Guidelines Document

Lifelong Learning-
Guidelines and Strategies
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European Universities Alliance
for Film and Media Arts

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Lifelong Learning- Guidelines and Strategies

WP 3 Curricula Design and
Educational Development

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Introduction

FILMEU – The European Universities Alliance for Film and Media Arts

FILMEU brings together four European Higher Education Institutions: Lusófona University from Lisbon, Portugal; The Baltic Film, Media and Arts School from Tallinn Estonia; LUCA School of Arts from Brussels, Belgium; and Dún Laoghaire Institute of Art Design and Technology, from Dublin, Ireland. Together, these institutions collaborate around the common objective of jointly promoting high-level education, innovation and research activities in the multidisciplinary field of Film and Media Arts and, through this collaboration, consolidate the significant role of Europe as a world leader in the creative fields. The consortium integrates four institutions with strong expertise in Film and Media Arts education, a common internationalization ambition, and a long track record of past collaborations that include more than a decade of expertise in the development of European joint projects, including E+ Knowledge Alliances, Strategic Partnerships and "Erasmus Mundus" Joint Master Degrees, besides other joint education and research projects, in order to foster the excellence and attractiveness of the European Higher Education Area.

The Alliance's ambition is to contribute to the positioning of Europe as a key provider of top level education and research in the creative disciplines, namely Film and Media Arts, and position itself as a leader in this field. The alliance will pursue this via the implementation of original challenge-based pedagogical methods, the development of joint and rigorous academic programmes with a strongly embed mobility component; innovative research activities that span across all the areas of the knowledge triangle; the sharing of physical and digital infrastructures, administrative services and human resources at all levels; the development of common recruitment, student support and quality assurance policies; the sharing of digital services that facilitate cross disciplinary educational activities, and the implementation of a common governance and management structures that will allow the Alliance to better capacitate its members and involved students and staff and act at a local, regional and international level positioning itself as a model of collaboration and innovation in the arts and creativity domains.

FILMEU believes Europe has all the right leads needed to play a leading role at an international level in Film and Media Arts. These include the relevance of Europe's historical filmic cultural heritage, the dynamism of its production sector, which services all creative outputs from pure entertainment to the highest artistic formats, and the unique educational offer already in place in the form of the Erasmus Mundus EJMD promoted by the members of the FILMEU consortium. These are but some of the elements that highlight the potential impact of the proposed Alliance and its relevance in the European context. We espouse a world view that is progressive and inclusive. Society is informed and shaped by the stories we tell and how we tell them. FILMEU can

and therefore will be a force for positive social change. Issues like climate change, gender inequality, diversity and social justice are just some of the issues that inform the shared philosophy of this offering.

FILMEU is focused on long-term strategic collaboration and our mission is to develop a European University that is a model for European collaboration and integration in the fields of the Arts and the creative industries. Our mission is to create a European University that will contribute to Europe's leading role as a provider of education and research in the creative and artistic areas. Our mission is to configure a European University that fosters the concretization of the knowledge triangle in these fields by contributing to the ongoing structural, economic and material reconfigurations of the cultural and creative industries.

Work Package 3: Curricula Design and Educational Development

This work package concerns the development of the educational component of FILMEU and will support FILMEU's vision of developing and exploring pedagogical models for the creation of challenge-driven programmes that enhance mobility and allow for the transference of the artistic, critical and technical skills required for the implementation of inclusive, student-centred international programmes that: build strong connections with the industry; educate in a global setting; integrate critical, theoretical and historical components in the educational process; and adhere to the state of the art in technological terms, as FILMEU postulates.

Complementarily, the WP involves the preparation of several proposals for new Erasmus Mundus Joint Master 's degrees and an international BA that will deepen the educational offer of the Alliance, increase its internationalisation, and reinforce its sustainability. We recognize, however, some challenges that are intrinsic to any educational endeavour in Film and Media Arts. As one can easily verify, this field uniquely works with small numbers of students considering the specialized and demanding nature of the learning experience. The balance between individual work and teamwork is much more demanding than in other areas, and the cost per student considering the level of technology, teaching, and research involved, is much higher. Additionally, for a future European University in this arena to be sustainable and ensure the fulfilment of its mission, it is essential its educational offer spans both the applied and theoretical areas that Film and Media Arts comprise so that research can advance while students can be prepared for the workforce. To respond to these challenges, FILMEU not only proposes several new EMJMDs and a new international BA, that will reinforce the offer of the Alliance and ensure its sustainability, but also involves the design and piloting of a new lifelong learning programme of courses targeting the professional market, to increase the ability of the Alliance to intervene across the Knowledge triangle.

A 2020 position paper by EFAD - European Film Agency Directors highlights how lifelong learning is crucial for the future of European Film and the creative industries and argues as a key priority that "High-quality film schools, training through short courses and lifelong learning are all crucial to ensuring that the European film sector is sustainable". Following this, we consider as fundamental that FILMEU develops a lifelong programme that allows the Alliance to intervene in this domain making it even more relevant across the cultural and creative industries knowledge triangle. To ensure we can develop a programme that corresponds to actual industry needs, we have brought on board as associated partner, the Erich Pommer Institute, that has a depth of experience working in this field and that will cooperate with the Alliance in designing and implementing this offer. This activity concerns the assessment of lifelong learning needs in Europe in the field in cooperation with EPI, ELIA and CILECT and the design of the overall programme the Alliance will implement in the future.

Current policies, initiatives and strategies

IADT

Currently within IADT, the provision of lifelong learning and micro credentials falls under several departments and cross faculty initiatives. IADT is currently developing a standalone strategy for the future development and provision of short courses. below are some of the current initiatives IADT is actively providing a broad range of micro credential courses.

Creative Futures Academy

The **Creative Futures Academy** is an initiative of Ireland's three leading Higher Education providers of cultural and creative education The Institute of Art, Design and Technology (IADT), The National Collage of Art and Design (NCAD) and University College Dublin (UCD). CFA is funded by the Higher Education Authority's Human Capital Initiative. It supports the early and mid-career needs of creative professionals by offering credited NFQ courses / modules to people working in the creative sector. By offering learners the opportunity to skill, upskill and reskill, the CFA supports the professional growth, reach and impact of the creative and cultural sectors.

The Values of CFA are:

- Creativity and imagination as agents of positive change
- Connecting communities of practice
- Instilling confidence and leadership
- Sharing knowledge and expertise for the enhancement of practitioners, educators, and the cultural & creative sector.
- Encouraging divergence and risk-taking
- Embedding sustainability in creative practice
- Facilitating autonomy and access to learners

Acting as an advisory body to the CFA, the Industry Council brings together representative organisation from the creative and cultural sector. Council members nominate a representative to ensure CFA remains at the forefront of current

thinking and practice. The current Council includes: Abhann Productions, The Arts Council, Design & Crafts Council Ireland, Institute of Designers in Ireland, RTÉ, Screen Ireland, Screen Producers Ireland, and Words Ireland.

About the Human Capital Initiative
CFA is funded by the Human Capital Initiative, which is part of the Higher Education Authority's Future Jobs Ireland programme within the Programme for Government. The goal of the Human Capital Initiative is to enable all of us to find the skills, resources and

learning we need to innovate, grow practice, and respond to change. It aims to give opportunities for upskilling, deeper learning and provides access to priority skills needs.

Springboard +

The Springboard+ upskilling initiative in higher education offers free and subsidised courses at certificate, degree and masters level leading to qualifications in areas where there are employment opportunities in the economy. Human Capital Initiative (HCI) Pillar 1 will extend the approach currently in place for ICT under Springboard+. It will offer incentivised places for graduates to reskill in areas of skills shortage and emerging technologies e.g., ICT, High End Manufacturing, Data Analytics, Robotics, Artificial Intelligence, via graduate conversion courses. The HCI Pillar 1 funding will provide funding for full-time graduate conversion courses. Courses at level 8 Higher Diploma and level 9 Postgraduate Diploma on the National Qualifications Framework will be funded under this Pillar. Springboard+ is co-funded by the Government of Ireland and the European Union. Human Capital Initiative Pillar 1 is funded by the National Training Fund.

Springboard+ began in 2011 as part of the Government's Jobs Initiative. Its aim is to provide free and heavily subsidised upskilling and reskilling opportunities through higher education in areas where there is an identified skills need. A particular emphasis of the initiative is upskilling people who are unemployed or in receipt of a social welfare payment. Springboard+ complements the core State-funded education and training system and is one of a number of initiatives designed to support people back into employment, improve the skills of those in employment, and to build the supply of skilled graduates to meet current and future skill needs of the Irish economy Springboard+ also forms part of the Government's Future Jobs Ireland 2019 which has as a central objective of how to plan for an Irish economy of the 21st century. The further development of skilled workers remains central to attracting ongoing Foreign Direct Investment (FDI) and the further development of our Small and Medium Enterprise (SME) sector.

Springboard+ Key Objectives

1. Support those who are unemployed, formerly self-employed, and those who have been out of the workforce for some time ("Returners") to *return to sustainable employment*. In 2021, an importance has also been placed on recognising trends emerging in industries due to the impact of COVID-19 and how those displaced by its impact can be supported.
2. Provide opportunities for *workforce development* to enhance the skill levels of those already in employment; to increase the national rate of engagement in Life-Long Learning; to reskill those whose current occupation may be at risk from technological and other developments. The four areas of digital skills, transversal

skills, management and leadership skills and the workplace of the future are significant principles addressed under this objective.

3. Enhance collaboration between *enterprise and higher education* to design and deliver relevant higher education courses that support job creation and expansion in line with the Government's Future Jobs Ireland, National Skills Strategy, and National Development Plan.

