

Call	Cooperation Partnerships in the field of Education & Training
Programme	Erasmus +
Action	KA220-VET - Cooperation partnerships in vocational education and training
Opening date	25 November 2021
Deadline	23 March 2022 17:00 Brussels time
Expected outcome	<ul style="list-style-type: none"> • Increasing quality in the work, activities and practices of organizations and institutions involved, opening up to new actors, not naturally included within one sector; • Building capacity of organizations to work transnationally and across sectors; • Addressing common needs and priorities in the fields of education, training, youth and sport; • Enabling transformation and change (at individual, organizational or sectoral level), leading to improvements and new approaches, in proportion to the context of each organization.
Scope	<p>The primary goal of Cooperation Partnerships is to allow organizations to increase the quality and relevance of their activities, to develop and reinforce their networks of partners, to increase their capacity to operate jointly at transnational level, boosting internationalization of their activities and through exchanging or developing new practices and methods as well as sharing and confronting ideas. They aim to support the development, transfer and/or implementation of innovative practices as well as the implementation of joint initiatives promoting cooperation, peer learning and exchanges of experience at European level. Results should be reusable, transferable, up-scalable and, if possible, have a strong transdisciplinary dimension.</p> <p>Selected projects will be expected to share the results of their activities at local, regional, national level and transnational level.</p> <p>Cooperation Partnerships are anchored to the priorities and policy frameworks of each Erasmus+ sector, both at European and national level, while aiming at producing incentives for cross-sectoral and horizontal cooperation in thematic areas.</p> <p>Depending on the field of the project proposed or on the type of applicant, Cooperation Partnerships are managed either by the National Agencies or by the European Education and Culture Executive Agency (EACEA). For more information in this respect, please refer to the section “where to apply” under the ELIGIBILITY CRITERIA.</p>
Link to the call	Link
Cross-cutting priorities	
Destination	

Documents	New application form — <i>call-specific application form is available in the Submission System</i> Standard application form
Additional documents	Erasmus + Programme Guide EU Financial Regulation Rules for Legal Entity Validation, LEAR Appointment and Financial Capacity Assessment EU Grants AGA — Annotated Model Grant Agreement Funding & Tenders Portal Online Manual Funding & Tenders Portal Terms and Conditions Funding & Tenders Portal Privacy Statement
Supporting provisions	Online Manual Funding & Tenders Portal FAQ Research Enquiry Service Enterprise Europe Network IT Helpdesk European IPR Helpdesk CEN-CENELEC Research Helpdesk and ETSI Research Helpdesk The European Charter for Researchers and the Code of Conduct for their recruitment Partner Search Services

Concept note	
<p>Museo Futuro – Europe Rethinking Museums and their collections through an interdisciplinary (per)formative itinerary for cultural operators and young professionals</p> <p>Museo Futuro Europe is a project aimed at harnessing the full potential of non-formal education, culture and humanities, to equip cultural workers and diverse young professionals, with a range of competences, such as creativity, critical thinking, problem-solving and resilience, as well as digital competences, which will empower them to address current and future large-scale societal and environmental challenges traversing our European community.</p> <p>This will be achieved through Museums, the latter considered not just as collectors of knowledge and place of culture, but as producers of new contents and facilitators of future competences. Indeed, through virtual (per)formative residencies, the project aims at establishing an effective-for-all triangulation among Museums, museum professionals and young professionals, with the idea of remixing the capital of the museums with the participants’ abilities, creating new competences and new curatorial contents for the audience of the museums, starting from capital itself. It will be done through the methodology of Museo Futuro, already prototyped on Museo Madre by Metalab.</p> <p>The project so intends to bring together cohorts of learners and job seekers in direct collaboration with communities of practice in the arts, museology, curatorship, culture, design, science, and research, to create long-term creative partnerships as drivers for job creation, economic growth, improved social cohesion, as well as to actively recentering the role of Museums in development of new communities of interdisciplinary change-makers for our future societies.</p>	

WP1 MANAGEMENT

The overall objective of WP1 is to organise all project activities in order for the project to be delivered under the proposed timeline, adhering to high-quality standards and within the budgetary limits set in this proposal. The specific objectives of this WP are:

