

European funding for projects that combine art, culture, science, and technology

Cluster 2. Culture, Creativity and Inclusive Society Horizon Europe

2 /10/2024

Fundació Èpica La Fura dels Baus. Badalona

Aïda Díaz, Departament de Recerca i Universitats

Content

- Horizon Europe projects - main characteristics
- Cluster 2. Culture, Creativity and Inclusive Society
- European Collaborative Cloud for Cultural Heritage – 2024 Call
- Suport information

Horizon Europe

Vision: A sustainable, fair and prosperous future for people and the planet, based in European Values

The ambitious EU research and innovation framework programme (2021-2027)



fuel EU's **scientific and technological excellence** and the strengthen the European Research Area (ERA)

**Science
& technology**



tackle policy priorities, including **green and digital transitions** and Sustainable Development Goals

Society



boost Europe's **innovation uptake, competitiveness and jobs**

Economy

Characteristics of R+I projects

- **European and/or International** dimension.
- **Transnational** projects (usually in consortium: at least 3 entities from 3 Member States or Associated Countries, one of which must be from a Member State).
- Open to participation from organizations/entities **outside the EU***.
- Open to all types of **entities or individuals**.
- **Multisectoral and multidisciplinary**.
- Involvement of actors from different sectors (academia, business, society, culture, etc.).
- From **basic research to market**.
- **Compatible** with any other international, European, or national funding (as long as regulations allow it). It is compatible with the Creative Europe program.



Which activities get funded?

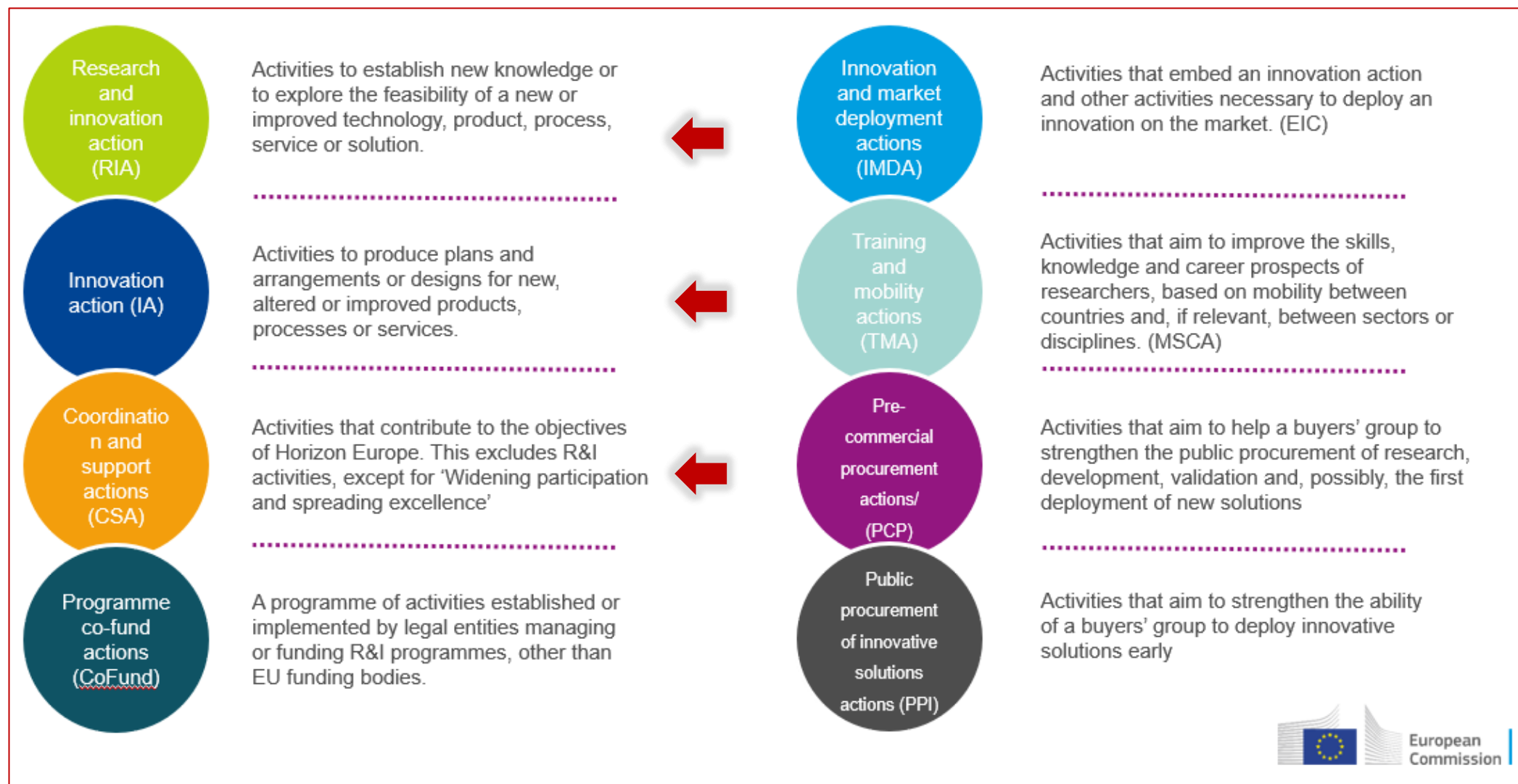
- Research and innovation activities and new technologies
- Mobility and training of personnel related to research and innovation
- Research infrastructures
- Networks for knowledge exchange and best practices
- Scientific dissemination
- Scientific education
- Citizen science
- Public awareness
-



How can a creative and cultural entity participate?