4. Enhance the *skills profile of the labour force* to meet the targets and objectives of Future Jobs Ireland the National Development Plan and the National Skills Strategy, Technology Skills 2022, Languages Connect, Addressing the Skills Needs Arising from the Potential Trade Implications of Brexit and other skills reports.

IADT Part time Self-Funded Courses

IADT has successfully run short form unaccredited part time course for over 20 years. These take 2 forms, portfolio development courses aimed at second level students and skills-based programmes aimed towards part time practitioners wanting to develop an interest in a specific area. The portfolio courses act as a feeder for second level students to assist and guide in the development of a portfolio used in the application to practice based programmes within the Faculty of Art, Film and technologies in IADT. The second strand is more about skills and technique development, be it drawing skills, watercolour or oil painting, Digital Photography etc. These courses are run in a self-funding model, have no accreditation at present and are run twice a year- over 15 weekends during term or as two-week blocks over the summer holidays.

https://iadt.ie/courses/summer-portfolio-courses/

LUCA School of Arts

Higher education (HE), certainly as far as LUCA is concerned, has historically originated from the initiative of the institutional powers who took the responsibility to educate young people and thus contribute to the prosperity and well-being of society. Those higher educational offerings were only intended for young people and limited within a strict age range to prepare them for the next step as adult professionals. Education and training nowadays have a much broader function and are certainly no longer limited to the one and only pivotal moment between compulsory education and professional life. Learning has become a lifelong must.

This is supported by the local government. With a set of 47 priority actions, the *Partnership for Lifelong Learning[1]*, together with the Flemish Government, wants to identify and remove thresholds in lifelong learning and strengthen the necessary levers. The goal is to create a culture in which continuing to learn and participate in training is considered self-evident even after leaving school. The action plan follows the European ambition to achieve a 60% participation rate in (non-)formal learning by 2030. At present, the number stands at 47.7% for Flanders. For the implementation of the action plan, in addition to regular and relaunch funds, 50 million euros are provided annually via the European Social Fund.

In 2045 the world as we know it will look vastly different. Although we cannot predict the future, we can shape it. FAST45[2] (Futures Art School Trends 2045) recognises the potential of the creativity and imaginative thinking nurtured and developed at the Institutes of Higher Arts Education (IHAE). Together with the drive for innovation in society, this has inspired key players from higher arts education, business, and IHAE European network organisations to join forces. FAST45 is co-funded by the Erasmus/ Knowledge Alliance programme of the European Union.

The overall aim of the project is to imagine (outcomes: FAST45 Art School Futures Labs & FAST45 scenarios) and promote (outcomes: FAST45 discussion document/agenda) a future in which the arts and arts education plays an integral role in a world radically reshaped by the fourth industrial revolution, globalisation and climate change. The project consists of four general objectives: (1) to explore and inventory already existing research, ideas and visions on future images for IHAE; (2) to organise Art School Futures Labs to enhance futures thinking and imagining alternative futures for IHAE; (3) to determine futures images and scenarios that highlight the discontinuities from the present and reveal the potential choices and their potential consequences that IHAE needs to prepare for their long-term future planning and decision-making; and (4) to organise a general discussion/debate on possible policy and decision actions that informs and facilitates transformative leadership for strategic steps forward.

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[1] https://www.vlaanderen.be/levenslang-leren
[2] https://www.luca-arts.be/en/fast45-0 https://www.fast45.eu/

In a first part of the project (M1-M18), FAST45 has (I) explored (i.e., through literature study and interviews) existing research and ideas that substantiates visions of possible, probable, or preferable futures for IHAE and the employment of artists, (II) organised futures arts school test labs, and (II) developed a prototype of a learning platform. Together with some partner institutions of the Association KULeuven, the LUCA FAST45 team is currently working on the idea to develop an ideal prototype for LLL in 2045.

Research done by Slongers, Van Steen & Lievens (2016) shows that only between 10%-20% of graduates with an arts degree have a sustainable income from their key activities within the domain of the arts while 75% within that group need a teaching activity to acquire a feasible income. Other results show that it takes five to seven times longer for BA and MA graduates in the arts to enter a professional occupation. (VDAB[3], 2017) Therefore there is a strong urgency to provide extra learning opportunities to elaborate their skills and knowledge beyond the realm of the arts into other domains to increase job opportunities.

Lifelong learning (LLL) can become the connecting factor between the various worlds inside and outside LUCA School of Arts, establishing connections between researchers and faculty across the boundaries of the campuses and programs, between LUCA and other educational institutions, and to external partners from youth work to the industry.

With the objective of increasing the number of participants of *Lifelong Learning*[4], an entity within LUCA School of Arts dedicated to merging existing programs with new initiatives and creating a network of internal and external stakeholders. It focuses on expanding a network and developing concrete courses around *Lifelong learning*. The activities within LUCA FUTURE are specifically aimed at alumni and young professionals, to support and enhance their skills and knowledge through short development programs. These activities lie beyond the regular programs (BA-MA) and include training, coaching and proficiency courses with respect for values as inclusion and diversity. The education, training and education activities can be either existing modules, clusters of modules or new specially developed modules but also the result of dissemination of research. In this sense, the activities developed under LUCA FUTURE are potentially also valuable for their own students under a diploma contract. Profile learners range from flexible, acquiring skills and knowledge as goal to learners, interested in fulfilling degrees by stacking.

As described within the LUCA-policy (2021-2027)[5], LUCA has set goals specifically for LLL within component to *'together with external partners, realise lifelong learning pathways and projects at the service of society.'*

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[3] The VDAB is the public employment service of Flanders, founded in 1989 in order to make the labour market in Flanders as transparent and dynamic as possible. With a view to reaching that goal, the VDAB offers employment services, training and career guidance.

[4] LUCA future

[5] Seven years Policy plan within LUCA (2021-2027)

Main challenges:

- Integration of LLL in regular programs / structure
- Financing of LLL initiatives
- Organising LLL with other stakeholders
- Identifying LLL needs
- Communicating + Promoting LLL
- Clear procedures for creating innovative programs
- Clear framework and definition for LLL tracks
- Creating a network for teachers and students

LUCA School of Arts collaborates with the KULeuven Association for promoting the Lifelong Learning offerings[6], as to reach a broader audience and promote the importance of artistic skills within the labour market.

Lusófona

Formal education plays a key role in personal, academic, and professional development. However, current requirements determine that training is not restricted in time and extends throughout life. So Lifelong Learning aims to contribute to the development and dissemination of knowledge and the creation of a teaching-learning environment adjusted to the diverse needs inherent to the labor market and society. Lusófona is adapting the training offer through the creation and adaptation of a variety of courses and training that seek to respond to the demands and needs that may appear throughout life. So that learning is a continuous process and extends to all periods of life, fully available regardless of educational qualifications.

In this context, micro-credentials are at the centre of Lusófona´s policy for the development of new training opportunities. Lusófona received a grant under the national resilience funds to develop this area, particularly in the domains of the so-called STEAM agenda: using the Arts to create learning opportunities. In partnership with the industry, namely with the National Film Institute and Film Commission, as well as with companies and sector associations, new courses are being designed to be deployed in the academic year 22/23, expanding the existing offers, such as the already in place AVID Pro Tools certification. Building on the sector´s needs in terms of skills and competencies that respond to societal or market needs, the pilot of the first training in Green Consultant Certification was implemented in the Fall 22, already resorting to the European approach to micro-credentials, following the publication of an internal referential for micro-credentials. Currently there is still no clear national definition for the accreditation of these programs and the University is resorting to the existing framework for post-graduation to accredit these programs.

The following is Lusófona´s current micro credentials development process:

1. Build a catalogue with training offers

2. Create the certification model based on international references:

UNESCO uses the following definition: a term that encompasses various forms of credentials including 'nanodegrees', 'Micromasters credentials', 'certificates', 'badges', 'licences' and 'endorsements. As the name implies, micro-credentials focus on modules of learning much smaller than those covered in conventional academic awards. They allow learners to complete the requisite work over a shorter period. In their most developed form, micro-credentials also form part of a digital credentialing ecosystem that uses communications technologies to establish networks of interest through which people can share information about what a learner knows and can do.

 European University Association (EUA) uses another definition: a micro-credential is a small volume of learning certified by a credential. In the EHEA context, it can be offered by higher education institutions or recognised by them using recognition procedures in line with the Lisbon Recognition Convention or recognition of prior learning, where

applicable. A micro-credential is designed to provide the learner with specific knowledge, skills or competences that respond to societal, personal, cultural or labour market needs. Micro-credentials have explicitly defined learning outcomes at a QFEHEA/NQF level, an indication of associated workload in ECTS credits, assessment methods and criteria, and are subject to quality assurance in line with the ESG.

For the **European Commission,** a micro-credential is a proof of the learning outcomes that a learner has acquired following a short learning experience and the learning outcomes must have been assessed against transparent standards.

3. Adapt the existing offer

4. Build new offers on the national priorities: digital, eco, technological and social transformations.

5. Validate- define a validation process for micro credentials

6. Define the best suited working methods – online, blended, onsite

7. Promotion and attraction of trainees including digital presence and marketing

8. Inquire the current situation of the last 5-year graduates

9. Target: Companies, governmental institutions, NGOs, industry associations, corporate associations, general population, students, alumni, teachers, staff

10. Review and evaluate and adapt if necessary

Standards to apply:
Transparency: being measurable, comparable, and understandable with clear information on learning outcomes, workload, content and level
Relevance: does it meet identified learning needs?
Valid Assessment
Learning Pathways: flexible pathways, including the possibility to 'stack', validate and recognise micro-credentials from across different systems
Recognition: standard recognition procedures
Portable: stored and shared easily (e.g., Europass),
Learner Centred: to meet the needs of the target; learners involved in the internal and external quality assurance processes
Authentic: identify the learner, the issuer, the date, and location of issuance
Information and Guidance: broadest learner groups, in an inclusive way, supporting education, training and career choices.

