The Creative Europe Programme

Brussels, 15 June 2016



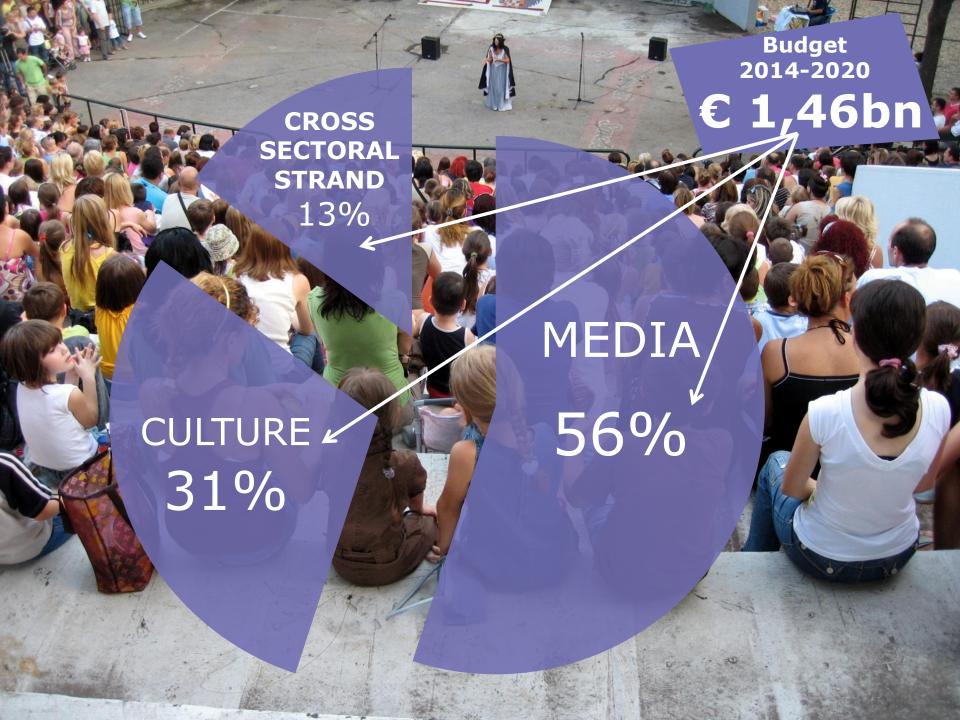
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Culture Policy Officer,
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ABOUT CREATIVE EUROPE

 Funding scheme running 7 years (2014-2020) involving 39 countries

- General objectives:
 - Help safeguard Europe's cultural and linguistic diversity
 - Strengthen the competitiveness of European cultural and creative sectors
- Aimed at cultural/audiovisual organisations (private/public, big/small) who wish to work across borders
- Projects can involve any cultural sector







EUROPEAN ADDED VALUE

- The programme shall support activities that are not financed at national level or that can be more efficiently supported at EU level (eg, leverage effect)
- The transnational character of supported activities is a key dimension



MEDIA SUB-PROGRAMME

- Support to training
- Support to development (single projects and slate funding)
- Support to development of European video games
- Support to television programming
- Support to co-production
- Support to market access
- Support to distribution of non-national films (automatic and selective schemes)
- Support to international sales agents
- Support to cinema networks
- Support to festivals
- Support to audience development
- Video on demand



PRIZES

- Architecture
- Cultural Heritage
- Literature
- Contemporary music







SIGNING UP FOR CREATIVE EUROPE

Conditions

- 1.Signing a Protocol between the European Commission and the country giving access to EU-supported programmes
- 2. Signing a specific agreement between the Commission and the country to participate in Creative Europe (fully or partly)
- 3. Paying an annual contribution ("entry ticket")
- 4. Establishing a Creative Europe Desk in the country

MORE INFORMATION

http://ec.europa.eu/culture/cr
eative-europe/index en.htm

http://ec.europa.eu/program mes/creative-europe/projects/

THANK YOU!

PHOTOS: @SHUTTERSTOCK

2014-2020