

There's no place like home

Dorothy, The Wizard of Oz.



I vividly remember the day I first heard about the Creative Hub Idea. It is almost 10 years from the very first time that all the dreams and aspirations about a creative home for all my creative peers were bonded together. Endless discussions with several co hubbers go on endlessly from that day, trying to distill every little idea and every single aspect of the perfect hub.

But every time we compile a document with pictures from our beautiful family I remember and see clearly that it is not about spaces and specifications but about people and communities.

We are committed in dreaming together and making exciting and improbable new things.
Today we know that embracing culture and creativity greatly influences the way we use our spaces and how we go about our lives.
Our familly has grown over the last years including amazing new members. The capacities and the activities of our network have been constantly expanding making us more capable and powerful together.

This book is not intended to be a tool or an instructions manual but aims to remind us all about our unique and amazing family, cause there's no place like home.

Vassilis Charalampidis President of the board





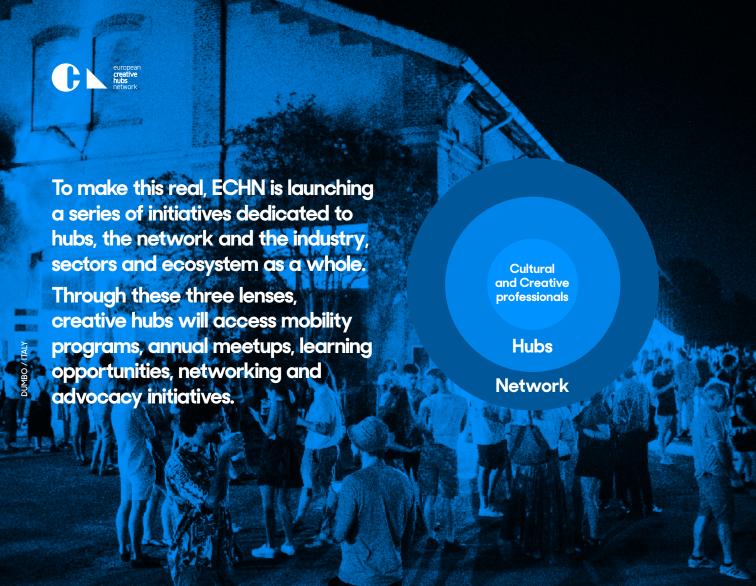
Our mission is to enhance the creative, economic and social impact of creative hubs in Europe and neighbouring countries.

ECHN is a peer-led network with more than

BIZkoshnica

BIZKOSHNICA / CROATIA





2013 CREATIVE

CREATIVE HUBS IDEA BIDTLI

Creative Hubs and their Network have a short but exciting history. This history is the result of the vision and the efforts of several organizations and people from across the creative and cultural ecosystem and all the relevant support systems

FIRST MEETINGS

Up to 2013 several cultural and creative structures across Europe supporting the relevant sectors and professionals identified themselves as cultural centers, incubators, collaborative workspaces, makerspaces, fablabs etc. But it was clear that all those identifiers were not representative enough. Through informal meetings and online exchanges a new naming idea takes birth and slowly is adopted by several structures across Europe with great enthusiasm. This is how Creative Hubs are born.

MOB / SP/



FORUM

In 2015 Creative Hubs are already spreading, across Europe and the world with great speed and this new cultural structure becomes a buzz word. Additionally, a cultural organization for the CCS in Portugal takes on the initiative for the first time ever to bring together Creative Hubs in a conference in Lisbon in order to discuss joint challenges. The conference leads to writing a first manifesto about Creative Hubs, conducts a mapping research (delivered by ECBN) and ignites the discussion for the need of a European Creative Hubs Network.

2016



EU FUNDED PROJECT

European Creative Hubs Network started as a two-year project in 2016, co-funded by the European Commission.

The British Council with six creative hubs across Europe – Bios in Greece, Roco in the UK, Betahaus in Germany, Nova Iskra in Serbia, Creative Edinburgh in UK and Factoria Cultural in Spain, as well as the European Business and Innovation Centres Network (EBN). Throughout the project, it became evident that the potential that European creative hubs carry as new, agile "species" of organisations within the CCS, is immense. Sitting at the crossing of cultural production as we know it, the frontlines of the fourth industrial revolution and the knowledge economy, hubs are the ultimate change-makers.











