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Project Institutional Website

WP 1 Project Management

Date: 31st December 2020



film_eu

European Universities Alliance
for **Film and Media Arts**

Co-funded by the
Erasmus+ Programme
of the European Union



film_eu

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EXECUTIVE SUMMARY

Public website of the project with detailed info on the Alliance and its objectives, activities, and results. The website will be used as a dissemination and communications tool, both at internal and external levels, and as the Alliance moves forward all services made available to students and teachers will be accessible via this website.

INTRODUCTION

In the current digital era, the significance of having a website cannot be overstated for institutions seeking to make their mark in the online field. This comprehensive report provides an overview of the crucial stages involved in creating a website and be able to craft a website that is not only functional but also visually captivating, effectively catering to the specific needs and aspirations.

WEBSITE

Planning & Design

The primary stage of website development involves planning. This highlights the definition of the website's purpose, the identification of the target audience, and the establishment of unambiguous goals. Key components of the planning phase encompass:

Purpose and Goals: The FilmEU website has been designed as a dynamic and comprehensive platform that serves multiple purposes for all stakeholders in the Alliance. It acts as both an information hub and a promotional tool, meeting the diverse needs of students, teachers, researchers, and industry partners.

Target Audience: As the website is a platform for compiling and disseminating denser content about the Alliance's activities, the target audience is primarily FilmEU team members, then students, teachers, and staff, as well as external stakeholders, the industry and those interested in FilmEU's activities and the creative industries.

Content Strategy: By outlining the sitemap and main sections and pages, the communication team establishes a comprehensive blueprint for the website's structure and content. This step is crucial for several reasons:

- a) Identify Content Needs.
- b) Prioritize Content Production.

- c) Assign Responsibilities.
- d) Clarity and Consistency.
- e) User-Friendly Navigation.

The design of the website was created to reflect FilmEU's newly developed graphic identity, using the colours cyan-blue and pink. The colours were deliberately chosen to reflect the vibrant and dynamic nature of the FilmEU alliance. The cyan blue conveys a sense of confidence, professionalism, and innovation, while the pink adds a touch of creativity, warmth, and openness (Fig.1).

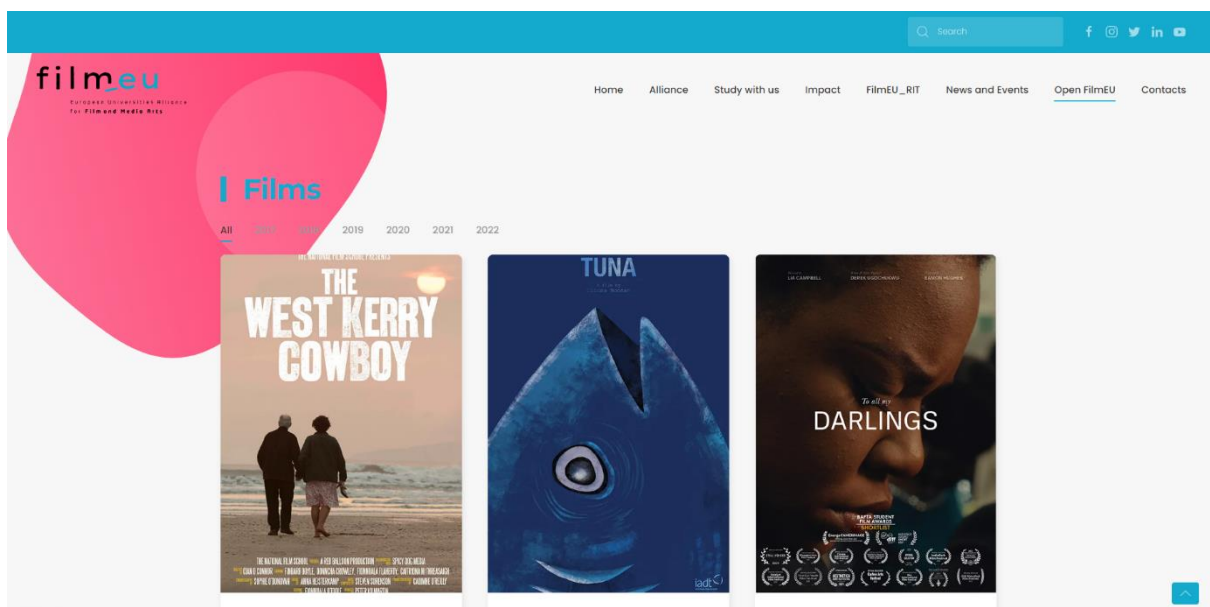


Fig 1 Webpage Open FilmEU, available online on <https://www.filmeu.eu/open-filmeu/films>

Several key design elements were implemented to ensure that the new graphic identity was effectively represented throughout the website:

- a) Consistent Colour Scheme, strengthen the brand recognition.
- b) Typography.
- c) Visual Imagery.

The design also focused on creating an intuitive and user-friendly experience, focusing promoting a good navigation, accessibility to the information and responsive design.

Structure & Content

The structure of the sitemap and main sections provides a clear framework for the type of content that needs to be developed. A well-structured site map and clearly defined sections ensure that the information is organized logically and intuitively. Both content creators and end users benefit from this organization.

FilmEU sitemap

- FilmEU
- Alliance
 - About us
 - Mission
 - People
 - Associated Partners
- Study with us
- Impact
- News and Events
- Open FilmEU
- Contacts

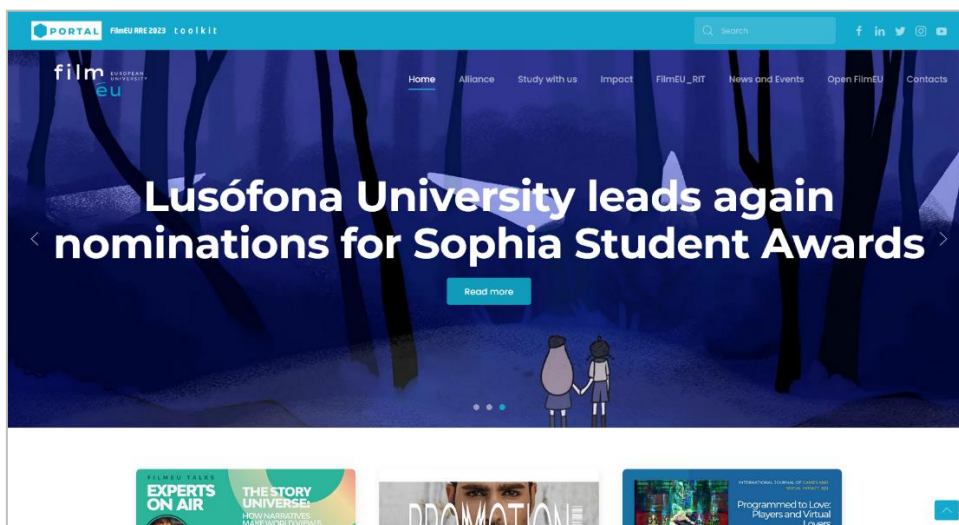


Fig. 2 FilmEU homepage.

