXPERIMENTAL IN NATURE AND DELIBERATELY

VERY BROAD. THEY AIMED TO ASSESS THE NATURE AND THE EXTENT OF THE NEEDS OF THE

TARGETED MARKETS

THESE TWO CALLS HIGHLIGHTED A NEED FOR A TIGHTENED SUPPORT, TO BEST ACCOMPANY

THE ADAPTATION OF THE A/V AND CULTURAL SECTORS TO THE NEW REQUIREMENTS DRIVEN

BY THE DIGITAL REVOLUTION



**NEW FOCUS ON:** 

ASPECTS RELATED TO INNOVATION AND ON STRENGTHENING THE COMPETITIVENESS OF THE A/V AND OTHER CULTURAL SECTORS

#### SPECIAL EMPHASIS ON:

THE SOLIDITY OF THE BUSINESS APPROACH ENVIRONMENTALLY-RESPECTFUL ACTIVITIES CREATIVITY AS A WAY TO TACKLE RELEVANT SOCIETAL TOPICS GENDER BALANCE DIVERSITY AND INCLUSIVITY REPRESENTATIVENESS





### **WHAT IS NEW**



WHO CAN APPLY:

A CONSORTIUM COMPOSED OF AT LEAST **THREE LEGAL ENTITIES** COMING FROM AT LEAST **TWO DIFFERENT COUNTRIES** PARTICIPATING IN THE CREATIVE EUROPE PROGRAMME, AND PRESENTING **A DIVERSE RANGE OF EXPERTISE** ACROSS SEVERAL CULTURAL AND CREATIVE SECTORS, INCLUDING A/V



DURATION:

24 MONTHS

(VS 18 IN THE PREVIOUS CALLS)



APPLICATIONS VIA THE

FUNDING & TENDER OPPORTUNITIES PORTAL

**COFINANCING RATE STILL AT 60%** 



### **EXPECTED RESULTS**

IMPROVED COMPETITIVENESS OF THE EUROPEAN AV AND OTHER CULTURAL AND CREATIVE SECTORS THROUGH CROSS-SECTORAL COLLABORATION

INCREASED KNOWLEDGE TRANSFER
BETWEEN DIFFERENT SECTORS OF
CREATIVE INDUSTRIES

INCREASED VISIBILITY,
AVAILABILITY AND DIVERSITY
OF EUROPEAN CONTENT
IN THE DIGITAL AGE









IMPROVED BUSINESS MODELS
AND USE OF DATA

FOR EUROPEAN CONTENT
IN THE DIGITAL AGE



### **ELIGIBLE PARTICIPANTS**



A CONSORTIUM COMPOSED OF AT LEAST THREE LEGAL ENTITIES

COMING FROM AT LEAST

#### TWO DIFFERENT COUNTRIES

PARTICIPATING IN THE CREATIVE EUROPE PROGRAMME

THE CONSORTIUM MUST PRESENT A

#### DIVERSE RANGE OF EXPERTISE

ACROSS SEVERAL CULTURAL AND CREATIVE SECTORS, INCLUDING A/V



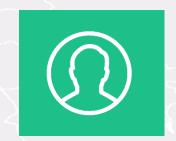
ENTITIES ESTABLISHED IN ONE OF THE COUNTRIES PARTICIPATING IN THE

#### PROGRAMME

AND OWNED DIRECTLY OR BY MAJORITY
PARTICIPATION BY NATIONALS FROM SUCH
COUNTRIES

THE LOCATION OF THE STOCK EXCHANGE

WILL DETERMINE ITS NATIONALITY



#### **NATURAL PERSONS**

MAY NOT APPLY FOR A GRANT

EXCEPT FOR

#### **SELF-EMPLOYED PERSONS**

OR EQUIVALENT (I.E. SOLE TRADERS)

IF THE COMPANY DOES NOT
POSSESS LEGAL PERSONALITY SEPARATE
FROM THAT OF THE NATURAL PERSON



### **ELIGIBLE ACTIVITIES**

#### DESIGN, DEVELOPMENT AND TESTING OF INNOVATIVE TOOLS, MODELS AND SOLUTIONS

APPLICABLE IN THE AV AND OTHER CULTURAL AND CREATIVE SECTORS, AIMED AT SUPPORTING THE COMPETITIVENESS, COOPERATION, CIRCULATION, VISIBILITY, AVAILABILITY, DIVERSITY AND INCREASED AUDIENCE ACROSS SECTORS. SUCH ACTIVITIES SHALL CONTAIN A HIGH POTENTIAL OF REPLICABILITY IN AV AND OTHER CULTURAL AND CREATIVE SECTORS.