PAN-EUROPEAN ASSOCIATION

Following the open discussions which took place at the Forum in Sheffield (2017), an informal group of hubs proposed at the ECHN Campus in Brussels (2018) to take the first steps to officially set-up the network and invite members to join.

Hubs that facilitated this transition phase until the first General Assembly of the network were: Bios Romantso in Greece (Vassilis Charalambidis), Nova Iskra in Serbia (Relja Bobic), Republikken in Denmark (Ivan Lopez Garrido), Kaapeli in Finland (Kai Huotari), ATÖLYE in Turkey (Atilim Sahin, Kerem Alper) and CRU Creative Hub in Porto (Tânia Santos). And this is how ECHN evolved from a project to a network.

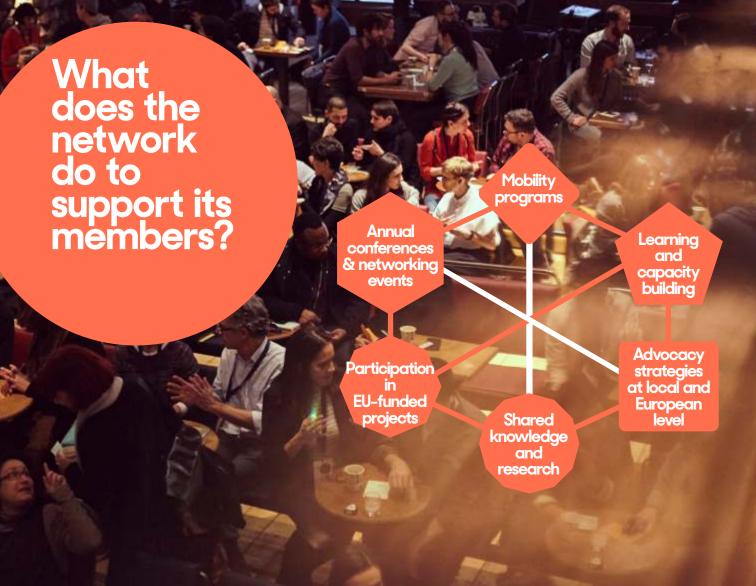
PART OF CREATIVE EUROPE NETWORKS

ECHN is selected and has proudly joined the Creative Europe Networks, a support system that gathers different European networks specialised in different sectors of the CCSI, including music, performing arts, architecture, heritage and multidisciplinary. With the support of this program, ECHN contributes to the reinforcement of the CCSI's capacity to operate transnationally and internationally, connecting professionals, disseminating ideas and advocating on key sectoral issues.











Annual meetups



Your travel accommodation costs covered

You will network and connect with other members

You will meet local stakeholders and policy makers

You will join an industry-wide conversation

Knowledge exchange and training

The big yearly forum for hubs and cultural and creative professionals. The overarching theme of each year will change according to the trending topics of interest and priorities of the CCS.

Each Conference will include 15-20 sessions (part of the sessions will be cocreated and hosted by members of ECHN). The Conference will bring together annually more than 350 participants of the cultural and creative sectors and will provide them with networking, mentoring, training and peer learning opportunities.

In addition, each Conference will be a unique opportunity to get to know the local creative ecosystem of the hosting country and will spark long-term collaborations/ alliances.

Annual meetups



Your Travel accommodation costs covered

Intense connecting and networking with other members

You will showcase your work to the network

You will see in person the ECHN community

The second biggest gathering focusing on creative hubs and their current topics of interest and challenges.

Over three days, participating hubs representatives gather to exchange on the specific topics identified by the yearly surveys on the hubs' needs or challenges.



Mobility



Travel & accomodation costs covered

You will visit and connect with other European workspaces

You will meet the community of another European hub

You will create an extended European workspace

The Hubs Alliance program enables hub members to travel and work to another hub of their choice in Europe.

The participating hubs may apply to this program to spend up to five days working in another country, extending the workspace of cultural and creative professionals and creating a unified Europe-wide workspace.