The homepage of the website feature highlighted images showcasing the most important news at the time (Fig. 2). This is followed by secondary highlighted news, prominently displayed for easy access. There is also a section introducing the team. It was considered important to highlight the number of specialists working on the initiative and how their expertise could enrich the activities. This section is linked to the "People" page, which contained biographies of the entire team. In the header, there is prominent links to FilmEU's social media. The footer included information about the partner schools, the European Commission logo, the EC disclaimer, and project references. Additionally, there was quick access to subscribe to the FilmEU newsletter.

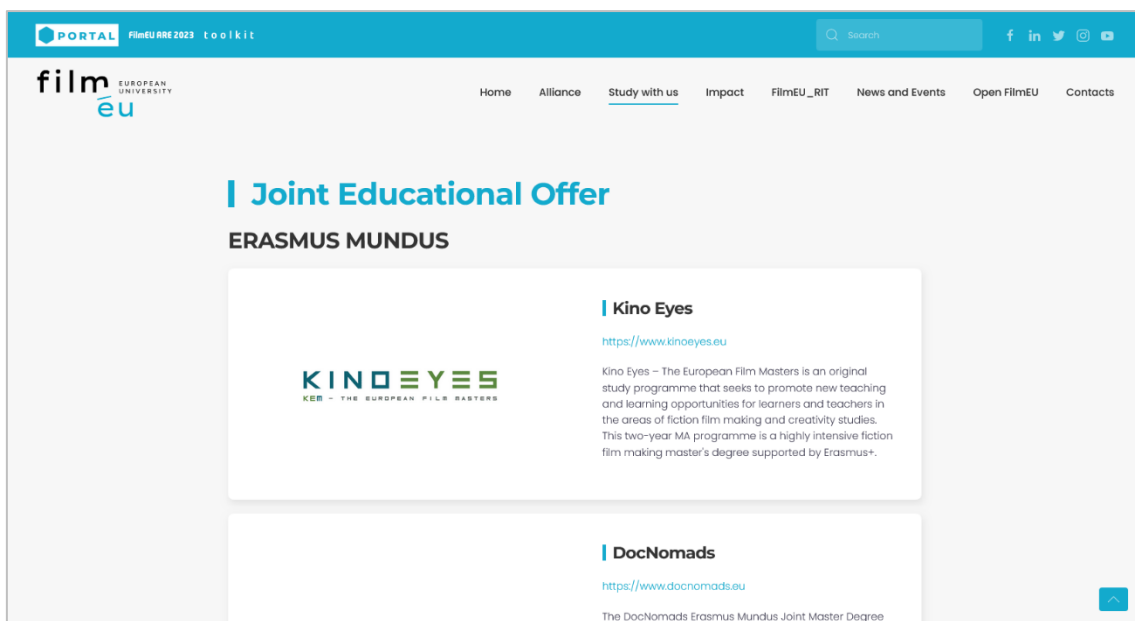


Fig. 3 Joint Educational Offer – FilmEU website.

In the "Education Offer" section, we have provided detailed information to promote the partner institutions and disseminate the educational programmes available through FilmEU. This includes offers at Bachelor, Master, and PhD level (Fig. 3). Our aim is to highlight the diverse and high-quality educational opportunities within the FilmEU alliance and showcase the academic strengths and unique programmes of each institution.

The "Associated partners" section contains links to all FilmEU partners. This not only shows the broad spectrum of cooperation within the alliance, but also serves to promote the partners themselves.

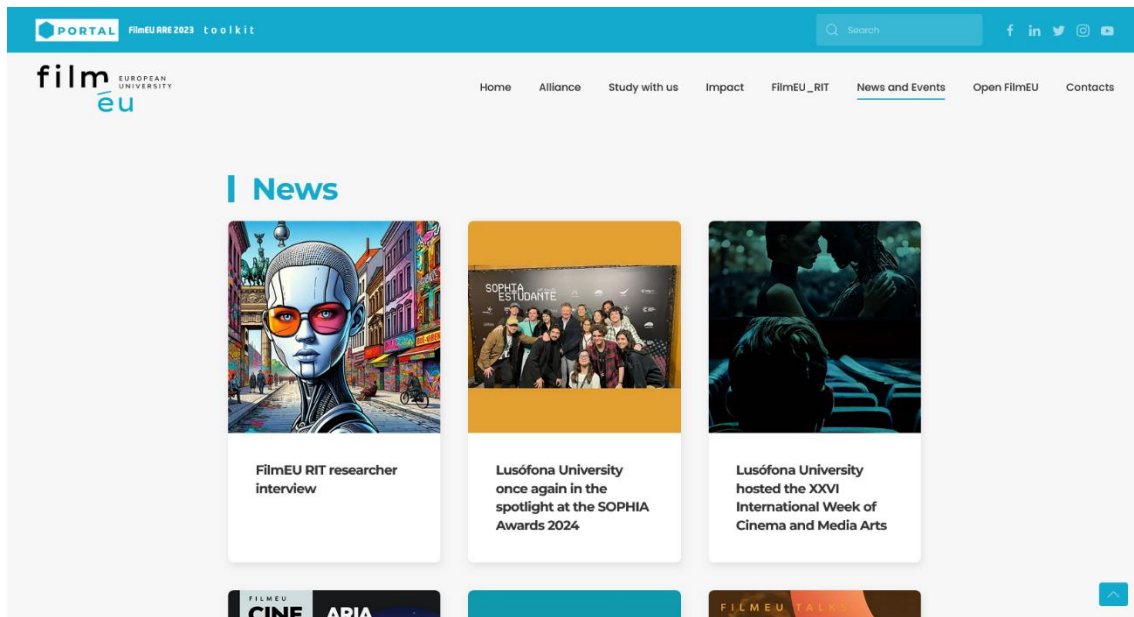


Fig. 4 News webpage - FilmEU website.

In the "News and events" section, we have created subpages for each event or activity as well as for current news (Fig. 4). This structure allows us to provide comprehensive and up-to-date information on the various initiatives and events organized by FilmEU. Each sub-page provides detailed descriptions, schedules, and relevant materials to ensure that visitors can easily find and attend the events of interest to them.

The "Impact" section is intended as a public repository for the results of FilmEU. This section will be regularly updated with public outputs to showcase the tangible results of our projects and initiatives.

CONCLUSION

To summarize, creating the sitemap and the most important sections and pages is a fundamental step in the website development process. Not only does it serve as a guide for content creation and organization, but it also improves collaboration, strategic planning, and the overall effectiveness of the website as a communication tool. With this step, the communications team lays the foundation for a well-structured, user-friendly and successful website. The website is a live platform and will be updated as needed as the project grows.

ANNEX

The text below presents the initial draft content for the FilmEU website. The communication team structured the content for each section, and then the web designer implemented it on the platform. This content was continually updated.

HOME PAGE

Highlight news + More News + Team

Objectives

FILMEU's main objective is to implement a European University of excellence focused on the fields of Film and Media Arts. Our long-term vision implies that by 2025 FILMEU must be constituted as an exemplary collaborative structure able to deepen the cooperation between all members of the Alliance and foster their ability to act locally, regionally, and globally in the cultural and creative industries and across other societal areas they impact.

The Alliance will develop a joint governance structure that will implement cooperatively designed policies and action plans to increase the profile of Film and Media Arts education, innovation and research in Europe and in the world. The Alliance will foster the implementation of a participatory structure and inner programmes across all levels of the partner institutions and will share its experience and disseminate the outputs of its activities on a global scale.

