

What does it support?

border cooperation projects between and creative organisations within the EU and beyond.

initiatives helping the cultural and creative sectors operate transnationally and to strengthen their competitiveness.

protection and promotion of literary works in EU markets.

initiatives of cultural operators promoting young artists and stimulating a truly European networking of cultural and artistic works.

initiatives by building and professional training for cultural professionals.

initiatives for the development of fiction, animations, creative enterprises and video games for European television markets and other platforms.

initiatives for the promotion and sales of audiovisual works in and across Europe.

initiatives that promote European films.

initiatives for the international co-production of films.

initiatives for the development to foster film literacy and to raise interest in Europe's films through a wide range of events.

Creative Europe also supports...

The **European Capitals of Culture** and the **European Heritage Label**.

The **European prizes** for literature, architecture, heritage protection, cinema and rock and pop music.

From 2016 Creative Europe will also include a €121 million **financial guarantee instrument** to help the culture and creative sectors get better access to finance.

How do I find out more?

<http://ec.europa.eu/creative-europe>
#CreativeEurope

How do I apply?

The Education, Audiovisual and Culture Executive Agency
<http://eacea.ec.europa.eu>

The European Union
programme for the cultural
and creative sectors

2014-2020



Creative
Europe



NC-01-13-437-EN-C

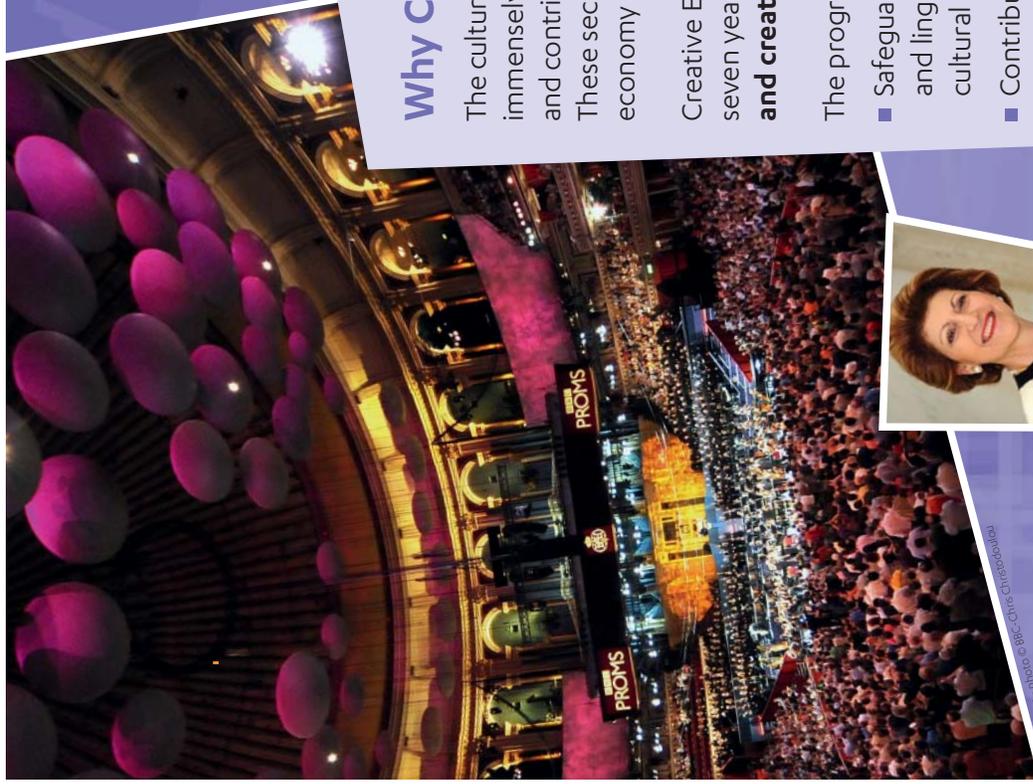
© European Union, 2013

For any use or reproduction of photos which are not under European Union copyright, permission must be sought directly from the copyright holder(s).

© photos: Shutterstock unless specified

ISBN 978-92-79-32444-4
doi: 10.2766/57776





© BBC Proms - photo © BBC/Chris Christodoulou

...e cultural and creative sectors have great potential to boost jobs and growth in Europe. Funding helps thousands of artists and cultural professionals to work across borders and reach new audiences. Without this support, it would be difficult or impossible for them to break into new markets



droulla Vassiliou

European Commissioner for Education, Culture, Multilingualism and Youth



Why Creative Europe?

The cultural and creative sectors embody Europe's immensely rich and diverse cultural heritage, and contribute to the development of our societies. These sectors play a big role in the European economy and help generate growth and jobs.

Creative Europe provides **€1.46 billion** over seven years to strengthen **Europe's cultural and creative sectors**.

The programme:

- Safeguards and promotes European cultural and linguistic diversity, and fosters Europe's cultural richness.
- Contributes to Europe's goals for smart, sustainable and inclusive economic growth.
- Helps the cultural and creative sectors to adapt to the digital age and globalisation.
- Opens up new international opportunities, markets and audiences.
- Builds on the success of the MEDIA, MEDIA Mundus and Culture programmes.



© Les Films de la / Looks Filmproduktionen - 2013

What's in it for me?

Filmmakers, distributors, sales agents and audiovisual professionals will benefit from funding for the development, promotion and distribution of thousands of European films.

Cinema lovers will be able to see films from over Europe in hundreds of cinemas and festivals around Europe.

Up to 250,000 **artists and cultural professionals** will be supported to share their work across Europe.

Thousands of **creative organisations** and **audiovisual professionals** will acquire new skills and strengthen their capacity to operate internationally.

Publishers will benefit from funding to translate more than 4,500 literary works.

Book lovers will be able to enjoy their favourite foreign authors in their own language.

Millions of people will be reached through the projects financed by the programme.

Imagine. Create. Share