Allowing cultural and creative professionals to combine their travels, with the security of a place that is guaranteed to make them feel at home, making it easier and more convenient for them to travel, work and connect with other amazing communities, get to know other cultures and exchange ideas!

Mobility



Your travel costs covered

You will have an upskilling professional experience

You will innovate your hub of origin

You will choose the form of professional experience that suits you the most

The Staff exchange aims to broaden skills and capacities of the participants, but also to provide them with good practices and innovations to introduce in their own company/organisation upon their return.

10 ECHN members will be selected (all levels of career) eager to upskill and broaden their professional perspectives. Duration (1 week - 3 months) and format (job shadowing, discussions, hands-on experience...) of the exchange can vary according to needs, interest, and availability of the participants.





Your travel and accommodation costs covered

You will connect well-established and emerging hubs

You will get a budget to showcase your work at the end of the exchange

You will find new cross-sectoral cooperations

10 Hub managers or cultural or creative professionals will be selected every year to be part of a peer-to-peer learning program that aims to engage leading, established, and innovative creative hubs with peers from emerging creative hubs across Europe.

The idea of the exchanges is to seek new formats of cross-sectoral cooperation, to initiate projects of co-creation or collaborative plans, as well as to share knowledge and expertise across Europe through public and/or community events.



You will get a budget to organise your own workshop

You will share your hub's expertise with other professionals

You will give more visibility to your emerging hub

15 hub managers or cultural and creative professionals will participate each year in the ECHN workshops.

The learning workshops will be led and facilitated by member hubs with the support of the ECHN research team. Smaller hub members will be prioritised to be selected to take on this task. The workshops will be based on a blended model: participants will start their first meetings with the mentors digitally, followed by a 4-day physical meeting in the organising hub location.



A series of webinars will respond to the training needs of creative professionals and will identify tutors and specialists on these specific needs.

You will access digital learning sessions

You will play a role in identifying the trainings and trainers that hubs need



You will collaborate with an educational institution to create an innovative curriculum

Your project's outputs will be showcased to European policy-makers

You will connect with the educational sector

Learning & collaboration program on enhancing cross-sectoral benefits between CCIs and the educational sector by fostering transversal skills and promoting the role of creativity in curricula.

We will pilot 5 different collaborations among a hub and an arts education institution selected through an open call. At the end of the program, a policy recommendations publication will be produced and a roundtable in Brussels with policy makers will be organised to present the project's outputs.



Advocacy



Policy Workshop using codesign methods with stakeholders and policymakers. The workshop will take place in the

ECHN will facilitate a Local

The workshop will take place in the country of the current C&C Conference, six months after its implementation.

Your hubs might be presented as a study case to local policy-makers

You can make your voice be heard by local stakeholders and administrations

Advocacy



Your hubs might be presented as a study case to local policy-makers

You can make your voice be heard by local stakeholders and administrations

ECHN will host one roundtable discussion with national and regional governments to advocate cultural and creative initiatives as a method for social inclusion and green practice.

Advocacy



You can be selected as a remarkable hub from the ECHN network

You can showcase your models to peers, policy-makers and researchers

ECHN will collate 18 impact case studies on the impact on social inclusion, green practices, and cultural and creative education.



Research



You will access a constantly updated repository

You will contribute to enhancing the role of creative hubs in research

Your hub can become a research case study

The ECHN research team will work in building a new platform showcasing new methodologies and practices for research, tailored to the needs of the CCSs as part of the new website platform.

ECHN for the first time will try to bring together all the organisations doing surveys and research within the sectors and discuss a common approach and an available – open data repository for all interested researchers.

Research



You will be part of the first pan-European research project

You will have a say on the current state of the industry

The research topics and results will form for the first time a tailored pan-European open research resource for the CCSs giving over the years data and comparative research observation results.

In this way, we will monitor all current changes, trends, and tendencies within Hubs and the sectors.