* Social Media Icons

- Facebook: <http://www.facebook.com/FilmEUalliance>
- Instagram: <http://www.instagram.com/FilmEUalliance/>
- Twitter: <http://twitter.com/FilmEUalliance>
- Linked In: <https://www.linkedin.com/company/FilmEUalliance>
- Youtube: <https://www.youtube.com/channel/UCzU6nBbPA1iQrKlaLYC2E9g>

* **Newsletter (D.10.7):** Form

* **search icon**

CONSORTIUM

* **About us**

FilmEU brings together four European Higher Education Institutions:

- ULHT Lusófona University Lisbon / Portugal
- LUCA School of Arts Brussels / Belgium
- SZFE University of Theatre and Film Arts Budapest / Hungary
- Dún Laoghaire Institute of Art Design and Technology Dublin / Ireland

Together, these institutions collaborate around the common objective of jointly promoting high-level education, innovation, and research activities in the multidisciplinary field of Film and Media Arts and, through this collaboration, consolidate the central role of Europe as a world leader in the creative fields.

The consortium integrates four institutions with strong expertise in Film and Media Arts education, a common internationalization ambition, and a long track record of past collaborations that include more than a decade of expertise in the development of European joint projects, including E+ Knowledge Alliances, Strategic Partnerships and “Erasmus Mundus” Joint Master Degrees, besides other joint education and research projects, in order to foster the excellence and attractiveness of the European Higher Education Area.

The Alliance name stems from the concatenation of the terms “Film” and “European” and signals the consortium’s ambition of contributing to the positioning of Europe as a key provider of top level education and research in the creative disciplines, namely Film and Media Arts, and position itself as a leader in this field. The alliance will pursue this via the implementation of original challenge-based pedagogical methods, the development of joint and rigorous academic programmes with a strongly embed mobility component; innovative research activities that span across all the areas of the knowledge triangle.

FilmEU believes Europe has all the right leads needed in order to play in the future a key role at an international level in the area of Film and Media Arts. These include the relevance of Europe’s historical filmic cultural heritage, the dynamism of its production sector, which services all creative outputs from pure entertainment to the highest artistic formats, and the unique educational offer already in place in the form of the Erasmus Mundus EJMD promoted by the members of the FilmEU consortium. These are but some of the elements that highlight the potential impact of the proposed Alliance and its relevance in the European context.

All the partners come from diverse cultural backgrounds and yet we share the language of film and storytelling. Though we are grounded in the visual arts, our different approaches and cultures

is our strength. It encourages us to ensure, through the arts and film in its broadest sense, that all voices are treasured and heard. Indeed, this is something that is vital where new technologies are being developed. We need to ensure that new forms of storytelling are not the preserve of any one cultural block. This is not to say that we have a narrow world view – quite the opposite – FilmEU celebrates diversity, and it is that praxis – that coming together of all our shared experiences and our differences – that makes this offering authentic and unique.

Our Vision

The institutions that integrate FILMEU share the belief that cinema and media arts lay at the centre of social transformations and economic growth which the creative sector can potentially impel if proper collaborative networks are successfully erected in Europe.

Building on more than a decade of successful cooperation, these four institutions envision positioning themselves as key players in driving education, innovation and research in Film and Media Arts within the European Higher Education Area and in promoting the central role the creative and cultural industries can, and should have, in our societies.

FILMEU aspires to build on the Alliance members' previous expertise in several education and research initiatives, namely in the joint design and implementation of the 4 existing European Joint master's degrees (EMJMD) "Erasmus Mundus" in the areas of Film and Artistic creativity, and in the joint development of the knowledge triangle linking research, teaching and industry, in order to achieve a high level of integration of its members' policies and actions through fostering:

- The ability of the Alliance members to **educate future generations** of creative artists, armed with critical and creative skills, who are able and willing to contribute to a multicultural, multilingual and inclusive Europe which is open to the world;
- The **societal impact** of the creative and cultural industries at local, regional and international level via the implementation and dissemination of jointly developed educational and research activities that integrate the constant production and dissemination of relevant cultural and artistic outputs useable at different levels across the knowledge triangle, while engaging different societal stakeholders;
- The expansion and improvement of the **joint research capacity** of the partnered institutions and their ability to disseminate with greater impact the creative outcomes resulting from the education and research endeavours they support, further reinforcing the prominence of artistic research in the European Higher Education Area;
- The development and implementation of **new and original joint programmes**, namely at **Master and PhD level**, with strong mobility features and a focus on innovative challenge-based pedagogical and didactic approaches that cover all domains of the **knowledge triangle**;
- The implementation and sharing of **common physical and digital structures and services**, allowing for the streamlined management of mobility processes, the automatic recognition of competences and qualifications, the provision of virtual and collaborative learning spaces, and the development of innovative research activities;

- The capacitation and competitiveness of the HEI that integrate the Alliance via the development of **common quality assurance procedures**, in accordance with the Standards and guidelines for quality assurance in the European Higher Education Area (ESG), the qualification of staff, and the implementation of common governance and management structures that evenly assure the participation of students;
- The **institutional capacitation** of the alliance via the design and implementation of a common branding strategy, common recruitment of students and staff procedures, a joint office for student recruitment and support, and common mechanisms for staff evaluation and talent retention, namely via a jointly designed tenure program;
- The Alliance members' ability to **better respond** to the challenges which the creative and cultural industries face, namely in terms of coping with the uncertainties that these fields experience in many of the involved countries, and the precarious nature of the permanently transitional work they support;
- Society's ability to **leverage the creative and cultural industries** as a means to address some of the greatest challenges with which we are currently confronted;
- The capacity of the Alliance members to directly apply the culture, practices, processes, and technologies of the digital era to society's raised expectations on how its cultural industries, and in particular cinema, **act as agents of economic, social and cultural change in the public sphere**, particularly given that the symbolic content they convey plays an increasing role in the ongoing societal transformations;
- The positioning of **Europe as the main global provider of education in Film and Media Arts**, able to attract enthusiastic and engaged students and researchers from all over the world.

Our Values

- FILMEU puts creativity at the centre of all its activities and is committed to open and critical dialogue that sustains academic freedom; FILMEU is based on the conviction that active collaboration, in the form of alliances between complementary higher education institutions from various small and medium-sized European countries, is the only way to attain strategic goals with an international ambition and meaningful societal impact;
- FILMEU defends the core European values of respect for diversity and human rights, and believes audio-visual culture and the arts play a crucial role in promoting a more equitable and diverse society;
- FILMEU is committed to the promotion of open science and open access in all the outputs it produces, seeking to apply the contemporary principles of international co-production that underpin the European film industry to the production and sharing of academic knowledge;
- FILMEU will constantly strive for transparency, putting public accountability at the centre of its dissemination processes;
- FILMEU puts the students, teachers and administrative staff at the centre of its activities, regarding staff development, student engagement, and teachers' empowerment as key components of the alliance;
- FILMEU promotes equity, inclusion, and diversity while pledging to eliminate barriers of all kinds to higher education access, and hence to knowledge and the opportunities it creates;
- FILMEU believes the performance of the alliance is greatly strengthened by the embeddedness of its activities in local and regional contexts;

