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PRESS RELEASE

Launch of CENTAUR - Supporting, mobilizing, and empowering creative and cultural industry entrepreneurs and educators towards social change

CENTAUR - Supporting, mobilizing, and empowering creative and cultural industry entrepreneurs and educators towards social change is a highly innovative 24-month project, funded by the Erasmus+ programme of the European Union, started on the 1st of March 2021 and estimated to be completed on 28th of February 2023.

The consortium of the project consists of 5 partners (BLICKPUNKT IDENTITÄT, DUALE HOCHSCHULE BADEN-WÜRTTEMBERG, WISEFOUR LTD, LISTAHASKOLI ISLANDS, AKADIMAIKO DIADIKTYO), which cover all areas of expertise necessary to achieve the objectives and activities of the project, from 5 different countries (Austria, Germany, Cyprus, Iceland, Greece).

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.

The aim of the CENTAUR project is to bring together artists and trainers in adult education. We are convinced that artists in particular, because of the training they have received and the path they have taken in life, have many methods at their disposal that can be very interesting and helpful for many course participants in the field of adult education.

The project's main result upon its completion will be an open, freely accessible, attractive, modern and barrier-free creativity building platform; those active in the creative field, and in the performing and visual arts, underemployed during the COVID-19 pandemic, and educators working with adult learners at a regular basis, will be the primary target group, while those adult learners (clients) themselves, the secondary.

The Intellectual Outputs (IOs), which will be produced during the lifetime of the project are the following:

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IO1: Needs identification, user requirements and exercises development Framework

IO1 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.

IO2: Online eLearning and networking platform

IO2 will be an online platform that will be used as a 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.

IO3: Guidelines (Manual) for trainers in adult education

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

IO4: Self - assessment tool

IO4 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.

IO5: Collection of practices and exercises

IO5 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.

IO6: Engaging flexible tools for exercises

IO6 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.

ENDS

For more information about CENTAUR, please visit: www.centaur-project.eu

Social Media

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