

**GRIP – IT**  
**Governance of Regionally Integrated Projects**  
**using Innovative Tools**  
**Regional Framework Operation**  
**Call for sub projects**

**APPLICATION FORM**  
**PART A:**  
**SUB PROJECT DESCRIPTION**

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|--------------------------------|--|
| <b>PROJECT TITLE</b>           | <b>MUSEUMS IN NETWORK: EUROPEAN CHILDREN, GAMES AND LOCAL CULTURES</b> |
| <b>ACRONYM</b>                 | <b>MUSNET-EUGALC</b>   |
| LEAD PARTNER<br>name<br>region | Mountain Community of Alto Agri<br>Basilicata (ITA)                    |
| PARTNER n. 2<br>name<br>region | Mountain Community of Carnia<br>Friuli Venezia Giulia (ITA)            |
| PARTNER n. 3<br>name<br>region | Regional Museum and Gallery in the town Jicin<br>Hradec Kralove (CZ)   |
| PARTNER n. 4<br>name<br>region |  |

|   | New Total budget proposed | Participant co-financing* Euro | Total Amount of GRIP-IT co-financing requested |
|---|---------------------------|--------------------------------|--|
| LEAD PARTNER<br>name : Mountain Community of Alto Agri<br>Region: Basilicata (ITA)                  | 73.000,00                 |                                | 73.000,00                                      |
| PARTNER n. 2<br>name : Mountain Community of Carnia<br>Region: Friuli Venezia Giulia (ITA)          | 40.000,00                 |                                | 40.000,00                                      |
| PARTNER n. 3<br>name : Regional Museum and Gallery in the town Jicin<br>Region: Hradec Kralove (CZ) | 51.650,00                 | 1291,25                        | 50358,75                                       |
| PARTNER n. 4<br>name :<br>Region:   |                           |                                |  |
| Total Sub project<br>NAME OF SUBPROJECT   | 164.650,00                |                                | 163358,75                                      |

- only for Czech participants, 2,5% of participant budget

## Section 1: THE SUB-PROJECT DESCRIPTION

### 1.1 Synthetic description of the subproject

(max 1/2 page)

The subproject refers to the topic “conservation and enhancement of cultural resources”. Starting point is the presence in all partner territories of good cultural resources, located in museums and “on the field” and the willingness of local actors to develop cultural potentialities for education activities but also for tourist development. Culture in the project is intended as a pivotal theme for local integrated development: and the methodology proposed by the project for the enhancement of local cultural resources is the creation of local networks connected at transnational level.

The subjects involved in the project that will be part of that network are local small museums, each one with some specificities that have to be strengthened and promoted in coordination with the specificities of the other, and integrating different categories of operations, in the field of cultural infrastructures, training, provision of social services and tourism services. . Mountain Community of Carnia created the first museum network at the end of the 1990s and the network is now involving local structures. The experience made shows that small museums can be a very important instrument to strengthen education but even to promote new ways of sustainable tourism. Mountain Community of Alto Agri, inside the Integrate Territorial Project is starting the creation of a museum network in its territory thanks to regional, national and EU funds.

The regional museum of Jicin would like to start a similar experience with other local museums in its region and will use to this aim the already existing experiences of other partners. It want to create the catalogue of traditional games include models of these. To connect schools to education via games. It will prepare feasibility study for the restoration or costruction of infrastructures for children accommodation open specially to handicapped children

All partners will develop this activities in the prospect of an implementation in the next programming period.

The partners identified a theme on which they will work inside the project: children, local culture, old games. The theme is very important because the aim is to transfer to new generations not only the knowledge of local culture (strengthening in this way the sense of belonging to their communities) but even of other European cultures (strengthening in this way their sense of belonging to the big European community) using games as education methodology.

Activities are distributed among local activities and transnational activities: at transnational level there will be a common programming of local activities, study visits for exchanging experiences, common elaboration of multimedia supports for children education. At local level the programmed activities will be tested to see how methodologies will work in practice and to give to managing committee some evaluation instruments.