IN PARTICULAR, PROJECTS CAN FOCUS ON:

#### RIGHTS' MANAGEMENT AND MONETISATION

INCLUDING TRANSPARENCY AND FAIR REMUNERATION

#### DATA COLLECTION AND ANALYSIS

WITH PARTICULAR EMPHASIS ON PREDICTION FOR CONTENT CREATION AND AUDIENCE DEVELOPMENT

#### **GREENING OF THE VALUE CHAIN**

ACROSS THE CREATIVE AND CULTURAL SECTORS, INCLUDING ACTIONS THAT CONTRIBUTE TO THE EUROPEAN BAUHAUS PROJECT

INNOVATIVE EDUCATIONAL TOOLS AND CONTENT USING

#### CREATIVITY TO TACKLE SOCIETAL ISSUES

SUCH AS MISINFORMATION, FAKE NEWS, ETC.



### **AWARD CRITERIA**

### RELEVANCE (40 PTS)

20

RELEVANCE OF THE PROJECT TO ADDRESS THE NEW MARKET NEEDS AND FIND SOLUTIONS APPLICABLE ACROSS SECTORS

15

THE EUROPEAN DIMENSION/POTENTIAL OF THE PROJECT (INCLUDING ORIGIN OF THE CONTENT, NATURE OF THE PARTNERSHIP, THE CROSS-BORDER AND CROSS-LANGUAGE DIMENSION, AND/OR THE POTENTIAL FOR EUROPEAN EXPANSION)

5

ADEQUACY OF THE STRATEGIES TO ENSURE GENDER BALANCE, INCLUSION, DIVERSITY AND REPRESENTATIVENESS, EITHER IN THE PROJECT/CONTENT OR IN THE WAY OF MANAGING THE ACTIVITY

### QUALITY OF THE ACTIVITIES (30 PTS)

THE ADEQUACY OF THE METHODOLOGICAL AND STRATEGIC CHOICES TO THE OBJECTIVES OF THE PROJECT, INCLUDING MARKET ANALYSIS, NATURE AND TIMING OF THE ACTIVITIES TO BE IMPLEMENTED, TARGET GROUP, TARGET SEGMENTS, TARGET TERRITORIES, SYNERGY AND COLLABORATION WITH DIFFERENT SECTORS, STRATEGIES TO BE IMPLEMENTED AND TOOLS DEPLOYED



THE COHERENCE OF THE BUSINESS MODEL
(INCLUDING STRUCTURE OF CO-FINANCING), AND
FEASIBILITY AND COST-EFFICIENCY OF THE
PROJECT





### **AWARD CRITERIA**

### PROJECT MANAGEMENT (10 PTS)

THE COHERENCE AND COMPLEMENTARITY OF THE PROJECT TEAM AND/OR THE GROUPING, INCLUDING TASKS DIVISION, DECISION-MAKING PROCESS AND THE EXCHANGE OF KNOWLEDGE