What's in it for you in a nutshell

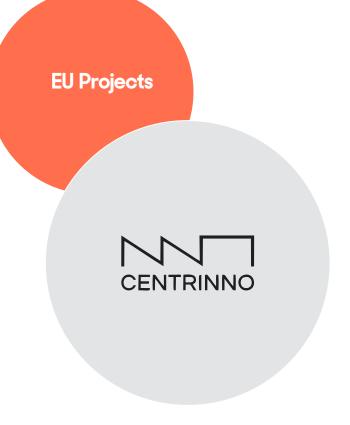
5 free trips around Europe

6 countries visited per year

workshops per year hub members to connect with

toolkits & surveys produced per year

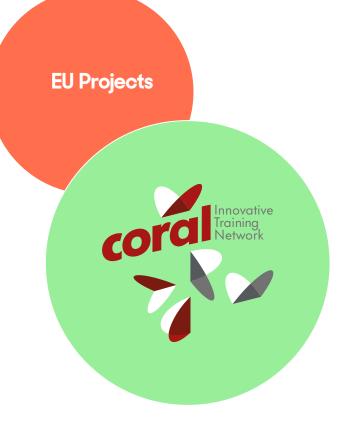




CENTRINNO

CENTRINNO is a research project focused on industrial historical sites under transformation. It will showcase the potential of these cultural landscapes to become new and inclusive hubs of entrepreneurship for city residents while fostering sustainability.

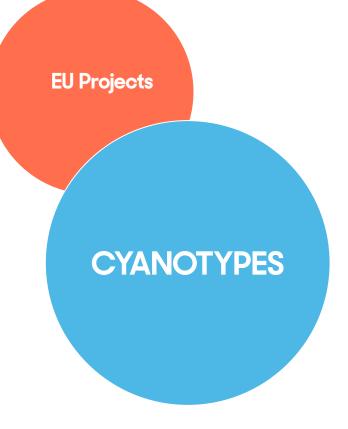
centrinno.eu



Coral ITN

Coral ITN envisages providing specialized and tailor-made training to 15 young researchers to better understand and support the development processes of collaborative workspaces in rural and peripheral areas in the EU, their wider impacts at the local and the regional level, as well as at the level of the individual worker and the enterprise.

coral-itn.eu



CYANOTYPES

The CYANOTYPES project brings together a wide variety of organisations, stakeholders, and European networks to address the needs and skills gaps in the Cultural & Creative Industries.

Based on innovative multidisciplinary approaches, CYANOTYPES tackles the sector's potential for innovation and competitiveness, which deals as well with challenges presented by, among others, COVID-19, the digital transition, and the green shift. CYANOTYPES builds anticipation into its methodological framework to empower creators to imagine multiple futures and to make their processes more environmental-friendly, sustainable, resilient, and dynamic.



EIT Culture & Creativity

EIT Culture & Creativity will house a sustainable ecosystem for European Cultural and Creative Sectors and Industries (CCSI), connecting and collaborating with world-class partners, accelerating ecosystem-centred innovations and businesses, reaching hearts and minds of global audiences with experiences, products and services to shape resilient futures.

Culture and creativity is the soul of Europe, with the power to improve lives, transform communities, generate jobs and growth, and create spill-over effects into other sectors, ensuring that Europe becomes the powerhouse of innovation in the world.



Future Divercities

Future DiverCities seeks to reimagine culture-led regeneration of urban empty space in an ecological way, developing new kinds of cultural interventions in 8 European Cities.

The project's pilots, led by 9 Creative hubs, will explore the positive facets of the void in cityspace and imagine new ways to create and to design participative cultural interventions in vacant urban spaces to enhance its ecological value. The creative hubs and their partners will be trained along the way building expertise in urban ecology and capacity as ecological changemakers.



GLAMMONS

The outbreak of the pandemic created unprecedented challenges for galleries, libraries, archives and museums (GLAMs), which were already struggling during the last years with issues of underfunding, increased maintenance and operational costs and challenges imposed by over-tourism.

GLAMMONS project aims to provide answers to the above challenges, fill gaps and advance research and policy employing the theory of the commons.