- Research and innovation activities
- Providing data, objects, case studies, etc.
- Framework for testing new tools, technologies, etc.
- End user
- Scientific communication activities
- Linking science and society
- Scientific education
- Etc.

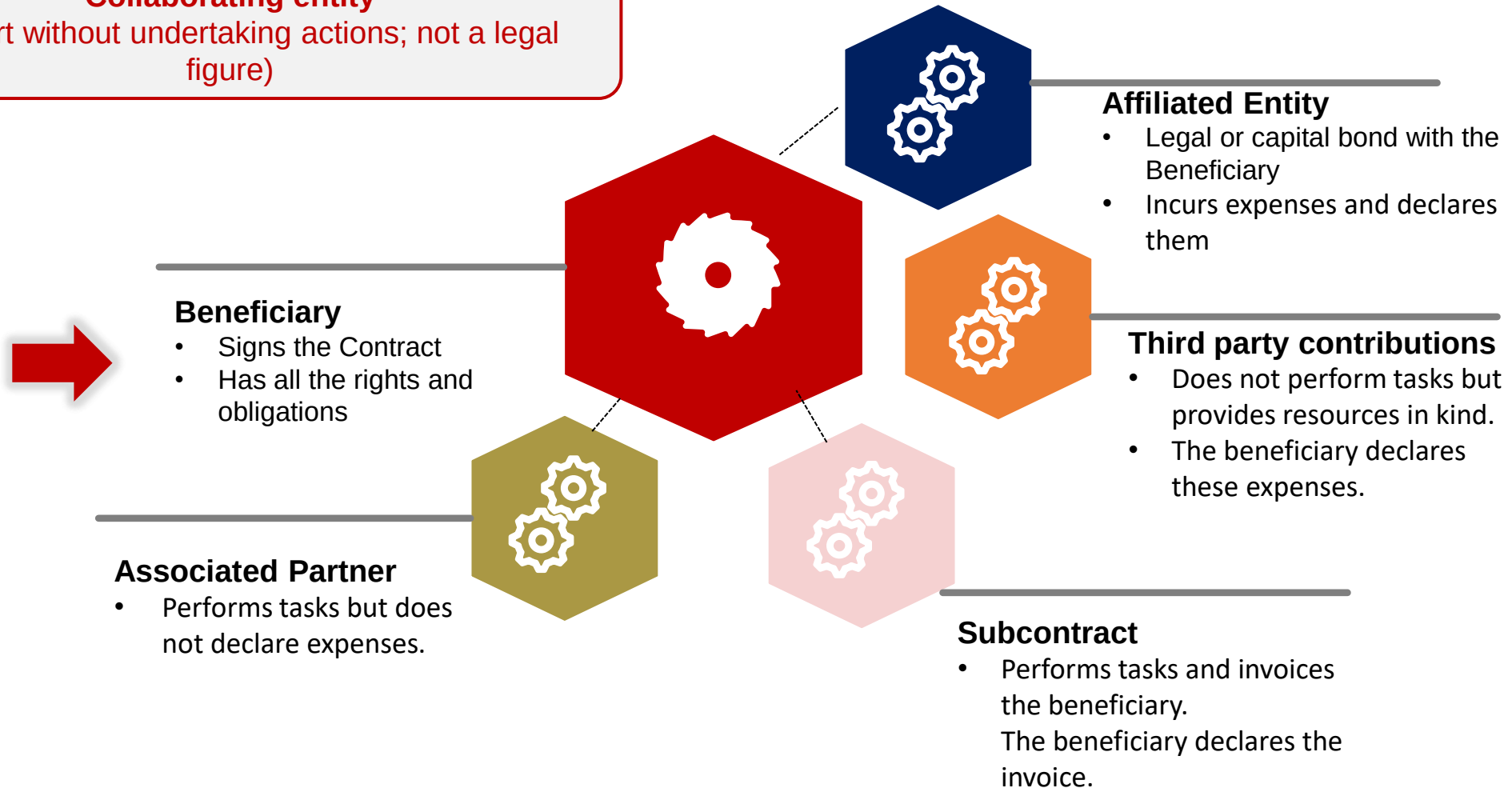
Type of project



Type of participation

Collaborating entity

(support without undertaking actions; not a legal figure)



Funding

Type of entity	Type of Action/Project	
	R+I Actions / Support and Coordination	Innovation Projects
Not for profit	100%	100%
For profit		70%



→ Reimbursement of **ACTUAL** expenses.

