

Call for Applications to participate in Summer School EIT Culture & Creativity 2023 Jagiellonian University, Kraków; 10-14 July 2023

5 June 2023

Context and goal of the Call for Applications

EIT Culture & Creativity is designed to strengthen and transform Europe's Cultural and Creative Sectors and Industries (CCSI) by connecting creatives and organisations to Europe's largest innovation network. The Jagiellonian University has been selected to support the development of this EIT Culture & Creativity with the organisation of the Summer School "Cultural Heritage and the XR".

The objectives of the Summer School are:

- knowledge enhancement through providing participants with a comprehensive overview of relevant concepts and strategies how to digitise cultural heritage by games, apps, and XR which is necessary to navigate the evolving landscape in the Cultural and Creative Sectors and Industries;
- competency enhancement by building innovative, digital skills for cultural heritage professionals as a fundamental tool for the further development of the whole sector;
- networking and collaboration. By bringing together a diverse group of creatives and experts, the Summer School facilitates networking opportunities and encourages collaboration among participants and the CCSI community.

The Summer School will focus on how cultural heritage venues and sites can harness creative technology to design and curate new experiences for audiences to story tell, inform, educate, and entertain regarding their cultural heritage artifacts/historical sites and their digital twins of collections. The Summer School will allow its participants to explore the potential of creative technology in designing and curating innovative experiences for cultural heritage. Key elements of the Summer School are expert-led practice-based sessions which will provide participants with a solid foundation of knowledge and inspire them to think creatively about the possibilities of incorporating technology in cultural heritage contexts and collaborative projects on using XR technology to enhance cultural heritage experiences. These projects will challenge participants to think critically, apply their knowledge, and develop tangible solutions that address specific audience needs and engagement goals.

The Jagiellonian University

The Jagiellonian University founded in 1364 is the oldest higher education institution in Poland and one of the oldest in Europe. The University as well as some of its prominent scholars and alumni are an important part of European cultural and scientific heritage. As part of UNA EUROPA and largest Polish university, JU has a great impact on students — young Europeans. Moreover, situated in European Creative City of Literature, JU has meaning on storytelling and network of cooperation in the sector of publishing and media. With research and knowledge on cultural policy, covering S3 regional and national schemes, and expertise on cultural heritage and culture management JU implements highly innovative programmes and courses.

Why apply ?

Participants will have the opportunity to:

- be introduced to EIT Culture & Creativity and meet other participants. This programme will offer follow up actions, including building community of practice in form of Alumni Network and numerous networking and collaboration opportunities in the future.
- connect with students, experts and key players from the digital cultural heritage context. The ultimate goal is to inspire participants to become advocates for Cultural up-cycling and play an active role in promoting its significance and value in society.

Eligibility

- Applicants must be students enrolled in BA or MA program in Higher Education Institution in European Union or EOG countries. Horizon Europe rules determine eligibility of candidates. Participants from countries or universities not eligible for Horizon Europe **are not eligible for funding**, but are welcome to participate in the Summer School at their own cost.
- Applicants must **commit to be available during the time of Summer School**, as outlined above.

Funding and financial procedures

The call for applications will fund **12 participants** to attend The EIT Culture & Creativity Summer School.

The organizer guarantees the accommodation (b&b) and the costs of travel will be reimbursed with **a maximum of € 100**. Reimbursement will happen **on the basis of invoices or tickets**. For local participants, there is no reimbursement of travel neither accommodation covered.

In order to receive the reimbursement, beneficiaries will be requested to **submit tickets or invoices and proof of attending** the summer school. A template for reimbursement will be provided during the event.

Evaluation of applications

A selection committee will evaluate all applications based on the applicants' interest in immersive technologies (XR), and cultural heritage showing their capacity to connect with creative ecosystem.

They are expected to bring a case study of use of XR technologies in cultural heritage to the summer school. The participants will be asked to deliver a 15 minutes presentation explaining the selected case study.

The final decision-making for the funding lies with the selection committee composed of EIT Culture & Creativity interim directors of education and UNA Europa Core Team Members EIT Culture & Creativity.

Submission and timeline

Applicants should provide **one paragraph mentioning how they are interested in the cultural heritage and second on XR interest** showing their approach and capacity to connect XR with cultural heritage and innovative approach. The application should be submitted in English via [this online application form](#).

Timeline

- **12 June at 17:00 CEST:** **Deadline to submit proposals**
- **By 20 June:** **Applicants are informed about the result of the Call**

Summer School program

DAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
MORNING SESSION FROM 9AM	9.00 OPENING Collegium Maius Jagiellońska 15, Kraków	Warm up with case study Łojasiewicza 4, Kraków room 2.226	Warm up with case study Łojasiewicza 4, Kraków room 2.226	Warm up with case study Łojasiewicza 4, Kraków room 2.226	Warm up with case study Łojasiewicza 4, Kraków room 2.226
	AR Dragon Walk by historical city centre to Wawel Hill 11. 00 Wawel Hill	intro to XR technologies Łojasiewicza 4, Kraków room 2.226 room 0. 329	Workshop /practice-based learning Łojasiewicza 4, Kraków room 2.226 room 0. 329	Workshop /practice-based learning Łojasiewicza 4, Kraków room 2.226 room 0. 329	Screenings/show Evaluation/survey Impact action plan for follow up Łojasiewicza 4, Kraków
LUNCH BREAK					
AFTERNOON SESSION 2-5 PM	Know each other session Find # for the summer school Łojasiewicza 4, Kraków room 2.226 room 0. 329	Challenge Scenario / design Łojasiewicza 4, Kraków room 2.226 room 0. 329	Workshop /practice-based learning Łojasiewicza 4, Kraków room 2.226 room 0. 329	Postproduction /practice-based learning Łojasiewicza 4, Kraków room 2.226 room 0. 329	
	Case study presentation Łojasiewicza 4, Kraków room 2.226 room 0. 329			/evaluation session	

About EIT Culture & Creativity

[EIT Culture & Creativity](#) is the ninth Innovation Community by the [European Institute of Innovation and Technology](#) (EIT), a body of the European Union. It is designed to strengthen and transform Europe's Cultural and Creative Sectors and Industries (CCSI) by connecting creatives and organisations to Europe's largest innovation network. It takes a holistic and open approach to innovation – from tech to artistic driven innovations, from business to citizen driven – and reinforces the appreciation and anchoring of European values and identities. EIT Culture & Creativity will unlock latent value from a multitude of small CCSI stakeholders through technology transfer, improved cross-sectoral collaboration and their effective integration in production value networks. EIT Culture & Creativity will support technology and business innovation; artistic innovation and social innovation. It will also harness the unique position of the CCSI to facilitate the Triple Transitions in Europe – green, digital and social.