Lusófona is currently also involved in several projects – i.e., Horizon DC4U, that deal with the development of a digital wallet for the storage of information on micro credentials.

Baltic Film, Media and Arts School

Tallinn Universities Baltic Film, Media and Arts School continuity training department has approximately 1500 clients per year (with a population 1 300 000).

Micro-Credential and others Lifelong Learning Institute policy by BFM

- BFM's LLL institute policy base to OSKA report, World Economic Forum, needs and expectations of partners and clients
- BFM work out accreditation for Micro-Credentials with the FilmSkills project of Baltic States.

Institute / National initiatives

- BFM is a partner of Estonian Unemployment Insurance Fund
- Participation Fees partly supported for members of Kinoliit or other professional associations

International:

- European Horizon, Media+, British Council, Danish Cultural Institute, Interreg, etc.

BFM Training is part of the Cinemini Europe network, which describes the programme as follows: "Children see movies daily. How can we make film watching a meaningful experience? How and what can we instruct children in an early age about film and media since the early years are the most formative? We try to answer these questions on a practical way in Cinemini Europe, a film education project with films, activities, and teaching materials for children between 3-6 years old. With Cinemini Europe we want to give children and care takers the opportunity to discover the diverse world of moving image in a meaningful and fun way. We believe it is not primarily about understanding film, but rather experiencing it. By watching, playing, and reflecting on moving image, we want to stimulate the development of creativity and critical thinking and spark a love for film. For the didactical concept we were inspired by the position paper Spiel und Kunst von Anfang an – Kulturelle Bildung für junge und sehr junge Kinder. Positionen und Ziele, edited by: Bundesvereinigung Kulturelle Kinder- und Jugendbildung e. V. (BKJ) in 2016"

FILMEU Guideline and Strategies

Proposed strategy for developing Micro Credentials within FilmEU

The recovery from the COVID-19 pandemic and the digital and ecological transitions have accelerated the pace of change in the way we live, learn and work. We therefore see an increasing number of people needing to update their knowledge, skills, and competences to fill the gap between their formal education and the needs of a rapidly changing society and labour market. Today, one of the biggest challenges European businesses and employers face is an insufficient supply of the right skills for the EU labour market, whether because skills needs and requirements are changing or because of digital and ecological transitions.

According to the Council Decision on guidelines for the employment policies, Member States "should enable everyone to better anticipate and adapt to labour market needs, including through continuous upskilling and reskilling." In 2016 only 37% of adults participated in annual training. The European Pillar of Social Action Plan includes a target for 2030 that at least 60% of all adults should participate in training every year.

FilmEU, aware of this reality in cinema and media arts, is committed to the development of an educational and training offer, in collaboration with the film industry, to develop and create a training offer, within the specific scope of Lifelong Learning. Using the European micro-credentials approach, we plan to widen the opportunities for learning and professional training, in the framework of Upskilling and Reskilling.

To create the strategy for Micro credentials in FilmEU, as response to the needs of lifelong learning in cinema and multimedia, we carried out preliminary work sessions between the alliance partners and made an initial survey of the existing offer in the countries participating in FilmEU and in Europe. We met some companies in the industry and a small group of reference workshops, as well as other institutions that traditionally offer training in the areas involved.

Throughout the entire process, we kept in mind the main EU guidelines for the creation of training offers, based on Micro Credentials, particularly regarding:

- Quality: bearing in mind that in the film industry, due to its artistic framework, it requires special care in the adequacy and implementation of quality assurance systems;

- Transparency: creating a training framework with all relevant information that allows clear information on learning outcomes, workload, content, level, and learning offer;

- Relevance: to clearly identify all the needs that lead to the creation of the training offer, in such a way that both the industry and the trainees understand the learning opportunities and the expected learning outcomes;

- Valid assessment: create instruments that allow micro-credential learning outcomes to be assessed against transparent standards;

- Learning Pathways; create flexible learning, allowing them to be grouped, validate and recognise micro-credentials from different systems;

- Accumulation: organise training proposals so that other micro-credentials can be added to create larger credentials in articulation with industry and other stakeholders in the field;

- Validation of non-formal and informal learning; framing, valuing, and evaluating the learning outcomes resulting from non-formal and informal learning;

- Recognition: ensure that the offer created is comparable across the EU;

- Portability: ensure that we will have a framework that ensures seamless interoperability and data exchange, for data authenticity checks.

From these preliminary work sessions, a development plan resulted, in line with the European objectives defined for Lifelong Learning and Micro Credentials.

Our strategy is based on the implementation of a 10-step plan adapted from the current Lusofona development procedure.

1.Consult

Research current industry and graduate needs to inform the design of the micro credential offering. We propose the development of a subgroup of the FilmEU industry council, specifically to define the priorities and evaluate the micro credential offering to be developed.

2. Create

Design and implement the certification model based on international best practice that will be applied across the FilmEU micro credentials. At this stage, we will also define the stickability strategy, allowing where appropriate, pathways to larger level 9 awards (building towards Post Graduate Diplomas and Master of Arts).

3. Adapt

Evaluate and adapt the existing offerings across the consortium, to meet the FilmEU framework and agenda. This will allow for innovation to spread from the local across the consortium

4. Build

Create the course curriculum, focused on the local, national, and international priorities.

5.Validate

Define a FilmEU validation process for micro credentials using the defined QA procedures developed by the consortium. This process will also be dependent upon other work packages within the FilmEU structure.

6. Define

Define the best-suited working methods on a course-by-course basis – online, blended, onsite. It will also be crucial to resource all offerings with suitable staff, be they from within the institutes, or hired when expertise is required.

7. Disseminate

FilmEU micro credential portal and website to be developed and launched. This should be linked to the existing website www.filmeu.eu. Suitable marketing channels will also need to be defined and enacted.

8. Recruit

Identify the student cohort suited to each course and implement a recruitment strategy. This can be focused on companies, governmental institutions, NGOs, industry associations, corporate associations, general population, students, alumni, teachers, staff. Simultaneously engage and capacitate staff across the institutions to deliver the programmes.

9.Deliver

Run the programmes as defined in the course design following all FilmEU QA procedures.

10.Review

Review, evaluate and adapt on an ongoing basis, incorporating student, teacher, and industry evaluations in both short and long term. This annually review process, will inform the curriculum design process as well as the operational implementation of the new and existing offerings.

FILMEU Micro-credentials Academy

FilmEU also seeks to exploit and validate the results of an extensive range of Erasmus projects which have provided evidence and materials relevant to the CCSIs (Cultural and Creative Sectors and Industries) and to film and media arts education. A range of EU-funded projects address the need to enhance digital skills and competences for the digital transformation, often in a particular context and so providing specialised evidence relevant to the FilmEU workplan.

More specifically, through the intensive collaboration with the associated partner Aalto within the C-accelerator project, a concentrated support for entrepreneurship, including embedding entrepreneurial and innovation skills development throughout the entire educational offer is designed to improve the ability of students.

A further set of projects have a broader focus on skills, staff development, innovation in teaching and learning and so inform the planned actions in respect of micro credentials, quality assurance, and curricular reform, including through the availability of results that can be operationalised and tested at a greater scale.

FilmEU's attention to micro credentials within its educational is of benefit to the industry through the ability and agility to tackle specific issues and gaps in training, meeting the needs of employers (in each specific country, at any given moment in time); the result should be a more able, informed and resourceful workforce, ultimately leading to more competitive film industries in smaller nations in particular.

This enhanced focus on micro credentials will be implemented through the launch of a dedicated Micro-credentials Academy, offering a suite of micro credential offers ideally linked to the FilmEU wallet strongly contributing to reskilling and upskilling to meet new and emerging needs in the cultural and creative sectors and in society. The wallet will be made visible through the FilmEU Portal and Website.

FilmEU proposes to develop its micro credential offering on Micro-credential Academy under the following categories:

1. **Green Media Production**

Advanced practical seminars and training for production companies and individuals, offered on campus and via local film institutes and commissions.

Professional training for environmentally sustainable production consultants starts being offered at Lusófona in 2022/23, in a course combining online and face-to-face training, with final exam and certification with 6 ECTS, during the course period of approximately 14 weeks.

2. **Talent Development**

Advanced skills development initiatives for above the line talent – writers, directors, producers, actors, etc. These programmes will build on well-established international practice in nurturing and developing talent, at all stages of career development.

3. **Production Crew**

Continued Professional Development programmes and training will be offered across all production departments. This will be developed for Film, Television, Media production, Animation, Visual effects, and other related disciplines.

4. **Academic Staff**

Continued Professional Development for academic staff In Film and Media Arts education. This will be offered not just for consortium staff, but for the wider academic community.

5. **Pathways to Industry**

Focused bridging training programmes for recent graduates as well as those pivoting within and into the industry

6. **Pathways into Education**

Local pathways for portfolio development of second level students and those returning to third level education as a mature student, with a special emphasis on underserved communities.

7. **Business and Enterprise Development**

Business and Enterprise incubation, development, and growth supports. This will be focused on IP development, as well as entrepreneurial skills and related supports. This will be on a local, national, and transnational basis.

8. **Animation, VFX and Games**

Introductory and continuing education in innovative technologies, production pipelines and industry development.

9. **Future Technology**

Exposure to and training in emerging media technologies for professionals in media arts, such as virtual production and XR pipelines.

