Projects and Products Portal for Leonardo da Vinci

Compétences numériques pour les futurs métiers culturels/ e Skills for Future Cultural Jobs

2013-1-GR1-LEO05-13884

http://www.adam-europe.eu/adam/project/view.htm?prj=11211

Information sur le projet

Titre: Compétences numériques pour les futurs métiers culturels/ e Skills for Future Cultural Jobs

Code Projet: 2013-1-GR1-LEO05-13884

Année: 2013

Type de Projet: Projets de transfert d'innovation

Statut: Clôturé

Pays: EL-Grèce

Accroche marketing: Le secteur de la Culture est un des secteurs économiques européens qui a le mieux résisté aux pressions économiques. De plus l'emploi des jeunes est à un niveau plus important que dans les autres secteurs soulignant l'importance d'actions dans ce domaine.

L'utilisation des TIC pour partager l'héritage culturel est une demande de la société qui est soutenue par les décideurs politiques. Les systèmes de formation professionnels ont besoin de s'adapter et d'anticiper les opportunités d'emploi actuelles et futures pour les métiers de la Culture, car la demande va être forte dans les prochaines années.

La situation nécessite de renforcer l'adaptabilité des professionnels en leur proposant des formations adaptées. Le projet va élaborer un ensemble de 5 rôles professionnels qui seront accompagnés par des recommandations pour les organismes de formation dans le domaine culturel.

Résumé: eCult Skills investigated new and emerging jobs in this area in 6 countries (UK, SL, DE, FR, EL, PT), compared them and created national profiles, following the methodology developed in former LLP projects and applied them to the cultural sector.
The project analyzed the market needs, the existing trainings available for the different components and competences (objective 1), and defined a professional standard in the participating European countries (objective 2). To make qualifications and profiles more transparent, it refered the identified skills and competences - EQF and e-Competences Framework- e-CF. This approach leads to a better transparency and recognition of learning outcomes and qualifications through a transparent and adapted to market needs professional model (objective 3). As a consequence, employment of Culture professionals and their mobility across Europe will be reinforced. Training organizations have been advised on the content and skills that should be trained in the field of Culture through targeted dissemination activities that facilitated awareness and cooperation between stakeholders and the market (objective 4).

Description: The e-Cult Skills Project addressed the shortage of skilled professionals with ICT qualifications in the Cultural sector, a shortage that is due to its recent emergence.
As a result, the project developed European eCultural specialist profiles that are in compliance with the principles of the European meta-frameworks EQF/e-CF and ECVET as well as guidelines for developing/setting-up further vocational training measures for eCulture Jobs. The impact allowed for comparable skills sets for these professions of the future, which supports the European labor market and thus, the employability of professionals while at the same time contributing to one of the major challenges of Europe 2020.
The expected impact of the e-Cult Skills project, considering the different target groups was:
Impact of the project (by target groups):
1.VET organizations:
- Improved training offers for Culture jobs adapted to European market needs
- Reduced mismatch between trained competencies and competencies needed on the labor market
- Increased attractiveness of qualifications in the Culture sector
- More students, since modular training approach (with ECVET) makes further vocational training and lifelong learning in general more attractive to professionals

Information sur le projet

on the labor market.
2. Employers/organizations/companies operating in the Culture sector:
- More transparency of qualifications at European level
- Easier recruiting of appropriate staff
- Lower inhibitions to employ qualified professionals of other European member states
- Increased availability of skilled young professionals.
3. Workers in the Culture sector
- Increased employability through not yet wide-spread competences
- Increased mobility opportunities through a European approach.
- Motivation for improvement of own competences and participation in further vocational trainings.

