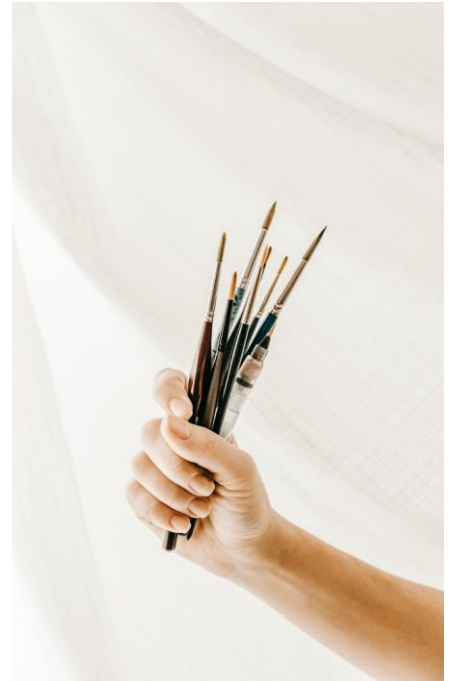




Welcome at the DiGiPORT Project's Newsletter

ABOUT THE PROJECT

The DiGiPORT project will aim to equip adult trainers and adult education organizations in order to enable them support CCS professionals and artists with developing the necessary digital and entrepreneurial skills that will allow them to ensure their sustainability and, also, to enhance their resilience towards similar challenges and crises. Moving onwards from the competences' development, the DiGiPORT project aims to develop and establish a pan- European online platform that will allow CCS professionals and artists to establish their own digital pop-up shops, through which they will be able to promote and disseminate their work and reach out to their target groups.



THE AIM OF THE PROJECT

The DiGiPORT project, recognizing the importance of CCS for the European and national economies and the significant challenges these sectors are facing due to the current Covid- 19 crisis along with the major opportunities emerging for the sector through the exploitation of state-of-the-art technologies and digitization, will aim to equip CCS professionals and artists with the necessary digital and entrepreneurial skills that will allow them to ensure their sustainability and, also, to enhance their resilience towards similar challenges and crises. Moving onwards from the competences' development, the DiGiPORT project aims to develop and establish a panEuropean online platform that will allow CCS professionals and artists to create their own digital pop-up shops, through which they will be able to promote and disseminate their work and reach out to their target groups in times when venue based and physical activities are impossible to be organized and implemented.



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HACKATHON RESULTS

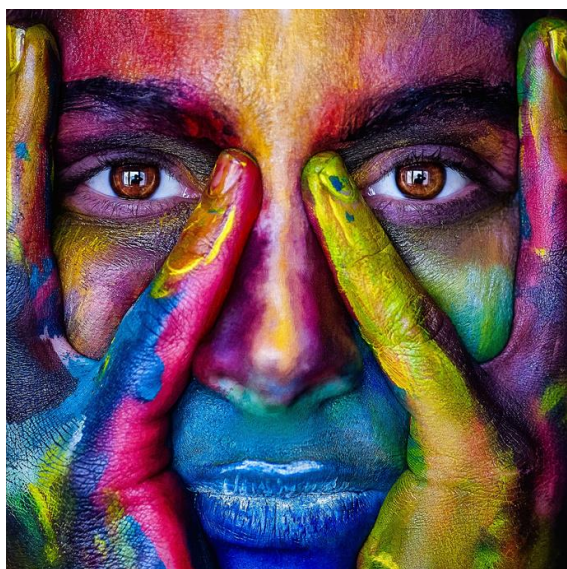
During the summer, the DiGiPort team faced the PR2 phase of the project:

-Finalizing the online platform with all contents and conducting the Creative Online Hackathon.

Each partner has led its own hackathon, physically and online, involving 30 individuals who were part of the CCS sector.

Some modules of the DiGiPort course - consisting of 14 lessons - have been illustrated and delivered according to the different interests and needs that emerged in each partner country. The hackathon phase saw artists participate in creating digital pop-up shops on the DiGiPort platform thanks to the help and supervision of at least two mentors.

The pop-up shops have allowed each artist to present their own practice and to upload a selection of the most significant artworks on the platform.



The DiGiPort platform has allowed more than two hundred artists to make themselves known and build their network of contacts, having the opportunity to show their creations online.



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HACKATHON RESULTS FROM EACH COUNTRY

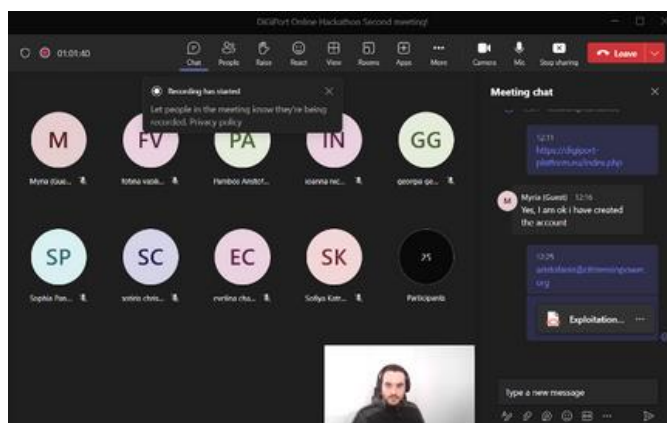
ANTIC: In June 2023, a rich moment of exchange and learning for all the participants of the DIGIPORT hackathon in the south-west of France.



