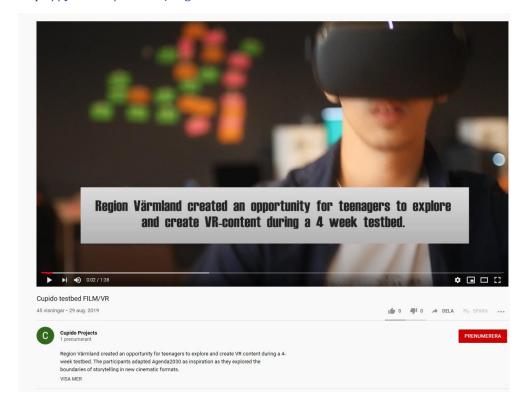
OUTPUTS

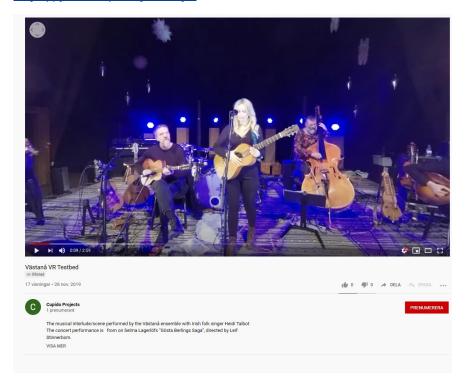
VR testbed Drömsommarjobbet

https://youtu.be/aist6N7JR0g



Västanå 360

https://youtu.be/KRdpRiwTqdI



Storytelling workshops

https://northsearegion.eu/cupido/news/storytelling-and-cultural-heritage/







CUPIDO > News > Storytelling and cultural heritage

CUPIDO

About

News

The filmfestival on Instagram #Cine15 has a winner

Presentation film - The CUPIDO project

CINE15 – the first filmfestival on Instagram

CUPIDO 360° Dance

CUPIDO Kick-off (1)

CUPIDO Kick-off in Värmland

Storytelling and cultural heritage

One of the pilots in CUPIDO - Dranouter Festival

CUPIDO partner meeting in Gothenburg and Marstrand

The pilot area Morsø are hoping to establish as the Shellfish Capital of Denmark

Digital Heritage in the Highlands and Islands region

The filming of the national interest areas has started in Värmland

Culture and cultural heritage as resource in Nome

Storytelling and cultural heritage

11 March 2019 - Published by Anna Grude

On March 5, over 25 persons working with heritage and culture in Värmland got tricks and tips on how to tell a story and what makes it a good one.

Värmland is a region of storytelling; from poets to a Nobel-prize author. On March 5, over 25 persons working with heritage and culture in the region got tricks and tips on how to tell a story and what makes it a good one. Andreas Stjärnhem from Sticky Beat gave us the tools in a four hour much appreciated workshop, arranged by VCAB. The work shop is a part of the CUPIDO project.

#cupidoNSR





Modern storytelling films

 $\frac{https://www.lansstyrelsen.se/varmland/om-oss/nyheter-och-press/nyheter---varmland/2020-01-14-nya-filmer-ger-liv-till-unika-kulturmiljoer-i-varmland.html}{}$



Våra tjänster

mhälle Bo och leva	Djur	Natur och landsbygd	Miljö och vatten	Om oss	Besöksmål
and Om oss Nyheter o	A STATE OF THE PARTY OF THE PAR				
iana Oni oss Nyhetei o	ch press				

Senast uppdaterad: tisdag 14 januari, 07.00

Kalender Kontakta oss 0 0 Nyheter och press 0

Nya filmer ger liv till unika kulturmiljöer i Värmland



Dramatisk krigshistoria, levande säterbruk, anrika bruksmiljöer och vackra herrgårdar. I Värmland finns många spännande och värdefulla kulturmiljöer 41 av dem har bedömts vara så värdefulla att de är riksintressanta. Länsstyrelsen Värmland har genom projektet CUPIDO tagit fram filmer om några av dem, som på ett levande sätt visar det unika med platserna.

Under 2019 och 2020 har Länsstyrelsen Värmland genom Interreg Nordsjöprojektet CUPIDO (Culture Power: Inspire to Develop Rural Areas) fått möjlighet att arbeta med kulturmiljöer i Värmland på ett annorlunda sätt.

- Vi gör korta filmer om några av länets riksintresseområden, berättar Sara Bodin Olsson, antikvarie på Länsstyrelsen. I varje film berättar vi om miljön och varför den är riksintressant. Vi får också chans att prata med alla de människor som engagerar sig i miljöerna: ägare, lokala föreningar, företagare, kommuner och alla andra, säger Sara.

l Värmland finns 41 miljöer som är utpekade som riksintressanta, de har alltså så höga värden att de skyddas ur ett nationellt perspektiv.