Thèmes:
*** TIC
*** Enseignement supérieur
*** Orientation professionnelle
*** Formation continue
** Formation tout au long de la vie
** Formation ouverte et à distance

Sectors:
*** Enseignement
*** Arts, Spectacles et Activités Récréatives
** Information et Communication

Types de Produit:
Description de nouveaux métiers
Procédure pour l'analyse et le pronostic des besoins de la formation professionnelle
Programme/curriculum
Site Internet

Information sur le produit:

The Main innovative elements and outcomes foreseen by the development of eCult Skills project were:

1. Definition of a set of 5 European Role Profiles for jobs in the e-Cultural sector that are 1. Based on current job market needs; 2. Dealing with Internet/ mobile new technologies; 3. Focusing on ICT users; and 4. Focusing of innovation as a driver of economy and employment mapping knowledge, competences and skills aligned to the eCF/EQF.

During the kick off meeting of the project, the partners agreed on the following shortlist of five job roles, which were further investigated in the course of WP1 desk and field research:

1.1 (Interactive) Cultural community Managers (social web manager)
(Crowd sourced content manager)

1.2. Interactive cultural experience Manager (path building)

1.3. ICT ambassador/ mediator (Cultural ICT specialist)

1.4. Mentor/ e-Guide / Facilitator (somebody who shows people around and shows them how interactive devices are working)

1.5. Digital cultural asset manager

After the desk and field research carried out by the partners and a process of evaluation, the final
eCulture profiles are:

-Cultural ICT Consultant
-Cultural ICT Guide
-Digital Cultural Asset Manager
-Interactive Cultural Experience Developer
-Online Cultural Community Manager

Information sur le projet

	2. Guidelines for training institutions complying to the principles of the ECVET so that they can set up training offers in the field of e-Cultural professions accordingly.
Page Web du projet:	http://www.e-jobs-observatory.eu/focus_areas/e-culture

Contractant du projet

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Type d'organisation:	Université/école supérieure spécialisée/academie
Site Internet:	http://www.eap.gr

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Site internet:	

Coordinateur

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Pays/Région:	Upper Bavaria
Pays:	DE-Allemagne
Type d'organisation:	National Agency
Site Internet:	http://www.euproma.com

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Site internet:	http://www.euproma.com

Partenaire

Partner 1

Nom: KULTURNO IZOBRAŽEVALNO DRUSTVO KIBLA
Ville: Maribor
Pays/Région: Slovenija
Pays: SL-Slovénie
Type d'organisation: Autres
Site Internet: http://www.kibla.org

Partner 2

Nom: Mapa das Ideias, Edições de Publicações, Lda
Ville: Oeiras
Pays/Région: Lisboa
Pays: PT-Portugal
Type d'organisation: Autres
Site Internet: http://www.mapadasideias.pt

Partner 3

Nom: Maison de la Promotion Sociale
Ville: Artigues Près Bordeaux
Pays/Région: Aquitaine
Pays: FR-France
Type d'organisation: Autres
Site Internet: http://www.maisondelapromotionsociale.org

Partner 4

Nom: EUROPEAN MULTIMEDIA FORUM
Ville: Rochester
Pays/Région: Kent
Pays: UK-Royaume-Uni
Type d'organisation: Autres
Site Internet: http://www.emfs.eu

Données du projet

D2.3 Semantic Desription of Skills-Competences.pdf

http://www.adam-europe.eu/prj/11211/prj/D2.3%20%20Semantic%20Desription%20of%20Skills-Competences.pdf

D2.3 Semantic Desription of Skills-Competences

R10_European Specialist Profiles_DE.pdf

http://www.adam-europe.eu/prj/11211/prj/R10_European%20Specialist%20Profiles_DE.pdf

R10_European Specialist Profiles_German

R10_European Specialist Profiles_EL.pdf

http://www.adam-europe.eu/prj/11211/prj/R10_European%20Specialist%20Profiles_EL.pdf

R10_European Specialist Profiles_Greek

R10_European Specialist Profiles_FR.pdf

http://www.adam-europe.eu/prj/11211/prj/R10_European%20Specialist%20Profiles_FR.pdf

R10_European Specialist Profiles_French

R10_European Specialist Profiles_ PT.pdf

http://www.adam-europe.eu/prj/11211/prj/R10_European%20Specialist%20Profiles_%20PT.pdf

