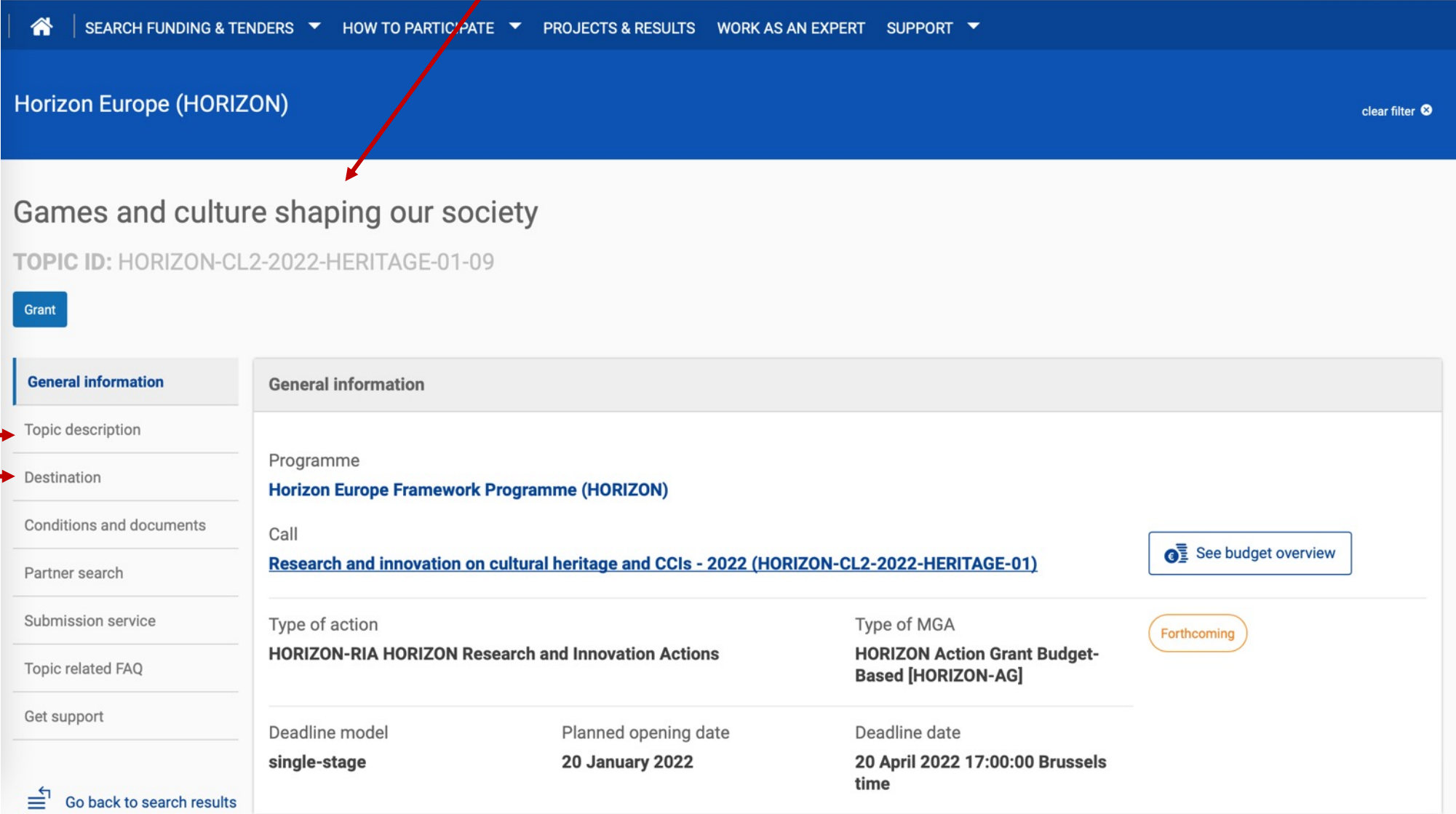


Konkursiteema (call topic) kirjeldus *Funding & Tenders* portaalis



SEARCH FUNDING & TENDERS | HOW TO PARTICIPATE | PROJECTS & RESULTS | WORK AS AN EXPERT | SUPPORT

Horizon Europe (HORIZON) clear filter

Games and culture shaping our society

TOPIC ID: HORIZON-CL2-2022-HERITAGE-01-09

Grant

- General information
- Topic description
- Destination
- Conditions and documents
- Partner search
- Submission service
- Topic related FAQ
- Get support

[Go back to search results](#)

