

## Culture 2000 – Implementation 2003

### 2 Multi-annual cooperation projects supported in the field of Visual Arts

#### 1) FANTACY DESIGN 2003-2006

**Project Dates:** 1/06/2003 - 30/04/2006

**Description :** The project promotes basic skills in design, problem solving, cultural thinking, artistic expression and an innovative attitude to work. It is a project in which children and young people are the main actors and producers of design consisting of activities aimed at schools and special training and teaching materials for teachers. There will also be an international touring exhibition of works by schoolchildren.

**Objectives:** 1) To influence the visibility and role of culture and design in education in schools  
2) To provide teachers with training  
3) To produce material for education projects  
4) To realise a set of webpages in the national languages of the project. The pages will provide information on the project and guidance in content for pupils and teachers, and will present the results of the project  
5) co-operation to bring pupils and designers together.

**PROJECT LEADER :** DESIGNMUSEO, THE FINNISH MUSEUM OF ART AND DESIGN (FI)

**COORGANISERS :** -CVU-SJAELLAND- HINDHOLM, SOCIALPEDAGOGISKE SEMINARIUM (DK)  
-DESIGN MUSEUM, GENT (BE)  
-NORSK FORM - CENTER FOR DESIGN, ARCHITECTURE AND THE BUILD ENVIRONMENT (NO)  
-THE LIGHT HOUSE (GLASGOW) (UK)

**Community grant:** €313.940,54

#### 2) The Tulse Luper Journey

**Project Dates:** 15/04/2003 - 15/04/2006

**Description :** The Tulse Luper Journey is an online game developed by Submarine. It is accompanied by three films by Peter Greenaway. The game is an online interactive search in 20th century European history. Every level of the game consists of puzzles that have to be solved. Scripts for animated parts of the game have been written by Peter Greenaway and the animations have been developed by students of arts and new media schools throughout Europe.

**Objectives:** To make the players familiar with the history of the 20th century, present to them ideas and reflections of artists, and through this to trigger reflection and creativity.

**PROJECT LEADER :** SUBMARINE, (NL)

**COORGANISERS** :-GAM FILM (IT) - Coorg.  
-KASANDER FILM COMPANY (NL) - Coorg.  
-KASANDER FILM LTD (UK) - Coorg.  
-NET ENTERTAINMENT (DE) - Coorg.  
-SOLOTUSK (FR) - Coorg.

**Community grant:** €796.609,20