R10_European Specialist Profiles_ Portuguese

R10_European Specialist Profiles_SL.pdf

http://www.adam-europe.eu/prj/11211/prj/R10_European%20Specialist%20Profiles_SL.pdf

R10_European Specialist Profiles_Slovenian

R14.e-CultSkills__Postcard_DE.pdf

http://www.adam-europe.eu/prj/11211/prj/R14.e-CultSkills__Postcard_DE.pdf

R14.e-CultSkills__Postcard_DE

R14.e-CultSkills__Postcard_EL.pdf

http://www.adam-europe.eu/prj/11211/prj/R14.e-CultSkills__Postcard_EL.pdf

R14.e-CultSkills__Postcard_EL

R14.e-CultSkills__Postcard_EN.pdf

http://www.adam-europe.eu/prj/11211/prj/R14.e-CultSkills__Postcard_EN.pdf

R14.e-CultSkills__Postcard_EN

R14.e-CultSkills__Postcard_FR.pdf

http://www.adam-europe.eu/prj/11211/prj/R14.e-CultSkills__Postcard_FR.pdf

R14.e-CultSkills__Postcard_FR

R14.e-CultSkills__Postcard_PT.pdf

http://www.adam-europe.eu/prj/11211/prj/R14.e-CultSkills__Postcard_PT.pdf

R14.e-CultSkills__Postcard_PT

Données du projet

R14.e-CultSkills__Postcard_SI.pdf

http://www.adam-europe.eu/prj/11211/prj/R14.e-CultSkills__Postcard_SI.pdf

R14.e-CultSkills__Postcard_SI

R14.e-CultSkills_QRcode.pdf

http://www.adam-europe.eu/prj/11211/prj/R14.e-CultSkills_QRcode.pdf

R14.e-CultSkills_QRcode

R14.e-CultSkills_SlideShare_DE.pdf

http://www.adam-europe.eu/prj/11211/prj/R14.e-CultSkills_SlideShare_DE.pdf

R14.e-CultSkills_SlideShare_DE

R14.e-CultSkills_SlideShare_EL.pdf

http://www.adam-europe.eu/prj/11211/prj/R14.e-CultSkills_SlideShare_EL.pdf

R14.e-cultSkills_SlideShare_EL

R14.e-CultSkills_SlideShare_EN.pdf

http://www.adam-europe.eu/prj/11211/prj/R14.e-CultSkills_SlideShare_EN.pdf

R14.e-CultSkills_SlideShare_EN

R14.e-CultSkills_SlideShare_FR.pdf

http://www.adam-europe.eu/prj/11211/prj/R14.e-CultSkills_SlideShare_FR.pdf

R14.e-CultSkills_SlideShare_FR

R14.e-CultSkills_SlideShare_PT.pdf

http://www.adam-europe.eu/prj/11211/prj/R14.e-CultSkills_SlideShare_PT.pdf

R14.e-CultSkills_SlideShare_PT

R14.e-CultSkills_SlideShare_SI.pdf

http://www.adam-europe.eu/prj/11211/prj/R14.e-CultSkills_SlideShare_SI.pdf

R14.e-CultSkills_SlideShare_SI

R1 Improved methodology for the analysis of qualification profiles .pdf

http://www.adam-europe.eu/prj/11211/prj/R1%20Improved%20methodology%20for%20the%20analysis%20of%20qualification%20profiles%20.pdf

R1 Improved methodology for the analysis of qualification profiles

R2b & R3b Ident. of K, S, C needed in the e-cult sector & Trainings.pdf

http://www.adam-europe.eu/prj/11211/prj/R2b%20%26%20R3b%20Ident.%20of%20K%2C%20S%2C%20C%20needed%20in%20the%20e-cult%20sector%20%26%20Trainings.pdf

Identification of Knowldedge, Skills, Competences needed in the e-cult sector & Trainings availalbe in the EU