10. **Transversal Skills**

Training across media platforms, particularly in social media and emerging technologies, for cross-communication between and among story-telling platforms and technologies

11. **Culture and Wellbeing Equality, Diversity & Inclusion**

Media creation and distribution training with an eye towards expanding voices in the media landscape, promoting equality, diversity, and inclusion across all areas of race, ethnicity, nationality, sexual orientation, mental and physical ability, etc.

Appendix

Current offerings within the institutes and at a national level.

IADT current institute offering

Springboard+ Courses

Certificate in Digital Sculpting and Modelling
Award: Postgraduate Certificate in Digital Sculpting and Modelling
Delivery Method: Online, Classroom, Blended
ECTS credits: 20   Mode: Part Time
Start Date: 14/1/2022   **End Date**: 22/4/2022 NFQ Level: Level 9

This course is designed as a week by week introduction to ZBrush to help you realise and explore your concepts efficiently in 3D. The course is structured over a twelve-week period, two evenings per week and every second Saturday. This is to ensure you have time to develop and practice your knowledge and skills between sessions. At the end of the course, you will understand the interface and basic workflows required to continue using the software to create your own 3D models. Both organic and hard surface modelling techniques will be explained and explored. ZBrush is an industry standard sculpting and 3D modelling application commonly used in animation, AR/VR, film/TV, illustration, jewellery design, prop making, and general sculptural practices. It is used as a tool to conceptualise and then fabricate those ideas, bringing them into reality.

Certificate in Production Management for Animation
Award: Certificate in Production Management for Animation
Delivery Method: Online, Classroom, Blended
ECTS credits: 10   **Mode**: Part Time
Start Date: 8/10/2021   **End Date:** 22/1/2022 NFQ Level: Level 9

This course will provide learners with a comprehensive overview of the practical management of digital animation production, primarily 2D animation but also 3D and VFX. It is supported by Screen Ireland, the state body responsible for training in the screen industries. This accredited course will provide learners with an opportunity to acquire and demonstrate knowledge of the animation production process to a level 9 standard. Learners will gain and develop their practical production skills specifically for the Animation industry, to keep pace with the ever-changing technology and practices and its use in Animation production. This 3rd iteration will help students develop their idea as a creative offering and tailor it to different funders. Creative development skills were recently recognised as an important skills gap in the Screen Ireland Skills gap analysis 2019-2020. Its design will enable students to incorporate their skills into real

world 'as live' industry led productions which is an integral part of the programme. Students will achieve their learning outcomes through practical work ranging from full team productions to individual exercises. Candidates for this certificate will be drawn from the graduate population of Animation and related programmes, graduates who have made their way into industry and want to return to education, and industry professionals looking to up skill or change direction. People working in the broader creative and cultural industries who seek a pathway into Animation production also qualify. The significant success of the first iteration of this programme with over double the applicants as there were places indicates strong demand. It is further supported by the success of professional development initiatives such as those offered by Animation Skillnet and Screen Skills Ireland in the past. It will run on Friday evenings and Saturday mornings allowing for candidates to continue in work.

Post Graduate Diploma in Business in Cultural Event Management
Award: Post Graduate Diploma   **Delivery Method:** Online, Classroom, Blended
ECTS credits: 60   Mode: Part Time
Start Date: 28/9/2021   End Date: 13/5/2022 NFQ Level: Level 9

This programme is a level 9 part -time Post Graduate Diploma in Business in Cultural Event Management that provides lifelong learning opportunities for upskilling and reskilling employees and graduates seeking employment opportunities in the cultural and creative industries (CCI), a growth sector of the Irish economy and a sector that has been significantly impacted by COVID19. The Diploma provides an opportunity for practitioners in the Cultural and Creative sector to hone and develop their business, event management and digital marketing skills, - areas of critical importance in developing cultural and creative programming and will equips learners with the necessary business competencies to negotiate the complex world of events and arts management.

Data Visualisation
Award: Postgraduate Diploma   **Delivery Method:** Blended
ECTS credits: 90 **Mode:** Full Time
Start Date: 25/9/2022   End Date: 5/5/2023   NFQ Level: Level 9
The world is awash with data, and the rate at which data is being generated, stored, and analysed is increasing exponentially along with advances in technology and its growing ubiquity in our daily lives. This programme aims to produce graduates equipped to work with this data to draw out valuable insights to inform meaningful actions toward successful outcomes. It is vital in any modern organisation to make data-driven decisions and communicate these effectively and ethically to stakeholders as highlighted in the 2021 Deloitte Global Human Capital Trends Report. The programme presents comprehensive coverage of the knowledge, skills and competencies required by data visualisation designers and developers. These include sourcing and working with data; visual design principles; choosing appropriate visualisation modes (the grammar of graphics); technical/software skills to manipulate, explore, ad present (interactive)

visualisations; research and evaluation techniques to assess the requirements of a visualisation project and appraise the outcome. Throughout the programme, learners apply these skills and knowledge at each stage of the data visualisation design process from problem definition through to iterative design, prototyping, and testing.

Creative Futures Academy- IADT

Professional Training for Live Studio Broadcasts

5th Sep 2022 —23rd Sep 2022

Places: 12   ECTS: 10 (Level 9 Award)   Fees: €1,500

This is an intensive 3-week course with a work placement, in Virgin Media Television, that will provide an opportunity to develop your own abilities and gain new, unique skills in multi-camera live studio production. You will collaborate with others to create a studio programme for any audience, broadcaster or platform. The industry has seen a huge jump in multi-camera production. The course will be of interest to graduates and working professionals in film and media with an interest in TV production. The course offers 12 places, with 3 places in each of the following areas: Studio Camera Lighting Operator; Sound Operator; Gallery Production Assistant; Vision-mixing https://creativefuturesacademy.ie/courses/professional-training-for-live-studio-broadcasts/

Certificate in Data Visualisation

30 Sep 2022 — 9 Dec 2022

Places: 20   ECTS: 10 (Level 8 Award)   Fees: €900

The aim of data visualisation is to effectively communicate information through a graphical means. You will learn basic data visualisation principles and how to apply and represent them effectively. Data visualisation provides a powerful way to communicate data-driven findings and analyses. You will gain the skills you need to leverage data to reveal valuable insights and advance your career https://creativefuturesacademy.ie/courses/certificate-in-data-visualisation/

Certificate in Design Thinking

16 Sep 2022 — 20 Jan 2023

Places:16   ECTS: 10 (Level 9 Award)   Fees: €900

Learn valuable design methodologies and strategies that will transform your approach to problem solving and innovation. Design thinking can transform the way organisations develop products, services, processes and strategy. Many companies now use design thinking methodologies to help them overcome key business challenges ever present in today's fast-paced technology and data driven environment. Design thinking combines what is desirable from a human point of view with what is technologically feasible and economically viable. Design thinking has become a crucial business tool and mindset that enables companies (and their employees) to think creatively beyond traditional logical and analytical approaches. You will learn to drive innovation, and help companies

become more agile and responsive to change so they can maintain their competitiveness. https://creativefuturesacademy.ie/courses/certificate-in-design-thinking/

Certificate in Fundamentals of User Experience Design

5 Oct 2022 — 21 Jan 2023

Places:25   ECTS: 10 (Level 9 Award)   Fees: €900

Explore how the core elements of user experience (UX) design can be used to create more effective, engaging and enjoyable digital media interactions. UX design uses research, design skills and usability testing to enhance the ways in which a user can interact with a digital product. It involves a range of techniques, including user research, requirements analysis, user interface and interaction design, prototyping, and user testing. The demand from industry in Ireland for people with these skills has significantly grown in response to the increasing prominence and importance of the field. This course produces skilled, confident and knowledgeable user experience designers to fill this gap. https://creativefuturesacademy.ie/courses/certificate-in-fundamentals-of-user-experience-design/

Previous CFA courses run in IADT:
- Design for Technical Arts Workshop
- Graduate Launchpad (Film + Media)
- Introduction to Laser Cutting for Educators
- Post-Production of Photographic Images
- Stop Motion Animation for Product Photography
- Certificate in New Ways of Telling Stories
- Certificate in Producers as Leaders
- Certificate in Production Management

IADT Part time Self-Funded Courses

Portfolio Preparation

10am – 4pm

Fees: €320

This course is an intensive 2-week block, and is run 4 times over the summer

Animation Portfolio Preparation

10am – 4pm

Fees: €320

This course is an intensive 2-week block, and is run 2 times over the summer

Film & Television Portfolio Preparation

10am – 4pm

Fees: €350

This course is an intensive 2-week block, and is run 2 times over the summer

Digital Photography for Beginners + Intermediate
10am – 4pm
Fees: €220
Digital Photography – Beginners
This course is an intensive 2-week block, and is run once over the summer
Digital Photography – Intermediate
This course is an intensive 2-week block, and is run once over the summer

Drawing Skills Workshop
10am – 4pm
Fees: €200
This course is an intensive 2-week block, and is run 2 times over the summer

Current Irish National LLL offering in Film and Media Arts

In Ireland there are two main providers training for the screen and media arts sector. Screen Ireland and Skillnet Ireland. Both offer industry forced subsidised short form courses, the majority being unaccredited.

Screen Ireland

Screen Ireland, Ireland's national film fund, offers a range of funding schemes to support Irish industry professionals to enhance their careers. The training and skills development are current organised under the following headings:

1. Skills Opportunities Skills
2. Funding Section
3. 481 Skills Development
4. Next Generations

Skills Funding

Screen Stakeholders

Screen Ireland supports skills development for the wider screen sector in Ireland through the Screen Stakeholders Funding Scheme. The Screen Stakeholders Funding Scheme awards funding under two strands. Strand 1 – Up to a maximum of €25,000 to stakeholders to deliver a range of activities that support the screen sector in Ireland over a 6–12-month period. Strand 2 – Up to a maximum of €40,000 to stakeholders to develop and deliver one high quality, substantial skills development programme that would have a significant impact on the screen sector in Ireland over a 6–12-month period. In all cases support is offered only if the applicant meets the strict criteria and conditions below.

