

# Creative Europe

## Specific provisions and opportunities for EU outermost regions

The outermost regions face permanent constraints, recognised in Article 349 of the Treaty on the Functioning of the European Union, which provides for specific measures to support these regions. It is in this spirit that many EU funds and programmes 2021-27 include specific provisions applicable to the outermost regions. In its [Communication](#) "Putting People first, securing sustainable and inclusive growth and unlocking the potential of the EU's outermost regions", the European Commission has committed itself to facilitating outermost regions' uptake of EU tools to boost research and innovation (R&I), capitalising on their assets, to improve access to excellence and overcome the innovation divide. The Creative Europe programme is a key tool for this purpose<sup>1</sup>.

### About Creative Europe

Creative Europe is the EU's flagship programme to support the culture and audio-visual sectors. It invests in actions that reinforce cultural diversity and respond to the needs and challenges of the cultural and creative sectors.

The Creative Europe programme is divided into 3 strands:

#### Key Facts

**Programme duration:** 2021-2027

**Total budget:** € 2.440.000.000

**Thematic categories:** Culture, Audiovisual

**Target group:** organisations and enterprises from the cultural and creative sectors, artists and creative professionals.

**Type of funding:** Grants, prizes, procurements.

- **CULTURE strand:** supports the EU's creative and cultural sector (except audio-visual), from music, performing arts, literature, and publishing, to design, architecture, and cultural heritage. It provides financial support for cooperation and exchanges among cultural organisations and creators across borders within Europe and beyond.
- **MEDIA strand:** supports the European film and audio-visual industries. It provides financial support for the development, distribution, and promotion of initiatives, considering the new digital environment.
- **CROSS-SECTORAL strand:** supports collaboration between different cultural and creative sectors and addresses the common challenges they face. In particular, this strand is newly supporting the newsmedia sector with three dedicated calls and also innovation with the "innovation lab" call.

The Creative Europe programme is jointly managed by the European Commission and the European Education and Culture Executive Agency (EACEA).

### Opportunities for EU Outermost Regions

The cultural and creative sectors in the EU outermost regions have great economic and job creation potentials. Outermost regions contribute to the cultural diversity of the EU and play an important role in promoting exchanges, including through mobility, and cooperation with people and organisations from third countries, in particular from their neighbouring countries. They contribute to the international influence of the EU, given their strategic location as outposts of the EU in different parts of the world. However, between 2014 and 2020, no organisation based in an outermost region was involved in a project funded under the Creative Europe Programme<sup>2</sup>.

<sup>1</sup>This factsheet has been elaborated as part of the organisation of seven virtual workshops for EU outermost regions on the following EU competitive programmes: Connecting Europe Facility (CEF); Digital Europe Programme; Programme for the Environment and Climate Action (LIFE); Erasmus+; Horizon Europe; Creative Europe Programme; Single Market Programme.

<sup>2</sup>Report on the participation of overseas countries and territories in EU programs during the period 2014 - July 2020. Available here: <https://www.overseas-association.eu/content/uploads/2021/03/octa-report-on-the-participation-of-octs-in-eu-programmes-2014-july-2020.pdf>

The Creative Europe Programme 2021-2027 values the specific contribution of outermost regions to the cultural diversity of the EU and their role in promoting exchanges and cooperation. The programme includes specific provisions, such as a top-up for the mobility of individuals and organisations travelling from or to these regions. Outermost regions can benefit from the actions under the three strands of Creative Europe for supporting their cultural and audio-visual sectors, as described below.

## CULTURE strand

The Culture strand supports a wide range of cultural and creative sectors, including among others: architecture, cultural heritage, design, literature and publishing, music, performing arts. It encourages cooperation and exchanges among cultural organisations and artists within Europe and beyond. The Culture strand offers different opportunities:

**Cooperation projects:** this scheme is one of the key pillars of the Culture strand, it represents around 70% of the Creative Europe budget, and aims to support cross-border cooperation and facilitate innovation, transnational creation and the circulation of works and artists. Funding is available for 3 types of projects:

Project size	Min. number of partners	Max. grant	Funding rate
<b>Small</b>	3 (from 3 different eligible countries) <sup>3</sup>	€200.000	80%
<b>Medium</b>	5 (from 5 different eligible countries)	€1 million	70%
<b>Large</b>	10 (from 10 different eligible countries)	€2 millions	60%

**Culture Moves Europe** provides mobility grants for artists and cultural professionals in all 40 Creative Europe countries<sup>4</sup>.

The **individual mobility action** offers financial support to individuals who travel between 7 and 60 days or groups of up to 5 persons who travel between 7 and 21 days. Rolling calls for applications are open every year between autumn and spring. The **residency action** is aimed at organisations and established individual artists who regularly organise residencies and are interested in hosting artists and cultural professionals. More information about the individual mobility [here](#) and the residency action [here](#).

A **top up of €150** is provided in addition to travel and daily allowances for travelling to or from Outermost Regions.

**European Platforms** provide tailor-made responses to the needs and challenges of emerging talent, offering them targeted professional opportunities in terms of mobility, training, incubation, and development, as well as remuneration. More information about the 16 platforms is available [here](#).

**Creative Europe Networks**, co-financed by the programme, are organisations of different sizes representing thousands of members from individuals to national and regional organisations working in the cultural and creative sectors. More information about the 37 pan-European Networks is available [here](#).