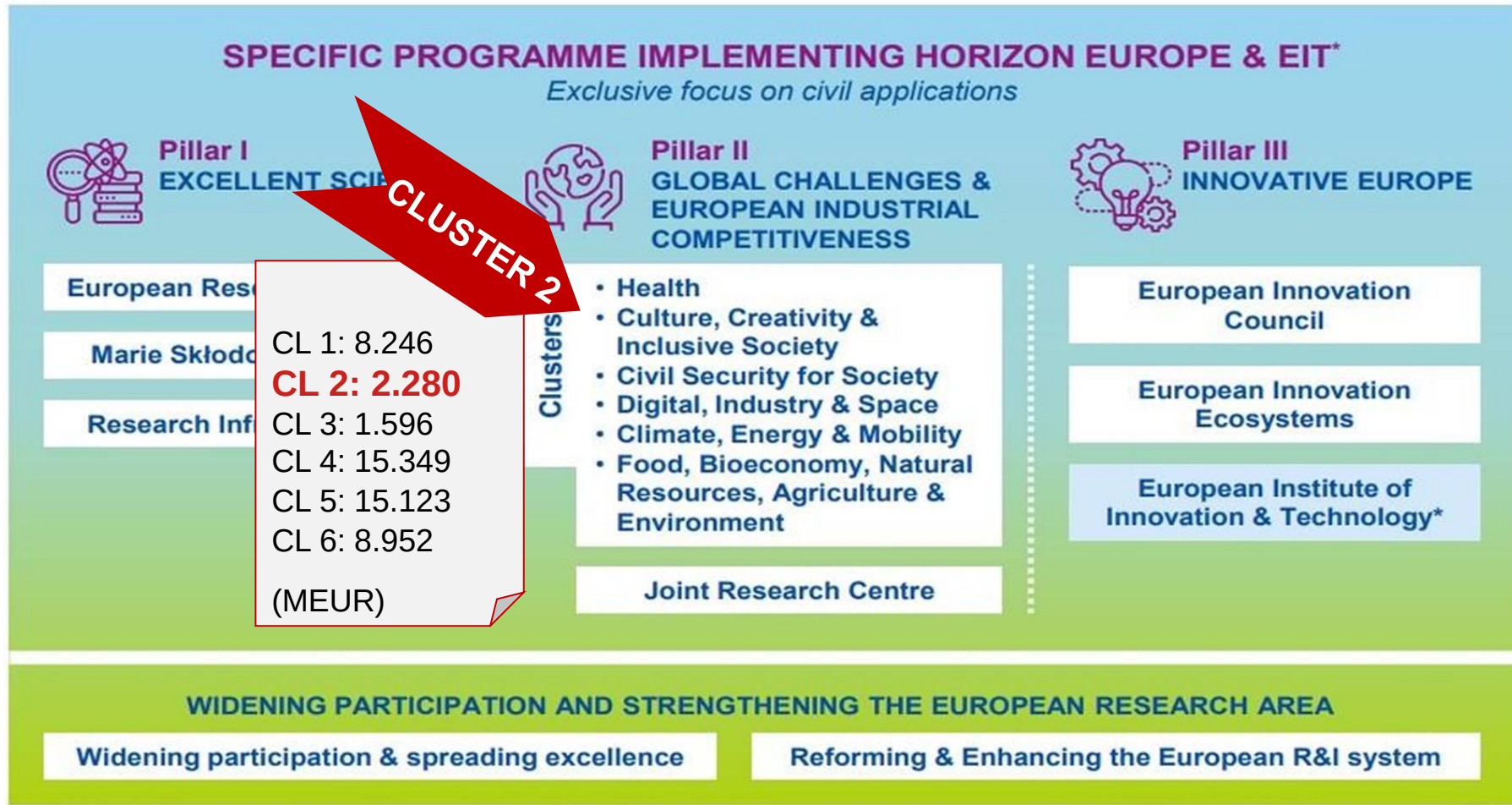
- Staff dedication (contractual link with the entity or new recruitment)
- Expendable material to perform the action
- Depreciation of existing equipment.
- Meetings (travel, etc)
- ...

+

INDIRECT COSTS:
fixed type 25%

Lump Sum

Cluster 2: Culture, creativity and inclusive society



Pillar 2:

- Two-year work programs
- Annual calls
- Top-Down (predefined topic)

Cluster 2 Objectives



- Strengthening **European democratic values**, including the rule of law and fundamental rights.
- Improving **democratic governance** and citizen participation.
- **Safeguarding and promoting** cultural heritage, the arts, and cultural and creative sectors.
- Responding to and shaping the social, economic, technological, and cultural **transformations** that contribute to inclusion and growth.
- Enhancing **resilience** and social and economic sustainability.
- Fostering **inclusive growth and reducing vulnerabilities** within European society.

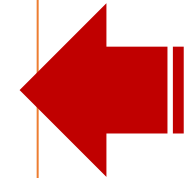
Who are the actors of Cluster 2?

- Research groups in **Social Sciences and Humanities**

But also...

- Research groups from **other disciplines** (materials, ICT, etc.)
- **Companies of all types**, with a special emphasis on cultural and creative industries
- Small and medium-sized enterprises (**SMEs**) in the field of digital technologies, such as augmented reality and virtual reality
- **Local, regional, and national public administrations**
- **Museums, cultural institutions, and the cultural tourism industry**
- **Third sector** (non-governmental organizations and other non-profit organizations...).

Multidisciplinary approach and integration of Social Sciences and Humanities



Type of projects_Cluster 2:

- Collaborative projects in consortium (8-10 partners)
- Small-medium size (2-4 million €)
- Usually IA, RIA, and CSA.



Cluster 2 Destinations

Democracy and governance



Strengthening democratic values, including the Rule of Law and fundamental rights

Culture, cultural heritage and creativity



Safeguarding our cultural heritage and exploring the potential of cultural and creative industries

Social and economic transformations



Promoting socioeconomic transformations that contribute to inclusion, growth, and the management of migration or the labor market

A European Collaborative Cloud for Culture

Destination 2. Culture, cultural heritage and creativity

- **Reinforcing research and innovation** in the field of cultural heritage and climate change.
- Promoting better access and greater engagement with cultural heritage, **improving its protection, enhancement, and restoration.**
- **Sustainable growth and job creation** through Cultural and Creative Industries (drivers of change).
- **Climate and digital transition** in cultural heritage and cultural and creative industries (CCIs).
- Collaboration and high-quality online access, digitization, and preservation of digital heritage assets.
- **Social cohesion, sense of belonging, well-being.**
- **Participatory approach.**



CCIs Definition and Sectors

*Creative Europe - Article 2 '**cultural and creative sectors**' means all sectors whose **activities are based on cultural values and/or artistic and creative expressions**, whether these activities are market or non-market oriented and whatever the type of structure that carries them out.*

These activities include the creation, the production, the dissemination and the preservation of goods and services which embody cultural, artistic or creative expressions, as well as related functions such as education, management or regulation.

*The cultural and creative sectors include in particular **architecture, archives and libraries, artistic crafts, audiovisual (including film, television, video games and multimedia), cultural heritage, design, festivals, music, performing arts, publishing, radio and visual arts***

CCI: Employs 8.7 million people in the EU, equivalent to 3.8% of the total workforce in the EU, representing 1.2 million enterprises



Intervention areas: green, digital, and innovative



GREEN

- Green technologies and materials for cultural heritage.
- Mitigating the effects of climate change and natural disasters.
- Advanced technologies for the remote surveillance and monitoring of monuments and heritage objects.
- Cultural and creative industries for a sustainable climate transition.
- New European Bauhaus: a greener, fairer, and more sustainable way of living.



DIGITAL

- Considering the digitization of cultural heritage (preservation, etc.)
- New ways of management, governance, etc.



ECCCH

- Developing and implementing the basic architecture and establishing technical and organizational governance.
- Developing innovative tools to digitize both visible and invisible aspects of cultural heritage objects.



INNOVATIVE

- Cultural heritage in transformation
- Promoting cultural heritage and the arts at home and abroad
- Cultural and creative industries (CCIs) as drivers of change and well-being.
- Cultural literacy
- Education
- Ecosystems (video games, music, film industry, etc.)

Call 2023 CULTURAL HERITAGE

TOPICS: (Overall 78 Mill € - Call)	Instrument	EU Contribution per project (E mill)	Nº Projects Funded
GREEN			
HORIZON-CL2-2023-HERITAGE-01-01: Advanced technologies for remote monitoring of heritage monuments and artefacts	RIA	3.00 to 4.00	3
HORIZON-CL2-2023-HERITAGE-01-02: Cultural and creative industries for a sustainable climate transition	RIA	3.00 to 4.00	3
DIGITAL			
HORIZON-CL2-2023-HERITAGE-01-03: Re-visiting the digitisation of cultural heritage: What, how and why?	RIA	3.00 to 4.00	3
INNOVATIVE			
HORIZON-CL2-2023-HERITAGE-01-04: Cultural heritage in transformation – facing change with confidence	RIA	2.00 to 3.00	3
HORIZON-CL2-2023-HERITAGE-01-05: Fostering socio-economic development and job creation in rural and remote areas through cultural tourism	RIA	2.00 to 3.00	3
HORIZON-CL2-2023-HERITAGE-01-06: A world leading European video game innovation system	RIA	3.00 to 4.00	3
HORIZON-CL2-2023-HERITAGE-01-07: Promoting cultural literacy through arts education to foster social inclusion	RIA	2.00 to 3.00	3
HORIZON-CL2-2023-HERITAGE-01-08: Cultural and creative approaches for gender-responsive STEAM education	CSA	2.00 to 3.00	1

Call 2024 CULTURAL HERITAGE

TOPICS: (Overall 65 Mill € - Call)	Instrument	EU Contribution per project (E mill)	Nº Projects Funded
GREEN			
HORIZON-CL2-2024-HERITAGE-01-01: New European Bauhaus – Innovative solutions for greener and fairer ways of life through arts and culture, architecture and design for all	IA	3.00 to 5.00	3
HORIZON-CL2-2024-HERITAGE-01-02: Cultural and creative industries for a sustainable climate transition	IA	3.00 to 4.00	3
DIGITAL			
HORIZON-CL2-2024-HERITAGE-01-03: Leverage the digital transition for competitive European cultural and creative industries	IA	3.00 to 4.00	3
INNOVATIVE			
HORIZON-CL2-2024-HERITAGE-01-04: Europe's cultural heritage and arts – promoting our values at home and abroad	IA	3.00 to 4.00	3
HORIZON-CL2-2024-HERITAGE-01-05: Strategies to strengthen the European linguistic capital in a globalised world	RIA	2.00 to 3.00	3



Cluster 2 Work Programme 2023-2024

Call - A European Collaborative Cloud for Cultural Heritage - 2024

	2024 Call
Publication	17/04/2024
Opening call	18/06/2024
Closing call	22/01/2025

Work Programme 2025

Call Publication: First semester 2025

Call Deadline: September 2025

European Collaborative Cloud 4 Cultural Heritage



European Collaborative Cloud 4 Cultural Heritage

Objective: safeguarding valuable artistic and cultural heritage

- ✓ Creating a European digital workspace for collaboration
- ✓ Through a "large European public digital infrastructure"
- ✓ Facilitating the digital transition of European cultural heritage institutions
- ✓ Providing cutting-edge tools and technologies for sector professionals



- ✓ Designed based on the needs of cultural heritage researchers and professionals

- ✓ Integrating existing initiatives
- ✓ Storage, sharing, use, collaboration, quality, security
- ✓ Generating diverse materials, exhibitions, interactive applications, etc.
- ✓ Clear conditions for data use
- ✓ Ensuring that European cultural heritage becomes a world leader in the use of digital technologies and achieves new successes in joint research

Services offered:

- Cultural Heritage Cloud: tools, services, support
- Repository: archive, resource catalog, security, usage conditions
- Portal: retrieval, use, visualization, etc.
- "Permanent" digital copies: authorship, origin, quality indicators, historical management, preservation
- Activities: multidisciplinary vision, visual and semantic information, connections in space and time

European solution, unifying, dynamic, and with a commitment to sustainability



Background of the ECCCH Initiative

- “Ex-Ante Impact Assessment,” report commissioned by the European Commission to 8 experts
 - ✓ Defines the requirements for the governance and infrastructure of the ECCCH
 - ✓ Establishes the necessary services and tools.
- **Public consultation** with interested stakeholders (Sept/Oct 2022). [Link](#)

REPORT ON A EUROPEAN COLLABORATIVE CLOUD FOR CULTURAL HERITAGE

EX-ANTE IMPACT ASSESSMENT

PREPARED FOR
EUROPEAN COMMISSION
DIRECTORATE-GENERAL FOR RESEARCH AND INNOVATION

PERE BRUNET
LIVIO DE LUCA
EERO HYVÖNEN
ADELINE JOFFRES
PETER PLASSMEYER
MARTIJN PRONK
ROBERTO SCOPIGNO
GÁBOR SONKOLY

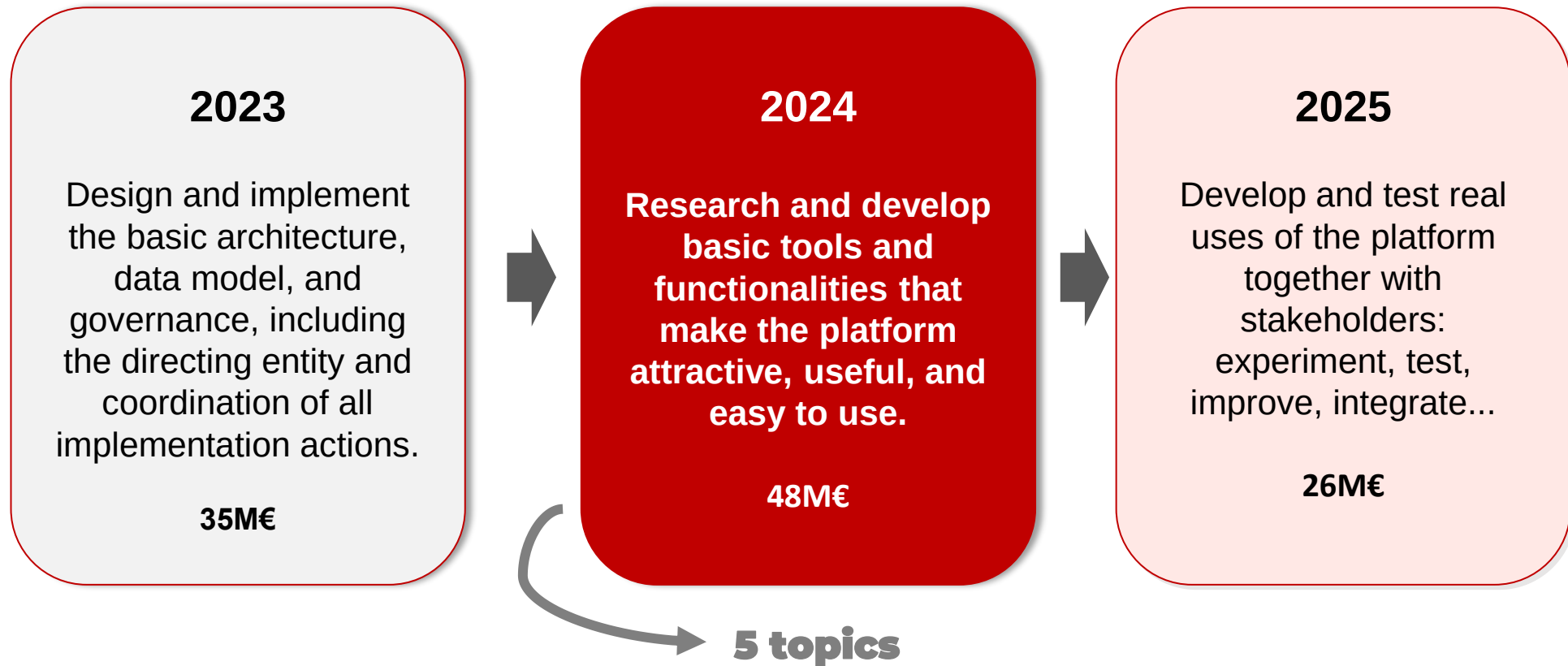


Who are the Users or Beneficiaries of the "Cloud"?

- European professionals in cultural heritage and cultural heritage researchers
- Conservators, curators, researchers, artistic managers, educators
- Companies: CCIs, digital and technological development industries
- Cultural heritage institutions, research organizations, GLAM* institutions, higher education centers, or CCIs
- Aimed at both large institutions and small ones or those in peripheral areas
- Society in general



Cloud Calls



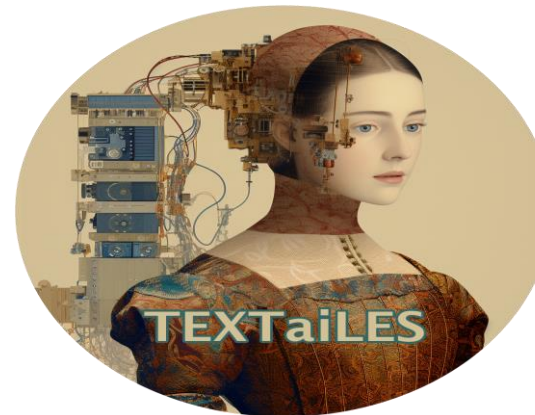
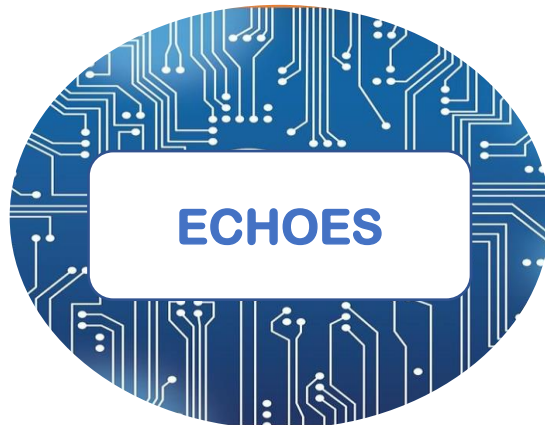
2023 Calls

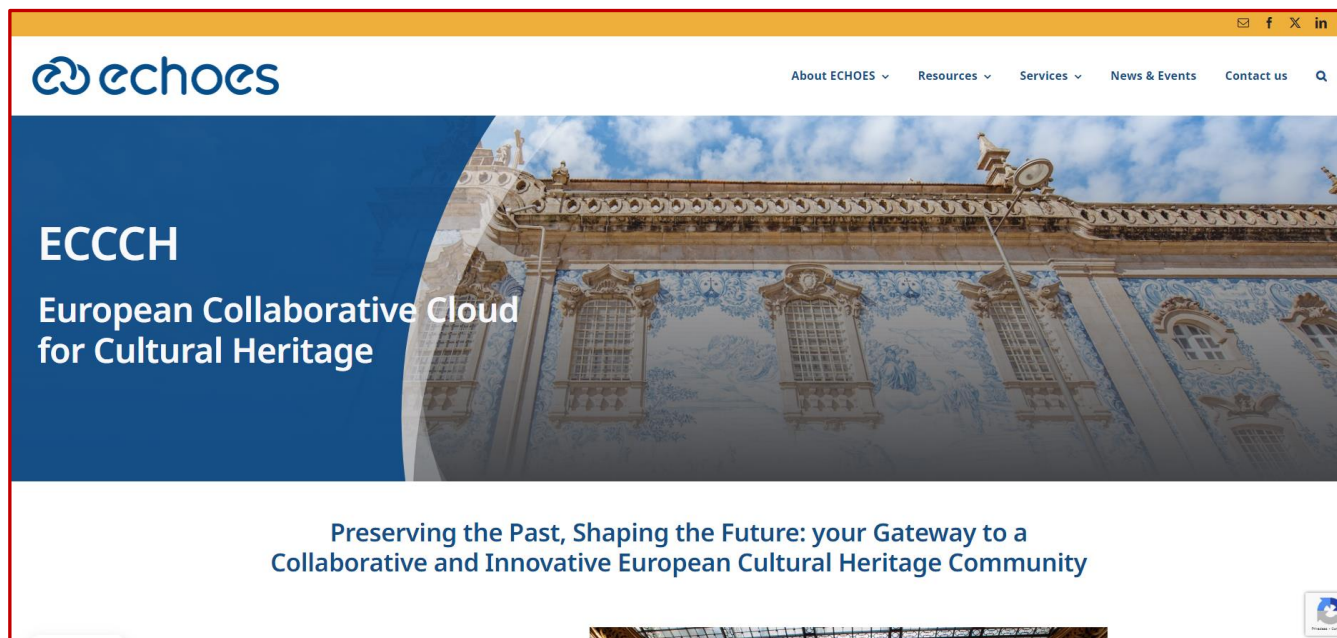
HORIZON-CL2-2023-HERITAGE-ECCCH-01-01: A European Collaborative Cloud for Cultural Heritage

Design and implementation of the underlying architecture, data model, and management/governance of the Cloud.

HORIZON-CL2-2023-HERITAGE-ECCCH-01-02– Innovative tools for digitising cultural heritage objects

Design and apply innovative tools and methods for the digitalization of the visible and non-visible characteristics of cultural heritage assets.





<https://www.echoes-eccch.eu/>

Presentation of the project:



<https://www.youtube.com/live/GoXBvX6VxIQ>

2024 Calls

5 Calls focused on 10 areas

2024 HERITAGE ECCCH 01 01: Innovative tools for digitisation and analysis of dynamic processes, objects and complex combined data

- Digitalització i seguiment d'objectes i conjunts dinàmics, mòbils i/o complexos.
- Interacció avançada amb el contingut digital de l'ECCCH.

2024 ECCCH 01 02: Innovative tools for documenting, interlinking and organising data

- Documentació de dades arqueològiques.
- Creació de bibliografies comentades.

2024 ECCCH 01 03: Innovative tools for advanced data enrichment

- Integrar el valor científic i professional i els DPI als objectes digitals.
- Enriquiment de metadades assistit per IA.

2024 ECCCH 01 04: Innovative tools for high value interactions with visitors and heritage objects

- Crear, compartir i reutilitzar continguts digitals interactius i immersius.
- Analitzar, dissenyar i provar les interaccions amb els visitants.

2024 ECCCH 01 05: Innovative tools for the study, conservation and restoration of heritage objects

- Estudi d'obres d'art a partir dels objectes digitals de l'ECCCH.
- Conservació i restauració basades en els objectes digitals de la Cloud.

- They develop an initial set of tools for ECCCH users that make it **useful, intuitive, and powerful** for them.
- They offer **attractive services** for early users that are **easy to use and meet real needs**.
- They leverage the **network effect and the platform's potential** to add value exponentially as more users and data accumulate.



HORIZON CL2 2024 HERITAGE ECCCH 01 01 - **Innovative tools for digitisation and analysis of dynamic processes, objects and complex combined data**

Expected outcomes:

- Digitizing **objects, processes, and dynamic practices**.
- Monitoring the **evolution of the situation** of cultural heritage assets over time (sensors, AI, etc.).
- Advanced interaction with digital content, allowing new ways to **interact, cross, and remix different types of data**.
- Clear information and specific training modules to support the widespread adoption of tools and methods.

Scope:

- Developing and applying a set of innovative tools and methods for the digitization and analysis of dynamic processes, objects, and complex combined data.
- Specific applications of these tools and methods are intended to:
 - ✓ Digitising dynamic objects, processes and practices
 - ✓ Monitoring the evolving status of cultural heritage objects over time
 - ✓ Interacting with, cross-mixing and re-mixing different data types

- Innovation Action
- Total call:
12 million €
- 2 projects
- Lump sum

Expected outcomes:

- Creating, enriching, and refining annotated **bibliographies** linked to digital cultural heritage objects (data, documentation, etc.).
- Documenting the **results of fieldwork**, such as excavations and archaeological or paleontological studies. Interoperable and interconnected repositories.
- Clear information and specific training modules to encourage the widespread adoption of tools and methods.

Scope:

- Developing and applying a set of innovative tools and methods to the ECCCH for **documenting, interconnecting, and organizing data**.
- Specific applications of these tools and methods are intended to:
 - ✓ Create, enrich, and refine annotated bibliographies.
 - ✓ Document the results of fieldwork, such as archaeological or paleontological excavations or other collection processes and studies.

- **Innovation Action**
- **Total call:**
8 million €
- **2 projects**
- **Lump sum**

HORIZON CL2 2024 HERITAGE ECCCH 01 03 - **Innovative tools for advanced data enrichment**

Expected outcomes:

- **Enrichment of metadata** for digital cultural heritage objects.
- Scientific and professional value, as well as **intellectual property and other associated rights**, are effectively integrated into the ECCCH digital objects.
- New **collaboration and business models** based on values and rights embedded in digital objects across the multi-actor value chain.
- Clear information and specific training modules to support the widespread adoption of tools and methods.

Scope:

- Developing and applying a set of innovative tools and methods to the ECCCH for advanced data enrichment.
- Specific applications of these tools and methods are intended to:
 - ✓ Integrate scientific and professional value, as well as intellectual property and other associated rights.
 - ✓ Collaboration and business models based on the value chain.
 - ✓ Metadata enrichment.

- 
- Innovation Action
 - Total call: 12 million €
 - 2 projects
 - Lump sum

HORIZON CL2 2024 HERITAGE ECCCH 01 04 - **Innovative tools for high-value interactions with visitors and heritage objects**

Expected outcomes:

- Creating, sharing, and reusing **interactive content**
- **Planning, simulation, and design** of real and virtual exhibition spaces
- Analysis of the **effective use** of real and virtual exhibition spaces
- Clear information and specific training modules to support the widespread adoption of tools and methods

Scope:

- Developing and applying a set of innovative tools and methods to achieve high-quality interactions between visitors and cultural heritage objects
- Specific applications of these tools and methods are intended to:
 - ✓ Creating, sharing and re-using interactive content
 - ✓ Analysing, designing and testing interactions with visitors



1. Creating, sharing, and reusing interactive content:

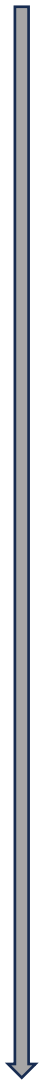
The common practice in creating interactive content is to do so without cooperation, leading to very high production costs and limited usage results

The challenge is to popularise and democratise the production and use of interactive content for cultural heritage

2. Analysing, designing, and testing interactions with visitors:

A 3D representation of the exhibition space is a basic resource. Architectural CAD tools can be used, although they are often too complex and not well-suited to the needs of the cultural heritage sector

Projects must develop tools and methods to design and provide simulated and real data mapping for an exhibition, focusing on the specific needs of cultural heritage professionals and ease of use

- 
- Innovation Action
 - Total call:
8 million €
 - 2 projects
 - Lump sum

Expected outcomes:

- Study of **cultural heritage assets**, for research, innovation, and educational purposes
- Support for **conservation and restoration** work; planning, execution, and documentation
- Clear information and specific training modules to encourage the widespread adoption of tools and methods

Scope:

- Develop and apply to the ECCCH a set of innovative tools and methods based on the **digital twins** of cultural heritage objects stored in the Cloud, for the study, conservation, and restoration of cultural heritage objects
- Concrete applications of these tools and methods are planned to:
 - Supporting the study of cultural heritage objects
 - Supporting conservation and restoration works

- 
- Innovation Action
 - Total call:
8 million €
 - 2 projects
 - Lump sum



... more

- **Broad user participation:** It is expected that the tools and methods will be developed in close collaboration with representative users actively participating.
- The projects funded under the same topic must be **coordinated** to ensure synergies and complementarities.
- All projects will be coordinated with ECHOES, the base platform of ECCCH, and will use the common web.



Information about ECCCH Initiative

- [CE's Web on ECCCH](#)
- [Join the Cultural Heritage Cloud Community](#)



COMING SOON

A European Collaborative Cloud for Cultural Heritage – Info day 2024

This information session aims to inform potential applicants about 5 new topics that have been added to the Work Programme 2024 Cluster 2: 'Culture, Creativity and Inclusive Society.'