Skills Development Events

Screen Ireland supports skills development events and activities including masterclasses, workshops, seminars, webinars, networking events, writers' rooms, panel discussions and programmes/initiatives (that may offer placements, shadowing opportunities) where the activity will expose industry practitioners to international and Irish best practice for the screen sector. Due to limited resources, the application process is competitive. Benefit to the Irish film, television, animation, or related sectors must clearly accrue from the delivery of the event/activity. Screen Ireland welcomes applications for events/activities that are aligned with any of the objectives of the Screen Ireland Strategy "Building for a Creative Future 2024" In general, the maximum funding available for each applicant per annum will be €5,000. Where merited, for exceptional applications, the panel may approve funding above the maximum for high quality events/activities that would have a significant impact, and that present unique skills development opportunities for the Irish screen sector.

Screen Ireland particularly welcomes applications for events that address at least one of the following priority themes:
- Advanced international skills development initiatives for above the line talent – writers, directors, producers, actors etc.
- Equality, Diversity & Inclusion
- Sustainability/Green Production
- Future Technology/Virtual Production/Games
- Improving Workplace Culture & Wellbeing
- Regional Development
- Careers in the Screen Industry
- Company/Business Development

Bursary Awards
When the necessary skills development opportunities are not available physically in Ireland, the Bursary Award allows bursary recipients to participate in international or online international skills development programmes, workshops, and structured work programmes to assist their professional development. The purpose of the scheme is to expose industry practitioners to the best skills development expertise and work situations internationally in person or online. In all cases, bursaries are awarded to ensure professional development and skill enhancement in line with international work standards and best practice.
Screen Ireland offers three types of bursaries to applicants:
- Funding to attend full time courses and workshops abroad.
- Funding to participate in a structured work programme within international companies and organisations. The work programme can be designed by the individual to specifically match their skills development needs.
- Funding to participate in a substantial international online skills development programme.

Over the years Screen Ireland has supported several industry professionals to access prestigious international skills programmes like EAVE, ACE Producers, Inside Pictures,

Aardman Academy Stop Motion, Documentary Campus Master school, ESoDoc and Eurodoc.

Film & TV Drama Pathways Fund

Following the first pilot iteration of the Pathways Diversity, Equity and Inclusion funding scheme in 2021, Fís Éireann/Screen Ireland through Atlantic Academy are providing a further allocation of €300,000 in funding that will be used to provide opportunities on productions for those from diverse and under-represented communities and those where access to the industry would historically be limited. The Pathways funding scheme particularly welcomes applications from producers for proposals that support overcoming barriers for under-represented participants wishing to transition from other sectors and those who wish to return to the screen sector after a period of absence. The scheme also welcomes proposals that aim to address gender and diversity balance in specific departments and roles where gender and diversity would historically be skewed. Given the current situation in Ukraine and other countries with forced displacement due to conflict, for this round of the Pathways fund, Screen Ireland also welcomes applications that support opportunities for refugees currently resident in Ireland, seeking to transition to the Screen Sector in Ireland. Producers from the Film & TV Drama sector can apply for a funding award of up to a maximum of €25,000 per production/ project in 2022. A higher funding award may be considered if the production is offering exceptional ED&I opportunities (following review by the awarding panel). More than one application per annum per company/producer is allowed with a maximum allowance of €50,000 per annum per company/producer. Please note that all the funds necessary for the production to go ahead must be in place to receive the funds for Pathways. Projects awarded funding must commence production before 31st December 2022.

Animation Pathways Fund

Following the first pilot iteration of the Pathways Diversity, Equity and Inclusion funding scheme in 2021, Fís Éireann/Screen Ireland through Animation Ireland are providing a further allocation of €100,000 in funding that will be used to provide opportunities on productions for those from diverse and under-represented communities and those where access to the industry would historically be limited. The Pathways funding scheme particularly welcomes applications from producers for proposals that support overcoming barriers for under-represented participants wishing to transition from other sectors and those who wish to return to the screen sector after a period of absence. The scheme also welcomes proposals that aim to address gender and diversity balance in specific Departments and Roles where gender and diversity would historically be skewed. Given the current situation in Ukraine and in other countries with forced displacement due to conflict, for this round of the Pathways fund, Screen Ireland also welcomes applications that support opportunities for refugees currently resident in Ireland, seeking to transition to the Screen Sector in Ireland. Producers from the Animation sector can apply for a funding award of up to a maximum of €10,000 per production/ project in 2022. A higher funding award may be considered if the production is offering exceptional ED&I opportunities (following review by the awarding

panel). More than one application per annum per company/producer is allowed with a maximum allowance of €20,000 per annum per company/producer.

Section 481 Skills Development

Section 481 is the Irish Film tax credit. To fully comply, productions must invest in the skills development plan when the budget excess €2million. All applications to the Department of Media, Tourism, Arts, Culture, Sport, and the Gaeltacht ("the Department") for a Section 481 Certificate must include a TAB F Skills Development Plan. For all projects with eligible expenditure in excess of €2million, a copy of the TAB F Skills Development Plan should also be submitted to Screen Ireland for approval. This copy of the TAB F Skills Development Plan must be submitted to Screen Ireland at least 21 working days prior to the commencement of the Irish production or on the same date as the application for certification under Section 481 Taxes Consolidated Act 1997 is submitted to the Department. For the avoidance of doubt, applicants are reminded that they are required to submit the TAB F Skills Development Plan to the Department as part of the application under Section 481.Screen Ireland will review the TAB F Skills Development Plan and may seek changes, especially in relation to specific skills deficits and priority roles that have been identified in the Screen Ireland annual Skills Needs Analysis report, which will be updated on a regular basis.

https://www.careersinscreen.ie

Careers in Screen is a dedicated space that outlines the broad range of job roles available in the screen industry in Ireland and directs you to the most appropriate routes to the roles. The content was developed by Screen Ireland in consultation with screen industry professionals to help guide anyone thinking about a career in the screen sector.

Skillnet Ireland

Skillnet Ireland is a business support agency of the Government of Ireland, responsible for advancing the competitiveness, productivity and innovation of Irish businesses through enterprise-led workforce development. Its focus is in maintaining a highly skilled workforce is key to maintaining national competitiveness. Skillnet Ireland currently support over 21,000 businesses nationwide and provide a wide range of learning experiences to over 81,000 trainees. Skillnet. There are currently 5 Skillnet networks focused on the screen and media arts sectors within Ireland. They are:

The Animation Skillnet, Immersive technologies Skillnet, Screen Skillnet, Learning waves Skillnet, Gréasan Na Meán Skillnet.

Screen Skillnet

Screen Skillnet is a business network for companies of all sizes, including freelancers, in the Film, TV and Post-Production sectors. Network companies work collaboratively to share best practice and to respond effectively to the specific skills needs of the sector. The network addresses both technical and non-technical skills needs of members. The

objective of this national network is to support the growth of Ireland's Film, TV and Post-Production sectors through the provision of bespoke training and professional networking events. Screen Skillnet is promoted by Dublin Business Innovation Centre (DBIC). Membership of the network is open to private-enterprise and freelancers in the Film, TV and Post-Production sectors based in Ireland.

Animation Skillnet

Animation Skillnet was established in July 2013 to address the current and future vital skills needs of the Animation, Games and VFX sectors in Ireland. Animation Skillnet runs regular (short and long) subsidised training courses for member companies and freelancers working in the sector. These courses are and will continue to be bespoke, specialist courses designed and delivered by industry professionals to address the needs identified by industry. It offers subsidised (up to 30%) in-house training solutions to companies (for current staff or new recruits). The definition of training that qualifies for the subsidy can be broad and can include on-the-job training, placements and networking. It also offers subsidised rates to high level personnel in studios to attend key international events (conferences/markets etc.) such as the Kidscreen Summit, the Children's Media Conference and Cartoon Forum. Animation Skillsnet funds, organises and/or supports key conferences/networking events for the sector, including the Animation Dingle and Women In Animation Ireland to name a few. It also runs the Animation, Games and VFX Graduate Traineeship Programme for the animation and VFX sectors in Ireland in collaboration with Screen Skills Ireland. The body also works closely with key stakeholders like AnimationIreland, VFXAI, IMIRT, BAI and Screen Ireland to ensure our offering is relevant and meeting the needs of the sector. Is working with others to develop a range of work-based learning initiatives for the sector including Traineeships, Apprenticeships and Mentoring programmes.

Immersive Technologies Skillnet

Immersive Technologies Skillnet provides subsidised training and skills development solutions for the immersive technology sectors in Ireland. Immersive Technologies Skillnet also run subsidised training for Irish based Freelancers and Sole Traders and periodically organise and support professional networking events and conferences for this sector in Ireland and internationally. Immersive Technologies Skillnet is co-funded by Skillnet Ireland and member companies.

Learning Waves Skillnet

Learning Waves was set up in 2004 to provide training for those working in the Independent Commercial Radio Sector in Ireland and is an industry led initiative. The Network is funded by Skillnet Ireland together with all the Independent Commercial Radio Stations in the country. Currently there are 34 Independent Commercial Radio Stations in the network, together with IRS+, Urban Media, and Media Central. Alongside this, the networks work in partnership with the industry regulator, the Broadcasting Authority of Ireland (BAI) and the Independent Broadcasters of Ireland (IBI). The network will continue to grow as the industry grows. The network currently represents 100% of the industry.

