

Developing evidence-based curricula for the Live Performance and Audiovisual sectors to tackle skills gaps and address market needs

**Boosting skills** and employability in the

**AUDIOVISUAL** and LIVE **PERFORMANCE** 

**SECTORS** 

## WORK **PROGRAMME**



#### RESEARCH

Mapping of essential skills needs in the AV and LP sectors



#### DESIGN

Develop new learning programmes ("VET curricula")



#### PILOT

Engage with 400 + learners, 90 + tutors, 150 + employers



#### RECOGNITION

of learning programmes



Understanding which new technologies are

Social media - use of social networks

Animation and digital editing software

Sound and lighting equipment and controls

New technologies in arts management (e.g.,

casting, livestreaming, mobile technology)

Specialized tools for the AV and LP sector

Sharing economy and selling through global marketplaces and platforms (Collaborative con-

Introduction to computers, networks and inter-

(sound and video processing, lights etc.)

Web technologies and site-builder tools

sumption, Crowdsourcing)

Safety of professionals

Security issues and privacy

Safety of audience in venues

Software-development technologies

VR/AR tools

Intellectual property and piracy

Web 2.0, Social Media, websites, videos, pod-

best for what purpose

Digital marketing

Live cinema

Digital art and design skills

#### **TRANSFER**







**TOP 5 SKILLS** 

TO IMPROVE IN

**ARTS** 

**MANAGEMENT** 



TOP 5 SKILLS

TO IMPROVE IN

**CULTURAL** 

# TOP 5 SKILLS TO IMPROVE IN



### UNDERSTANDING **NEW TECHNOLOGIES**

Understanding which new technologies are best for what purpose

**DIGITAL ART AND** 

**DESIGN SKILLS** 

MARKETING AND **AUDIENCE DEVELOPMENT** 

**SOCIAL MEDIA** 

Use of social networks





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**SKILLS** 



ARTS FINANCIAL

MANAGEMENT

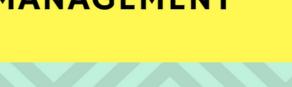
**WORKING WITH OTHERS** 



**ENTREPRENEURIAL** 

**GENERATION** 

**CREATIVITY IDEA** 







Mobilising resources





VISION





**CRISIS MANAGEMENT** 

of different learning programmes to:	
<ul><li>more sectors</li><li>new VET providers</li><li>more countries</li><li>policy makers</li></ul>	

Table 1. Which of the following digital and new technologies skills would you like to improve?

Bulgaria

28

21

14

16

10

14

14

10

7

13

10

Greece

39

34

33

25

31

29

29

21

24

28

22

14

14

20

17

16

15

17

13

Romania

25

34

36

27

21

31

24

18

21

20

18

11

19

13

10

10

11



Total

111

90

88

85

82

82

74

73

60

57

54

49

48

48

43

19

8

12

10

7

12

16

10

16

12

9

3

12

10

9

9

DIGITAL **MARKETING** 

Table 2. Which of the following Arts management skills would you like to improve?								
	Bulgaria	Greece	Romania	UK	Total			
Project management	31	37	43	18	129			
Arts financial management	28	38	36	16	118			
Fundraising and grant writing	15	37	35	22	109			
Marketing and audience development	21	39	34	12	106			
Presentation and communication skills	19	34	38	9	100			
Self-management	23	32	28	12	95			
International and inter-cultural arts management	26	24	32	11	93			
Intellectual property management and protection	18	25	26	14	83			
Principles and practices in arts management	16	19	29	9	73			
Teams Governance and Leadership	19	24	20	10	73			

The present tables are the result of the research carried out in the framework of the Live Skills project.

For more information, contact us:



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Table 3. Which of the following cultural entrepreneurship skills would you like to improve?							
	Bulgaria	Greece	Romania	UK	Total		
Creativity	25	42	36	10	113		
Creativity-idea generation, strategy, innovation and planning	27	36	41	8	112		
New business models	27	26	33	22	108		
Vision	20	39	32	10	101		
Crisis management	20	32	27	15	94		
Negotiation	21	32	32	10	95		
Planning and management	23	28	32	8	91		
Working with others	24	32	24	6	86		
Inspiring others	19	26	19	13	77		
Spotting opportunities	17	23	21	14	75		
Ethical and sustainable thinking	13	23	27	12	75		
Sustainability	13	22	27	12	74		
Self-awareness and self-efficacy	16	22	24	12	74		
Adaptability	17	27	25	5	74		
Art history	15	27	26	5	73		
Motivation and perseverance	13	27	25	8	73		
Learning through experience	15	28	22	5	70		
Inter cultural skills and networking skills	17	14	23	15	69		
Coping with uncertainty, ambiguity and risk	11	22	19	11	63		
Collaborative skills (team leader, communication, partnership establishment)	17	17	22	7	63		
Making the initiative	17	19	18	9	63		
Financial and economic literacy	13	20	21	13	67		
Entrepreneurship and intra-preneurship	12	10	22	11	55		

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