THE ADDED VALUE OF THE PARTNERSHIP

### DISSEMINATION (20 PTS)

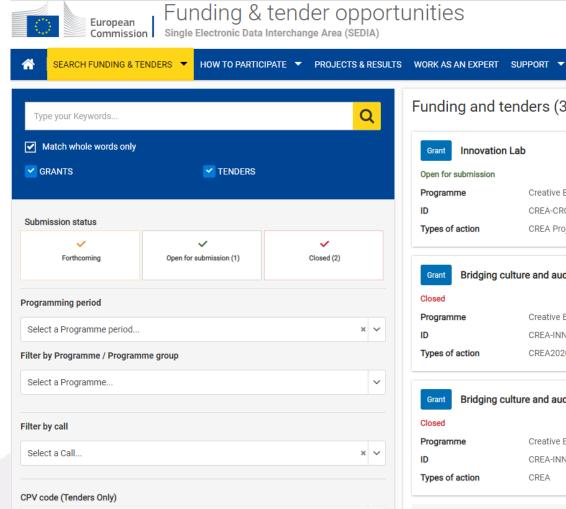
THE METHODOLOGY PROPOSED FOR COLLECTING,
ANALYSING AND DISSEMINATING DATA IN ORDER
TO SHARE RESULTS, GUARANTEE THE
TRANSPARENCY OF THE PROJECT AND PROPOSE A
KNOWLEDGE EXCHANGE

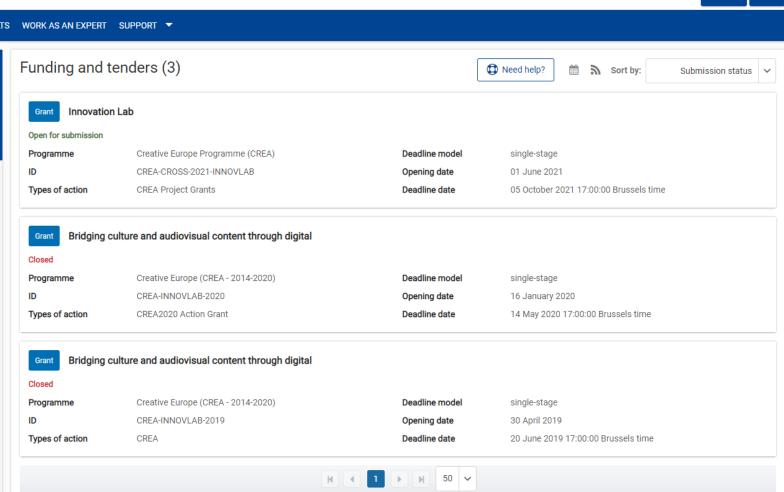
10

THE IMPACT OF THE PROJECT ON THE VALUE CHAIN OF THE CONCERNED SECTORS









English 💷



Conditions and documents

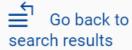
#### Submission service

Topic related FAQ

Get support

Call information

Call updates



#### **Start submission**

To access the Electronic Submission Service, please click on the submission-button next to the type of action and the type of model grant agreement that corresponds to your proposal. You will then be asked to confirm your choice, as it cannot be changed in the submission system. Upon confirmation, you will be linked to the correct entry point.

To access existing draft proposals for this topic, please login to the Funding & Tenders Portal and select the My Proposals page of the My Area section.

Please select the type of your submission:



CREA Project Grants [CREA-PJG], CREA Action Grant Budget-Based [CREA-AGl

Start submission



Need help?



Short name

#### Create proposal



#### Deadline

05 October 2021 17:00:00 Brussels Local Time



PIC

**Find your organisation** 

Search for your organisation

Please submit your proposal at the latest 48 hours before the deadline (to avoid system congestion or system incompatibility issues). Late proposals will not be accepted. Don't wait until the end because you are worried about confidentiality – we will not open the proposals before the deadline. You can submit the proposal as many times as you wish up until the deadline. Each new submitted version will replace the previous one.

#### Call data:

Call: CREA-CROSS-2021-INNOVLAB

Topic: CREA-CROSS-2021-INNOVLAB

Type of action: CREA-PJG Type of MGA: CREA-AG



Topic and type of action can only be changed by creating a new proposal.