S4Fashion

S4Fashion is empowering small medium-sized enterprises to introduce new sustainable and circular economy products, services, methods, tools and business models for the fashion industry.

s4fashion.eu





Online and physical learning exchanges

New cross-sectoral collaborations

MakersXchange

MAX (Makers' eXchange) project is a pilot policy project, co-funded by the European Union, that aims to define and test policies and actions supporting the mobility and exchanges of experience between the cultural and creative industries, creative hubs, makerspaces, fab-labs and formal and non-formal learning and skills development systems in a crosssectoral way and embed makers' mobility schemes for skills development and inclusion into mainstream CCIs support programmes, policies and ecosystems across Europe.

makersxchange.eu



Creative FLIP

A Preparatory Action for Finance, Learning, Innovation and Intellectual property. The goal is building a stronger resilience of the cultural and creative sector, by further strengthening their overall ecosystem.

creativeflip.eu





As a response to the challenges that the CCSI are facing nowadays, ECHN has put to effect a series of supportive initiatives

Amidst the COVID-19 pandemic, ECHN and the MAX partners disseminated a survey to assess the impact of the pandemic on creative and cultural workers.



makersxchange.eu/the-not-so-hidden-crisis/

A series of internal resources are dedicated to communities in need. Lately, this has been particularly helpful for displaced Ukrainian CCS workers, who were supported with an ad-hoc open call and fund.



Initiatives



Creatives Unite is an online platform that meets the pressing need of gathering in one place pertinent initiatives and information related to the CCS in the EU.

This platform is run together with the Goethe Institute and includes news from the sector, job opportunities and tools for Intellectual Property and fund raising. You can navigate the platform exploring different professional sectors, geographical areas and types of opportunities, from residencies to events or fund schemes. The news section is always updated on a regular basis and you can actively contribute adding any relevant nws or job opportunity!

creativesunite.eu





A creative hub is a place, either physical or virtual, which brings creative people together.

It is a convenor, providing space and support for networking, business development and community engagement within the creative, cultural and tech sectors.

Hubs may differ in size, shape and focus of activities, but all of them produce cultural and creative value for their local ecosystem and the wider creative ecosystem.



Creative hubs come in all different shapes and sizes, and can be described in many different ways – collectives, co-operatives, labs, incubators and can be static, mobile or online.

Here are a few of their most common features.

Creative hub models



CENTRE

Large scale building which may have other assets such as a cafe, bar, cinema, maker space, shop, exhibition space.



CLUSTER

Co-located creatives individuals and businesses in a geographic area. maker space, shop, exhibition space.



Focused on experimentation with new communities, sectors and financial models. maker space, shop, exhibition space.



Collaborative
workspaces
equipped for making,
prototyping and
digital fabrication.
It offers space,
learning, tooling and
socializing around the
practice of making.
Fab Labs are
makerspaces that
follow a charter and
governed by a
foundation.



DISTRIBUTED HUB

A hub present at a neighbourhood level with a different array of activities hosted by different facilities in the area.



Small collective of individuals and/or small businesses, in a co-working space.



NETWORK

Dispersed group of individuals and/or businesses – tends to be sector or place specific. maker space, shop, exhibition space.



ONLINE PLATFORM

Uses only online methods – website, social media to engage with a dispersed audience. maker space, shop, exhibition space. And is part of a specific local community

Hubs unique features

Hubs are defined and shaped by their unique features.

A combination of governance structure, professional sectors and offered services makes every hub different and specifically designed around its community.



SECTOR

MULTI-DISCIPLINARY – I.E. MIX OF CREATIVE, CULTURAL, TECHNOLOGY, SOCIAL ENTERPRISE

SECTOR SPECIFIC – I.E. GAMES HUB, DESIGN HUB, TECH HUB



HUB OFFFERS

HOTDESKING / STUDIO SPACE /TRAINING, WORKSHOPS, EVENTS / MOBILE WORKING / EXHIBITION - PERFORMANCE SPACE.

ACCESS TO EQUIPMENT, SKILLS, RESOURCES, NETWORKS

INCUBATION, BUSINESS SUPPORT, MENTORING, FINANCING

RETAIL OPPORTUNITIES / RESEARCH AND DEVELOPMENT



STRUCTURE FOR PROFIT / PRIVATE NON-PROFIT / SOCIAL VENTURE / CHARITABLE

Cultural structures

Cultural structures have evolved considerably in the last decades, shifting from rigid cultural institutions to more agile and hybrid realities.