- to organise the project's tasks, outlining clearly team roles, resources, and explaining how to achieve the relevant milestones;
- to prepare the communication guidelines under which the project team will receive clear communication procedures, both with internal and external members involved in the project, by means of a **Communication Plan**;
- to draft an actionable **Risk Management Plan**, which will serve as a guide in case the project faces a viable risk, but importantly to outline all possible risks and mitigation plans, thus avoiding this unlikely occurrence during the project duration;
- to prepare the project's financial guidelines, which will set out clearly the financial rules of the Grant Agreement, and importantly outline budgetary limits, and reporting periods, thus achieving an effective financial management of the project, by means of a **Risk Management Plan**;
- to organise proactively the reporting strategy by delivering the relevant **Reporting Templates**, and provide the interim and final reports to the European Commission according to the set deadlines in the Grant Agreement -to draft a highly proactive Quality Assurance Strategy which will ensure the highest level of quality of the project deliverables in a timely manner, justified by delivering a **Quality Assurance Plan**;

WP2 ANALYSIS

The overall goal of this WP will be to apply primary data collection tools which will help to collect data on the current methodologies and practices used in the Museum Sector for education to cultural operators, education to young professionals, engagement to Museums' collections, and co-creation practices of rethinking the Museums. The aim is to develop tailored made questionnaires, host focus groups, and apply desk research in order to create a mapping of the current state of affairs in the cultural heritage sector, with the participation of representatives of all CH stakeholders. The consortium is highly interested to reveal the challenges in the current mode of communication between museums and cultural heritage sites. Primary research will also reveal the current needs for the digitalization of the Museum's collections and digital community engagement practices.

WP3 LEARNING METHODOLOGY DEVELOPMENT

Partners will design, discuss and develop the learning methodology by adopting a systematic design-based approach. Building on the existing Metalab *Museo Futuro* Model, they will manage a cycling iterative process of

- designing a model of a 4-week virtual (per)formative residency, including goals, outcomes and tools;
- testing how well it works as deployed through the virtual platform (WP4) and by practitioners;
- collecting feedback;
- then making improvements and refining the model.

The full cycle will be completed four times throughout the project, one per Museum. This process is intended to ultimately:

- be participated and compliant with a co-creation approach, with partners and practitioners (museum operators, researchers, artists and young professionals) all interacting to make the overall model fit for purpose and coherent and consistent with their needs and expectations, as well as with project goals;
- improve feasibility, usability, flexibility, acceptance and quality of the (per)formative

virtual residency model as arising from authentic practice, and have it tested within a real environment replete with complexities, unforeseen events and practitioner-centred dynamics;

- encourage exploitation and transferability of the model to other Museums, including the Museum Next Network.

Far from being a just replacement of the physical *Museo Futuro* Model, the novel model is expected to go through a digital innovation process in terms of format and duration, interaction, collection remix, collaboration modes and tools, audience development, as well as contents and topics.

The first and the final version of the learning methodology will be both evaluated and validated through a one-day virtual focus group joined by at least 3 stakeholders per country, among museum operators, researchers, artists and creatives, teachers, trainers and educators, youth representatives, others deemed relevant at local/national level.

A set of assessment and recording tools will be adopted, so as to keep track of feedback, findings and outcomes, and improvements in terms of skills and competences developed, change in their mindset and museum future education and career plans, networks, interactions and opportunities resulting from their active participation in the project. Especially, Materahub will transfer to the partnership learning and co-creation assessment tools, piloted and evaluated in several Erasmus+ projects and Horizon 2020 projects.

WP4 VIRTUAL PLATFORM

Partners will manage the creation of a virtual platform in order to facilitate the creation of a community of practice for museum operators, young professionals, art workers and researchers, around Museums, meaning the latter as hubs of new competences and skills to manage the future. The virtual platform will operate as a safe space where they can connect in their own terms, deal with issues that are important to them, especially by getting closer to activism as a form of art-led participation and professionalism that allows them to raise their/public awareness about contemporary and future European issues and challenges, then proposing collective solutions and further actions. c) a long-lasting and forward-looking museum's people community that will be invited to and engaged in other EU-funded initiatives (Erasmus+, Solidarity Corps, H2020 and Horizon Europe).

Moreover, partners will operate in order to provide a XR environment where collecting the outputs of the virtual (per)formative residencies as a tool to innovating the existing concept of collaborating and exposing virtually.

The underpinning strategy of the project is rethinking the experience offered through the learning approaches to museum for internal operators and young professionals, with the aim to enable more collaborative and interactive social-learning experiences. The virtual arrangement is expected to enhance opportunities for the community of museum operators, researchers, artists, young professionals, and other stakeholders interested in joining the initiative, to get together and exchange value.