Gréasan Na Meán Skillnet is a media training network that provides subsidised high-end training to employers, employees, freelancers and jobseekers in the media sector in the west of Ireland. They run regular courses, in both practical and business skills. They also support networking events and conferences for the media sector.

LUCA current institute offering

Design for impact.[1]
Soft is the new hard. 21st century skills, the so-called 'soft skills', are central to this programme. Creativity, cooperation, communication, and critical thinking are at the core. Our goal is to help the student, as a creative, gain a better insight into your own qualities so that you can get a head start on the labour market. On the other hand, we make the creative student the catalyst that ignites the creativity of others, the reason multidisciplinary teams create synergy, the profile that realises the power of creativity. A force for good. With this 30 ECTS-programme, we want to give creatives first-hand experience of how to use their talent as a lever, a crowbar with social value. The goal: to stimulate a new generation of architects, designers, copywriters, filmmakers, and other makers-slash-thinkers to initiate change.

Pathway 3D
Pathway 3D is an intensive evening course, open to students, alumni and professionals alike. With no prior knowledge required, they will learn the fundamental skills to design and develop 3D animations, digital prototyping, and interactive, real-time experiences. Students with prior expertise can also enrol in more advanced modules after an online test. Each of the modules involves working with lecturers whose professional work involves the artistic and creative use of these innovative technologies.

Educational Bachelor's and Master's programme
The Educational BA or MA 60/120 ECTS program in audio-visual and visual arts educates teacher-artists who nurture their own practice from a symbiotic relationship between artistry and teaching, with specific attention to current shifts in the educational landscape and the arts field. Current reforms in art education focus both on stronger subject-related expertise and on better connections to contemporary art and cultural experiences. There is also increasing interest in art education from socio-artistic, museum, scientific, technological and business-economic contexts. Artistic competencies and tools are implemented to address social challenges. From these shifts, the program aims to challenge the students to question, rethink and realise didactic, educational and participatory technologies, strategies and practices from a dynamic artistic practice. The audio-visual and visual arts teacher is not only competent to organise powerful learning environments, but also to set up experiential contexts from artistic projects and to instigate interdisciplinary interventions. This transcends one's own practice to the current arts field and wider society.

Direct access for MA program is provided for holders of a MA degree in the arts from the same field of study and specialization while admission to the subject didactics courses depends on the prior education and specialization followed.

Current Belgian National LLL offering in Film and Media Arts

The **VAF**[2] (Flanders audio-visual Fund) is a public funding body that supports audio-visual and games production in, and international co-productions with Flanders. Set up by the Flanders government in 2002, it is headquartered in Brussels. Its aims are threefold: to develop a sustainable audio-visual industry; to encourage and support emerging audio-visual and games talent; and to promote a vibrant audio-visual and games culture in Flanders and beyond. A part of the fund's annual budget is allocated for professional training. VAF grants scholarships, finances professional training, supports and organizes workshops, and is a partner in several international training initiatives. It allows both emerging and established professionals to gain specific experience and confidence, in the fields of scriptwriting and show running, directing and producing.

Mediarte[3] is the Social Fund of the audio-visual sector and film production in Belgium and includes all private radio stations, TV stations, production houses, facility companies and digital agencies (Joint Committee 227 and 303.01). Since its creation in January 2005, the stimulation of all initiatives for training, employment and education in the audio-visual sector have been Mediarte's objectives.

Ik blijf bij (I stay tuned) with the Associatie KU Leuven. The KU Leuven Association is an ambitious network of high-quality higher education institutions including LUCA School of Arts, spread across Flanders and Brussels. As a leading strategic alliance, it is committed to promising, high-quality and future-oriented higher education. Innovative lifelong learning is one of its strategic priorities. Anyone who wants to retrain or reskill can easily and quickly find a suitable training offer via the portal ikblijfbij.be. through workshops, seminars, webinars and massive online open courses (MOOC's).

Lusófona current institute offering

New offer in 2022/23
- Green Consultant Certification
- Film budgeting and financing
- Narrative: Media Formats and Consumer Experience
- Soft Skills reloaded
- Market Research in Media, Arts and Entertainment
- Building a business plan
- Copyright and intellectual property management

- Composition and Musical Production for Cinema, Post-Graduate Diploma

Recurring offer:

- **Eduplay - Game Development for Educators**
  Platform: Lusofona X
  4x30mns modules

- **Graphic journal drawing**
  Platform: Lusofona X
  Internal certificate

- **Programming basics**
  Platform: Lusofona X
  Assessment - quizzes + exercises
  Internal certificate

- **AVID Pro Tools**
  32 hours
  4 ECTS
  AVID ProTools certificate offered at multiple levels

Current Portuguese national LLL offering in Film and Media Arts

Lifelong learning offered for the audio-visual sector is non-existent in Portugal, except for non-certified hobby-like learning on subjects such as film production or creative writing.

Audiovisual production
Platform: RESTART
Online
Access – 11th grade or film experience

BFM current institute offering

TV presenter-editor

Course type: micro-credentials

Delivery Mode: In person

Duration: 2 semesters (Jan 2023 - Dec 2023)

Months: 11 months

Accreditation: yes

Cost: 2850 EUR

The aim of the course is to prepare the editors and presenters of a new generation of TV. The course consists of lectures, seminars and feedback classes, practical work in different genres, supervised practice and independent work. The trainers and tutors are Estonian top journalists and media specialists operating in TV. The acquired competences: basic knowledge of the functioning of the television field; basic knowledge of the meaning of the television field; being able to analyse television creation professionally and critically; initial experience of making television stories/transmissions. Page Break

Advertising and Content Design

Course type: micro-credentials

Delivery Mode: In person

Duration: 1 semester (Aug 2022 - Jan 2023)

Month(s): 6 months

Accreditation: Yes

Cost: 1600 EUR

The learner obtains basic knowledge in the field of advertising and image creation, solves creative tasks and creates a promotional clip. To obtain these competences, one acquires skills to create a film clip from an idea to post- production. The distinctive

feature of the curriculum is the combination of theoretical and practical activities for intensive one-semester study. The learner has participated in the production process of the promotional clip and knows its stages, roles and occupations.

Advertising and Brand Development

Course type: micro-credentials

Delivery Mode: In person

Duration: 2 semesters (Aug 2022 - June 2023)

Month(s): 9 months

Accreditation: Yes

Cost: 1600 EUR

The programme provides the knowledge to understand the general content and different directions of advertising activities and the skills to apply the acquired knowledge in creating a marketing strategy. The curriculum supports the embedding of theoretical concepts through practical activities, design thinking and creative tasks.

The courses completed in the framework of the micro-degree curriculum, which are also related to the subjects of formal education, can be considered in further studies.

Managing Creative and Cultural Projects

Course type: micro-credentials

Delivery Mode: In person

Duration: 1 semester (Jan 2023 - June 2023)

Month(s): 6 months

Accreditation: Yes

Cost: 1440 EUR

The objective of the programme is to give the ability to prepare and carry out creative and cultural projects, thereby increasing competitiveness in the labour market and the possibility to manage independently in the field. For this purpose, project management, marketing and communication solutions are introduced, and an opportunity is offered to practice today's project methods.

Empowering Communication to Support Networking

Course type: micro-credentials

Delivery Mode: In person

Duration: 1 semester (Jan 2023 - June 2023)

Month(s): 6 months

Accreditation: Yes

Cost: 1440 EUR

The programme provides the skills and knowledge to work together and co-operate with different teams. The key words of empowering communication are leveraged and flexibly managed networking, which ensures the well-being and development of each individual member of the network and, through it, of the entire organisation. The micro credential curriculum is structured in sectoral thematic courses, which, when combined, provide the learner with an overview and competencies for both empowered network management and supportive and receptive network membership.

Creative Activities Supporting Well-Being and Mental Health

Course type: micro-credentials

Delivery Mode: In person

Duration: 2 semesters (Sept 2022 - June 2023)

Month(s): 10 months

Accreditation: Yes

Cost: 1200 EUR

The programme offers knowledge of well-being and mental health, their influences and support, and the opportunity to acquire the necessary competencies by practicing various creative activities. The curriculum links different areas that are important for understanding and supporting the factors of well-being and mental health in the future, including different film and media related themes and activities as Creating content with sound and image (e.g., creating an image scenario, filming, assembling, sounding fragments based on it etc); Creating Sound Design; Motion Art; Drawing and Image Language; Modelling etc.

Programmes for Professionals

Digital Imaging Technician

Course type: Masterclass

Delivery Mode: In person

Duration: 2 days

Month(s):

Accreditation: no

Number of participants:

Cost: €500

This course is aimed at existing professional camera crew, as well as post-production personnel such as data wranglers, who need digital imaging and data management skills to increase their employment prospects.

Screenwriting Master Class

Course type: Masterclass

Delivery Mode: In person

Duration: 9 hours

Accreditation: no

Number of participants: 45

Cost: 300€ (VAT included); Members of The Estonian Filmmakers Union 240€ (VAT included); students 90€ (VAT included)

Experts in the three-act structure ruled the world of scriptwriting in the 1990s and early 2000s, but the last decade has seen a rising demand for new types of theories and practice. Studios, distributors, televisions, and especially the audience, expect to see stories with a much more complicated structure. In this new age, the leading expert in storytelling is LINDA ARONSON – a scriptwriter, editor and film theorist. Linda has analysed hundreds of unconventional movies and she is the first in the world to have developed a distinct framework and a thorough guide for writing a script that goes beyond the boundaries of the three-act structure. In her teachings, she distinguishes between six non-linear/parallel narrative forms of script: Flashback, Tandem, Sequential, Multiple Protagonist, Double Journey and Fractured Tandem. She has created patterns that show how each form divides, splits, multiplies or cuts down the structure of the script and how these methods interact with the three-act structure. She has developed practical guidelines for all six forms and uses an ever-changing list of 80 movies as examples. In her work she also touches upon scriptwriting for TV shows and her theories are used by video games scriptwriters of the new generation. Linda Aronson has published many extremely successful books on scriptwriting (The 21st Century Screenplay, Screenwriting Updated: New and Conventional Ways of Writing for the Screen, Television Writing: The Ground Rules of Writing Sitcoms, Serials and Series, and others) and her master classes are anticipated all over the world.