- Värmländska kulturmiljöer har ett mycket stort värde och det känns väldigt roligt att få chans att visa upp flera av dem och det fantastiska engagemang som många människor lägger för att bevara och använda dem. Det är ett viktigt arbete och jag hoppas att filmerna ska inspirera och intressera så att fler av våra fantastiska miljöer bevaras, används och utvecklas, säger landshövding Georg Andrén.

Nu i veckan släpper Länsstyrelsen de första tre filmerna. De handlar om tre sinsemellan mycket olika värmländska kulturmiljöer: Kårebolssätern i Torsby, Rottneros i Sunne och Eda Skansar. Senare i år släpps ytterligare sex filmer.

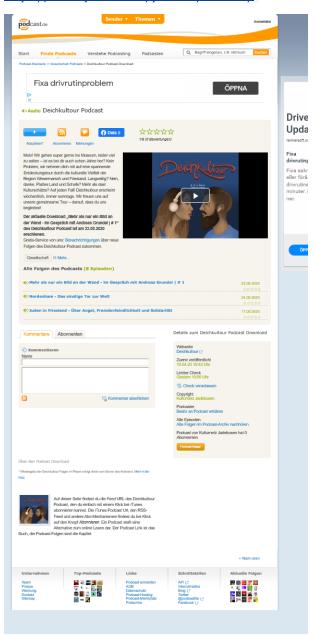
- I filmerna ser man en del av den fantastiska bredden av kulturmiliöer i Värmland, allt rimierna ser inn eri det av det inatiossissa dieduder av kulduringter i varinanti, and från krigshistoria och säterbruk till bruksmiljöer, odlingslandskap, förhistoriska platser och herrgårdar, för att nämna några exempel säger Sara Bodin Olsson.

Projektet CUPIDO handlar om att utveckla nya affärsmöjligheter inom kultur- och kulturarvssektorn runt Nordsjön. Förhoppningen är att de filmer som görs ska bli välanvända, dels av lokala aktörer, dels genom att både värmlänningar och turister upptäcker kulturmiljöerna på olika sätt.

> Kulturmiljöer i Värmland - filmer

Project "Deichkultur"

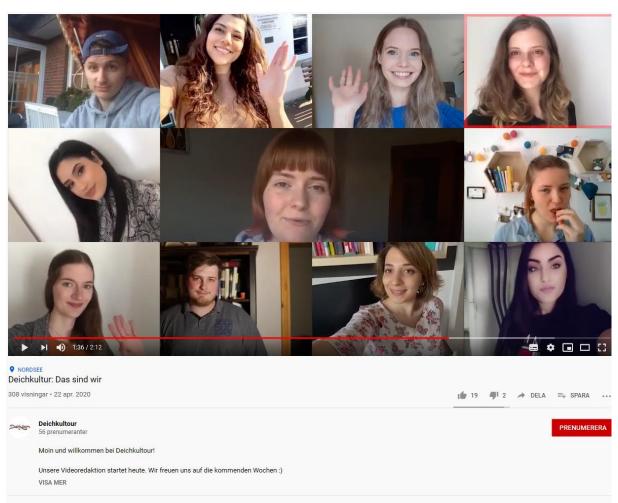
https://www.podcast.de/podcast/796206/



https://youtu.be/cQXw0sgvA4Y



https://www.youtube.com/watch?v=3RONHdyUBDc



Mind-and Makerspace in Howest

In September Howest University of Applied Sciences in Belgium opened the *Mind-and Makerspace*. Bram De Muynck says that it's a lab where they wish for people to work on all sorts off creative things, social innovations, arts and crafts. The place is packed with all sorts of machines such as 3D printer, lasercutter, wood-cutting, glass oven, audio studio and a photo-video studio which was developed with the help of the Cupido project. This studio will be used in the process of creating the MOOC in WP5.

Bram also want you to know that partners from the Cupido project are welcome to visit/use

this studio. If some of you want to get creative, take some shots of regional products, contact Bram and he can show you around and help with the technical side of things.

All info on Mind- and Makerspace can be found here (in Dutch):

www.mindandmakerspace.com/

The Photo-video studio was developed with the help of the Cupido project.