The platform will so offer the following services:

- repository of resources, video, materials, tools and documents useful to live and experience the virtual (per)formative residency, including news and announcements regarding the specific residencies' topics;
- a direct link to a virtual reality platform (Mozilla Hubs or New Art City) customized as needed to host the residencies outputs;
- live interaction with the tutors attending and the residency;
- live interaction and engagement tools with the participants.

WP5 MUSEO FUTURO ON THE MOVE

In compliance with the iterative methodological approach of *Museo Futuro*, partners will organize four 4-week virtual (per)formative residencies. Iterations will be one-of-a-kind, each linked to a topic emerged directly by the characteristics of the Museum's collection, and managed at each country level. Before starting, a Strategic Agenda will be organized by partners and their stakeholders, setting out the priorities that will steer the work of the virtual (per)formative residencies and providing guidance for selecting the participants to each residency, while inspiring communication and dissemination activities.

This feedback loop will allow to adapt and improve the methodology, the proposed formative model, and the virtual platform over the course of the project based on early feedback and users' experiences. This approach will let the partnership learn by doing; especially, it will provide the opportunity to make the output ready to respond to Museum, operators and young professionals' challenges.

Each iteration will foresee an open call to select participants in the Museum's country/city. The museum partner's operators, alongside Metalab, will join a group of 12 participants per country, and together will develop and promote a collaborative interdisciplinary curatorial project during the 4-week virtual (per)formative residency.

In each iteration, museum professionals will be invited to develop the creative proposal by acknowledging inputs and feedback of both the participants and the previous iterations. Professionals participating in the first iteration will meet with the players who will participate in the second one, and so on. At the end of the process, they will have a plenary meeting to share and exchange their experiences, takeaways, suggestions and practices.

Participation and informal learning will be encouraged through:

- live streaming, with researchers and artists that will go live, and young people from all over Europe will tune in to watch their work. These will allow makers to instantly share their complete unedited creative processes, and will give young viewers a front-row seat to watch, contribute through actionable feedback, and learn from the reality of creative work and all its mistakes, blurs, and iteration;

- the results of the (per)formative residencies will be presented during national physical open events (that will go live streaming on the Virtual Platform) and will be joined by other art and museum workers and researchers, academics and representatives of education, local artists and creatives;
- open discussion (virtual sessions) among researchers, creative professionals and youth will provide the opportunity to dig into specific aspects of the artistic/scientific work, the process, underpinning concepts of the virtual residency, thus opening up a new learning chance;
- micro-mentoring formally and informally taking place between makers and young Europeans, and within the youth cohort as a whole (through cross-generational exchanges and inspiring behaviours), so that to have young practitioners inspiring young students and jobseekers with their future education and career plans.

WP6 CO-CREATIVE HANDBOOK

The overall objective of WP6 is to sum up the methodology refined during the residencies into a Handbook, and design the latter co-creatively with participants, during a on-site session in one of the Museum Partners. The aim is both having a presential session together partners and participants to review the entire experience, and producing together a final document of the project.

At the same time, the consortium's aim is to making available both the methodology and the experience itself, in order to be scale to other contexts and Museums.

WP7 DISSEMINATION

The overall objective of WP7 is to disseminate, communicate and create awareness to relevant and

interested stakeholders to the project. It will be promoted the dissemination of the results and findings of the project, both virtually and physically.

The dissemination will be conducted with sessions open to the public. On the same line, one of the partners will host also a project closing event, aimed at further promoting and enriching the dissemination & further exploitation of the results of *Museo Futuro*. The partners will also promote the dissemination of the residencies' outputs through both the Virtual Environment dedicated. In addition, the project will be disseminated also through the Co-created Handbook (WP6).

The specific objectives of this WP are:

- to inform and engage all key stakeholders and target groups of the project (museum professionals, policy-makers, EU public officers, industry and business representatives, academics/researchers from EU universities, and the general public), actively involved from the start of the project, in order to create awareness and to receive feedback from them so as to maximise the impact of the project activities and results;
- to disseminate and communicate all the project's announcements, updates and results;
- to establish an open policy dialogue between museums, , policy makers, researchers, communities and general audience;
- to announce and promote project events, contributing to having a large number of participants and engagement potential;
- to ensure a strong online and social media presence for the project and its activities.

Consortium	
Applicant	Materahub - Management
Partners involved	
Partners we are looking for	