- FILMEU believes the consolidation of artistic-based and practice-led research activities in Europe is a requisite both for the fulfilment of the mission of higher education institutions working in the domains of the arts and for the legitimization of their key role in society. In this context, it is crucial to implement new and original forms of doctoral education that reinforce the knowledge triangle in the field and contribute to the bridging of the educational and research components of the Alliance's mission.
- FILMEU is committed to establishing a horizontal management structure that creates spaces of dialogue and interaction between all individuals and institutions, while ensuring everyone's voice is heard and meaningfully contributes to the development and execution of Alliance activities.
- FILMEU brings together four institutions that together congregate hundreds of students and thousands of alumni, plus hundreds of faculty and administrative and technical staff, representing the full diversity of European HEI. Currently these institutions offer more than 40 degrees in film and media arts, from bachelor to PhD, from local to European Joint Master degrees. These institutions look at FILMEU as an opportunity to reinforce past collaborations and greatly escalate their ability to intervene at a global level.
- FILMEU is supported by a structure built upon collaboration and the design and implementation of a common mission based on shared values. By grounding our work in these values, European Higher Education institutions that constitute the Alliance can fully contribute to a better, richer and more humanistic society.
- FILMEU pursues interdisciplinary and transdisciplinary education as core values to contemporary educational and research practices and positions the arts as a theoretical and empirical field at the intersection of different knowledge and competences that are central in contemporary societies.
- FILMEU incorporates sustainability as a central value and is committed to examining and implementing sustainable practices at all levels of design and implementation.
- FILMEU is based on the firm believe that the creative empowerment of individuals is crucial for the enhancement of all educational and scientific activities and the overall development of Europe.

* Mission

FilmEU's main objective is to implement a European University of excellence focused in the fields of Film and Media Arts. Our vision implies that FilmEU must be constituted as an exemplary collaborative structure able to deepen existing cooperation and foster the involved HEI ability to act in the cultural and creative industries and across other societal areas they impact. Film + EU = FilmEU but for us, the whole is greater than the sum of its parts. The Alliance is set to transform existing teaching and learning practices by leveraging our individual strengths across borders while internationalising opportunities and collaboration for students and faculty alike. Our core innovation is simple, we break free from institutional, departmental and national silos to embrace interdisciplinary explorations that put creativity and media literacy at the centre of the teaching and learning process. Through this, both students and teachers become creative leaders in a diverse Europe and beyond. We abide by these central tenets:

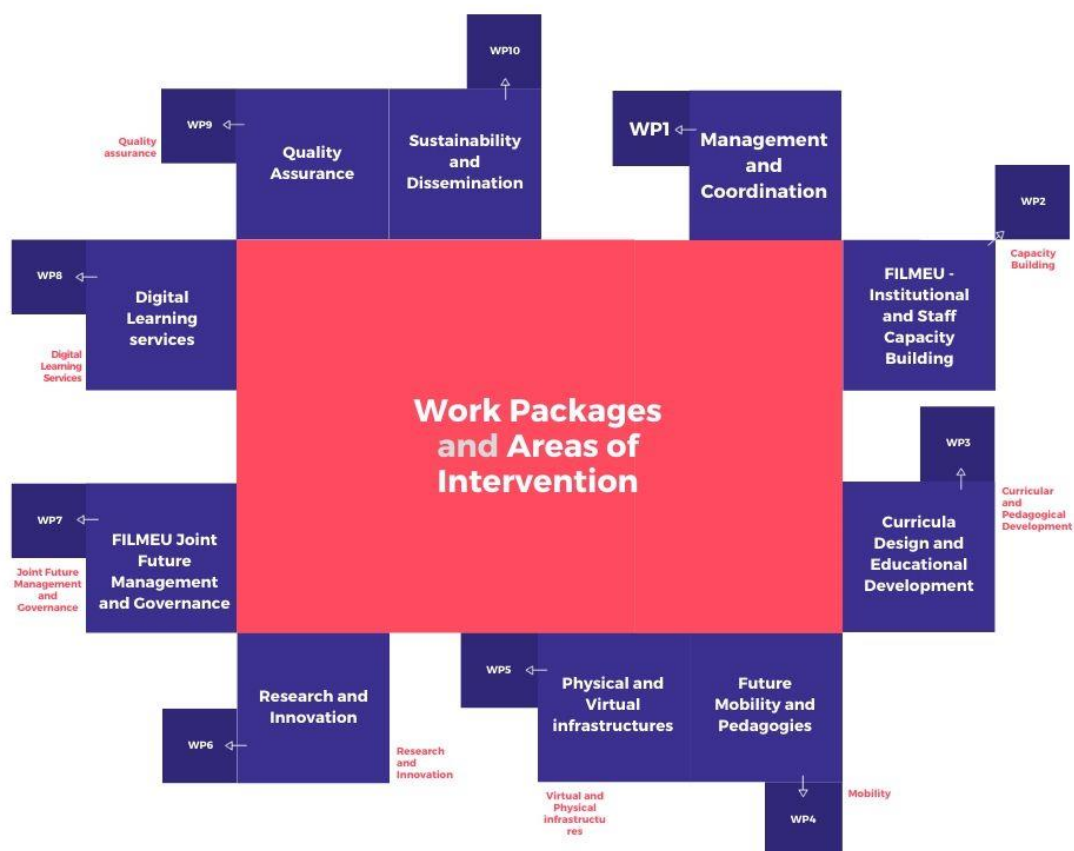
- challenge-based learning is critical to innovation
- digital media dominates the landscape and is both a tool for and a product of creative learning

- rapidly evolving media technology demands elastic sensibilities across the knowledge triangle
- cross-border and cross-curricular methodologies define our pedagogy
- common but flexible curricula empower students and faculty
- mobility for students and faculty (physical and virtual) is fundamental to European values and the relevance of teaching, learning, and research
- innovative artistic research activities lead to meaningful collaborations with industry, government and cultural stakeholders

To support these tenets, the Alliance will enact a variety of infrastructures that will efficiently enable our goals, including joint governance and Q&A structures, shared academic and administrative digital resources, a common and original mobility matrix supported by harmonised curricula and seamless processes, common virtual and physical structures, rigorous professional development and student support mechanisms. FilmEU will transform our Universities via the leveraging of curricula and common innovative pedagogical approaches that promote team and project based cross-disciplinary project driven education. FilmEU will transform our Universities by interlinking teaching and artistic research amidst new forms of virtual and physical mobility supported by the shared use of physical and virtual structures that will benefit more than 2500 students and 650 teachers and researchers. FilmEU will transform our Universities into a single entity with multiple campuses across Europe that offer artistic education and research in a unified manner.

By 2025 FilmEU must be constituted as an exemplary collaborative structure able to deepen the cooperation between all members of the Alliance and foster their ability to act locally, regionally and globally. The Alliance will shepherd into the approaching mid-century new leaders in academic inquiry and content creation, poised to wrestle with the evolving media challenges of this century and make meaningfully positive contributions to an ever-more mediatized world.

