

O1-A1 The Learning Model “How to use the Set of innovative solutions in CCS during COVID-19”

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1. Introduction to the IO1 “Set of innovation solutions”

The COVID-19 crisis is testing the EU citizens’ capacity to think and act in unconventional and innovative ways in order to respond to these unprecedented circumstances.

That is why the aim of O1 “**Set of innovation solutions**” is to stimulate European awareness of innovative solutions in CCS during the COVID-19 and empower learners to be successful innovators in their local environment. The O1 corresponds to the NOVA project objective “*to equip adult learners with the set of innovative solutions in CCS during COVID to unveil opportunities that can be sought in a critical context*”.

The main target group of O1 is the adult learners willing to become the successful innovators in cultural and creative sectors (CCS).

Seven sectors of CCS to be covered by the project are: Music, Performing Arts, Visual Arts, Audio-visual Arts, Games & Multi-media, Design & Fashion, Artistic crafts. The sectors of CCS were selected from the recently announced by EC website Creatives Unite <https://creativesunite.eu>.

The methodological aspects of the IO1 are built around:

- A. **Specific Methodology for the first E-collection** based on the storytelling method (the project partners will be selecting the person-based Good Practices and develop the digital success stories using the information received from the structured interviews).

- B. Collective Methodology of the second collection** based on the Internet research of Good Practices (the strategy is to approach countries that are not directly involved in the official NOVA partnership and present them the resources and materials developed as a micro-learning module).

The valuable stories and Good Practice examples collected will be enriched with testimonials, tips, lessons learnt during the Pandemic period and also skills to support a Pan-European approach. The research-based process of E-collection will be double-focused and will be populated with national and European / international Good Practices.

The vital role of the Set of the innovation Solutions in the seven sectors in CCS is to develop the awareness, behavior, and knowledge to successfully communicate and integrate the newest solutions adopted to rescue the sectors affected by the Pandemic period.

The Set of innovation solutions will act as well as a helping hand to disseminate the innovative practices in cultural and creative sectors (hit so hard by the Covid-19 pandemic) to the main target group representatives and end users (stakeholders and other key actors in the CCS).

Main target group representatives in CCS	End users (stakeholders and other key actors in CCS)
<p>Self-employed, Employee of SME or NGO Volunteers in CCS Artists Community leaders Art educators</p>	<p>Journalists Online media Press Policy makers at all levels Adult Learning & Education Organisations Other EU Projects Organisations Possible Donors and Funding Programmes at all levels</p>

2. The aim of the Learning Model.

The Learning Model “How to use the Set of **innovative solutions in CCS during COVID-19**” is the document for internal use of the partnership in order start the process of developing two main parts of the Set of innovative solutions in CCS during COVID-19 (IO1):



