



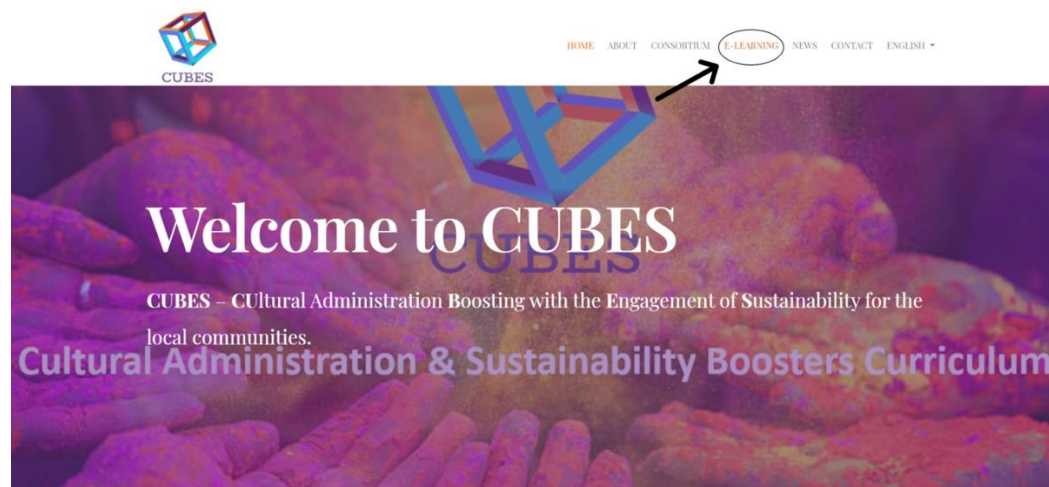
## Press Release CUBES

### IO2 - Cultural Administration & Sustainability Boosters Curriculum

CUBES - *CULTural administration Boosting with the Engagement of Sustainability for local communities*- is a European funded *Erasmus+* project, established in in November 2019. CUBES derives from the need to create and disseminate know-how regarding the sustainable administration of tangible and intangible cultural resources in order to really empower all sectors of society, aiming at both cultural democracy and cultural sustainability. It targets the following groups:

- local communities' members;
- regional and local authorities' leaders & representatives;
- public staff;
- NGOs & CSOs;
- private & public key-players in the cultural sector.

The Intellectual Output 2 (IO2) - Cultural Administration and Sustainability Boosters Curriculum is a Competency-based **Curriculum**, an e-Learning training program, that is now available online, offered to the wider public focusing on the acquirement of knowledge on cultural initiatives. This online learning program encourages stakeholders to learn theoretical and practical information in regard to the cultural administration and contemporary approaches to sustainability of cultural resources.



The training curriculum is focused on three predominant areas of work, considering the target audience and their needs, which were identified during IO1 - The Review Paper on Parameters Mapping.



These areas are:

- Experience Creation
- Product Creation
- Network Creation

The collection of data during IO1 demonstrated the following main educational needs for CUBES's audience:

- Project Management
- Community Involvement & Collaboration
- Communications
- Digital Tools & Skills
- Event Planning & Coordination

Hence the curriculum was divided in four subjects, with each subject consisting of three Modules, which means a total of 12 Modules, aiming to address the core learning needs of grassroots stakeholders in the field of sustainable administration of cultural resources.

More specifically, CUBES curriculum has been formulated upon the following main subjects:

- 1) Project Management
- 2) Community Involvement & Networking
- 3) Marketing Cultural Work
- 4) Fundraising for Culture





In parallel, IO3 includes the development of the **CUBES Online Learning Environment**, where users will be able to find the online modules, participate in learning activities, use assessment tools to evaluate their performance and communicate with other learners and instructors, as well as the **CUBES Mobile Application**, accessible for downloading through the project's platform and all major mobile platforms.

The **Methodological Approaches Guide for Educators (IO4)** accompanies the **Digital Toolbox & Resources (IO3)**, while a **Policy Paper (IO5)** that informs policy-making by summing up previous procedures and deliveries of the CUBES's products, is the last output of the project.



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 <p>→ <b>Subject 1</b> Project Management</p>	 <p>→ <b>Subject 2</b> Cultural Competence &amp; Networking</p>
 <p>→ <b>Subject 3</b> Marketing Cultural Work</p>	 <p>→ <b>Subject 4</b> Fundraising for Culture</p>

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