Areas of intervention



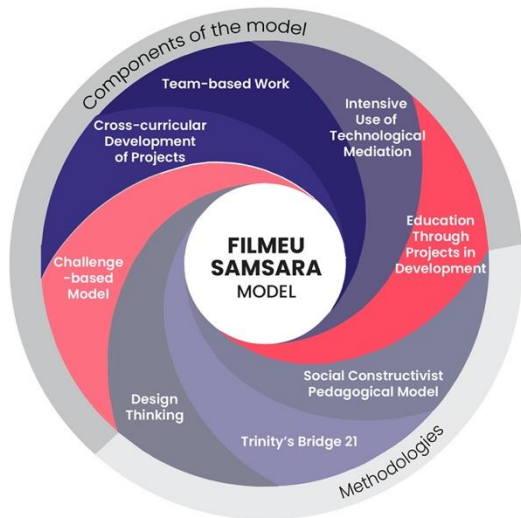
WP 1 Management and Coordination

This WP deals with the overall project management for the funding period, including different activities that establish teamwork, decision making, communications and collaboration, reporting, financial management and quality control.

WP 2 FilmEU Institutional and Staff Capacitation

FilmEU strategically positioned WP2 at the beginning of the project as a key WP whose main objective it to equally capacitate all partners in different domains central for the implementation of the future university.

The central tenet of the proposed pedagogical model is that artistic teaching and research has to be a practice-based endeavour that engages with societal problems with the intensive use of technological mediation. Considering this, our models build on the principles of design thinking, social constructivism and the Trinity Bridge 21 model, to propose a challenge-based model – the Samsara model – that combines a cross-disciplinary purview with team-based education rooted in project development.



Samsara Model

WP 3 Curricula Design and Educational Development

This work package concerns the development of the educational component of FilmEU. This includes the core component of the harmonisation of the curricula of the degrees currently offered by the Alliance in order to allow for the implementation of the proposed Samsara model (WP2) and its embedded mobility (WP4) that is crucial for the implementation of the projected pedagogical strategies. This process will support FilmEU’s vision of developing and exploring pedagogical models for the creation of challenge-driven programmes that enhance mobility and allow for the transference of the artistic, critical and technical skills required for the implementation of inclusive, student-centred international programmes that: build strong connections with the industry; educate in a global setting; integrate critical, theoretical and historical components in the educational process; and adhere to the state of the art in technological terms, as FilmEU postulates.

Complementarily, the WP involves the preparation of a number of proposals for new Erasmus Mundus Joint Masters degrees and an international BA that will deepen the educational offer of the Alliance, increase its internationalisation and reinforce its sustainability.

WP 4 Future Mobility and Pedagogies

The FilmEU Alliance aims to identify and describe the existing types of mobility at each partner, their associated management models, HR capacities and IT systems used, and define the future mobility matrix based on the new types of Mobility to be implemented via the Samsara model. The effort to implement the mobility matrix and the new mobility model proposed for the Alliance needs to be built from a common ground.

Mobility becomes a norm and something intrinsic to the provision of education and research. Under the term “mobility” we understand all types of virtual, blended and physical mobility, whether it is short or long term, a mobility of a student, academic, non-academic, researcher or other staff member. Mobility is not an exchange anymore but rather a flow of activities and opportunities that participants will naturally experience. We will, in particular, stimulate forms of

mobility attached to project development (Samsara model) and the intense use of technologies available in different campuses of the University (FilmEU HUB).

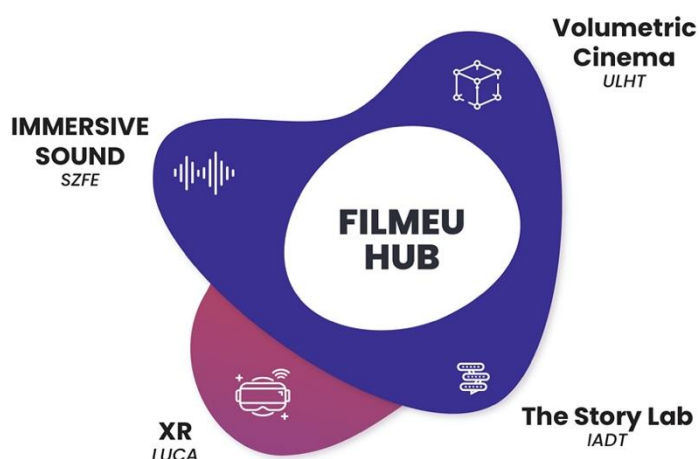
WP 5 Physical and Virtual Infrastructures

FilmEU will design and implement a digital and physical infrastructure to manage, support and facilitate learning and research across all the campuses of the University. This will be our shared campus – a cultural and creative hub for all those who have an interest in traditional film practices and increasingly in new and emerging disciplines at the intersection of film and technology.

This infrastructure is a key differentiating aspect of the European University since it materialises its positioning in the multidisciplinary field of artistic creation and experimentation, while reinforcing its international and cooperative dimensions. This hub is also a key driving element of the proposed Samsara model, since project development and associated mobility are dependent on the facilities and resources offered by this network of labs. We have named this network FilmEU HUB.

FilmEU HUB is composed of three interlinked layers of shared physical and virtual infrastructures:

- A virtual repository and media management layer that will provide the Alliance with storage and media assets and metadata management services;
- A VLE that will integrate three different components: a dedicated platform for LLL and internal training entitled Lusofona X based on the Edx framework and APIs; a dedicated implementation of Moodle supported by the existing implementations in the partner HEIs; and a number of virtual rooms for education and collaboration;
- Four distinctive labs in each of the campuses of the Alliance as represented in the figure below, corresponding not to mere amalgamations of technology but to a collection of equipment, resources and facilities consistent with the future areas of innovation for the culture and creative industries recently identified in the EU report “100 radical innovations for the future”¹.



¹ <https://ec.europa.eu/irc/communities/en/community/digitranscope/document/100-radical-innovation-breakthroughs-future>

WP 6 Physical and Virtual Infrastructures

Artistic research in Film and Media Arts is still developing and requires a boost to tackle the fragmentation of creative and cultural industries and their innovation capacity. We'll create a new ecosystem for the current micro or small size companies to implement change, support the change in business models, increase market orientation, and expand the entrepreneurial mind-set. The outcomes are often intangible, and more knowledge is needed, particularly in IP management in the audiovisual industries.

Artistic Research is transdisciplinary and collaborates with media, social and cognitive sciences as well as with music and performing arts. Within this WP, research groups will be formed by the TF, led by supervisors from each HEI, to tackle the different topics in question.

A model for a joint PhD will be established focusing on how to combine creative, research and innovation skills in a ground-breaking manner. Fruitful dialogue between theory and film art is a starting point for the curriculum development. Working methods are planned to be agile, sustainable and iterative.

Collaboration with WP5 is a necessity, since research requires a state-of-the-art infrastructure. The future research areas will work closely with FilmEU HUB Labs. The joint doctoral school provides opportunities to develop European-wide research activities within the field of Film and Media Arts. The focus is on how to combine creative and research skills in an innovative manner, with mobility that enhances future co-production possibilities.

WP 7 FilmEU Joint Future Governance

This work package outlines the framework and processes that mark the journey to create an innovative governance and management model.

The management model to be designed must ensure the operationalisation of the Alliance's mission -- creating a European University that is a model for European collaboration and integration in the fields of the Arts and the creative industries, greatly contributing to Europe's leading role as a provider of education and research in the creative and artistic areas.