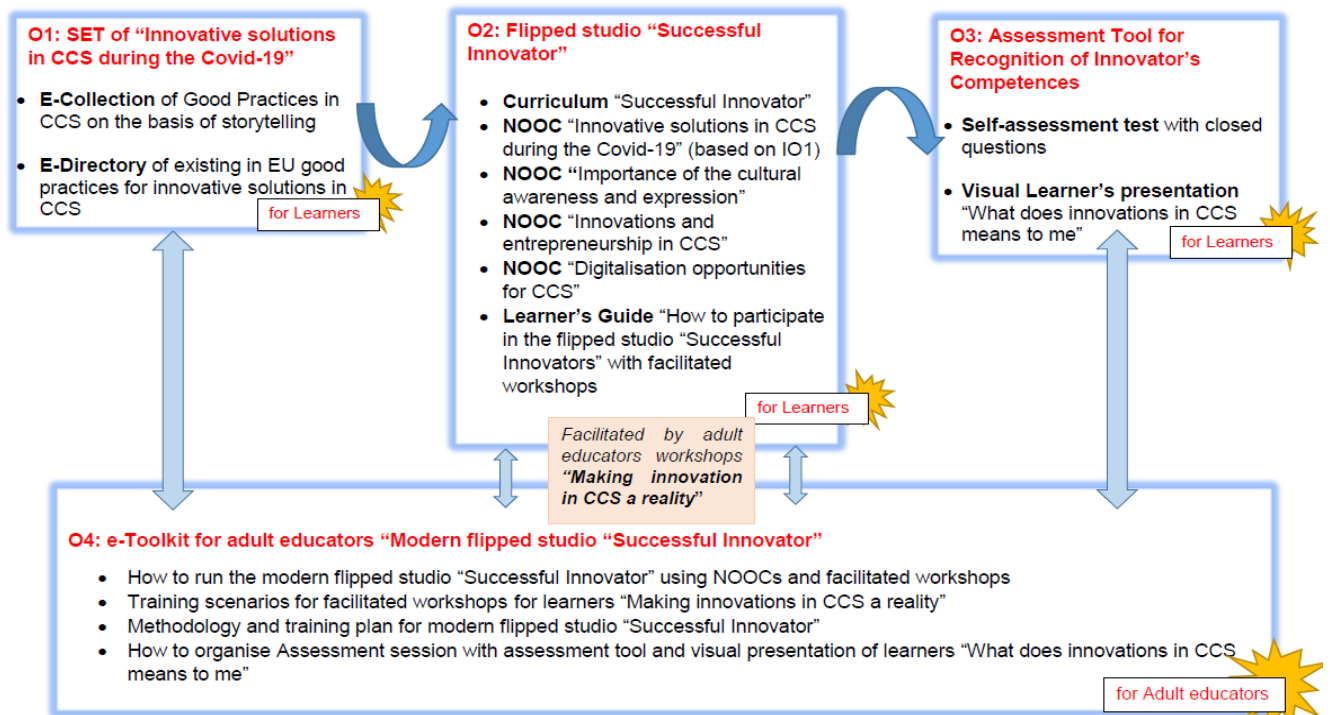
1.E-Collection of Good Practices for innovative solutions in CCS during COVID-19 based on storytelling. Co-lead CESIE. *Agreed with the partnership new deadlines: August -December, 2021.*

2.E-Directory of existing in EU good practices for innovative solution in CCS. Co-lead K&C, BG. *Agreed with the partnership new deadlines: August -December, 2021.*

The Learning Model also shows the connection of the set IO1 to flipped studio “Successful Innovators” IO2, as this set is the basis for the development the NOOC (None Open Online Course) for learners “Innovative solutions in CCS during the Covid-19”. (see the scheme below)

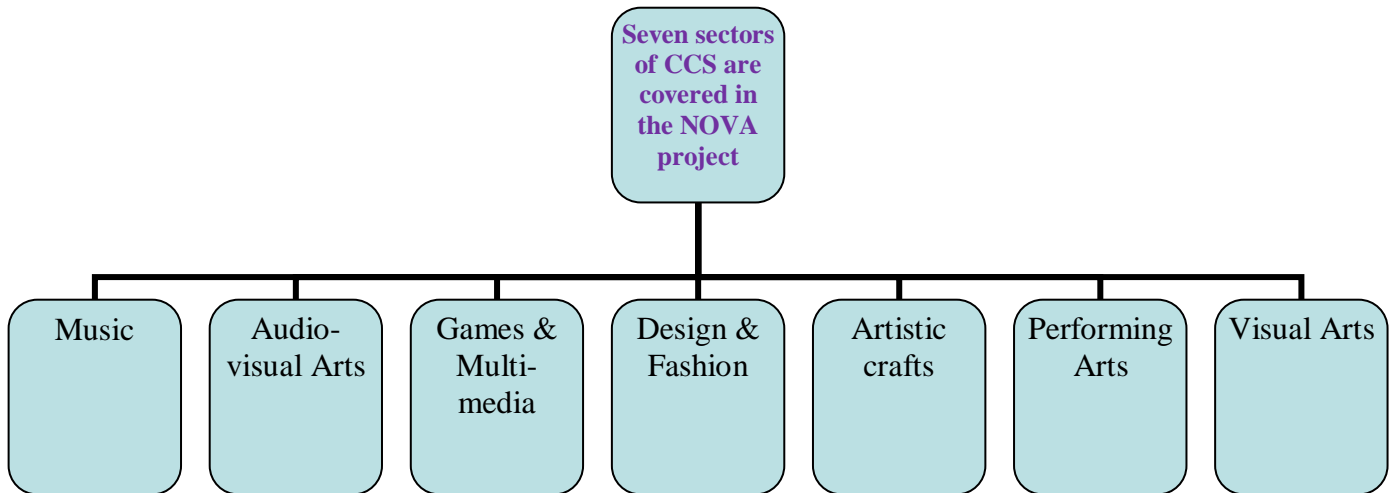
Scheme 1

Flipped studio “Successful Innovator”: NOVA
Intellectual Outputs of the Project



This NOOC “Innovative solutions in CCS during the Covid-19” intends to develop the specific adult learners’ competence “*understanding of main components of innovations in CCS*” and gives learners the opportunity to learn how they could use some components of innovations presented in the Set in their daily life in order to be integrated to the society by getting employed, become self-employed or volunteers in the creative and cultural sectors.