R7a_DAM_Pilot training course.pdf

http://www.adam-europe.eu/prj/11211/prj/R7a_DAM_Pilot%20training%20course.pdf

R7a_Digital Asset Manager_Pilot training course

Données du projet

R7_Training Guidelines for VET providers.pdf

http://www.adam-europe.eu/prj/11211/prj/R7_Training%20Guidelines%20for%20VET%20providers.pdf

R7 Training Guidelines for VET providers

R8_European Specialist Profile(s)_EN.pdf

http://www.adam-europe.eu/prj/11211/prj/R8_European%20Specialist%20Profile%28s%29_EN.pdf

R8 European Specialist Profile(s)_EN

R9_Training Guidelines_DE.pdf

http://www.adam-europe.eu/prj/11211/prj/R9_Training%20Guidelines_DE.pdf

R9_Training Guidelines_GERMAN

R9_Training Guidelines_EL.pdf

http://www.adam-europe.eu/prj/11211/prj/R9_Training%20Guidelines_EL.pdf

R9_Training Guidelines_Greek

R9_Training Guidelines_FR.pdf

http://www.adam-europe.eu/prj/11211/prj/R9_Training%20Guidelines_FR.pdf

R9_Training Guidelines_French

R9_Training Guidelines_PT.pdf

http://www.adam-europe.eu/prj/11211/prj/R9_Training%20Guidelines_PT.pdf

R9_Training Guidelines_Portuguese

R9_Training Guidelines_SL.pdf

http://www.adam-europe.eu/prj/11211/prj/R9_Training%20Guidelines_SL.pdf

R9_Training Guidelines_Slovenian

Produits

1 European Job Role Profiles in the sector e-Culture

2 Research report on the competence needs of the labour market and the trainings currently offered

3 Training Guidelines for VET Providers in the field of e-Culture

Produit 'European Job Role Profiles in the sector e-Culture'

Titre: European Job Role Profiles in the sector e-Culture

Type de Produit: Description de nouveaux métiers

Texte marketing: The professional profiles include the most relevant knowledge, skills and competences needed for filling job positions in the field of e-Culture successfully. The e-Culture Job Role Profiles described are:

- Cultural ICT Consultant
- Cultural ICT Guide
- Digital Cultural Asset Manager
- Interactive Cultural Experience Developer
- Online Cultural Community Manager

These profiles provide transparency on what knowledge, skills and competencies are needed in ICT related jobs in the cultural sector and have to be trained in order to decrease the shortage of appropriately qualified professionals on the labour market, as they are linked to the e-Competence Framework.

Description: The Job Role profiles in the field of e-Culture are one of the key outcomes of the eCult Skills project and highly contribute to the European goal of promoting and increasing the transparency of qualifications within the European territory. As such they also promote and facilitate the mobility of professionals, since they are described in accordance with the principles of EQF and following the structure proposed by the e-Competence Framework (e-CF).

Those profiles describe the competencies needed at European level in five key professions addressed by the project (Cultural ICT Consultant, Cultural ICT Guide, Digital Cultural, Asset Manager, Interactive Cultural Experience Developer, Online Cultural Community Manager).

The e-Culture Profiles are also the basis for developing Training Guidelines for VET organizations, which is among the further objectives of the project, so that VET institutions can adjust their training offers to the real needs on the European labour market in the field of Culture.