FRAMEWORK: DiGiPort has been a great experience, full of intellectual and practical exchange between people willing to share their own knowledge about art.



CIP: We organized three online hackathon events to accommodate the great interest that was shown by the cultural and creative sector of Cyprus. It was simply lovely to be able to present our work to all these people and see their enthusiasm as they created their accounts and followed the platform's training course.



HEXAGONAL: Thanks to Digiport Mentors who have spent valuable hours with the artists during the Digiport Online Hackathon



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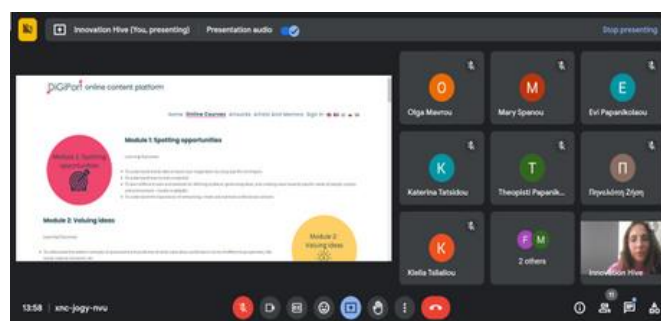
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HACKATHON RESULTS FROM EACH COUNTRY

BFE: Digiport Hackathon allowed many CCS professionals/artists to develop and enrich their skills in entrepreneurship and digital skills. It has been an exciting journey full of meetings, connection, sharing and growth.

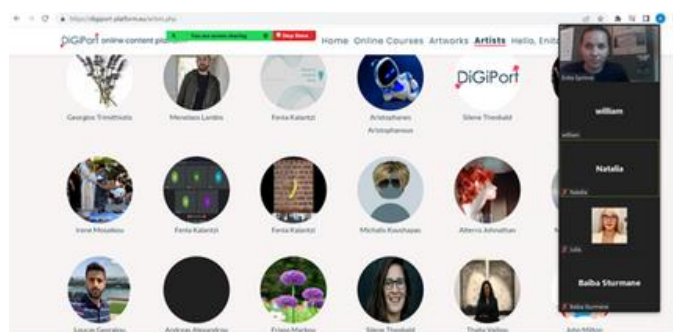


INNOVATION HIVE: The whole summer of 2023 was dedicated to the implementation of the DigiPort Hackathon. 3 workshops took place online and F2F to explain to participants the procedures and objectives of the Hackathon and of the project as a whole.



EUROSPEAK: We're thrilled to share the success of our recent hackathon event that took place over several sessions during the summer of 2023. In this event, we had the privilege of welcoming 30 enthusiastic professionals and artists from the CCS field, who joined us along with a dedicated team of experienced mentors, coaches, and industry experts.

This past summer, participants had the fantastic opportunity to be among the first to receive our innovative training modules. These modules were meticulously designed to enhance the digital and entrepreneurial skills of CCS professionals and artists. Whether you were a filmmaker, designer, writer, or any other type of CCS professional, we were excited to have you as a part of this transformative experience. Thank you for being a part of our successful summer hackathon event!



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CONCLUSION

Between June and July 2023, the international consortium led the hackathon phase in which each partner conducted activities to involve CCS (Cultural and Creative Sector) individuals and empower their digital skills. DiGiPort results, consisting of an online platform, an e-learning course with some quizzes and a pop-up shops channel devoted to artists' creations, allowed the target group to dive into the digital world and develop some new skills in the artistic field.

MEET THE TEAM

PROJECT'S COORDINATOR



PARTNERS



Фондация на бизнеса за образованието



ASSOCIATION HEXAGONALE

L'INNOVATION SOCIALE ET DE L'EDUCATION



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ANNEX

THE ITALIAN EXPERIENCE

Framework organized five meetings dedicated to the Cultural and Creative Sector in June 2023. These have deepened fundamental themes to implement entrepreneurial knowledge for artists and creatives. The meetings saw the collaboration of the association Ponte per l'Arte, consisting of a group of visual artists who work locally in Turin.

The lessons covered entrepreneurial skills, effective communication, finance, and marketing elements. Each event was attended by some experts who brought their knowledge and shared their professional experiences. The last appointment took place online to increase the target group's digital skills and allow the class to interact with the DiGiPort platform and create their own pop-up shops. The participation was enthusiastic, and we had the chance to learn about various artistic practices and get to know more than 30 artists.



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