3.The sectors of CCS to be covered by the SET



The sectors were selected from the recently announced by EC website Creatives Unite <https://creativesunite.eu>.

In the table below there are some suggestions about the profiles of the stories by sectors.



Arts Sector	Good Practices and stories’ profile (capturing the priorities from https://creativesunite.eu)
Music	<ul style="list-style-type: none"> a) Influence of live music (proving the safety of logistical and sanitary conditions and/or demonstrate the negative impact on mental health given by the absence of live music) b) Music export (challenges faced by artists from across Europe when trying to export their music worldwide) c) Music festivals (negative influences generated by their absence and/or their positive influences and good mood as a therapy for people) d) Impact of the pandemic on listening and sound-making e) Music minds matter (combined effect of lockdown and uncertainty about the future is taking an unprecedented toll on the mental health of musicians) f) Live music venues and live style Europe (reopen the live venues and show that live music venues are shut down, struggling to survive) g) OTHER...
Performing arts	<ul style="list-style-type: none"> a) Writing about dance (dance critics and the practice of dance criticism, but also the challenges and new ideas appearing during the pandemic) b) New Settings for artistic practices (experiment with unconventional forms to expand the possibilities of the performing arts) c) Digital culture festival (re-imagine the experience of opera performance at the age of omnipresent digitality and identify/propose creative technological concepts that take live performance into new heights) d) Drama as New Theatre Format e) Digital Dance Makers (movement of each of the “Digital Dance Makers” can be recorded through Motion Capture technology) f) Renaissance (five-minute short film that responds to the dramatic prompt of ‘Renaissance’) g) OTHER...
Visual arts	<ul style="list-style-type: none"> a) Artists and photographers (creative development and focus in digital media, apply for a collaborative print-making) b) Illuminate cities (light installation that offers a visual interpretation of the virus’s effect and expose the ways in which specific communities were hardest hit) c) Festival for Digital Arts (digital works for its Virtual Festival and for artistic-scientific contributions) d) Artistic Image and Social Practice in times of global change e) Online Exhibition (responds creatively to the theme of touch post-COVID19) f) Solidarity Sky (it is a virtual community driven artwork with the aim of bringing people together through sharing personal images of the sky) g) OTHER...
Audio-visual Arts	<ul style="list-style-type: none"> a) From cinema to sofa (COVID sent us all to our sofas to watch our favourite films during lockdown. And what was the effect of this move from cinema to sofa on the production of films and series?) b) Radio Art (artistic practice on the radio) c) The impact of Covid-19 on the Global Creative Industry (production trends) d) The film festival (visible despite the pandemic: artspring and various hybrid forms of presentation for art and culture) e) Museum of Embraces and Encounters – Physically Distanced Hugs (When was the last time you hugged someone? A collection of stories about embraces: as an expression of close encounters, but also as a symbol of reconciliation, of overcoming opposites. The stories can be told by artists from all parts of the world.) f) No lockdown art (re-activism of international artists who initiated, during the period containment, interesting audio, video and multimedia projects) g) OTHER...
Games & Multi-media	<ul style="list-style-type: none"> a) How gaming is becoming too big and creative for brands to ignore b) PlayAway Games Festival (how games are adapting and responding to the pandemic, and to explore what role they could play looking ahead) c) How the lockdown is changing games and streaming services (multiple media including games, live video and TV) d) Future Media Hubs (Due to the pandemic, the media industry was forced to rethink, react and reboot its approach. But how should society restart after the pandemic? Which role do media play in this?) e) Computing at home (A series of playful activities to help learn about computing) f) Family Game Database (the Family Video Game Database is there to help parents choose games appropriate for purpose during lockdown) g) OTHER...
Design & Fashion	<ul style="list-style-type: none"> a) Fashion in the Time of Covid (rediscover meaning and pleasure in the world) b) Fashion Future – through the prism of the pandemic (fashion experts, activists and academics discussing the future of fashion – talking ethics, activism and the post-covid landscape) c) Fashion Talks (fast-fashion streetwear) d) Meet the Innovators – Brave New World (how Fashion for Good is helping to shape a brave new world for fashion during and after COVID, through this online event) e) OTHER...
Artistic crafts	<ul style="list-style-type: none"> a) Miniatures b) Getting creative with paper monuments in times of confinement c) Pottery d) Jewelry Making e) Embroidery f) OTHER...