Folkestone Digital Hub - digital:glassworks

https://northsearegion.eu/cupido/news/digitalglassworks-in-folkstone-one-of-the-pilot-areas-in-cupido/







CUPIDO > News > digital:glassworks in Folkstone - One of the pilot areas in CUPIDO

CUPIDO

About

News

The filmfestival on Instagram #Cine15 has a

Presentation film - The CUPIDO project

CINE15 - the first filmfestival on Instagram

CUPIDO 360° Dance

CUPIDO Kick-off (1)

CUPIDO Kick-off in

Storytelling and cultural heritage

One of the pilots in CUPIDO - Dranouter Festival

CUPIDO partner meeting in Gothenburg and Marstrand

The pilot area Morsø are hoping to establish as the Shellfish Capital of

Digital Heritage in the Highlands and Islands region

The filming of the national interest areas has started in Värmland

Culture and cultural heritage as resource in Nome

digital:glassworks in Folkstone - One of the pilot areas in CUPIDO

02 March 2020 - Published by Anna Grude

CUPIDO provides crucial support for a new digital creative hub in the heart of Folkestone's Creative Quarter, in the south east of England. The new pilot project, digital:glassworks accommodates the rise of digital and tech companies, and offers a unique position within the creative community – making collaborations, networking and exchanging ideas easy to do.

What is the background to the Pilot Project?

Folkestone and the surrounding area is an example of a rural region with a weak economy since the ferry port services closed 30 years ago. At times the town has struggled to provide people with the basic services needed and parts of Folkestone became neglected. The ferry port and associated businesses were one of the major employers in this region and hence its closure resulted in a significant lack of employment opportunities.

Historically, younger generations have encountered difficulties in finding work after leaving school with many seeking further education or employment elsewhere. Some return to raise their families but the community remains unbalanced with a large percentage of older people in the area. This creates economic issues as young people with the highest educational attainment and greater skills are most likely to leave for opportunities in larger towns across the UK or oversees.

Founded in 2002, Creative Folkestone has the vision to transform the town using creative activity to make this a better place to live, work and play. Creative Folkestone has established five key projects, including Folkestone's Creative Quarter, Quarterhouse and Folkestone Triennial.

Folkestone's Creative Quarter boasts a creative community of over five hundred people. The Creative Quarter is made up of over ninety restored buildings spanning residential flats, studios, offices and shops. The area is populated by artists and home to many creative businesses which have created hundreds of jobs and helped to rejuvenate the local economy.

Quarterhouse was built as a performance venue for music, theatre, dance and comedy and now has a programme that attracts a widely diverse audience from all over the area. The venue also acts as a community hub and sits in the centre of Folkestone's Creative Quarter.

Folkestone Triennial is the largest exhibition of newly commissioned work presented in the UK. It has attracted more than 440,000 visitors since 2008. Artists from around the world are invited to use the town as their gallery, utilising public spaces to create outstanding art that reflects issues affecting both the town and the wider world.

Can you describe what you are doing in your project?

Our project aims to establish a creative tech industry in Folkestone by utilising vacant property to



codeHarbor - a technology meeting group in Kent

https://codeharbour.co.uk/



codeHarbour is a technology meetup group in Kent. Every month we meet to share ideas, stories and techniques around design, development, process, community and much more, covering all aspects of technology.

Next meetup

Talks will resume after lockdown. See you all soon :)

Sponsors

Creative Folkestone





Code Harbour is supported by Cupido European Regional Development Fund and Creative Folkestone, a visionary arts charity dedicated to producing and enabling the very best creative activity that has and continues to transform Folkestone and East Kent. Working collectively, we make the town a better place to live, work, play and visit. We believe that everyone is creative, and that creativity has the power to change people and places for the better. With this passion at its heart, Creative Folkestone enables people's creativity to flourish, enriching the town and those who live in or visit it. Established in 2002 and formerly known as Creative Foundation, Creative Folkestone has a remarkable record of success and looks after five projects: Folkestone Artworks, Folkestone Book Festival, Creative Quarter, Folkestone Triennial and Quarterhouse. Through all these projects we enable people to get creative.