The envisioned governance and management model must be: *relevant* - empowering involved HEIs with adequate resources; *participatory* - allowing for equal participation from all stakeholders; *transparent* - in order to allow for clarity and accountability of decision-making; *financially sustainable* - with consideration to the different funding models participating HEIs have; *engaging* - by assuring active involvement from all parties; *inclusive* - ensuring that all groups participate; *flexible* - in order to instil adaptability in face of a changing environment; and *responsible* - by clearly assigning duties and addressing merits or flaws. This model must be implemented in a multicultural and international context.

WP 8 Digital Learning Services

FilmEU Alliance will define, design and implement the Digital Learning Ecosystem that will be used by FilmEU students, teachers, staff, and partners across the knowledge triangle to implement all of the activities of the Alliance and support the future activity of the European University.

WP 9 Quality Assurance

The main objective of this WP is to design and test an Accreditation system for FilmEU, creating a program that goes beyond the national approach while corresponding to the specificities of arts education and research. The development of a European accreditation process is something the Alliance is deeply committed to, namely because all of the Erasmus Mundus programmes the Alliance is promoting are also moving towards a common European Quality Assurance Framework and one of the programmes already concluded its international accreditation last year (Doc Nomads, 2019).

WP 10 Sustainability and Dissemination

Sustainability is the key aspect of the strategy of the Alliance and it's with that in mind that we have designed this WP both as a sustainability and dissemination WP. The need to define the actions beyond the funding period implies we include in this WP a final toolkit that summarizes all the findings and results of the previous WPs in the form of a deliverable ready to be transferred and used for the implementation of the European University in the period after the funding. In our view, this also implies the defined model is fully accepted at all levels, both internally and externally. This is why we have designed a multi-layered dissemination strategy that will reach internal and external stakeholders in order to communicate the achievements of the Alliance but also engagement with its vision and proposals. Complementarily, we will from the beginning work towards a unified identity of the Alliance and this is why a common branding strategy is included in this WP.

*** Educational Offer**

- ULHT Lusófona University Lisbon / Portugal

Single page



Lisbon, Portugal

The educational project of the Lusófona University is the largest and most important education and training initiative that emerged from within the civil society in contemporary Portugal.

Nowadays, this project goes beyond the frontiers of our country and finds echo in similar educational initiatives in Brazil, Cape Verde, Guinea-Bissau and Mozambique, being the Lusófona University the institution that leads the wider educational project of "Lusófona Group".

Currently, more than 25,000 students attend the 22 education institutions that comprise the "Lusófona Group" in the various Portuguese-speaking countries.

The educational project of the Lusófona University not limited to its objectives of contributing to a quality higher education in all Portuguese-speaking countries. This project is that and more, it symbolizes a desire to contribute to the development of all these Countries and Peoples through education and scientific research and through that process create a fairer and more developed society. The educational project of the Lusófona University is larger than the small and often ridiculous questions affecting the reality of higher education in Portugal. The educational project of the Lusófona University has clear missions and objectives and proven achievements. In the future as in the past, we will continue to give our contribution so that Portugal and all the

Portuguese-speaking countries go beyond the difficulties that so often block them and reach the cultural, scientific and economic wealth that all wish for and certainly deserve.

Lusófona University assumes itself as the leading provider of film and media education in Portugal and an active participant in the European training and research landscape in all the areas.

The Film and Media Arts Department at Lusófona University is committed to providing hands-on specialized skill training, to foster individual and collaborative creative growth, and to serve as a testing ground for the application of emerging film and media technologies. Our Department promotes both initial, continuous and advanced training in the different areas of film and media creation and development, besides actively being engaged in several research projects with partners and organizations at a national and international level.

The Film and Media Arts Department offers a state-of-the-art facilities and equipments in the midst of a vibrant environment that nourishes our students' talent and their strive for creative and technical fulfillment.

The Department and the students' productions are regularly funded by the Portuguese Film Institute (ICA) and the university is a full member of CILECT - Centre International de Liaison des Écoles de Cinéma et de Télévision and GEECT - Groupement Européen des Ecoles de Cinéma et de Télévision, besides being accredited by the EU for the provision of initial and continuous training, it is also integrated under the European Network of Excellence for film and audiovisual training.



Fernando Lopes movie theater, Lisbon, Portugal

Fernando Lopes movie theater is located on the Campus of Lusófona University (Lisbon, Portugal). The movie theater is exclusively dedicated to cinematographic exhibition and for eminently academic use and activities of the Film and Media Arts Department. Aware of the

need to promote interaction and synergies between academia and society, the Department established a cooperation protocol with Leopardo Filmes for exclusive events open to the general public, as well as such as the regular program of thematic sessions aimed at an academic audience but also film fans. The cinema is equipped with the most modern DCP technology for digital cinema projection and 7.1 audio technology, our institution takes another significant step in consolidating its educational offer in the areas of cinema and media arts, asserting itself as a reference institution in this field in Portugal and in the European Area

Communication Design (BA)

<https://www.ulusofona.pt/undergraduate/design>

Digital Animation (BA)

<https://www.ulusofona.pt/undergraduate/digital-animation>

Film, Video and Multimedia Communication (BA)

<https://www.ulusofona.pt/undergraduate/cinema-video-and-multimedia-communication>

Photography (BA)

<https://www.ulusofona.pt/undergraduate/photography>

Sound Science and Technology (BA)

<https://www.ulusofona.pt/undergraduate/sound-science-and-technology>

Videogames (BA)

<https://www.ulusofona.pt/undergraduate/videogames>

Visual Arts (BA)

<https://www.ulusofona.pt/undergraduate/visual-arts>

Animation Arts (MA)

<https://www.ulusofona.pt/masters/animation-arts>

Design (MA)

<https://www.ulusofona.pt/masters/design>

Sound Science and Production (MA)

<https://www.ulusofona.pt/masters/sound-production-and-technology>

DocNomads (EMJMD)

<https://www.docnomads.eu/>

Kino Eyes (EMJMD)

<http://www.kinoeyes.eu/>

Re:Anima (EMJMD)

<https://www.reanima.eu/>

Media Art (PhD)

<https://www.ulusofona.pt/phd/media-art>

- LUCA School of Arts Brussels / Belgium



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LES PRINCIPES DE L'IMPRESSION

A LUCA School of Arts production

Photo credit: Jefke Jamotte

LUCA School of Arts is the only university college in Flanders exclusively dedicated to art and design, making it unique in the region. The art school combines the strengths and expertise of five renowned Flemish higher education institutions for art and design, spread across Brussels, Genk, Ghent and Leuven.

LUCA is a member of the KU Leuven Association. Catering to over 3,000 students, LUCA offers more than thirty programs in Audiovisual Arts & Techniques, Interior & Product Design, Construction, Music & Drama and Visual Arts & Design. LUCA School of Arts offers both professional and academic bachelor's degrees, master's degrees, and advanced master's degrees. Together with KU Leuven, LUCA also organizes an arts PhD program.

An artistic hub

LUCA School of Arts works with many partners, both in Belgium and abroad, including fellow educational institutions, museums and art houses, public authorities, private companies, and non-profit organizations. Students enjoy an immersive artistic and creative environment with numerous symposia and exhibitions, concerts, film and theatre performances and master classes. Many activities also arise from student-led initiatives. All these elements make LUCA what it is today: an intriguing community where creativity flourishes even after classes end.