Creative Hubs are the last link in an evolutionary chain that follows the developments of our societal structures and that is destined to develop even further.

1. MUSEUMS

2. CULTURAL CENTERS

3. CREATIVE HUBS

A museum is a non-profit making, permanent institution in the service of society and of its development, and open to the public, which acquires, conserves, researches, communicates and exhibits, for purposes of study, education and enjoyment, material evidence of people and their environment.

A cultural center is an organization, building or complex that promotes culture and arts.

Cultural centers can be neighborhood community arts organizations, private facilities, governmentsponsored, or activist-run. A creative hub is an organization, building or area that hosts culture and creative professionals. Creative Hubs can be neighborhood community arts organizations, private facilities, government-sponsored, or activist-run.

Creative Hubs build on strong and dynamic active communities.

What's the relation between culture & creativity?

Culture + Creativity

Cultural industries

Creative industries

The concept of "cultural industries" is more related to cultural heritage and traditional The concept of "creative industries" includes the applied arts practices, innovations and generating profit and creation of jobs by creating





Ecosystems

innovation through rooted and connected ecosystems

Cultural and Creative sectors operate within ecosystems.

Cultural Ecology focuses on how cultural beliefs and practices help human populations adapt to their environments and live within the means of their ecosystem.

Heritage is the core catalyst for innovation. A repository of ideas, languages, experiences and artworks that inspire the new generation of creators and refresh our understanding of the world and creative scene a catalyst for imagining change and belonging as a dynamic relationship with what we already know but from a new angle.

Creative Hubs are the glue uniting ecosystems, heritage and today's cultural and creative processes.





- Literature
- Music
- Performing arts
- **Q** Visual arts

- e Film
- m Museums, galleries, libraries
- Photography



Advertising Architecture





- Publishing and print media
- Television and radio
- Sound recording
- Video games



We are now seeing a transition to new forms of culture and creativity. The clear dividing line between producers and consumers of content is disappearing.

At a time of rapid urban development and societal change, it is more important than ever, that people find a sense of place and belonging.

Creative hubs offer a safe space that brings everyone from the creative, cultural and tech, sectors and industries together.

■ Literature

Music

Performing arts

Qi Visual arts

Film

m Museums, galleries, libraries

Photography

Advertising

Architecture Design

Fashion

Publishing and print media

Television and radio

Sound recording

Video games



education models in creative hubs

Creative Hubs are the perfect platform for experimentation, artistic expression, peer-to-peer learning and incubation of ideas. Facilitating the transfer of knowledge and the cross pollination of different sectors and areas of expertise.

This often leads to the creation of new value in goods, services and artistic practices what some might call innovation. As the society moves from being an industrial society to an intellectual one, the creative approach to solving tasks is becoming an important factor of competitiveness.

Core cultural expression:

■ Literature

Music

Performing arts

Q Visual arts

Other core creative industries:

Film

m Museums, galleries, libraries

Photography

Creative industries:

Advertising Architecture

Design

Fashion

Wider cultural industri

Publishing and print media

Television and radio

Sound recording

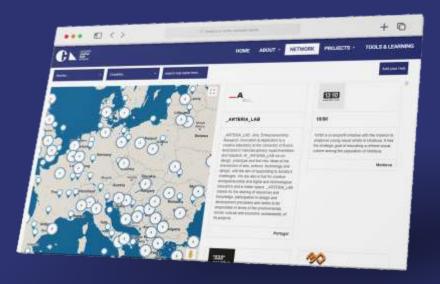
Video games





Practical information about our network

Add your hub



The easiest way to be connected in the extended community is to simply add your Creative Hub to our website: we have created an extensive mapping of the sector across Europe where you can gain visibility and also discover your peers!

You can add your hub here:

creativehubs.net/mapproject/form.php







Memberships

Regular Membership

Criteria to join the network

- **#1:** A hub's focus must be to support the Creative and Cultural Industries (CCIs).
- **#2:** A hub must be a base for multiple businesses and/or individuals from the Cultural and Creative Industries.
- **#3:** A hub must have a physical community activation.
- **#4:** A hub must be focused on the professional and social development of its community.