Cible: VET Institutions
European, national and regional authorities dealing with vocational education
ICT Sector
Cultural organizations

Résultat: European Role Profiles for e-Culture
Cultural ICT Consultant
Cultural ICT Guide
Digital Cultural Asset Manager
Interactive Cultural Experience Developer
Online Cultural Community Manager

Domaine d'application: VET Institutions
European, national and regional authorities dealing with vocational education
ICT Sector
Cultural organizations

Adresse du site Internet: http://www.e-jobs-observatory.eu/focus_areas/e-culture

Langues de produit: français
grec moderne
anglais
allemand
portugais
slovène

product files

R8_European Specialist Profile(s)_EN.pdf

http://www.adam-europe.eu/prj/11211/prd/1/1/R8_European%20Specialist%20Profile%28s%29_EN.pdf
R8_European Specialist Profile(s)_EN

Produit 'Research report on the competence needs of the labour market and the trainings currently offered in the field of e-Culture'

Titre: Research report on the competence needs of the labour market and the trainings currently offered in the field of e-Culture

Type de Produit: Autres

Texte marketing: This synthesis report is presenting the main results of these research activities, which were conducted in 5 European countries: Greece, Germany, France, Portugal & Slovenia. It draws conclusions and gives suggestions regarding knowledge, skills and competencies needed in the emerging e-culture job sector. It also comments on the currently available training offer and highlights possible gaps, i.e. fields of trainings that have been not covered by the current training offer so far.
The document is based on a thorough review of all the partners' reports without though repeating in detail their separate national findings. So this final report is able to solidly and accurately reflect a common European trend.

Description: The methodology proposed suggested to start with the research hypothesis about a list of functional e-cult job roles composed by the experts' group of the partnership. This hypothesis was then verified and modified through a more systematic desk research that aimed to reveal the actual needs.

In this light, after the presentation of the initial job list, the report proceeds with a brief overview of the national situation in the field of e-cult jobs, as it is revealed through relevant material on the web (research projects, reports, studies, products and services available at a national level), which allowed to trace the differences and commonalities between the participating countries, and realize both the current situation of this flourishing field and its future potential.

Desk research analysed the current state based on secondary data; internal and activity reports, press coverage, job ads and descriptions, and any other relevant documents and reports in partner countries was analysed with the aim to reveal both the future trends in the field of e-culture related occupations and the current situation. At the same time desk research analysed the situation in the field of trainings related to e-culture in each of the participating countries.

Complementary to the desk research conducted by all partners a stakeholders' workshop was organised along the project meeting in Lisbon, with the aim to gain a mere insight of the way the key players in the Portuguese museum scene perceive the desk research findings.

The findings presented in this document are contributing to the objective of increasing the transparency and comparability of qualifications in the field of e-Culture. Moreover, the document served as a basis for the definition of the e-Cultural Job Role Profiles, which were developed within WP 2.

Cible: Professionals in the Culture sector
VET institutions training for jobs in the Culture sector
Employers, Employees

Résultat:

Domaine d'application: Guidance material/ Study

Adresse du site Internet: www.ecultskills.eu

Langues de produit: anglais

product files

Skills and Trainings e-Culture.pdf

http://www.adam-europe.eu/prj/11211/prd/2/1/Skills%20and%20Trainings%20e-Culture.pdf
Skills and Trainings e-Culture.

Produit 'Training Guidelines for VET Providers in the field of e-Culture'

Titre: Training Guidelines for VET Providers in the field of e-Culture

Type de Produit: Programme/curriculum

Texte marketing: The Training Guidelines offer guidance for European training institutions and for all people involved in drafting curricula in this area, as it describes, in detail, which knowledge, skills and competences need to be acquired in order to qualify for job positions in the digital cultural field. Moreover, these guidelines make reference to the main European frameworks that facilitate the transparent and comparable description of qualifications: the European Qualification Framework (EQF) and the e-Competences Framework (e-CF).

Description: The chapters of the e-Cult Skills Training Guidelines provide background information to the reader that is considered important for the full understanding of the document. The chapters contain indicators about the target groups and highlight a very important aspect that should be taken into account, namely the difference between role profiles and job profiles. Finally it gives a very brief introduction of the reference levels (EQF and eCF). It is given a brief introduction about the chapters and subchapters analyzed in the Training Guidelines:

Chapter 1: Introduction or How to use the manual
At the beginning of the Training Guidelines is the introductory section where is provided all the necessary information on the way that this manual can be used in order to train the e – professionals in the cultural area.