An international network

LUCA has an extensive international network of art and architecture schools spread across five continents. The school is, among others, a member of the Centre International de Liaison des Ecoles de Cinéma et de Télévision (CILECT), the European League of Institutes of the Arts (ELIA), the Association Européenne des Conservatoires (AEC), the European Association for Music in Schools (EAS) and CUMULUS for design education. Students and staff from LUCA therefore have the opportunity to participate in exchanges with up to two hundred higher education institutions both within and outside Europe.

Dedicated artists and designers

Students at LUCA School of Arts are taught by a dedicated team of renowned practicing artists, designers, and architects. Many of our tutors continue to develop their artistic disciplines through research projects. Rather than imposing a particular style or way of working, our tutors guide students to find and formulate their own artistic solutions.

A research environment

Research and Innovation play a prominent role at LUCA School of Arts. LUCA stimulates and facilitates inspiring research across a wide variety of disciplines, from visual and audiovisual arts to performing arts and design. Drawing from both practice and theory, our research is cultivated in the creative environments of our 5 campuses (Genk, Ghent, Leuven and two in Brussels), enriching the creative practice and overall knowledge of our students. LUCA collaborates with KU Leuven for its PhD program in the arts, further demonstrating its leading status as a center of excellence for research in the fields of art and design.

Within the Luca school of Arts, three different campuses focus on the multidisciplinary field of Film and Media Arts:

Brussels: Narafi campus

On the Campus Brussels (Narafi), LUCA School of Arts organizes professional bachelor courses in Film, TV and Video and Photography. Narafi was founded in 1939, making it the oldest film and photography school in Belgium. From the beginning, our students found a home in the Duden Castle in the park of the same name in Forest.

Brussels: Sint-Lukas campus

The teaching of art and architecture on the Sint-Lukas campus in Brussels stretches back more than a hundred years. On this recently renovated campus, young artists and designers can choose from two professional bachelor's degrees, six academic bachelor's degrees and seven master's degrees in Fine Art, Photography, Graphic Design, Film, Animation Film and Documentary film (DocNomads).

Our alumni include, amongst others, filmmakers Michael R. Roskam and Patrice Toye, artists Luc Tuymans and Hans Op de Beeck, designers Danny Venlet and Sarah De Bondt, illustrators GAL and Tom Schamp, and photographers Charif Benhelima and Stephan Vanfleteren.

Genk: C-Mine campus

C-mine offers an excellent framework for art education. C-mine is an inspiring place for creative entrepreneurship and a breeding ground for young, creative talent.

Furthermore we create an interesting cross-fertilization with the professional field through collaboration with partners such as C-mine Crib, FabLab, IDE (Innovation & Design Euregio), FLACC and other creative organizations and companies. On this campus, young artists and designers can choose from five academic bachelor's degrees and six master's degrees in Fine Art, Photography, Graphic Design, Film, Animation Film and Re:Anima.

Master Animation film Campus Brussels / Sint-Lukas

<https://www.luca-arts.be/en/master-animation-film-campus-brussels-sint-lukas>

Master Graphic Storytelling Campus Brussel / Sint-Lukas

<https://www.luca-arts.be/en/master-graphic-storytelling-campus-brussel-sint-lukas>

RE:Anima

<https://www.luca-arts.be/en/reanima>

Master Media & Information Design Campus Brussel / Sint-Lukas

<https://www.luca-arts.be/en/master-media-information-design-campus-brussel-sint-lukas>

MA in Filmmaking Brussels / Sint-Lukas

<https://www.luca-arts.be/en/ma-in-filmmaking-brussels-sint-lukas>

Master Animation film Campus Brussels / Sint-Lukas

<https://www.luca-arts.be/en/master-animation-film-campus-brussels-sint-lukas>

Master Documentary Film Making

<https://www.luca-arts.be/en/master-documentary-film-making>

Master Fine Arts Campus Brussels / Sint-Lukas

<https://www.luca-arts.be/en/master-fine-arts-campus-brussels-sint-lukas>

Advanced Master in Music

<https://www.luca-arts.be/en/advanced-master-in-music>

Master of Music: Classical Performance - Campus Leuven

<https://www.luca-arts.be/en/master-music-classical-performance-campus-leuven>

Master of Music: Jazz Performance Campus Leuven

<https://www.luca-arts.be/en/master-music-jazz-performance-campus-leuven>

Master in Photography Campus Brussels / Sint-Lukas

<https://www.luca-arts.be/en/master-in-photography-campus-brussels-sint-lukas>

- SZFE University of Theatre and Film Arts Budapest / Hungary



University of Theatre and Film Arts in Budapest is the only institution in Hungary to offer a university degree to prospective artists in theater, film and television. As other higher education institutions, private schools and studios also offer learning opportunities for young people with a commitment to the profession, the mission of the University of Theater and Film Arts is to create training conditions that are of the highest professional standard. Many successful life paths have started here, and many of the most outstanding consider it an honor to educate the generations that follow.

Today, the University of Theater and Film Arts is one of the most versatile institutions, one of the flagships of Hungarian cultural life, however the institution is not limited to one culture-specific objective but welcomes possibilities which enable the communication and cooperation on an international level.

With the help of The Foundation for the University of Theater and Film Arts, the new operating model of our university can respond more quickly to economic needs, so our students can receive a competitive training and education that is more valuable in the labor market.

Department

The University of Theatre and Film Arts is one of the few art institutions in the world that offers a wide variety of film and television training programs in addition to courses in theatre arts. The Vilmos Zsigmond Institute of Motion Picture Arts offers courses in the fields of film, documentary and television. We lay great emphasis on trainings in small groups and often a rather personalized curriculum helps us to bring the best out of our students. The faculty is composed of renowned artists and experts of Hungarian and international motion picture therefore mentorship plays an important role within the education process.

Every year hundreds of final projects are done in the institute and many among them are equal to individual pieces of art as testified by the achievements at international and Hungarian festivals.

6x6, our latest form of training, combines former experiences, traditions and challenges modern motion picture faces. Film and television directors, cameramen, dramaturges, editors, dubbers and production assistants are taught at a joint course of six specializations. At the joint lessons and through fulfilling their common tasks, students learn together all what it takes to become a competitive expert in any field of motion picture. This results in creative partnerships that may serve as a basis for setting up creative workshops after graduation.

The Institute offers two MA level documentary courses under the names DOKMA and Docnomads, both being international consortium trainings with the former having Hungarian and the latter English as the language of instruction. Our English language international consortium training for cameraman students, Viewfider, is also available.

In all courses of the Vilmos Zsigmond Institute of Motion Picture Arts we are seeking to release proficient graduates who are capable of renewing themselves and their art.

Film Direcing
Film Sound
Screenwriting
Production Manager
Cinematography
Editing
Television Production

Documentary Directing (ENG)
Cinematographer
Director
Visual Design
Joint Master of Arts in Cinematography - Viewfinder (ENG)

Não há páginas dos cursos traduzidas.