## 1.2 Objectives of the sub-project

(max 5 lines)

### General objectives.

1. Creation and enhancement of local networks of small museums as a mean to reinforce local cultures and to connect culture to local development, having good impacts on education of local people and on tourist development.
2. Use the theme of cultural development to define feasibility studies for new integrated projects to be implemented in next EU funds programming period, especially for the partners of lagging behind areas.

**Specific objective:** to create an international network of local museums networks working on the theme of children, local culture and old games.

To develop models of integrated operations in the field of cultural resources, including cultural heritage infrastructures, training, cultural tourism services. At the end of the project local museums will have new methodologies to involve children and young people in the knowledge of their territories and culture, local museums will have developed capabilities to train officers and workers, Experiences and capabilities will be created thanks to transnational transfer of know how. children (and people working with them, such as teachers, parents and so on) will be involved in international experience, better understanding the importance of being citizens of Europe.

## 1.3 Contribution to strategic goals of GRIP-IT

(max 10 lines)

The project will give to all actors involved the possibility of acquiring new experiences in the definition of integrated projects and in the management of international partnerships. This will help in the future the elaboration and realization of new and more important cooperation that can be supported by EU money, in one sector (culture) that is usually underrepresented in the EU projects.

The project will work on networks: network of structures (museums), network of people (working in the museums) network of experiences (done inside the museums), network of children and young people. This methodology will bring into local territories new competences at different levels and will ease future development of integrated projects. It will help the reciprocal exchange of experiences and will ease the knowledge among cultural actors of different EU regions.

Culture in the project is seen as tool for integrated local development, considering the importance that cultural offers can have, for example, for tourist development. The partners during the meetings and study visits will have different experiences even in this important issue and will be ready to prepare future integrated projects to be supported by EU money.

Finally the work with children will ensure a strong and long lasting impact on local communities: children are the future citizens of Europe and they will be able to develop local communities inside international framework if they will be used to work in network from the very beginning of their "community" life.

## 1.4 Approach and methodology

(max 1/2 page)

### Problem to be addressed.

Local partners have identified two major problems to be faced by the project. On one side local cultural operators (especially small museums) have still lots of difficulties in working together inside a network and of course even more difficulties in working inside transitional networks, and in acceding to financial resources for the implementation of their projects, because it is still difficult to spread the knowledge that culture and cultural services for children are a fundamental pillar for local development policies

On the other side it is difficult to see children as possible and very important “customers” of cultural offers of the local territories.

For this reason promotion and didactic tools are too often designed for adults and are not suitable for children.

Some efforts have been and still are made by local communities to face these problems: Carnia network of museums started to work with children, in Alto Agri they are constructing a local network and the Jicin regional museum is already developing educational tools addressed to children.

### Approach.

The approach defined by partners implies an exchange of experiences among the partners on already existing activities but also an attempt to develop some common tools to be used in the future to connect local cultures to young local people. With reference to the first point, the experiences of network already existing and tested in Carnia will help other partners in understanding the importance of the network in the cultural field (usually we speak of networks in connection with economy and enterprises). With reference to the second point a common definition of innovative tools will help all partners in working at international levels and inside international working groups and of course this will have a strong impact on local communities as a whole: we are speaking of rural areas where international cooperation is still very limited and could be a great opportunity in the future.

### Project implementation stages.

First of all there will be the set up of the management committee (MC) and the transnational and local staff involved in the project (general coordinator, general secretariat and local coordinators). Soon after there will be first meeting of MC and the definition of detailed work plan for each activity.

First semester of the project will be dedicated to

- information activities at local level about the project activities
- design and start up of web site
- 2 study visits involving local stakeholders (museum operators, teachers etc..)
- definition of multimedia tools to be developed by each partner

Second semester of the project will be dedicated to:

- Design and testing of training modules and international stages for operators of the museums, Development of feasibility analysis on integrated projects for Museums networks and cultural tourism services.
- running and promotion of web site with multimedia tools
- 1 study visits involving local stakeholders (museum operators, teachers etc..)
- implementation of local activities related to children and museums

Third semester will be dedicated to closing of the project and technical and financial reporting.