4. Learning outcomes of the “Set of innovative solutions in CCS during COVID-19”

By the end of self-learning using the NOOC “Innovative solutions in CCS during the Covid-19”, which is based on the Set, the adult educators will be able to:

- understand the European-wide creative and innovative solutions in CCS to face unprecedented risks and societal challenges during COVID-19,
- think and act in unconventional and innovative ways in order to respond to unprecedented circumstances,
- unveil opportunities that can be sought in a critical context,
- look on the job positions in small and medium CCS enterprises, or to become entrepreneurs or/and the volunteer in CCS.

5. Methodology of using the Set of Innovation Solutions for the learning purposes as a part of the self-learning material for Flipped studio “Successful Innovator”

The Flipped studio “Successful Innovator”(IO2) is a learning pathway to develop five main learners competences defined in the NOVA project as following: three basic and two specific. Basic competences in accordance with the European Reference Framework for Key Competences are: culture awareness and expression, entrepreneurship and digital. The specific to the topic of innovations in CCS competences are: understanding of main components of innovations in CCS; realising your innovative ideas in CCS.

The teaching methodology in the Flipped studio “Successful Innovator” follows a 3-stage learning process: awareness-raising, deepening knowledge, and making actions.

The self-learning sessions aimed at awareness-raising and deepening knowledge on the competences for being creative and innovative in CCS are based on four NOOCs:

1. Innovative solutions in CCS during the Covid-19
2. Importance of the cultural awareness and expression
3. Innovations and entrepreneurship in CCS
4. Digitalization opportunities for CCS

The Set (IO1) is a basis for the first NOOC of the flipped studio “Successful innovator” (IO2) and is oriented on awareness-raising on innovation solutions in CCS during COVID-19 and developing specific competence: understanding of main components of innovations in CCS. The next three NOOCs (2-4) are oriented for deepening knowledge on three basic competences: Cultural awareness and expression, Entrepreneurship and Digital.

The NOOCs method, based on presenting short, well-structured video courses, became very important during the Pandemic period as allows to organize self-learning using flipped studio

methodology. Learners first learn the materials themselves online and then discuss and fulfil the practical exercises during the workshops, facilitated by an adult educator (practical sessions on the Flipped Studio). The workshops play the main role in developing the specific competence “*realising your innovative ideas in CCS*”.



Presenting the self-learning material as NOOCs and developing the scenarios of the workshops in the format to use them not only in the face-to-face environments but also as an online workshop, like ZOOM classroom, are the elements of innovations in the applied methodology and allow to use the developed learning pathways during the Pandemic period.

The obtained five competences and coherent skills are assessed during the final training session by developed Assessment tool (O3). The methodology of the Assessment tool is based on using two main assessment instruments: self-assessment test with closed questions and visual learner’s presentation “What does innovation in CCS means to me”. The learners who reach the expected self-assessment results (at least 80% of correctly answered questions) are invited to prepare the visual presentation “What does innovation in CCS means to me”. The learners, following the instructions and using suggested by the facilitator a visual thinking tool (like Google Jamboard: collaborative digital whiteboard), present the developed mind-map and have the possibility to express their innovative ideas in CCS and the future steps to be done. This part of the assessment recognises the learners’ competence to realise their innovative ideas in CCS and make further actions.

6. The template for developing good practices using storytelling

This template is developed for organising the interviews as a supporting tool. The story of the good practice has to be developed as an article using 1st person, with the text of 1-1.5 page, and the sequences provided in this template sheet. Please feel free to add some other questions if necessary for your story.