**Circulation of European literary works and literary translations** offers funding to publishers to support the translation, promotion, and distribution of a package of works of fiction from and into eligible languages.

**Pan-European Cultural Entities** aims to support cultural entities – such as orchestras – whose aim is to offer training, professionalisation and performance opportunities for young, highly talented artists.

3. Eligible countries include all EU countries and non-EU Participating Countries. List available here: [https://ec.europa.eu/info/funding-tenders/opportunities/docs/2021-2027/crea/guidance/list-3rd-country-participation\\_crea\\_en.pdf](https://ec.europa.eu/info/funding-tenders/opportunities/docs/2021-2027/crea/guidance/list-3rd-country-participation_crea_en.pdf)

4. The list of Creative Europe countries is available here: <https://culture.ec.europa.eu/resources/creative-europe-desks>. What counts is not the nationality but the country of residence.

## MEDIA strand

The MEDIA strand supports the European film and audio-visual industries and encourages cooperation across the value chain and at EU level in order to scale up audio-visual enterprises and European content globally, to nurture talents – wherever they come from – and to engage with audiences of all ages, especially the younger generations in Europe and beyond. The priorities of this strand are structured around 4 clusters:

**Content cluster** supports the development of films, TV series, documentaries and videogames and encourages the collaboration and innovation in the creation and production of high-quality European audio-visual works. More information [here](#).

**Business cluster** promotes business innovation, competitiveness, scalability, and talents in the European audio-visual sector, to strengthen its position in relation to its global competitors. Specific groups that drive the internationalisation of the sector, such as distributors, sales agents – as well as key market and networking initiatives – are target groups of this cluster. More information [here](#).

**Audience cluster** strengthens the accessibility and visibility of works for their potential audiences through distribution channels and platforms. The focus is on stimulating audience growth and renewal, engaging young audiences, supporting new voices, promoting access to diverse European works, and ensuring access to audio-visual content for all EU citizens. More information [here](#).

**Policy support** cluster provides support for innovative policy actions and the exchange of best practices through data gathering and forward-looking studies that can provide insights on the future trends of the audio-visual system. More information [here](#).

## CROSS-SECTORAL strand

This strand aims at exploiting the potential for collaboration between different cultural and creative sectors, as well as addressing the common challenges they face. A joint, transversal approach is of great benefit in terms of knowledge-transfer and administrative efficiencies.

**Creative Innovation Labs** encourage innovative approaches to content creation, access, distribution, and promotion across cultural, creative, and other sectors, taking into account the digital shift and covering both market and non-market dimensions.

**New support to the news media sector**, to promote activities which aim to help the news media sector adjust to the structural and technological changes it faces. These activities will strive to enhance a free, diverse, and pluralistic media environment and promote quality journalism and media literacy, while taking into account the digital environment.

**Creative Europe desks** are established in all participating countries. The cross-sectoral strand supports their establishment and activities, to stimulate cross-border cooperation and the exchange of best practices within the cultural and creative sectors. More information about Creative Europe desks [here](#).

## Example of funded projects

[Archipel.eu](#) was an EU co-funded pilot project providing funding opportunities for artists and cultural organisations for the outermost regions and overseas countries and territories in 2021 and 2022.

[Europa Cinema](#) is supported since its creation by the European Commission (Creative Europe / MEDIA Programme), Europa Cinemas is the first network of cinemas focusing on European films. Created in 1992 at the initiative of a group of thirty cinema exhibitors, it has become in 30 years a network of almost 1,221 cinemas and 3,060 screens in 38 countries.

Through the cross sectoral strand of Creative Europe, newsmedia organisations work together across borders to help the wider sector. Some of the 19 supported projects, such as those coordinated by journalismfund.eu and the International Press Institute, also provide grants for investigative journalism as well as for business innovation.

Find out more about projects previously funded by Creative Europe on the results platform.

## More information

### How to apply?

Calls for proposals are published on the [EU Funding and Tenders Portal](#). More information can be found on the [Creative Europe website](#) and [funding webpage](#).

Creative Europe desks' mission is to provide technical assistance, explanation and guidance for all applicants. They organise a webinar every time an open call is published and are in the first place to provide explanations.

[CulturEU Funding Guide](#) provides further information on accessing funding opportunities available for the cultural and creative sectors across all EU funding sources available in 2021-2027.

EACEA's '[how to get a grant' website](#) also provides further information on how to find proposals and how to apply for funding.

### Applicable EU law

[Regulation \(EU\) 2021/818](#) establishing the Creative

## Other information

**Creative Europe Guide:** [Creative Europe 2021-2027](#)

**Creative Europe Programme:** [information webpage](#)

**Creative Europe Annual Work Programmes:** [work programmes page](#)

**Creative Europe national desks:** List and contact for all Creative Europe desks [here](#).

## Currently open calls

**Culture Moves Europe:** Individual Mobility Action 2 Culture Moves Europe's second call for individual mobility targets artists and cultural professionals working in the following sectors: music, literature, architecture, cultural heritage, design and fashion design, visual arts and performing arts.

Deadline 31 May 2024

**Culture Moves Europe:** Call for residency hosts The second call for residency hosts provides Financial support to organisations and artists registered as legal entities working in the sectors of music, literature, architecture, cultural heritage, design and fashion design, visual arts, and performing arts. Legal entities can be non-profit organisations, non-governmental organisations, public bodies, foundations, companies, or self-employed persons etc.

Deadline 16 Jan 2024