If you meet all the four criteria listed, you qualify to join the network as a **regular member**. By paying the annual membership fee*, regular members benefit from all of the network activities/resources, and have a right to vote, nominate etc.

Associate Membership

We welcome hubs, organizations, institutions, networks and individuals that do not meet the regular membership's criteria to join the Network as Associate Members provided they have professional activity and interest relevant to the CCS.

Associate members have the right to benefit from all the activities and resources by paying an annual fee * * . Associate members are not eligible to vote or be nominated in the general assembly.

For applications that come in after July 1st of every year, members can pay half the membership fee for the current year.

^{*&}amp;**: The network offered memberships free of charge for 2020 & 2021 as an act of solidarity to the sector that suffered from the COVID-19 crisis. In 2022, the annual fees have been resumed as before COVID. Nevertheless, we will keep supporting members facing financial challenges. Memberships are valid on a calendar year basis (January — December).

Membership Rates

Regular Membership

There are three proposed levels of membership fees, paid on an annual basis.

Hubs are welcome to pay whichever fee level they feel able to, however, guidance on an appropriate amount is provided below (and showing a monthly breakdown for reference).

The record of payments will be made public so there is transparency on contribution.

	Annual turnover of the hub	Annual ECHN membership Fee
Small hub	up to 150K€	180€
1edium hub	150K - 1M €	480€
Large hub	+ 1M €	960€

A How to join?
Three easy steps.

STEP .1 Fill in the online form, and thus sign up for membership.

creativehubs.net/mapproject/form.php

STEP .2

You will receive **feedback** from our community manager: we will invite you for an **introductory call** to get to know each other and then you will receive the membership payment details and signup/agreement letter so you can officially join the network.

STEP .3

Once you **fill in** the membership papers and complete the payment of your first membership, you have officially **become a member** of the European Creative Hubs Network! Hooray!!

A two-way What does it mean to be an active member?



Our vision is to sustain a close-knit community of hubs that are willing to collaborate with each other, accountable to take responsibility to propel creative hubs forward.

For the network to be effective, members need to be active in their participation.

A network with a small number of active members can achieve much more than a large network of passive members.

It is therefore essential that, by joining the network, members will agree to actively participate in ECHN's activities, cascading information, request for advocacy support and support the network's advocacy activities, contribute to the network in: hosting a peer exchange visit, host workshops for members, mentor other hub leaders etc.



How can you be an active member?

By participating and contributing in:

Peer to peer support:

learning together is one of the core values of the network: you can find complementary skills and launch new projects together

Through a democratic process, every three year you will vote for the new Board members and discuss the future on the General Assembly

Regular social media

On a weekly basis, hubs will have the chance to take over ECHN social media channels. A unique opportunity to showcase your most inspiring stories.

Feedback on the surveys!:

You will be asked to contribute to important surveys and to make your voice heard, to collect some relevant data on the needs and trends of the CCSI locally and internationally.

Participating in events:

Regular online and in person events will animate ECHN's calendar, such as Online Family Brunches, Hubs Meetups and Conferences. These are crucial moments to keep connected, meet your peers and stay inspired.

Being ECHN ambassadors:

Our members are also spreading the word locally on the benefits of being part of this community.









Vassilis Charalampidis President



Gonen Vice President



Macpherson-Pope Moroder Secretary General



Treasurer



Agustin Jamardo Member



▼ Alternate members

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ECHN logo usage

Once you join the ECHN family, you will be part of a broad platform of creative hubs.

Here is a short guideline on how to align the same visual identity for the whole family.



The Logo Symbol is a visual representation of the shapes of the Creative Hubs Network first letters through an addition and subtraction process with use of positive and negative spaces.

A disk, or sphere, becomes C by the subtraction of H, followed by a triangle that creates the shadow of N





ECHN logo on members' materials

ECHN logo, positive, negative and blue version Can be used in the footer, with or without the text "member of"







Alternate logo for members.

Can be used close to the hub's logo if permitted,
with or without "member of"

Use black or blue on light backgrounds, white on dark.

Don't change the logo color, font, element sizes.

Use of grey tints is permitted if needed.







ECHN logo on members' materials examples

> You can position the logo on your site according to your design on the header, footer, on the about section, as a section or near the partners / supporters section