Important advice! *The period of good practices is the Pandemic (2020-2021) time, so, it is advisable to get the interview from the person who, recently involved to the CCS business, has experienced some challenges during the Pandemic and successfully overcome them using some innovative ideas.*

Title of the story	
Name and surname of the interviewee	
Country	
Professional sector	<i>(in accordance with NOVA project’s sectors, see attached the sheet with the sectors’ distribution by partners)</i>
Position (self-employed, employee of SME or NGO)	
About me	<i>Here information about any topics the person who will be interviewed is ready to share could be added, including place of birth, family, education, working path before starting a job in CCS sector, etc.</i>



PHOTO of the interviewee	
My story	<i>Could you tell us your story on how and why did you start your creative and cultural path?</i>
What are my main achievements in CCS before the Pandemic?	<i>What was most surprising to you about starting your path in CCS? Is there an achievement or contribution in this field before the Pandemic that you are most proud of? Is there any particular moment or memory that stands out for you?</i>
The challenges I have faced during the Pandemic. How did I overcome them in terms of innovation and creativity	<i>Have the CCS business you were involved in on your position (self-employed, employee of SME or NGO) experienced any challenges during the Pandemic? How did you overcome these challenges? How pandemic has influenced innovation and creativity in your job? What kind of innovative solutions in your work in CCS have you or your organisation implemented during COVID-19?</i>
Any lessons learnt from the Pandemic?	<i>What I have learnt from the challenges the pandemic has caused?</i>
One quote from the interviewee*	
<i>*This quote should focus on the challenges/innovative solutions/lessons learnt from the pandemic</i>	
Volunteering in CCS? (It is not compulsory to answer, if no volunteers have been involved)	<i>Have any volunteers been involved in your CCS business, especially during the Pandemic? What advantages did your business get from involving volunteers?</i>
My future plans	<i>What are your plans and aspirations for the future? Do you see any perspectives for further developments in your career?</i>
My tips for those who wish to work in CCS	<i>What would you suggest to people who would like to work in CCS? Any tips?</i>
Do you want to add any more information you were not asked above?	
Self-reflection questions	<i>See instruction below</i>
The partner, developed the good practice	<i>At the end of the developed article on good practice , add the sentence “This good practice story is prepared by {partner organization}”</i>

Important! It is suggested to have 2-3 photos in the story. The place of the photos could be chosen in accordance with the content and photos.

Tips for the photos

- The background colour and the person's clothes colour shouldn't be similar;
- The person's eyes shouldn't be closed;
- The person should be asked to look into the camera;
- The person shouldn't be shown touching his face/hair in the photograph.

Self-reflection questions (to be added at the bottom of the story. Example is provided below, you can use it and modify for the content of the story)

- How reading about this story has inspired my career goals in CCS?
- What have I learned from this story?
- What I have learnt on how to overcome problems caused by unexpected situations, such as COVID-19 pandemic?
- How will I use what I have learned in the future?

7. The template for presentation of micro-learning modules based on the existing bottom-up solutions published in the EU and national web-sites during the Pandemics

The template for presentation of micro-learning modules based on the existing bottom-up solutions published in the EU and national web-sites during the Pandemics.

This template will be used for developing the micro-learning module, which has to be developed as an article with the text of 1-1.5 page, with the sequences provided in this template sheet. Please feel free to add some other information if necessary.

It is advisable that each partner makes the research in the EU and national web-sites dedicated to sharing best practice in CCS with bottom-up solutions, which were placed to the internet or other public sources (newspapers, magazines etc. ***during the period of the Pandemic (2020-2021)***). It is also suggested that each partner will find and describe at least one story outside the partnership countries. It is important to find out how the business have overcome some challenges appeared during the Pandemic using innovative ideas.

One of the Internet sources could be EC website Creatives Unite <https://creativesunite.eu>