Chapter 2: Basic Principles to facilitate learning events
The subchapters from Training attitude to Checklist give some tips for designing, implementing, evaluating and adapting the learning process for e-Culture functions and professions. They also contain a brief introduction of the assessment process.

Chapter 3: Role Profiles
In this chapter are described the 5 Role Profiles along with the reference levels and all the learning outcomes of the different e-Competences2.
Chapter 4: Methodology of the Training
There are some general suggestions regarding teaching and learning methodologies that are included here. The methodology applied here is described step by step in order to achieve the required results and the desired learning outcomes.

Chapter 5: Assessment of the Training
This section provides a very detailed explanation about different assessment techniques that can be applied by trainers.

Chapter 6: Case Study
The job profile of the Training Guidelines selected here is the Digital Cultural Asset Manager. In the Pilot Training Course prepared for this profile will be described the Course Information, the Five steps to prepare a DAM ecosystem, the Training Sessions according to the e-competences of the DCAM along with the learning outcomes for each competence and the methods for assessment. The provided bibliography and useful links to procedure manuals, standards, papers and articles are a great source for the pilot training course.

Chapter 7: References
This chapter contains a list of the relevant literature, referred to this manual.
Chapter 8: Annexes
They contain useful background documentation including the Methodology of defining the learning outcomes for each role profile, the method of writing the Learning Outcomes, the European Frameworks used here (EQF and e-CF), the methodology of training the 14 competences of the profile chosen as case study and General References and Resources for the training module.

Chapter 8: Annexes

Produit 'Training Guidelines for VET Providers in the field of e-Culture'

Description:	They contain useful background documentation including the Methodology of defining the learning outcomes for each role profile, the method of writing the Learning Outcomes, the European Frameworks used here (EQF and e-CF), the methodology of training the 14 competences of the profile chosen as case study and General References and Resources for the training module.
Cible:	VET Institutions European, national and regional authorities dealing with vocational education ICT Sector Cultural organizations
Résultat:	Guidelines for VET providers of the e-Culture Field
Domaine d'application:	VET Institutions European, national and regional authorities dealing with vocational education ICT Sector Cultural organizations
Adresse du site Internet:	http://www.e-jobs-observatory.eu/focus_areas/e-culture
Langues de produit:	slovène portugais grec moderne allemand français anglais

product files

R7_Training Guidelines for VET providers (Final Version).pdf

http://www.adam-europe.eu/prj/11211/prd/3/1/R7_Training%20Guidelines%20for%20VET%20providers%20%28Final%20Version%29.pdf
R7_Training Guidelines for VET providers

Événements

Digital challenges for museum experts - International Conference

Date	22.09.2015
Description	Final Conference of the eSkills project, co-funded by the Lifelong Learning Programme (LLP) of the European Commission What is the purpose? The main purpose of the event is to provide a forum of museum professionals, scholars and ICT initiatives to meet and exchange experiences, ideas and plans in the wide area of Culture & Technology. The eCult Skills project is finalizing its route in the investigation of new and emerging jobs and creation of national profiles through comparison in international level.
Cible	The conference is addressing to cultural heritage institutions especially museum professionals (staff, leaders, board members, and policy-makers), vocational training organizations (VET), ICT Industry and stakeholders from the cultural area.
Public	Événement public
Informations de contact	Ligia Whyte Project Coordinator ligia.whyte@euproma.com
Date et lieu	September 22nd, 2015 Athens Gate Hotel, 10 Syngrou avenue, Athens, Greece

e-Cult Skills final project meeting

Date	21.09.2015
Description	Project partner meeting
Cible	Project partners only
Public	Événement non public
Informations de contact	Ligia Whyte Project Coordinator Euproma ligia.whyte@euproma.com
Date et lieu	21st September 2015 Athens, Greece

