

CALL FOR MUSEUMS AND EXHIBITION HALLS

Within the programme **Northern Dimension Youth and Museums for Sustainability**, we aim to encourage the museum and exhibition hall sector to open for new operation initiatives with youth in co-creating new educational models. Those will aim to introduce youth to the topic of sustainability and Sustainable Development Goals.

We invite museums and exhibition halls to engage with the program by stating their challenges on sustainability and youth topic, by participating in the youth hackathon and by implementing the solution of the winning ideas in own museum or exhibition hall, if applicable.

We're looking for museums that could address their challenge within the topic of youth and sustainability, would be committed to develop jointly with the team, created during the project, solution to it and implement the idea.

MAIN GOALS

- To empower cooperation between museums and youth on sustainability and SDG goals of United Nations.
- To address youth on sustainability and to achieve SDG's by creating innovative education forms involving the museums with their resources and capacity.
- To test the possible methodologies of education in the environment of museums and/or exhibition halls.
- To create a hands-on toolbox for museum learning programmes for youth on sustainability and SDG goals.

TARGET GROUP

- 1) Youth from the Northern Dimension (ND) area age 18-29.
- 2) Museums and exhibition halls within the ND area.

PROJECT FRAMEWORK

Phase 1

Mapping of the museums and exhibition hall throughout the ND area, who are committed to take part in the programme



Training session for museums on how to create a successful challenge



Collecting the challenges from involved organisations



Open call for the youth for participation in hackathon

Timing: January – April, 2022

Phase 2

Preparatory online workshops for youth on themes: Sustainability, Sustainability within Museums, Ideation and matchmaking (museum representatives are also welcomed to participate)



Composing the teams and defining challenges

Timing: August 2022, week before hackathon (2,5 h a day)

Phase 3

Onsite event in the form of hackathon, a workshop on prototyping, presentations of the results, choosing three winning ideas.

The total price fund: EUR 30,000 (EUR 10,000 for three winning teams)

Timing: August 2022 (subject to change)

Phase 4

Implementation of the three winning projects. Museums together with the help of the youth teams will implement the idea and report on the results.

Timing: September 2022 – September 2023

CLOSING OF THE PROGRAMME

Final wrap up event.

Presenting the toolbox on creating educational methods for youth on sustainability and SDG's based on the practices of the three pilot projects.

Timing: End of 2023

If your organisation is interested to take part in the program, please, fill in the museum brief, that you will find here below and send it to NDPC project coordinator Ieva Vitola Deusa ieva@ndpculture.org until 25 February.

Youth and Museums for Sustainability program is a part of the joint project between NDPC and EUNIC "Support to the NDPC", co-funded by the European Union.

MUSEUM BRIEF

Collection	
Please list the general types of objects you have in the collection and the historical periods they mainly belong to; name and describe the main treasures of the collection. Which part of the collection would you like to work with in this project?	
Resources	
What kind of resources are you ready to invest in this project?	- Staff hours (see the next point "Team") - Space (exhibition space, educational spaces, outdoor territory, other?) - Equipment (please list) - Other (name)
Team	
Which members of your museum's team would be ready to join the implementation of the pilot? Describe their position in the museum and their fields of expertise	- Researcher - Curator - Educator - Project manager - Designer - Other
Sustainable development	
Which ones of the SDGs would you prefer to work with in the project? Why? How are they relevant for your region? In what way does your collection reflect them?	E.g. SDG 3 (Good health and well-being), History of Medicine Museum collection of Latvia, high mortality among men in Latvia as one the major challenges of the national health sector
Audience	
The target audience of the upcoming pilots is youth. Describe your museum's experience with this audience, including your main successes and challenges, if any	
Expected outcome	
What do you expect to achieve by joining the project? Any specific outcomes on your mind (an	E.g.: History of Medicine Museum collection of Latvia would like to create

exhibition idea, app, educational programme etc.)?	an interactive exhibition on substance abuse and addiction for a youth audience
Challenges	
Please name the approximate challenge (s) you would like to propose to tackle for the hackathon?* (this does not be the final version. The museums will be able to place the challenges later, when preparing for the hackathon)	
Would you be interested in hosting the hackathon event in August* 2022?	

*Timing might change depending on the safety regulations.

ABOUT US

Northern Dimension Partnership on Culture

NDPC is a governmental initiative which brings together national authorities and cultural and creative industries (CCI) associations and experts. It works towards stronger, more competitive, and more resilient CCI's that contribute significantly to the sustainable development of the Northern Dimension region (Denmark, Estonia, Finland, Germany, Iceland, Latvia, Lithuania, Norway, Poland, the Russian Federation and Sweden). NDPC implements project activities to strengthen the CCI sector. It offers networking and professional development opportunities to creative professionals and provides valuable insights for policy development to national authorities. The NDPC Secretariat is based in Riga. To find out more, please visit: www.ndpculture.org

EU National Institutes for Culture

EUNIC is the European network of organisations engaging in cultural relations. Together with our partners, we bring to life European cultural collaboration in more than 100 countries worldwide with a network of over 132 clusters, drawing on the broad experience of our members from all EU Member States and associate countries. EUNIC advocates a prominent role of culture in international relations and is a strategic partner of the EU, actively involved in the further definition of European cultural policy. EUNIC is a platform for knowledge sharing and capacity building amongst its members and partners. To find out more, please visit: www.eunic.eu