

## TARGET GROUP(S)

### YOUNG ADULTS

who are unemployed and wish to enter the creative digital sector

### ADULT EDUCATORS

who want to support their audience in entering in the arts & culture sector

### STAKEHOLDERS & ENTREPRENEURS



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# reWrite

Resources for Education  
in Writing Radio Plays  
to Inspire Transition into  
Creative Employment

[www.re-write.eu](http://www.re-write.eu)



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# ABOUT THE PROJECT

Project designed in response to rising unemployment amongst young adults, as a result of the COVID-19 pandemic;

Addresses skills development, social inclusion & marginalisation through creativity, arts, and culture & emphasises the sector's need to digitalise content in order to "satisfy the sharply increased demand for cultural content".

## WHAT ARE THE OBJECTIVES

Develop, test, and embed new, innovative inclusive learning resources to upskill and nurture the creative talents and competencies of adults who are removed from the labour market, fostering entrepreneurship and employment opportunities within the post covid creative/digital sectors

Answer the EU need identified in the Erasmus+ 2020 call, to up-skill and develop digital competencies of those effected by the Covid crisis as well as help to rebuild the artistic and digital sectors which are in distress

Encourage entrepreneurial thinking & upskilling in use of new media to bring people into contact with employers

Contribute to European goals of innovating skills development and digital competencies, along with tackling social exclusion caused by mass/long-term unemployment due to Covid & marginalization.

## WHAT ARE THE RESULTS

### INTELLECTUAL OUTPUT 1

A series of podcasts to develop specific skills needed in the European creative and digital sector, specifically in the area of creating, writing, and recording audio plays.

### INTELLECTUAL OUTPUT 2

An online learning resource to train learners about employers needs and recruitment processes of arts and culture sector. This will help participants to identify and secure employment opportunities with digital and creative employers

### INTELLECTUAL OUTPUT 3

An online learning resource, upskilling learners in innovative ways of using social media to market their own creative & digital works on a national, EU and international level, to create viable, sustainable self-employment