The Tallinn master class is aimed at scriptwriters, writers, game developers, film directors, producers, editors, playwrights and stage directors, critics and the more advanced film and theatre students.

Directing Intensive by Jeremy Kagan

Course type: short course

Delivery Mode: In person

Duration: 3 ECTS, 1 week

Accreditation: no

Number of participants: 6 (active) + 30 (passive)

Cost: 300€ (passive participant 120€)

Professor Jeremy Kagan is an internationally known film and television director and has been the directing track head at The School of Cinematic Arts at the University of Southern California where he teaches directing courses at the graduate school and runs The Change Making Media Lab www.cmml-usc.org. He is also author of three books on directing including the new interactive e-Textbook – Keys to Directing www.keystodirecting.com His directing intensives emphasize performances and rehearsal techniques as well as use of camera for storytelling. Knowing that the director's prime responsibility is motivating the actor's performance, the designs of the courses are to expose the students to several "tools' they can use to achieve the best from their actors.

The workshops are in depth examination of the rehearsal process as scenes are presented to discover alternative ways of achieving a variety of performances. The courses also provide an opportunity for in-group dynamics that are essential to directing by having each student take on the production jobs of camera and sound for their fellow students when they themselves are not directing. (If the program includes camera people, and sound technicians and editors then they would fill these roles.)

FOR COMPANIES, MINISTRIES, NGOs AND PRIVATE SECTOR

Cinematography: Introduction to Lighting and Camera Work

Course type: short course

Delivery Mode: In-person

Duration: 9 weeks (30 contact hours, 22 hours of practice)

Month(s): August to October

Accreditation: Yes

Number of participants: 4-12 person

Cost: €960

The aim of the cinematography course is developing the students' skills in the field of cinematography and encouraging their reflection on their own professional activity, to increase the quality of their work.

8mm Film Camera Workshop

Course type: workshop

Delivery Mode: In person

Duration: - (16 contact hours)

Month(s): Autumn

Accreditation: No

Number of participants: 4-12 person

Cost: €200

8mm film camera workshop develops base knowledge and skills for filming with an 8 mm film camera. Up to 8 participants.

Scriptwriting

Course type: short course

Delivery Mode: In person or online

Duration: 4 weeks (16 contact hours)

Accreditation: No

Number of participants: 4-8

Cost: €240

At the scriptwriting training course, participants learn the process of scriptwriting, the structure of drama, character development, visual storytelling and the writing of a script.

Editing With DaVinci Resolve, Adobe Premiere, Final-Cut-Pro-X

Course type: short course

Delivery Mode: In person

Duration: depending on needs, up to 6 days

Accreditation: No

Number of participants: up to 16

Cost: -

Learning how to create a project in Davinci Resolve - preparing and organizing material, editing principles, adding music and titles, exporting a project to different platforms. Step-by-step analysis of key editing processes, efficient material management, use of effects, building titles, animation. The topics are as close as possible to the actual tasks editors face on a daily basis and mimic work on real projects. Diverse ways to solve problems and choosing the best methods.

Colour Grading and Post Production with DaVinci Resolve or Adobe Premiere

Course type: short course

Delivery Mode: In person

Duration: 7 hours

Accreditation: No

Number of participants: up to 6

Cost: -

The aim of the course is to acquire technical and creative skills for painting film and video clips. Learning how to use the DaVinci Resolve film and video after-treatment program. Material management strategies. Colouring tools and their use. Communicating with customers. Creative decisions of colouring. Issuing intermediate and final products.

Practical Course in Documentary

Course type: short course

Delivery Mode: In person or online

Duration: 4 months

Accreditation: No

Number of participants: up to 12

Cost: 480 €

An overview of the genres, stylistics and creative methods of documentaries from creative documentaries to journalistic stylistics. Watching and analysing selected movies. The process of creating a documentary. Performing a creative task to create a documentary depending on the chosen style and style of presentation. Idea development and documentary screenwriting. Production. Creating individual film project. The graduate of the course can use the acquired knowledge in everyday creative work and has expanded his or her experience and skills to use documentary forms and styles in the creative process.

Creative Writing and Storytelling (In English)

Course type: short course

Delivery Mode: In person or online

Duration: 1 month

Accreditation: No

Number of participants: up to 12

Cost: 190 €

The course focuses on comparative analyses of stories to determine what they have in common and what is needed to tell a story: plot, character, conflict, theme, premise, genre, and how to break the rules successfully. The course uses film analysis and creative exercises to help students gain an understanding of how stories work. Themes and activities: Terminology; Plot; Character; Conflict; Genre, Themes and Breaking the Rules; Discussion of the participants stories and feedback.

Directing. Lightning. Camera

Course type: short course

Delivery Mode: In person or online

Duration: 1 day

Accreditation: No

Number of participants: up to 12

Cost: 180€

During the training, the participant prepares his or her storyboard and has tried his or her hand in filming various staged situations and setting the lighting. Frame as a choice. Basic principles of directing. Storyboard. Camera work. Composition. Light Stage.

Audio Description Transslators - Mediator of the Visual

Course type: short course

Delivery Mode: Online

Duration: 84 hours (74 contact hours)

Accreditation: No

Number of participants:

Cost:

The aim of this course is to introduce the world of visually impaired people in terms of cultural consumption, to familiarize themselves with the history of audio describers in the world and in Estonia, to provide the tools for making descriptive translations with a consultant (representative of the target group) from the bottom of the rules and recommendations. In practice, perform a live description translation of good practice for a full-length film, theatre, dance, concert, museum excursion or sports competition. Send feedback from target group representatives to form a description translation in accordance with good practice and understand its techniques.

HTML5 Banner Creation / **Web Design Principles and HTML5 Banner Creation (in process)**

Course type: short course

Delivery Mode: Online

Duration: 5 hours

Accreditation: No

Number of participants: 10

Cost: 325€

The purpose of the course is to learn to create a HTML5 banner. Overview of different HTML5 banner creation programs. Assisting programs: Photoshop and Illustrator. Creating an HTML5 banner with free Google Web Designer (GWD). Transferring a finished banner to a customer.

Creating Videos with a Mobile

The purpose of the training is to get acquainted with the diverse types of videos and their objectives, to acquire basic knowledge of directing, camera work (composition, frame angles), filming and editing with mobile phones. Frame as a choice. Introduction to directing. Camera work. Composition. Storyboard. Filming. Editing the filmed material with a mobile phone

Impactful Performance

Course type: short course

Delivery Mode: In person

Duration: 1 day

Accreditation: No

Number of participants: up to 20

Cost: -

The basics of a high-quality TV show. Text, interview, and preparation. Public performance styles and preparation. Performing in front of the cameras, overcoming fear and gaining confidence. The special characteristics of multi-camera non-record mode. Studio training and analysis.

The goal of the course is to develop the ability to perform and express yourself in different situations. Get an idea of the specificities of the different media platforms and how you can deliver your message.

Professional and Effective Performance Online

Course type: short course

Delivery Mode: Online

Duration: 3 hours

Month(s): -

Accreditation: No

Number of participants: no limit

Cost: 50€

Preparation: setting the light and camera, selecting the background, how to get a better sound, how to position yourself. How to perform effectively in Zoom and similar platforms.

SHORT FILM (SUMMERSCHOOL)

Course type: Summer school

Delivery Mode: In person

Duration: 3 weeks (93 contact hours)

Month(s): July

Accreditation: no

Number of participants: up to 24

Cost: €640

Tallinn Summer School, in cooperation with the Baltic Film, Media and Arts School (BFM) offers an inspiring course of practical filmmaking. During the three-week course, experienced tutors take participants through the stages of filmmaking, from script to post-production and as a result, they will take home their own short film. The three weeks are divided into 3 cycles of film production.

Comic Book Crash Course

Course type: short course

Delivery Mode: In person

Duration: 4 weeks

Month(s): May

Accreditation: no

Number of participants: 4-8

Cost: €120

The comic book course aims to give its participants an overview of the process of creating a comic book and acquire basic knowledge of story development and translating it into the comic book format.

HOBBY SCHOOL FOR CHILDREN AND YOUNGSTERS

BFM Children's Film School (6-16 years old)

Course type: Yearly course

Delivery Mode: In person

Duration: 9 months

Month(s): September to May

Accreditation: no

Number of participants: no limit

Cost: 40€/45€

The goal of the BFM Children's Film School is to develop creativity, audio visual literacy and media awareness in children by teaching them different values. In the learning process the child becomes a researcher, explorer and experimenter.

BFM Children's Film School aims to instruct children in the age range from 6 to 16 the following:

- skills in audio visual storytelling
- introducing different creative professions and BFM as well
- to enhance the value of digital culture, e.g., ethical values by children creating different media components (short film, TV-news, social advertisement, animation techniques etc).
- produce wiser and safer consumers of digital media

BFM Children's Film School is a joint project between the following Schools of Tallinn University: School of Educational Sciences and the NGO Avastusõpe - Learning by Discovering.

Digital Learning Game Design for High School Students

Course type: short course

Delivery Mode: online

Duration: 5 months

Month(s): November to April

Accreditation: no

Number of participants: no limit

Cost: free

The aim of the course is to introduce the process of creating games through the practical substantive tasks of the learning game and provide the opportunity to participate as a team member in the creation and testing of prototypes of games.

