

## O3-A2 The Competence and skills Matrix

Specific competence: <b>Understanding of main components of innovations in CCS</b>	
<b><u>Definition:</u></b>	
A good level of this competence increases abilities for analysing the spectrum of innovation in culture and creative sectors of the economy (CCS) such as Music, Performing Arts, Visual Arts, Audio-Visual Arts, Games and Multi-media, Design & Fashion, Artistic Crafts. This competence reinforces the capacity to learn from the good innovative practices in CCS that emerged during the COVID-19, understand the challenges that COVID-19 brought to CCS as well as realise the wide range of innovative solutions which could benefit for re-enforcing of CCS. Having this competence means capability as well to analyse the successful practices from the point of the importance of using the digital technology and understand that it is opening the door to many future innovations in CCS. Thus, this competence refers to the creative capacity to search for, recognise and store new and innovative ideas, benefit from them and act upon opportunities presented in innovative solutions in CCS.	
No.	Name of soft skill corresponding to the Competence
1.	Identifying opportunities for innovation ideas in the Culture Creative Sectors of economy during the Pandemic
2.	Creative analysing the innovation solutions in the Music sector
3.	Creative analysing the innovation solutions in the Performing Arts sector
4.	Creative analysing the innovation solutions in the Visual Arts sector
5.	Creative analysing the innovation solutions in the Audio-visual Arts sector
6.	Creative analysing the innovation solutions in the Games & Multi-media sector
7.	Creative analysing the innovation solutions in the Design & Fashion sector
8.	Creative analysing the innovation solutions in the Artistic Crafts sector
<b>Basic competence: Culture awareness and expression</b>	



**Definition:**

A good level of this competence helps you to develop and express your own ideas within cultural and creative contexts, thus, creates a basis to be a successful innovator in the cultural and creative sectors of the economy, especially during the COVID-19 pandemic outbreak. This competence increases your understanding of how ideas and meaning are creatively expressed and communicated in different cultures. Having this competence helps you to use different ways of communicating ideas, both as an individual and collectively in a team, with the respect for diversity in cultural expressions of them, especially during the COVID-19 pandemic outbreak. It also includes the developing your ethical and responsible approach to intellectual and cultural ownership of the ideas.

No.	Name of soft skill corresponding to the Competence
1.	Expressing, interpreting and developing ideas with empathy in the range of the forms within cultural and creative contexts
2.	Understanding how your ideas in CCS can correspond to the different cultures
3.	Understanding the different ways of communicating the innovative ideas in CCS both as an individual and collectively in a team
4.	Ethical respect for diversity in cultural and artistic expressions of creative ideas
5.	Showing the responsibility towards intellectual and cultural ownership in CCS

**Basic competence: *Digital***

**Definition:**

A good level of Digital competence creates abilities to use digital technologies for developing and implementing innovative ideas in CCS. It increases as well capacity to use the internet search for discovering new opportunities safely, to pitch innovative ideas in CCS digitally, to make attractive digital presentations, to use the social media opportunities for the marketing of the innovative ideas in CCS and communicating with the followers during COVID-19 pandemics and in the future.

No.	Name of soft skill corresponding to the Competence
1.	Understanding the benefits of using digital technologies for creating, presenting and implementing the innovation ideas in CCS
2.	Using internet search for discovering the new opportunities in CCS safely
3.	Awareness of the possibility to express ideas using digital presentations and animations
4.	Using different digital platforms, tools for collaboration and communication, social media especially within the period of limitation of face-to-face activities, like COVID-19
5.	Understanding of limitations and risks of the digital sphere



### **Basic competence- Entrepreneurship**

**Definition:**

A good level of this competence helps to start or run a business in CCS successfully. Having this competence increases abilities to develop innovative ideas in the business creatively by bringing a new and innovative product or service to market as well as evaluate the problems and risks which have to be overcome especially considering the COVID-19 pandemic situation. By strengthening the ability to start a new business in CCS, improving working life, being a proactive citizen and consequently coping with the socio-economic challenges that the world is facing during the pandemic, learners will become an active part of society.

No.	Name of soft skill corresponding to the Competence
1.	Understanding of the core business principles and steps to be followed when creating and managing a business in CCS
2.	Creativity in developing innovative ideas in the CCS business
3.	Critical thinking and looking at business ideas from different perspectives
4.	Problem-solving while implementing the CCS business idea
5.	Coping with uncertainty, ambiguity and risk in business

### **Specific competence: Realising your innovative ideas in CCS**

**Definition:**

Good level of this competence enables to make actions by specifying innovative idea in CCS as self-employed, employee or volunteer and presenting it in the digital visualization form. Having this competence increases capacity to understand one’s strengths and weaknesses and realise how involvement in the CCS could benefit life, even during critical situations, like the COVID-19 pandemic. This competence develops as well capacity to visualize and present minds, ideas and the future steps as memorable picture using Google Jamboard, which is a modern digital visual thinking tool. Having this capacity to develop and present visually the mind-map is very important step to proceed with innovation ideas successfully as Albert Einstein said: “If I can’t picture it, I can’t understand it.”

No.	Name of soft skill corresponding to the Competence
1.	Understanding the strengths and weaknesses in implementing innovation ideas in CCS
2.	Understanding the success factors as well as threats that can influence the implementation of the innovation idea in CCS
3.	Awareness on visual thinking tool Google Jamboard to develop and express innovative ideas in CCS
4.	Presenting visually a mind-map of innovation ideas and future plans using the Google Jamboard