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SUPPORTING, MOBILIZING & EMPOWERING  
CREATIVE AND CULTURAL INDUSTRY  
ENTREPRENEURS AND EDUCATORS  
TOWARDS SOCIAL CHANGE

## WHAT IS THE PROJECT ABOUT?

Do you love culture? Do you like going to the theatre, a concert or an exhibition?  
And are you also convinced that learning never stops?

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Do you say yes to lifelong learning?

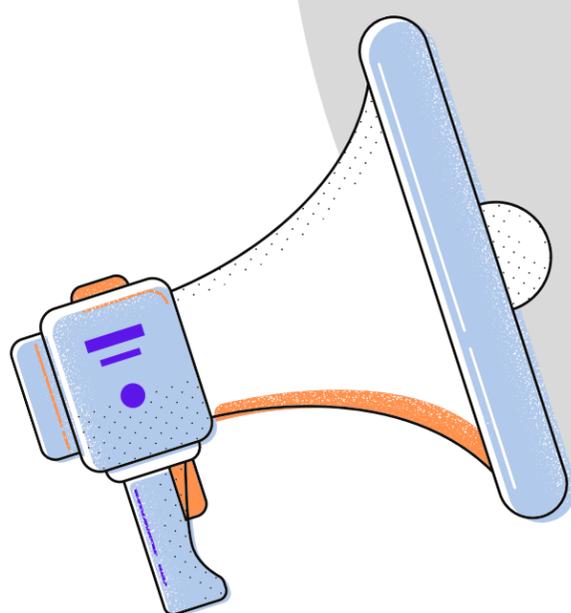
Are you wondering what these two topics have to do with each other?

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Well, the CENTAUR project aims to bring together artists and trainers in adult education.

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A win-win situation, an enrichment of adult education, which we want to support through the use of appealing digital tools!





## CENTAUR

Supporting, Mobilizing, and Empowering Creative and Cultural Industry Entrepreneurs and Educators towards Social Change

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Centaur is a highly innovative 24-month project, funded by the Erasmus+ programme of the European Union, and has been designed to actively support people pertaining to the Creative Arts Sector and the Adult Education Sector.

The project is totally in line and aligned with the EU Commission priority for “a Europe fit for the digital age: empowering people with a new generation of technologies”, the future work plan of the New European Agenda for Culture and the future work plan on “an ecosystem supporting artists, cultural and creative professionals and European content”, as well as with the objectives of initiatives like Creative Europe.





## CENTAUR's Intellectual Outputs

### Needs identification, user requirements and exercises development Framework.

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I01 refers to the research that will be implemented to develop a Framework for the identification of needs and requirements of the target groups of the platform (entrepreneurs active in the creative arts sector, educators and adults), as well as for the development of the exercises that the platform will contain.

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### Needs identification, user requirements and exercises development Framework.

I02 will be an online platform that will be used as virtual learning, teaching, and networking environment where users will be able to find the online modules, participate in learning activities, network, and communicate with other users.

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### Guidelines (Manual) for trainers in adult education.

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The e-book manual will provide trainers in adult education and professionals in the creative arts sector with separate chapters on creativity assessment, training, online collaboration, EU standards, and the capabilities of the platform.

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### Self-assessment tool.

I04 refers to the design and development of an online questionnaire, which will help to identify and assess the creative strength, interests, challenges and earlier experience of adults. This tool will facilitate the use of the platform by the target groups, by proposing the right exercises, tools and creative areas for each user from a pool (collection) of practices and exercises.

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### Guidelines (Manual) for trainers in adult education.

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I05 concerns the development of a collection (data-base) of practical, culture-sensitive and easy-to-implement practices and exercises, that can be used in the awareness-raising of the benefits of creativity and the development of creativity aided by experts in that field.

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### Engaging flexible tools for exercises.

I06 will be a set of engaging flexible tools based on modern Graphical User Interface such as Anime and/or Avatars that will implement specific exercises. It is addressed to the trainees using the audio-visual language, with which they are familiar, aiming at increasing the level of engagement.

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## OBJECTIVES

-  To support, mobilize and empower entrepreneurs (organizations and individuals), active in the creative arts sector, to develop online collaboration and sustainable networks for sharing their knowledge with trainers and adult learners.
-  To support, mobilize and empower educators to use online collaboration and tools for raising awareness of the benefits of teaching and creative activities, especially in the EU cultural tradition, including music, performing arts.
-  To raise interest and offer skills in adults, to develop their creativity in constructive ways and in support of inclusion, especially of migrants and other marginalized groups.



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