The participant has been involved in analysing the learning game, trying to solve the bottlenecks created by the problem-learning method and applying them creatively in creating the learning game scenario, in the design and prototype testing process and in teamwork. In addition, the participant has practised a wide range of tasks in practice, such as:

- game analysis (aspects: value of study, or what is developed; how inclusive and engaging the game is; genre; style and composition; analysis of characters; different cognitive expressions of the gaming world).
- the design and composition of the game: aesthetics, style, character personalities, psychology and logic.
- user experience (UX) and user comfort (UI) on the game's technical platform. The combined and inconsistency of ideas and technical possibilities.
- learning and learning challenges from both creator and player aspects; combining different subjects into a playful learning process.

- teamwork: collaborative skills, finding contact points and a shared part for different ideas; my contribution and value in the team. Coping with success and unsuccess. Personal development and team development. A self-driving process.
- project management: creating a work and time plan, achieving a big goal through small tasks.

FOR TEACHERS

Animation as a Pedagogical Tool

Course type: short course

Delivery Mode: in person

Duration: 4 days (32 academic hours)

Accreditation: no

Number of participants: N/A

Cost: -

The course consists of four parts: animated film, cut-out puppet film, sand animation and scriptwriting, and pixelation.

A teacher who has completed a course can plan the creation of a collaborative or an individual animation into lessons and a pedagogical process based on general education; knows the relationship between the creation of an animation and the curriculum; can analyse animations for media literacy purposes; can create and guide the creation of simple animations in techniques: drawing film, flatlock, pixelation. He/she can instruct students, prepare for animation, film, assemble audio-visual material, and use the software required for animation.

Film, Animation and Digital Culture in Cross-Subject Learning

Course type: short course

Delivery Mode: in person

Duration: 2 days

Accreditation: no

Number of participants: 12-20

Cost: -

The training supports a creative learning process with different students, the ability to design a learning environment that increases learning motivation, including the implementation of hidden tasks and meaningful involvement of important digital, information and communication technologies. The aim of this training is teaching film and animation creation using the discovery-learning method to enrich contemporary learning and to inspire teachers from different subjects to take creative tasks and digital technology more broadly.

Film and Its Use in the Learning Process

Course type: short course

Delivery Mode: in person

Duration: 3 days (36 academic hours)

Accreditation: no

Number of participants: up to 20

Cost: -

Creating a film and its script. Movie Direction. Operators work and light in the film. Sound and music in the film. Editing. Film production. Didactic ways to use movies in the learning process. Analysis of independent works The aim of the course is to create preconditions for teaching the subject "Literature and film" of the national curriculum of the upper secondary school; prepare teachers to use the film in the learning process; get an overview of the film completion process; learn more about easy-to-assemble editing with MovieMaker.

FOR SCHOOL CLASSES (High School)

Crossmedia in Film and Television

Course type: short course

Delivery Mode: in person

Duration: 2 days

Accreditation: no

Number of participants: 20-30

Cost:

The basics of cross media production and transmedia storytelling: what are they, how they are used and where they are used. Examples. Storytelling in changing media landscape The aim of the course is to explain the basics of cross media communication and transmedia storytelling. To give the basic theoretical understanding and to give a little glance into a creative way of telling a story through different platforms.

Short Film

Course type: short course

Delivery Mode: in person

Duration: 2 ECTS

Accreditation: no

Number of participants: N/A

Cost: -

Acquisition of basic knowledge of audio-visual story storytelling through activities: frame as selection, camera work, storyboard, editing, sound. Creating a simpler short film as a group job. The purpose of the course is to learn how to express a free and personalised world in film as a creative area and develop creativity and ways of expressing yourself.

Media

Course type: short course

Delivery Mode: in person

Duration: 6 days

Accreditation: no

Number of participants: N/A

Cost: -

Basic knowledge of media through practical activities. Media vs propaganda. Teamwork: how stories are told and visual influences (such as ads); TV formats and comparisons; production behind-the-scenes; news and reconstruction analysis; filming; editing; analysis and feedback. The aim of the course is to develop basic knowledge of the media as a production system, practical skills in the form of independent production, and raise interest in learning the skills of future audio-visual media.

Documentary

Course type: short course

Delivery Mode: in person

Duration: 6 days

Accreditation: no

Number of participants: N/A

Cost: -

Overview of documentary genres, styles, and creative methods from creative documentary to journalistic styles. Viewing and analysis of selected movies. The process of creating a documentary. Development of ideas and writing a script for a documentary. Production and production. Finishing a personal film project.

Cross Media - What, Why and How

Course type: short course

Delivery Mode: in person

Duration: 6 days

Accreditation: no

Number of participants: N/A

Cost: -

Introduction to cross media. An overview of the history of the media and formation of the concept of cross-media. An explanation of what is meant by the media. Introduction to diverse types of media: specificities, content and technological development. Different technological platforms and related technologies and tools. The art of storytelling (storytelling), searching for ideas, developing, performing, creating illusions, playing with feelings and associations. Creating combined storytelling in different media and on different platforms. An analysis of the potential for synergies between traditional media and new media. Basic montage truths, simpler tools.

In process: School Media

FOR KINDERGARTENS

Media Literacy for Kindergarten

Course type: short course

Delivery Mode: In person or online

Duration: 4 hours

Accreditation: no

Number of participants: no limit

Cost: N/A

The aim of the training is to enhance kindergarten teachers' and parents' media literacy skills and skills to guide children to prevent the dangers of media, as well as to provide ways to make children's playful learning process livelier and more varied. The course includes topics such as the use of Visual Thinking Strategy in learning, video creation, radio reports and source and evidence critical behaviour.

[Film Literacy for 3-6 six years old children](#) (Cinemini Europe)

Course type: N/A

Delivery Mode: In person or online

Accreditation: no

Number of participants: no limit

Cost: N/A

BFM Training is part of the Cinemini Europe network, which describes the programme as follows: "Children see movies on a daily basis. How can we make film watching a meaningful experience? How and what can we instruct children in an early age about film and media, since the early years are the most formative? We try to answer these questions on a practical way in Cinemini Europe, a film education project with films, activities and teaching materials for children between 3-6 years old. With Cinemini Europe we want to give children and care takers the opportunity to discover the diverse world of moving image in a meaningful and fun way. We believe it is not primarily about understanding film, but rather experiencing it. By watching, playing and reflecting on moving image, we want to stimulate the development of creativity and critical thinking and spark a love for film. For the didactical concept we were inspired by the position paper Spiel und Kunst von Anfang an – Kulturelle Bildung für junge und sehr junge Kinder. Positionen und Ziele, edited by: Bundesvereinigung Kulturelle Kinder- und Jugendbildung e. V. (BKJ) in 2016"

During the 2022 BFM provided in the continuing education department more than 85 different programs for 1755 participants and FAME (Film and Media in Education) conference for teachers (220 participants).

BFM started with our first micro-credentials:

Seven new micro-credentials started in autumn 2022, still ongoing, with 57 participants. The fees of micro-credentials are mainly covered by participants, a few of their employers. Some programs won support and partial financing from the university's development fund. Estonian Unemployment Insurance Fund covered the participation of 10 participants.

At the end of March, the participants will get their feedback. The first iteration of this course was so popular, it was oversubscribed by 2 applicants for every one space available.

Supporting Well-Being and Mental Health Through Creative Activities, 2 semesters, 22 participants, 16 EAPs. This program was so popular that more than 2 participants applied for one study place.

Advertising and Imagology, 2 semesters, 8 participants, 20 ECT

Advertising and Content Design, 2 semesters, 3 participants, 18 ECT

Communication in the Enterprise, 2 semesters, 7 participants, 21 ECT

Organizational Communication Specialist, 2 semesters, 8 participants, 20 ECT

Body-Conscious Dancer and Dancing Master, 1 semester, 5 participants, 12 ECT

Preschool Music Teacher and Tutor of Early Childhood Music Activities, 2 semesters, ongoing, 2 participants, 21 ECT

Micro credentials that started in the 2023 spring semester:

1. Editor-Presenter on Television and Radio, 2 semesters, 25 participants, 24 ECT. Partly funded by the university's development competition funds. This program was so popular that more than 3 participants applied for one study place.

2.   Co-Creation Workshop for Empowering Organisations, 1 semester, the application process is still ongoing. 6 ECT, partly funded by the university's development competition funds.

3.   Working on the Movie Set: Location Manager's and Production Coordinator's Assistant, 2 semesters (spring and autumn 2023), starting in April 2023, 22 ECT

4.   Working on the Movie Set: Work in the Wardrobe Department, 2 semesters, starting in April 2023, 22 ECT

5.   Working on the Movie Set: Sound Mixing on Set, 2 semesters (spring and autumn 2023), starting in April 2024, 22 ECT

6.   Working on the Movie Set: Gaffer's Assistant, 2 semesters (spring and autumn 2023), starting in April 2023, 22 ECT

Micro credentials that are planned to start autumn 2023:

1.   Descriptive Translation, 1 semester, 8 ECT

2.   Screen Media: Participation Media, 2 semesters, ECT TBD

3.   Screen Media: Media Innovation, 2 semesters, ECT TBD

4.   Working on the Movie Set: Set Construction, 2 semester, 22 ECT

5.   Script Editor and Research Assistant, 1 semester, 14 ECT

At the moment, there are still 2 micro credentials in art and 2 micro credentials in film (visual and special effects) in progress, nothing certain yet before the end May.

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[1] https://www.luca-arts.be/en/design-impact

[2] https://www.vaf.be/en

[3] https://www.mediarte.be/fr/tag/formation#!