

PARTNER SEARCH – CREATIVE EUROPE

MAPPE – Urban Routes	
Programme	Creative Europe – Culture Sub-programme
Call	SUPPORT FOR EUROPEAN COOPERATION PROJECTS – LARGE SCALE PROJECT
Applicant	Municipality of Catania (Sicily – Italy) is looking for partners for the project "Mappe Urban Routes". Partners already involved in the project: - Zo Associazione Culturale (Catane, Italy) <u>http://www.zoculture.it/index.php</u> - Zinch La Friche belle de Mai (Marseille, France) <u>http://www.lafriche.org/</u> - Foundation Temi Zammit (La Valletta, Malta) <u>http://www.ftz.org.mt/</u>
Description of the project	"Mappe Urban Routes" is an interdisciplinary project, a cultural festival that will be developed in three different European cities during a total period of 2 years. The project aims to stimulate a deep reflection on the contemporary city, where the urban core becomes object of investigation and cultural resource. The project aims to encourage an exchange relationship with the territory, drawing fruitful signs in the body of the city: in each land there are invisible paths which can be read as a score, hidden paths that cross and symbolize a story, a life.
	A section of the project deals with museums. The aim is to modernize museums in partner cities through new technologies and public interactivity, finding innovative ways of using, presenting and analyzing objects and documentation, cultural collections and cultural heritage sites. Visitors will not to be just passive learners but they will have the possibility to use their creativity admiring artifacts and pieces of art.
Objectives	 Promotion of meetings, dialogues and experience exchanges between artists from different European countries with the aim to create original and multidisciplinary artistic works and productions. Exchanging experiences between young European artists and established artists both in Europe and in other countries in the world.
	3 . Facilitating the access to culture, public education and training of new audiences.
	4. Making partner cities accessible places for experimentation and for artistic production. Museums, cultural heritages, historical buildings of partner cities will be valorized and connected with similar cultural goods of the project partner cities. New digital technologies will be used to create these connections between partners.
	5. Sensitize policy makers responsible for cultural policies and for the process of integration between culture, society and environment towards the use of new dialogue methods, discussions and actions with the aim to develop an active and participative community.
	6. Increasing cultural, artistic and expressive production, both at local and European level, through the increase in quality production. Besides, the aim of the project is to use new technologies both as creative asset and facilitation tool to allow the audience to access culture and arts.



Actions

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1. Activities oriented to education, training and facilitation to cultural access.

The activity will take place during the winter months (November / March)

° Six Workshops on performing arts, music, audiovisual, visual arts, writings. Each workshop will include the participation of 12 young European artists selected by partner organizations, and will be chaired by an important international artist. The result will be an original artistic work that will be presented during the cultural and creative public event at the end of the Project.

° "Walks/workshops" and guided tours to the cities and laboratories of "active citizenship" on the key themes of the project. Workshops will be led by artists, sociologists, anthropologists, urban planners, historians, philosophers, museum curators. These tours will involve a specific target audience that will have the opportunity to increase knowledge and awareness about history, heritage, and culture of the community. One of the outcomes of the "walks/workshops" action will be the realization of a specific multi-language schedule on cities involved in the project and the creation of digital and multimedia products, as augmented reality applications, animations, and virtual reconstructions.

2. Activities aimed to create artistic and cultural actions and entertainment.

Artistic and cultural activities of Mappe | Urban Routes will be developed in different "sitespecific" venues and places. Activities will take place in the city of Catania and in two symbolic places chosen in two other cities partners of the project. Some important museums, historical buildings, courtyards and squares will be used in a singular and original way by the artists. Activities will be divided into several sections (summer time):

° Caminanti (May) – artistic paths crossing the urban area

° Lontani Urbani (June) - Digging in the memory of the city to track down the "pre-texts" of new paths of meaning

° Mappe Sonore (July / August) - maps of contemporary sounds

° La città sensibile (September) - a focus on perceptive and physical aspects of the spaces and of the urban phenomena.

3. Activities aimed to the theoretical reflection on the city and on the urban imaginary. Activities in Catania and in European partner cities (winter time):

° Spazio aperto/Open Space - it is possible to re-design the body of the city as a place of multiple identities. Aiming to redefine the city in its own complexity, this section of the project hosts open discussions on the theme of contemporary city.

° Diari di viaggio/Travelogues - The story of artists deeply related with the city, here offering sources, excerpts, quotes and insights in a symbolic exchange that gives to the public a more intense participation to the topic.

4. Activities involving museums and organizations/public bodies dealing with museums.

° "Animated Paths", testing innovative approaches with the audience, where creativity and fantasy are used to live a new way of visiting museums and to get in touch with museum operators, with the Department of Culture of the Municipality or with cultural



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	associations.
	° Making videos which describe the cultural heritage of partner cities.
	° Creating a European museum web platform that connects different museums which
	have in common historical subjects and artistic, painting and architectural affinities.
	° Installation of multi-touch displays in partner museums. Displays will be used for
	projecting interactive videos from partner museums through which visitors can learn some
	new information about arts, installations, performances, collections of the partner
	museum.
	ightarrow A comprehensive digital strategy will use technology not only for learning but also for
	marketing, e-philanthropy, revenue generation and digitization. There will exist a
	multimodal learning, both on line and in the galleries. High quality media, like images,
	videos, audio clips, augmented reality and animations will be necessary components of a
	digital strategy.
Beneficiaires	- Young European artists
	- Citizens of the European cities partner of the project
	- Policy-makers (public institutions, cultural institutions, cultural organizations, third sector
	associations) of the European cities involved in the project
	The activities may also include:
	- Groups of children in elementary and middle schools
	- Groups of old people living in the neighborhoods of the port area or in the suburbs and
	away from the sea.
	- Groups of boys and girls with disabilities
	- Groups of migrants of various ethnic groups
	- Groups of children and young people from 'frontier' schools
Partners sought	\rightarrow At this stage of the project the only partners sought for the partnership are museums
Call Deadline	and/or museum management Institutions. October 2015
Expression of	By 28 febuary 2015
interest	Write to Elena Granata – Municipality of Catania, Sicily
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