Link: <https://szfe.hu/en/>

- Dún Laoghaire Institute of Art Design and Technology Dublin / Ireland



IADT is unique. It is Ireland’s only institute of art, design and technology with a specific focus on the creative cultural and technological sectors, when you visit IADT you’ll discover a campus alive with ideas, innovation and entrepreneurial activity.

Programmes in both the [Faculty of Film, Art + Creative Technologies](#) and the [Faculty of Enterprise + Humanities](#) are unique in that they combine practical, transferrable skills with academic learning. Because we believe in being active in research and practice, our students get to work with fantastic staff, many of whom are internationally acclaimed in their fields. Our fresh, modern campus in Dún Laoghaire is currently home to over 2500 students and staff with outstanding facilities and a lively, friendly atmosphere. We believe third level education is the most exciting adventure of all.

Department

Information



For almost thirty years IADT and the National Film School (NFS) has provided the highest standard of applied film education thanks to its world-class facilities and excellent staff. It is a place where story and craft are at the centre of what we teach.

With its roots as an art college in Dún Laoghaire, in 1997 the long-held ambition of Dún Laoghaire VEC, the staff of DLCAD and the wider community was realised in the creation of a fully-fledged third-level Institute of Art, Design and Technology.

The Department of Film and Media at IADT is home to the National Film School (NFS) and boasts the largest selection of film-related courses in the country – spanning undergraduate courses in Film and Television production, Animation, Photography and Visual Media and Design for Film. Post-graduate courses include Broadcast Production, Screenwriting, Creative Production & Screen Finance, Producing and Direction Television and an Erasmus Joint MA in Cinematography and Kinoyes a European Joint Film MA. A generation of award-winning Irish filmmakers owe their success to the skills IADT equipped them with as students.

The National Film School building was officially opened by President Michael D Higgins in November 2013. IADT and its National Film school (NFS) specialises in all aspects of film and television production – from ideation through to final delivery of the creative project. The NFS at IADT is, however, a creative transdisciplinary hub that brings together all the aspects of the modern screen industries. It includes CGI and VFX research, sound design, creative technology,

VR, AR, UX design, 3D design, sculpting and fabrication, 2D Animation, costume, character and set design.

Staff in the NFS possess considerable industry and academic experience; a high proportion of our staffing team continue to work as practitioners. Our world-class visiting lecturers have included Academy Award® nominees, Golden Globe, Primetime Emmy Awards®, BAFTA, Césars, European Film Academy Awards, Camerimage and IFTA winners. The school was recently recognised as one of the top film schools in the world by [Variety](#) magazine.

Animation (BA)

<https://iadt.ie/courses/animation/>

Creative Music Production (BA)

<https://iadt.ie/courses/creative-music-production/>

Design for Film (BA)

<https://iadt.ie/courses/design-for-film/>

Film (BA)

<https://iadt.ie/courses/film/>

New Media Studies (BA)

<https://iadt.ie/courses/new-media-studies/>

Photography + Visual Media (BA)

<https://iadt.ie/courses/photography-visual-media/>

Television (BA)

<https://iadt.ie/courses/television/>

3D Animation (MA)

<https://iadt.ie/courses/3d-animation/>

Broadcast Production (MA)

<https://iadt.ie/courses/broadcast-production-for-radio-and-television/>

Creative Production + screen Finance (MA)

<https://iadt.ie/courses/creative-production-screen-finance/>

Erasmus Mundus Joint MA Cinematography

<https://iadt.ie/courses/cinematography/>

Screenwriting for Film + Television (MA)

<https://iadt.ie/courses/screenwriting-for-film-and-television/>

* People

Pode ser uma single page com todas as fotografias (bolinhas + nomes). Apenas tem que estar dividido em Project Management Board e Task Forces. Já não será necessário colocar as biografias linkadas às páginas das universidades.



Name
School – Lusófona University

Quando clicar na foto ou no nome, redirecionar para uma página com a bio completa:

Foto + nome + Biografia + email + redes sociais

Project management Board

Barry Dignam (IADT)
Christa VAndersmissen (LUCA School of Arts)
Dávid Mihályi (SZFE)
Dóra László-Gulyás (SZFE)
Linda Carroll (IADT)
Manuel José Damásio (Lusófona University)
Marc Van De Walle (LUCA School of Arts)
Péter Szitás (SZFE)
Rónán Ó Muirthile (IADT)
Sandra Rocha (Lusófona University)
Veerle Van der Sluys (LUCA School of Arts)

Task Forces

All bios.

* Associated Partners

Aalto University

AECEU

ELIA

Erich Polmer

CILECT

EQ ARTS

Estonia Film Institute

Konrad Wolf

ICA

IMAGO

Madrid Network Association

MOG

Screen Directors Guild

Screen Ireland

SOP

Tallin University/BFM

XR Hub

INITIATIVES AND EVENTS

Notícias 1



https://cineuropa.org/en/interview/399334/?fbclid=IwAR3KscULC9UYMIAPYU8NtU8ijc0OaJsUmSqufc_6Fc9qvzdtBqJF6nhe8oc

“Our mission is to develop a European university that is a model for collaboration and integration in the fields of the arts and the creative industries” Manuel José Damásio • Coordinator, FILMEU
<https://cineuropa.org/en/interview/399334/>

Notícia 2



**2021
PORTUGAL.EU**
CONFERENCE
**EUROPEAN UNIVERSITIES:
PIONEERING TRANSFORMATION IN EDUCATION,
RESEARCH AND INNOVATION**
14. APRIL, 2021
ONLINE | LEIRIA | PORTUGAL

Logos: European Commission, REPÚBLICA PORTUGUESA, CÍRCULO TECNOLÓGICO E INOVAÇÃO SUPERIOR, POLITÉCNICO DE LEIRIA, R1 UN REGIONAL UNIVERSITY OF LEIRIA

It will take place at the 14 of april a conference on European Universities: Pioneering transformation in Education, Research and Innovation.

This conference will bring together representatives from European Universities, including Rectors, Presidents and Coordinators, but also students, researchers and academic staff, with

representatives from the European Commission and the Member States as well as relevant stakeholders from business and society.

Professor Manuel José Damásio, member of [Cicant](#) and coordinator of Filmeu - European Universities Alliance for Film and Media Arts will be one of the speakers at the Panel 3 - Future and advanced skills for societal transformation.

Those interested in attending the event should ensure they register at: <https://euconference.ipleiria.pt/>

Notícia 3



FilmEU Alliance coordinator, Manuel José Damásio, was one of the panelists for the European Universities: pioneering transformation in education, research and innovation.

The panel discussions addressed the main topics on the agenda for the European Universities Initiative, including the transformation potential of these transnational alliances, how the European Universities can contribute to the goals of creating a green, digital and inclusive society as well as provide the future and advanced skills for societal transformation. Manuel José Damásio shared FilmEU vision for this transformation from the Media Arts and Cultural and Creative Industries side.

ACHIEVEMENTS AND OUTPUTS

Reports.

OPEN FilmEU

Showcase de projetos das escolas.

<https://vimeo.com/476215365>

<https://vimeo.com/339077723>

<https://vimeo.com/339933203>

<https://vimeo.com/218447475>

<https://vimeo.com/473345936>

<https://vimeo.com/485401175>

<https://vimeo.com/497280132>

<https://vimeo.com/521369008>

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Photo + email + link para a bio

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