**Training Fiche Template**

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| **Title** | **The EntreComp Framework for Intangible Heritage** | | |
| **Keywords** | EntreComp, Cultural Heritage, Idea, Opportunities, Longlife learning, Entrepreneurship, sense of initiative | | |
| **Objectives** | * **Get expertise with the EntreComp Framework** * **Acquire new ideas for opportunities in ICH** * **Competences to reignite innovation in ICH** | | |
| **Learning outcomes** | Valorisation, exploitation and upscaling of new ideas and opportunities for ICH businesses | | |
| **EQF Level** | 4 | | |
| **Skills/competences** | 1.1 Spotting opportunities  1.2 Creativity  1.3 Vision  1.4 Valuing Idea  1.5 Ethical and Sustainable thinking | | |
| **Prerequisite / Duration** | 2h | | |
| **Topics** | 1. **The EntreComp Framework for Intangible Heritage**   **Unit name: Policy background and introduction to EntreComp**  Section 1: The Entrepreneurial Competence Framework  Section 2: The policy background of the EntreComp  Section 3: Today’s EU Frameworks for education and training  Section 4: A follow-up to EntreComp  Section 5: EntreComp and Intangible Cultural Heritage  **Unit name: Guide to EntreComp: structure & content**  Section 1: A brief guide through the EntreComp framework  Section 2: The 8-dimension proficiency model  Section 3: IDEA & OPPORTUNITIES  Section 4: RESOURCES  Section 5: INTO ACTION  **Unit name: The IDEA & OPPORTUNITIES’ pillar: detailed breakdown**  Section 1: detailed overview  Section 2 – 1.1 Spotting Opportunities:  *Identify, create and seize opportunities*  *Focus on challenges*  *Undercover needs*  *Analyse the context*  Section 3 – 1.2 Creativty:  *Be curios and open*  *Develop idea*  *Define problems*  *Design value*  *Be innovative*  Section 4 – 1.3 Vision:  *Imagine*  *Think strategically*  *Guide Action*  Section 5 – 1.4 Valuing ideas  *Recognise the value of ideas*  *Share and protect ideas*  Section 6 – 1.5 Ethical and Sustainable thinking  *Behave ethically*  *Assess impact*  *Be accountable* | | |
| **Self-evaluation (multiple choice queries and answers)** | 1. EntreComp is the EU framework for the capacity building of established entrepreneurs in industrial sectors  **F**/T  2. EntreComp is the EU framework for capacity building of all EU citizens on sense of initiative and entrepreneurship as a competence  F/**T**  3. Opportunities and challenges can both represents incipits for new business ideas  F/**T**  4. Design thinking is a problem solving method applied to computer science and engineering  **F**/T  5. Architectural innovation addresses building and infrastructures’ environmental sustainability  **F**/T | | |
| **Checklist** | * Introduction ot EntreComp: policy background and strcuture * IDEAS & OPPORTUNITIES – detailed brekdown of competences pertainign to this specific training areas * Threads and subcompteneces for IDEAS & OPPORTUNITIES * EntreComp into Action * EntreComp at Work * Lifelong Leanirng | | |
| **Resources (videos, reference link)** | na | | |
| **Case studies/good practices/testimonials** | **Name** | Pluggable Social Platform for Heritage Awareness and Participation | |
| **Description** | *Pluggable Social Platform for Heritage Awareness and Participation (PLUGGY) will support citizens in shaping cultural heritage and being shaped by it. PLUGGY will enable them to share their local knowledge and everyday experience with others. The participation will include the contribution of cultural institutions and digital libraries, building extensive networks around a common interest in connecting past, present and future.*  *The PLUGGY Social Platform will facilitate a continuing process for creating, modifying and safeguarding heritage where citizens will be prosumers and maintainers of cultural activities. It will be web based, easily accessed and will allow the development of shared identity and differentiation. PLUGGY Social Platform’s users will curate stories using the PLUGGY Curatorial Tool. Content will be both crowdsourced and retrieved from digital collections, allowing users to create links between seemingly unrelated facts, events, people and digitized collections, leading to new approaches of presenting cultural resources, and new ways of experiencing them.*  *PLUGGY will provide the necessary architecture for the creation of pluggable applications, allowing for beyond-the-project, not yet imagined ways to utilize the content on the social platform, while focusing on the design of the social interaction, helping to build new virtual heritage communities. The PLUGGY consortium spans 5 countries and includes 4 academic partners (ICCS, TUK, UMA, ICL), a total of 10 museums (PIOP, ESM) and 3 SMEs (CLIO, VIA, XTS) in the fields of cultural heritage and creative applications. They cover the areas of cultural heritage, social platforms, authoring tools, VR/AR, knowledge management, semantics and 3D audio.* | |
| **Link of interest** | <https://cordis.europa.eu/project/id/726765> | |
| **No.2** | **Name** | Emotive Virtual cultural Experiences through personalized storytelling | |
| **Descriptio** | *Storytelling applies to nearly everything we do. Everybody uses stories, from educators to marketers and from politicians to journalists to inform, persuade, entertain, motivate or inspire. In the cultural heritage sector, however, narrative tends to be used narrowly, as a method to communicate to the public the findings and research conducted by the domain experts of a cultural site or collection.*  *The principal objective of the EMOTIVE project is to research, design, develop and evaluate methods and tools that can support the cultural and creative industries in creating Virtual Museums which draw on the power of 'emotive storytelling'. This means storytelling that can engage visitors, trigger their emotions, connect them to other people around the world, and enhance their understanding, imagination and, ultimately, their experience of cultural sites and content. EMOTIVE will do this by providing the means to authors of cultural products to create high-quality, interactive, personalized digital stories.* | |
| **Source** | <https://cordis.europa.eu/project/id/727188> | |
| **Language** | ENG | | |
| **Training Area** | The “what, where, and how” of Intangible Cultural Heritage: understanding the 5 ICH domains and ICH manifestations and expressions. | |  |
| Key principles of ICH safeguarding | |  |
| Unlocking the socio-economic potential of ICH: how to leverage intangible assets | |  |
| Communication and Knowledge Transfer | |  |
| Financial and Management competencies | |  |
| Strategic Planning & Thinking, Prospective Thinking, Shared Stewardship | | X  X |
| Digital Competencies | |  |
| **Glossary** | **Lifelong leanirng**: Lifelong learning is rooted in the integration of learning and living, covering lifelong (cradle to grave) and life-wide learning for people of all ages, delivered and undertaken through a variety of modalities and meeting a wide range of learning needs and demands.  **Entrepreneruship**: Entrepreneurship is when you act upon opportunities and ideas and transform them into value for others. The value that is creat-ed can be financial, cultural, or social (FFE-YE, 2012).  **Skills**: Skills are the ability to apply knowledge and use know-how to complete tasks and solve problems. In the context of the Europe-an Qualifications Framework, skills are described as cognitive (involving the use of logical, intuitive and creative thinking) or practical (involving manual dexterity and the use of methods, materials, tools and instruments) (European Parliament and the Council, 2008).  **Value creation**: Value creation is the outcome of human activity to transform purposeful ideas into action which generates value for someone other than oneself. This value can be social, cultural or economic (EntreComp, glossary section).  **Knowledge**: Knowledge is the body of facts, principles, theories and practices that is related to a field of work or study. In the context of the European Qualifications Framework, knowledge is described as theoretical and/or factual (European Parliament and the Council, 2008). | | |
| **Bibliography** | EntreCom’s literature, with specific reference to EntreComp Into Action (<https://publications.jrc.ec.europa.eu/repository/handle/JRC109128>) | | |
| **Provided by** | IHF asbl | | |