Événements

e-Cult Skills 4th project meeting

Date	23.04.2015
Description	Project partner meeting
Cible	Project partners only
Public	Événement non public
Informations de contact	Dott.ssa Adriana Baer, Dipl.-Kffr. Managing Partner Euproma GmbH & Co KG Johann-Karg-Str. 4b D-85540 Haar Tel.: +49(0)89 3270 5668 Fax: +49(0)89 3270 5669 e-Mail: adriana.baer@euproma.com Internet: www.euproma.com
Date et lieu	23 April, 2015 Bordeaux, France

e-Cult Skills 3rd project meeting

Date	09.12.2014
Description	Project partner meeting
Cible	Project partners only
Public	Événement non public
Informations de contact	Dott.ssa Adriana Baer, Dipl.-Kffr. e-Mail: adriana.baer@euproma.com
Date et lieu	09 December 2014 Athens, Greece

Événements

e-Cult Skills Project at eCult Winter Stage Athens, Greece

Date	08.12.2014
Description	The e-Cult Skills Project will be presented at the eCult Winter Stage Athens, Greece, where the results developed by the project will be presented.
Cible	Professionals of the Culture sector VET organizations Authorities dealing with vocational education ICT Sector involved in e-Culture
Public	Événement public
Informations de contact	Dott.ssa Adriana Baer, Dipl.-Kffr. e-Mail: adriana.baer@euproma.com
Date et lieu	8 December 2014 (Monday), at 15:50 Acropolis Museum Dionysiou Areopagitou 15 11742 Athens Greece

Presentation of e-Cult Skills Project at MUTEC Fair

Date	07.11.2014
Description	The e-Cult Skills Project will be presented at MUTEC 2014 in Leipzig,the International Trade Fair for Museum and Exhibition Technology, where the results developed by the project will be presented.
Cible	Professionals of the Culture sector VET organizations Authorities dealing with vocational education ICT Sector involved in e-Culture
Public	Événement public
Informations de contact	Dott.ssa Adriana Baer, adriana.baer@euproma.com
Date et lieu	07 Nov 2014 MUTEC Leipzig, Germany

Événements

e-Cultural Skills "New professions for new experiences of culture"

Date	04.04.2014
Description	Do new technologies in Museums mean new job opportunities? Do we have new professional profiles?
Cible	-VET organizations, -Representatives from Museums -Representatives from Cultural organizations -Representatives from Government institutions dealing with VET education -Profesionals of the ICT sector dealing with new technologies for cultural field -Learners interested in the e-Cultural field
Public	Événement public
Informations de contact	Ana Fernambuco ana.fernambuco@mapadasideias.pt 00351 214 262 650 Ligia Whyte ligia.whyte@euproma.com
Date et lieu	4th of April 2014 09:30 - 13:00 Fábulas Calçada Nova de São Francisco 14, Lisbon

Événements

e-Cult Skills - 2nd Project Meeting

Date	03.04.2014
Description	2nd Project Meeting of the e-Cult Skills Project
Cible	Project partners and Advisory Board Members
Public	Événement non public
Informations de contact	Ligia Whyte Project Manager Euproma GmbH & Co KG Johann-Karg-Str. 4b D-85540 Haar Tel.: +49(0)89 3270 5668 Fax: +49(0)89 3270 5669 e-Mail: ligia.whyte@euproma.com Internet: www.euproma.com
Date et lieu	3rd of April 2014 Instituto Marquês de Valle Flôr Rua de São Nicolau, 105 - 1100-548 Lisboa http://www.imvf.org/index.php

eCultSkills - Kick off Meeting

Date	15.11.2013
Description	Kick-off meeting for the project where procedures, objectives, strategies etc. were discussed and the project partners met each other.
Cible	project partners /project consortium
Public	Événement non public
Informations de contact	Adriana Bär Euproma GmbH & Co. KG Johann-Karg-Str. 4b D-85540 Haar
Date et lieu	Munich, Germany on 15th November 2013 from 9am to 5pm

Project Tags

The project belongs to the following group(s):

EQF (http://www.adam-europe.eu/adam/thematicgroup/EQF)