Title:	<i>Short, attractive title of the proposed good practice/innovative solution/initiative</i>
Sector:	<i>Drop-down menu with the seven sectors (Music, Performing Arts, Visual Arts, Audio-visual Arts, Games & Multi-media, Design & Fashion, Artistic crafts)</i>
Type of business / employment:	<i>Self-employed, Small Medium Enterprise; NGO, Other</i>
Professional sector (in accordance with NOVA project’s sectors, see attached the sheet with the sectors’ distribution by partners)	
Country:	<i>Origin of the proposed practice. In case of an international cooperation – countries participated in the development.</i>
Creator(s) of the good practice in the source above	<i>Name and contact info of the organization/institution/person who created the good practice (if applicable)</i>
Source(s):	<i>A link to a website, social media or other Internet source where additional information about the practice could be found</i>
Description: What are the main achievements of the good practice before the Pandemic?	<i>Maximum 300-400 words description of the proposed good practice: when was created, main idea, aims, objectives, how long it has been used/implemented and the main achievements before the pandemic.</i>
Challenges faced during the pandemic, how were they overcome in terms of innovation and creativity	<i>Problems/obstacles faced during the pandemic. How were they overcome? How the pandemics influenced innovation and creativity in this case? What kind of innovative solutions were implemented during COVID-19?</i>
Innovativeness and success	<i>What are the conditions (institutional, economic, social, and environmental) that need to be in place for the good practice to be successfully implemented/replicated?</i>
Involvement of volunteers (if applicable):	<i>Were volunteers involved in this good practice?</i>
Questions for self-reflection	<i>Develop 2-3 question for self-reflection of this good practice. (each partner could decide what these questions could be; differ for each story/practice)</i>
Partner organisation that developed the micro-learning module	<i>At the end of the developed micro-learning module , add the sentence: “This micro-learning module is developed by {partner organization}”</i>
Place a license free picture reflecting the topic	

8. Partners’ responsibilities for developing good practice in the defined sectors of CCS

It is important to ensure at least 2-3 stories in each of the seven selected by project NOVA sectors of CCS are presented in both A2 and A3. The partnership agreed for the following distribution of the sectors for both O1-A2 Developing the "E-Collection of Good Practices" on the basis of storytelling (20 stories; 4 per country, for LT: SIF-2 stories and BKC-2 stories))-co-lead CESIE, IT and O1/A3 Developing the E-Directory of existing in EU good practices for innovative solutions in CCS (20 stories; 4 per country, for LT - SIF-2 stories and BKC-2 stories)-co-lead K&C, BG.

Arts Sector	Partner/planned and suggested
Music	BKC- LT, CPIP- RO, CSI-CY
Performing arts	SIF-LT, K&C-BG, CPIP-RO
Visual arts	CSI, CESIE-IT
Audio-visual Arts	K&C, CPIP, CESIE
Games & Multi-media	SIF, K&C, CSI
Design & Fashion	CPIP, CSI, CESIE
Artistic crafts	BKC, K&C, CESIE.

9.Template “Protection of participants’ personal data, consents from the interviewed persons”

In order to protect the personal data of each of the interviewed person for O1-A2 , the Nova project has developed the Consent form (see Annex 1). Each partner has to ensure that the Consent form is provided to the Coordinator SIF before the placing the success stories to the project’s web-site.



Annex 1.

*Release for the processing of personal data and use of the image/video within the
NOVA project.*

The SIF (project coordinator), CESIE (project partner), CPIP (project partner), K&C (project partner), CSI (project partner) and BKC (project partner) hereinafter referred to as the Partnership, are informing you about your personal data policy.

! The legal basis for the processing of personal data is Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data ("GDPR").

Giving your consent demonstrates that the Flipped studio “Successful Innovator” - NOVA partnership can use, directly or through third parties, publish and disseminate the images/videos depicting the undersigned; and audio recordings collected during the Project in different formats (for example web, radio, media, publications, etc.). Please note that your consent is aligned to disseminating the activities of the project and its results.

✓ The undersigned [name surname] interviewed by [partner organisation name] having acknowledged the publication/use of the aforementioned images in the above-described formats, declares to have nothing to pretend towards the Consortium.

The right to use the images, photographs, recordings as specified above is to be understood free of charge with express renunciation of any and all claims in this regard.

With this authorization the undersigned frees the NOVA partnership from any responsibility regarding any improper duplication and from possible improper use that private individuals could make of the images published.

He/She also confirms that he/she is aware of and has been informed about the rights regarding the protection of personal data recognized by the parties concerned by GDPR.

The manager of the processing of the collected data is SIF, Savanoriu pr. 1, Kaunas LT-44255, Lithuania. For any questions regarding data protection rights, you can contact the Partnership at any time by writing to Daiva Damuleviciene: ddamuleviciene1@gmail.com.

Providing your data is voluntary, but extremely valuable for the good implementation of the Flipped studio “Successful Innovator” (NOVA project) in the EU and participating countries.

Date and place:

Signature: