

DESIGN AND CREATIVITY WORKING GROUP

ANNUAL PLAN 2023

WORKING GROUP LEADERS

- Giulia Chiarel, Autonomous Province of Bolzano/Bozen – South Tyrol, giulia.chiarel@alpeuregio.eu
- Anna Spechtenhauser, Stuttgart Region, anna.spechtenhauser@region-stuttgart.de
- Roberta Negriolli, Lombardy Region, roberta_negriolli@regione.lombardia.it
- Marie-Laurence Com, Provence-Alpes-Côte d’Azur Region, mlcom@mareregionsud.fr

OBJECTIVES

The Design & Creativity WG aims at raising the awareness of design and creativity as tools and drivers for innovation in different sectors and across Europe. Our objectives are following:

- Present design and creativity as relevant and interesting approaches to different (societal) challenges; especially in relation to sectors which do not yet work with design (thinking) and creativity
- Showcase the importance of design & creativity through good examples and concrete cases
- Create a strong and vital community among our stakeholders across Europe through a bottom-up approach
- Connect designers, thinkers, business, policy and society interested in finding common solutions for different challenges
- Create opportunities for the WG members to develop project proposals, share their ideas, stories, ongoing activities with the EU community

CONTEXT

What are the key EU level priorities, strategies, and events that the Working Group aims to follow up in 2023?

The WG looks at all the Commission’s priorities to tackle design and creativity as a relevant approach to meet current challenges across sectors. The group aims at establishing cooperation with the relevant stakeholders in the European Institutions.

The working group works totally bottom-up, the members set the agenda. Therefore, the planning for the entire year will also depend on spontaneous activities they propose, and that our working group decides to become part of. So far, the following ideas have been raised:

- Monitor closely the New European Bauhaus Initiative, EIT KIC CCI, the relevant calls for the WG in the important programmes such as: Creative Europe, Erasmus+, Horizon Europe and potentially Digital Europe and others.
- Collaborating with other networks active in CCI.
- Fostering the collaboration with other ERRIN WGs co-organising some activities.

Which funding programmes are important for the Working Group and how does the WG aim to facilitate project development?

- Horizon Europe, especially the 2nd “Culture, creativity and inclusive society” cluster
- Creative Europe
- Erasmus+
- Digital Europe

To facilitate project development, we aim at informing about ongoing or to be published calls, try to raise interest among the members and see whether they are working already on a call or look for partners/a project to join through the organisation of the “Creative Coffees” and working group meetings in which the participants are encouraged to share local initiatives.

How does the group support partnership building and collaborate with other European organisations or networks?

Our WG has always been active in reaching out to other EU networks and organisations (for example the RICC Network) and open to new collaboration proposals. One of the priorities of this year’s activities is to reach out to the Brussels design and CCI community through:

- The WG aims at organising in person meetings to bring the members back together and create a strong working group
- “The Bubble meets Brussels” – focus on creating more synergies with the Brussels’ design community and explore different design locations in Brussels
- Stimulating the due to the pandemic missing networking through informal meetings “Creative Coffee”

ACTIVITIES

Design Thinking Workshop

9 March

Design Thinking Workshop for public administration with the EU Policy Lab.

- Open to all WG and members of ERRIN
- Creative tools for project and policy planning in public administration
- Potential presentation by the WG leaders about the EU Design Days programme.

[Joint Cultural Heritage & Tourism and Design & Creativity WG meeting on Culture Moves Europe](#)

The Cultural Heritage and Tourism and the Design and Creativity Working Groups are organising a meeting with the participation of the Goethe Institut on Culture Moves Europe.

Culture Moves Europe provides mobility grants for artists and cultural professionals in all 40 creative Europe countries. It covers the sectors of architecture, cultural heritage, design and fashion design, literary translation, music, performing arts and visual arts.

[EU Design Day: Creative re-use of public spaces](#)

Date: 25 May

“EU Design Day” is a well-known initiative of the WG since 2012. It aims at promoting design as a tool for innovation in different sectors and at creating a platform among experts and stakeholders to share best practices and initiatives.

This year’s edition will be organised as a in person event. A call for proposals for interested speakers will be launched in early Spring. The selection will take into consideration the geographical balance. The event will integrate both best practices presentations and workshops organised by the WG members.

1 day event with 80-100 participants

Culture & Creativity EIT KIC

7 November TBC

The idea of this in person meeting will be to clarify the philosophy of the Culture & Creativity EIT, as well as the opportunities offered to the regions by this major pan-European project. We would like to provide updated information on the structure of the Culture & Creativity EIT , the possibilities for regions to participate in the project, the calls for projects launched by the EIT and the next steps.