Digitalising Highlanders museum

https://northsearegion.eu/cupido/news/digital-heritage-in-the-highlands-and-islands-region/





Search

UPIDO > News > Digital Heritage in the Highlands and Islands region

CUPIDO

The filmfestival on Instagram #Cine15 has a winner

Presentation film - The CUPIDO project

CINE15 – the first filmfestival on Instagram

CUPIDO 360° Dance

CUPIDO Kick-off (1)

CUPIDO Kick-off in

Storytelling and cultural heritage

One of the pilots in CUPIDO - Dranouter Festival

CUPIDO partner meeting Gothenburg and Marstrand

The pilot area Morsø are hoping to establish as the Shellfish Capital of Denmark

Digital Heritage in the Highlands and Islands region

The filming of the national interest areas has started in Värmland

Culture and cultural heritage as resource in Nome

Digital Heritage in the Highlands and Islands region

CUPIDO has enabled Highland and Islands Enterprise (HIE) and University of St Andrews to work collectively to deliver a transnational Digital Heritage project in the Highlands and Islands region. The pilot is referred to as Digital Heritage comprising the three project strands of Digital Adoption, Digital Connect and Digital Skills.

What is the background to the Pilot Project?

What is the background to the Pilot Project? Industry experts advise that the rapid rise of new digital platforms is leading to the development of new business models and ways of working across the creative industries including the heritage sector. Use of digital is starting to be applied in different ways within the sector – ranging from digitalisation of content to widen public access to heritage and enabling access to a global audience, developing interactive applications; 3D printing for exhibiting collections; and supporting new ideas in museum interpretation, to include use of interactive technology with augmented and virtual reality becoming increasingly popular

Growing use of digital within the sector is evidenced by many larger national museums employing designated digital teams. However, it is recognised that smaller cultural organisations and museums have limited access to finance and specialist technical assistance to adopt use of digital technologies and take advantage of the many commercial benefits enabled through digitalisation of content. Additionally, changes in cultural visitor consumer patterns have been identified recognising increased demand for digital experience of cultural heritage assets.

A large percentage of visitors are attracted to the Highlands and Islands region because of its cultural offering, with many of the region's heritage centres being key visitor attractions, and as such adopting innovative use of digital to improve the visitor experience are starting to be looked at as a way to respond and capitalise on growing digital market demand.

HIEreports targeted digital support has been identified as a necessity, through a range of its engagements HIEreports targeted digital support has been identified as a necessity, through a range of its engagements with organisations in the sector, to enable commercial growth. Advising that a large number of cultural organisations are extremely short of resources, both financial and staffing, creating a barrier to the adoption of new technologies that have the potential to enhance their commercial growth and financial viability. For example, if a heritage centre/museum is to be less dependent on subsidy, it has to recognise the need for greater customer engagement digitally, which cannot be solely based on the surrounding area which will often have a limited population, and instead need to adopt new digital technologies / ways of working that will support them to access a range of new markets that will lead to increasing their customer base.

Additionally, engaging more local young people with their local culture and heritage is identified as a further need.

Can you describe what you are doing in your project?
CUPIDO creates the opportunity for HIE to engage in a transnational cooperation approach to support international knowledge exchange, sharing of resources, knowledge and expertise to address aforementioned market needs. The Digital Heritage pilot aims to address the barriers for smaller cultural organisations adopting digital technologies and digital ways of working by supporting a tailored programme of digital support as detailed below

Digital adoption – to support a cohort of cultural social enterprises (6-8), in the H&I area, to adopt new digital technologies to modemise their cultural offering and enable them to become more financially extensively disconsidering indiges and charge or expense of each except among the principal and

a

Breakfast and business in Nome



Project Manager Marit Svalastog informs representatives from different businesses in Central Telemark about the CUPIDO project.

Finding Nome – Destination development

Since the University of South-Eastern Norway in Bø is a partner in the CUPIDO project, we have involved the students from the course Destination development this fall. The students will use Nome as a case in their assignments. To find inspiration, we visited two culture businesses who shared their experiences with us.





Ready for destination development!

Three of the partners in the CUPIDO project are universities: the University of St Andrews in the United Kingdom, the University of applied sciences HOWEST in Belgium, and the University of South-

Eastern Norway, campus Bø. Their task is to contribute to research on business development in rural areas.

The bachelor's degree in International marketing and tourism contains the subject of Destination Development, where students will learn about sustainable destination development. Throughout the fall, students will use Nome as a case study for the assignments. Can they come up with new business ideas related to culture and heritage? Do they have ideas for new products and concepts based on Nome's DNA? Do they have ideas for which companies and players can collaborate?

The Opera boat

https://northsearegion.eu/cupido/news/the-opera-boat-a-cupido-product-in-nome-municipality/



Manhole covers

https://northsearegion.eu/cupido/news/culture-and-cultural-heritage-as-resource-in-nome/



Manhole covers – an international article from Nome This picture was taken at Øvre Verket, Ulefoss, at an exhibition that tells the story of the local iron factory. Ulefoss jernverk was founded in 1657 and is one of Europe's oldest companies.