 **14 June 2024**

 10:00 (GMT+02:00)

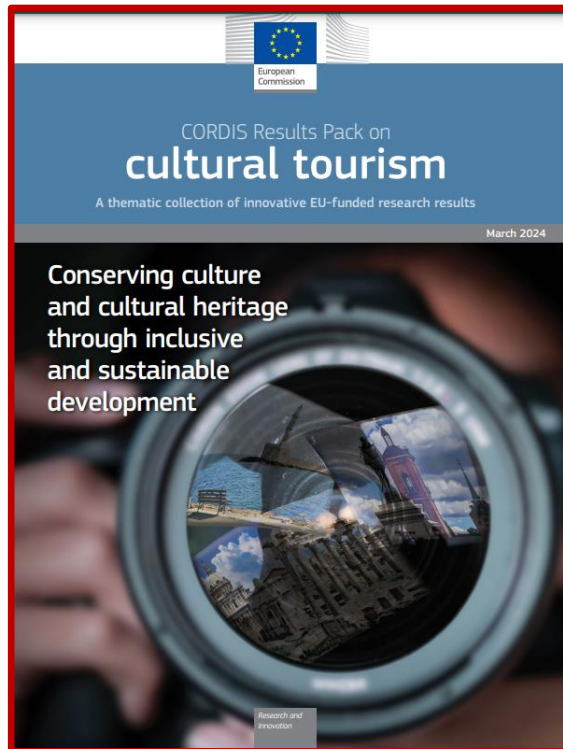
[Enllaç](#)

Reports, Events, and Documentation on the ECCH

- [CL2 2023-25 Work Program \(actualizado 17 April 2024\)](#)
- [CE Cultural Heritage Cloud Initiative Website](#)
- [Report on the European Collaborative Cloud on Cultural Heritage](#)
- [Stakeholders' Survey Report](#)
- <https://www.cnrs.fr/en/update/echoes-european-cloud-cultural-heritage>
- [Join the Cultural Heritage Cloud Community](#)
- [Good practices from Horizon projects VIDEOS:](#)
- [European collaborative cloud for cultural heritage FACTSHEET](#)
- [ECHOES PROJECT in CORDIS](#)
- [Recomendación CE Sobre la digitalización y accesibilidad en línea del material cultural y la conservación digital \(2011/711/UE\)](#)



Collection of projects



[Link](#)



[Link](#)



[Link](#)

- [Partners search: Horizon Europe Cluster 2 Networking Platform](#)

Cluster 2
**CULTURE,
CREATIVITY &
INCLUSIVE SOCIETY**



Horizon Europe Cluster 2 Community Platform

[Info](#) [How it works](#) [Presentations](#) [Event archive](#) [FAQ](#) [Contact](#)

Welcome to the

Net4Society Cluster 2 Community Platform

The Community Platform is open all year round and offers you the chance to find partners for all upcoming Cluster 2 calls.

- Are you looking for additional partners for your already existing project consortium to apply for funding in Cluster 2?

Register now
Open until 31 December 2024

ORGANISED BY



MEETINGS

Participants2632

Cluster 2 National Contact Points Network

12/10/2021

Culture, creativity and inclusive society

Newsletter



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Highlights

Horizon Europe Culture, Creativity and Inclusive Society: 378 project proposals submitted

The European Research Executive Agency received a total of 378 project proposals under the Horizon Europe Culture, Creativity and Inclusive Society programme by the call deadline, on 7 October 2021.



[more](#)

[Link](#)

Net4Society

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**Cluster 2
CULTURE,
CREATIVITY &
INCLUSIVE SOCIETY**

Net4SocietyHE (N4SHE) is the transnational network for Cluster 2 "Culture, Creativity and Inclusive Society" (CL2) National Contact Points (NCPs) in Horizon Europe. NCPs are officially designated to advise researchers and other relevant, eligible stakeholders in their efforts to secure EU funding. N4SHE builds on Net4Society, the network for Societal Challenge 6 NCPs in H2020, and NCPs for Socio-economic Sciences and Humanities in FP7 (started in 2008) and will further develop services and tools created by its predecessor to help NCPs to succeed in their work.

To support SSH integration across Horizon Europe, Net4SocietyHE will organise SSH-themed brokerages, special training on the topic for NCPs, and publish an "SSH Opportunities" document, highlighting SSH research funding chances beyond flagged topics within Horizon Europe, including in missions and partnerships, and separately publicize opportunities in other EU Programmes.

[Link](#)



Why participate?

- Access to new **technologies, products, privileged information, and new knowledge.**
- **Collaboration** with prestigious entities (research centers, universities, companies, public administrations, etc.).
- Expand the **professional development** of the entity's staff.
- Creation of **new activities and initiatives.**
- Strengthen contact **networks** at the European/international level and with the most competitive scientific and technological environment.
- **Internationalization.**
- Improve the institutional image.
- Important **funding sources.**

National Contact Points

Cultura, Creatividad y Sociedad Inclusiva



Aïda Díaz

DREU, Generalitat de Catalunya
Cluster2.hey@fecyt.es
+34 93 1176655



Carolina Rodríguez

Andalucía TRADE
cluster2.heu@fecyt.es
+34 67153 00 92



Adeline Marcos

FECYT
cluster2.heu@fecyt.es
+34 914250909

Consultas en:

cluster2.heu@fecyt.es

www.horizonteeuropa.es



@HorizonteEuropa

@AdelineMarcos @CarolRBollain

@AdaDaz15



MOLTES GRÀCIES!

adiazsaez@gencat.cat