

Creative hubs and their role in inclusion, youth employment and the collaborative economy

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European Commission, DG EAC.D1
Barbara Stacher
barbara.stacher@ec.europa.eu

How to define entrepreneurship in cultural and creative sectors?

OMC report on Innovation and Entrepreneurship (publication forthcoming):

Entrepreneurship and business models are to be considered in a **wider sense**, as new organisational models, including not only profit making entities, but also sustainable **not-for-profit** cultural organisations and CCS self-employed individuals. Business models are to be seen in a broader context of value creation, which also includes the effects of the CCS on other sectors and on the well-being of society.

CCIs role - regional





EUROPEAN

CREATIVE HUBS

Creation of an online
platform, which enables
connection with and
between European
creative hubs, access to
online tools & resources,
and information from the





Co-funded by the Creative Europe Programme of the European Union



http://creativehubs.eu/



European Creative Hubs Fora & Workshops

Refining of a creative hubs mapping, identification of new creative hubs and invitation to join the network and the events.



Creative Hubs Fora

Belgrade (Sept. 2016):
How Work Works
(collaborative spaces,
communities and
business models)

Athens (Jan. 2017): Growth & Innovation

Sheffield (end Nov. 2017): What's next for hubs leaders, lead communities into the future

Brussels (Jan. 2018): Closing Forum

Workshops

Madrid (March 2017): Defining the vision: today's ideal creative hub. Tools & processes.

Berlin (June 2017): How to do it differently?

Edinburgh (Oct. 2017): The future of creative hubs



Peer-to-peer exchange scheme





Mobility for creative hub leaders

Who? Creative hubs founders, managers, community managers, projects and departments leads

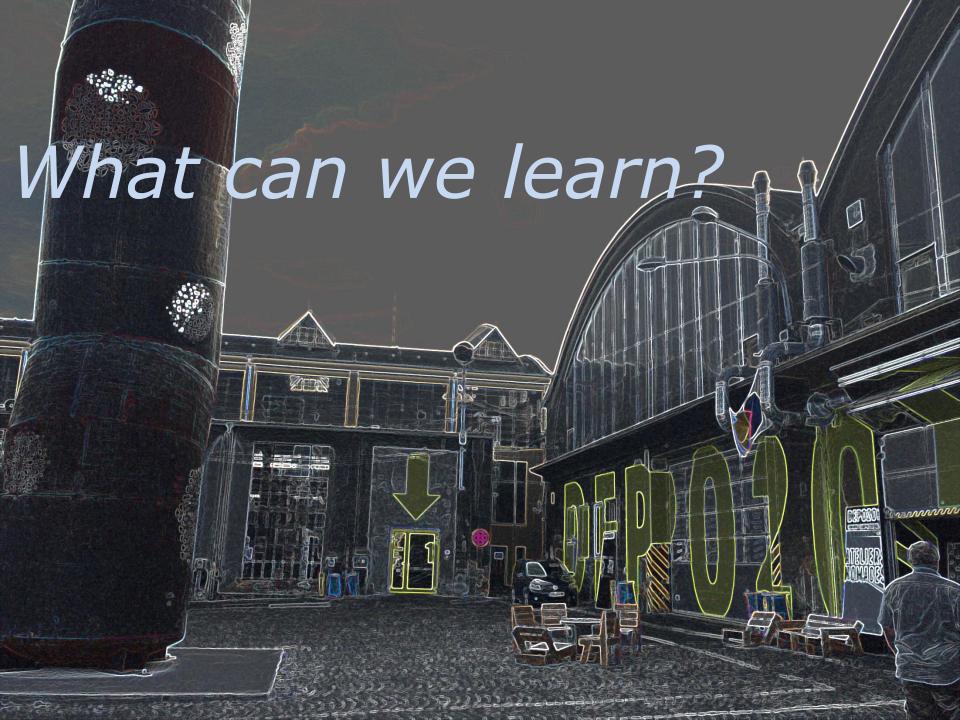
Why? To exchange knowledge, learn from each other & improve, co-create & run cooperative international projects

When? 2 *semesters*: 1) October – December 2016

March-August 2017

How?

https://creativehubs.eu/activity/peer-to-peer-scheme/



Social and urban dimensions – creative hubs, cultural centers and their surrounding communities







New forms of delivery of public services

Hubs as "3rd spaces" providing **non-formal**

education (f.ex. Bosnia: 3D-

printing and coding workshops for school-

kids for the Ministry of Education)

Youth employment services (f.ex.: the Warehouse in Italy/Marche)



New forms of delivery of public services



creative hubs and collaborative spaces should be included in new active labour market policies.



Example: with ERDF and in particular ESF financing, the Warehouse carried out a project ("Geronimo"), combining the services of public administration, job center and the university within their creative hub

Warehouse also runs a "crowdfunding hub " with different countries involved at a regional basis and young entrepreneurship training with 3rd countries.

Inclusion

working together on sth. concrete in a two-way learning process between the elderly/ youth/ refugees through a maker-space (f.ex. STPLN Malmö or Depo2015 in Pilsen), or advice on different issues,...



Youth employment -



...or new ideas – La Colaboradora collaborative time-bank scheme (Zaragoza, La Azucarera creative hub)





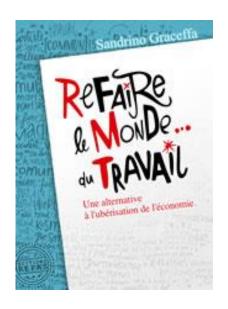
on the collaborative economy



JRC Policy Labs

> (also with creative hubs) http://blogs.ec .europa.eu/eu policylab/





SMART









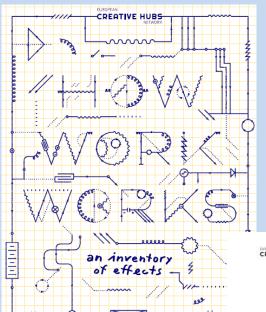
494 publications 738 abonnés

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Collaborative economy, what it means for creators

(precarity and also new chances,...)

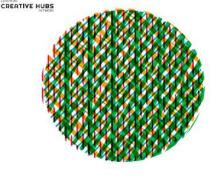




By December 2017:

- development of a skills toolkit
- a European Creative Hub Barometer
- Policy work and Recommendations

http://creativehubs.eu/tools-learning/



syn-acting together

New EU study on youth work and entrepreneurial learning (2017):

- Terminology: entrepreneurship needs to be seen in a wider definition also in EU-MS, not only business-oriented...
- **Social entrepreneurship**, combining innovation and social impact with a sustainable business model
- interesting **case-studies**, also on youth employment and social innovation (f.ex. the Yard social enterprise in Ireland, or Laboratori Urbani)



Taking the future into their own hands

Youth work and entrepreneurial learning

Case study reports







Crowdfunding4culture – some findings

Crowdfunding is also about community/audience development, democracy/participation and marketing/publicity, as the study shows