**Your role** 



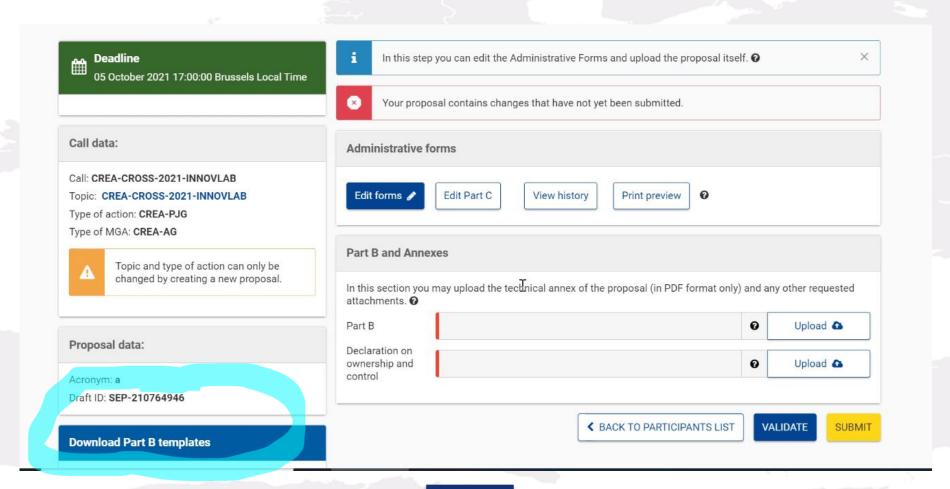
### **TECHNICALITIES**

MAIN ELEMENTS TO UNDERSTAND THE **E-FORM**:

- → PART A
- → PART B
- → PART C



### E-FORM IN SUBMISSION SYSTEM





### PART A

Proposal number: SEP-210764943

Proposal acronym: aa

Type of Model Grant Agreement: CREA Action Grant Budget-Based

Table of contents

Section	Title	Action
1	General information	Show
2	Participants	Show
3	Budget	Show



#### Application forms

Proposal ID

Acronym Acronym is mandatory

#### 3 - Budget

No.	Name of beneficiary	Personnel costs -	costs – volunteers	cting costs/€	C. Purchase costs - Travel and subsistenc e/€ (c1)	t/€	C. Purchase costs - Other goods, works and services/€ (c3)	Total eligible costs/€		Total estimated project costs and contributi ons (k)	rate	EU	Requested EU contributi on to eligible costs (m)	amount		In kind contributi ons	Financial contributi ons	Own resources (r)	Total estimated project income
1		0	0	0	0	0	0	0,00	0	0		0,00	0,00	0,00	0	0	0	0	0,00
	Total	0	0	0	0	0	0	0,00	0	0		0,00	0,00	0,00	0	0	0	0	0,00



### PART B

- WORD DOCUMENT (TO UPLOAD IN PDF)
- DETAILED **DESCRIPTION** OF PROJECT FOR EVALUATION
- CHECK THE CORRECT QUESTIONS BASED ON THE ACTION/CALL

#### 1. RELEVANCE

#### 1.1 Background and general objectives

H

#### Background and general objectives

For 'European Co-development', 'European Slate development', 'European Mini-Slate development' and 'TV and Online content'.

- Provide a presentation of the applicant company (and partners for the European Co-Development and TV and Online actions) its management, its activities, its present position in the national and European markets and its editorial line in terms of development and production.
- For European Slate and Mini-Slate development, also describe the company's development plans and its present and forecast financial status (this must in blude the company's total turnover and total development expenditure in the last two financial years in €).

For 'Fostering European media talents and skills', 'Markets & networking', 'Innovative tools and Business models', 'Networks of European cinemas', 'European VOD networks and operators', 'European festivals', 'Subtitling of cultural content', 'Audience Development and Film Education', 'Creative Innovation Lab' and 'Journalism Partnership': Define the objectives of your proposal and explain their relevance to this call for proposals.

For 'Films on the Move': Describe the experience of the sales agent on pan-European projects, the number of distributors involved and the experience of distributors and their involvement in the project.

Insert text



### APPLICATION FORM

PART B: SOME KEY POINTS

QUESTION 1.2: NEEDS ANALYSIS AND SPECIFIC OBJECTIVES (RELATED TO THE AC 1.1): "DESCRIBE HOW YOUR ACTIVITY MEETS

THE NEEDS OF THE INDUSTRY/SECTORS"

QUESTION 2.1 : CONCEPT AND METHODOLOGY (RELATED TO AC 2.1)

QUESTION 5.2 : WORK PACKAGES

(IDEALLY THESE SHOULD BE LIMITED TO THREE. THOSE

MENTIONED IN THE CALL)



THE ANSWER (THE NEEDS ADDRESSED BY THE PROJECT) HAS TO BE CONNECTED TO THE OBJECTIVES OF THE CALL:

- FOSTER COOPERATION
- IMPROVE THE COMPETITIVENESS OF THE EUROPEAN A/V AND OTHER CULTURAL/CREATIVE SECTORS
- INCREASE THE CIRCULATION, VISIBILITY, AVAILABILITY, DIVERSITY AND AUDIENCE OF EUROPEAN CONTENT IN THE DIGITAL AGE



PROVIDE A COMPREHENSIVE MARKET ANALYSIS JUSTIFYING YOUR MAIN METHODOLOGICAL AND STRATEGIC CHOICES

THE MARKET ANALYSIS MUST CLEARLY DESCRIBE THE TARGET MARKETS AND THE SITUATION OF THE COMPETITION

THE **METHODOLOGY** (INCLUDING A LIST OF ACTIVITIES TO BE IMPLEMENTED) AND STRATEGIC CHOICES MUST ALSO BE CLEARLY DESCRIBED



- WP 1 **PROJECT MANAGEMENT** (MANDATORY)
- WP 2 ACTIVITIES OF THE FIRST YEAR OF IMPLEMENTATION
- WP 3 ACTIVITIES OF THE SECOND YEAR OF IMPLEMENTATION.

ADDITIONAL WORK PACKAGES MAY BE ADDED





Work Package	1:	[Name.	e.a.	Project	management	and	coordination

Duration: M1 – M12 Lead Beneficiary:

Objectives

List the specific objectives to which this work package is linked.

- Objective 1
- Objective 2

Task No (continuous	Task Name	Description	Participants		In-kind Contributions
numbering linked to WP)			Name	Role (COO, BEN, AE, AP, OTHER)	and Subcontracting (Yes/No and which)
T1.1					
T1.2					

Deliverable No (continuous numbering linked to WP)	Deliverable Name	Work Package No	Lead Beneficiary	Туре	Dissemination Level	Due Date (month number)	Description (including format and language)
D1.1		1		[R — Document, report] [DEM — Demonstrator, pilot, prototype] [DEC —Websites, patent filings, videos, etc] [DATA	[PU — Public] [SEN — Sensitive] [R-UE/EU-R — EU Classified] [C-UE/EU-C — EU Classified] [S-UE/EU-S —		

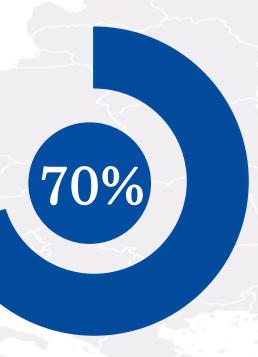


Participant	Costs (n/a for Lump Sum Grants: 'European Co-development', 'European Slate development', 'European Mini-Slate development', 'TV and Online content', 'European festivals' and 'Videogame and immersive content development')														
	A. Personnel		B. Subcontrac ting	C.1a Travel		C.1b Accomod ation	C.1c Subsist ence	C.2 Equipment	C.3 Other goods, works and services	to third parties		E. Indirect costs	Total costs		
					g								_		
[name]	X person months	X EUR	X EUR	X travels	X persons travellin g	X EUR	X EUR	X EUR	X EUR	X EUR	X prizes	X EUR	X EUR	X EUR	
Total	X person months	X EUR	X EUR	X travels	X persons travellin g	X EUR	X EUR	X EUR	X EUR	X EUR	X grants X prizes	XEUR	X EUR	X EUR)	



### **QUALITY THRESHOLD**

70/100 PTS
FOLLOWING THE ASSESSMENT OF THE AWARD CRITERIA





### **PAYMENT MODELS**



FINANCIAL CAPACITY NOT OK

40% 20% 40%

PRE-FINANCING

SECOND PRE-FINANCING

FINAL PAYMENT



### **BUDGET AND TIMELINE**





CONTACT: **EACEA-MEDIA-INNOVLAB@EC.EUROPA.EU** 



#### THANK YOU FOR YOUR ATTENTION!

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