General information

Programme
Horizon Europe Framework Programme (HORIZON)

Call
[Research and innovation on cultural heritage and CCIs - 2022 \(HORIZON-CL2-2022-HERITAGE-01\)](#) See budget overview

Type of action	Type of MGA	
HORIZON-RIA HORIZON Research and Innovation Actions	HORIZON Action Grant Budget-Based [HORIZON-AG]	Forthcoming

Deadline model	Planned opening date	Deadline date
single-stage	20 January 2022	20 April 2022 17:00:00 Brussels time

Sisu, taust ning tehnilised nõuded F&T portaalis konkursiteema (*call topic*) juures

SEARCH FUNDING & TENDERS ▾ HOW TO PARTICIPATE ▾ PROJECTS & RESULTS WORK AS AN EXPERT SUPPORT ▾

Horizon Europe (HORIZON) clear filter ✕

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Type of action
HORIZON-RIA HORIZON Research and Innovation Actions

Type of MGA
HORIZON Action Grant Budget-Based [HORIZON-AG] Forthcoming

Deadline model	Planned opening date	Deadline date
single-stage	20 January 2022	20 April 2022 17:00:00 Brussels time

Sidusaima
ülevaate
konkursiteema
kontekstist
(teemaploki
kirjeldus,
teised teemad,
eelarve jms)
saab
tööprogrammi
tervikfailist

General information

Topic description

Destination

Conditions and documents

Partner search

Submission service

Topic related FAQ

Get support



[Go back to search results](#)

- **Award criteria, scoring and thresholds** are described in [Annex D](#) of the Work Programme General Annexes
- **Submission and evaluation processes** are described in [Annex F](#) of the Work Programme General Annexes and the [Online Manual](#)
- **Indicative timeline for evaluation and grant agreement:** described in [Annex F](#) of the Work Programme General Annexes

6. Legal and financial set-up of the grants: described in [Annex G](#) of the Work Programme General Annexes

Specific conditions

7. Specific conditions: described in the specific topic of the Work Programme

Documents

Call documents:

Standard application form – call-specific application form is available in the Submission System

[Standard application form \(HE RIA, IA\)](#)

Standard evaluation form – will be used with the necessary adaptations

[Standard evaluation form \(HE RIA, IA\)](#)

MGA

[HE General MGA v1.0](#)

Additional documents:

[HE Main Work Programme 2021–2022 – 1. General Introduction](#)

[HE Main Work Programme 2021–2022 – 5. Culture, creativity and inclusive society](#)

[HE Main Work Programme 2021–2022 – 12. Missions](#)

Tehnilised nõuded ja juhendid F&T portaali alusdokumentide lehe kaudu

The screenshot shows the top navigation bar of the Horizon Europe portal. The 'HOW TO PARTICIPATE' menu is expanded, showing options like 'Key steps', 'Reference documents', 'Participant register', and 'Partner search'. A red arrow points from the 'Reference documents' option to the 'Reference Documents' page. Below the navigation bar, there is a 'Programming period' filter set to '2021-2027'. A red box highlights the 'Horizon Europe (HORIZON)' filter, with another red arrow pointing from it to the 'Reference Documents' page. The 'Reference Documents' page title is visible, along with sections for 'Grants' and 'Procurement'. A search filter box is also present at the bottom of the page.

The screenshot shows a vertical list of menu items. A red box highlights the 'HE Main Work Programme 2021-2022' item. Below it, the 'Guidance' section is expanded, showing a list of items: 'HE Programme Guide', 'List of eligible countries (HE)', 'Online Manual', 'Rules for Legal Entity Validation, LEAR Appointment and Fi', 'Amendment Guide', 'AGA- Annotated Grant Agreement', 'Indicative Audit Programme (IAP)', 'Rules for Grant Reductions', and 'Rules for Arbitration'. Another red box highlights the 'AGA- Annotated Grant Agreement' item. Below the 'Guidance' section, the 'Templates & forms' section is expanded, showing a list of items: 'Application forms', 'Evaluation forms', 'Validation and LEAR appointment forms', 'Grant agreement preparation templates', and 'Project reporting templates'. A red box highlights the 'Application forms' and 'Evaluation forms' items. At the bottom, the 'Funding & Tenders Portal' item is also visible.

Konkursiteema komponendid

1. **Teemaploki** (*destination*) üldine kirjeldus, taust ja rõhuasetused

2. **Teemaploki** *Expected Impact(s)* – kohustuslik viidata taotluse p-s 2.1

3. **Konkursiteema** (*call topic*) oodatavad tulemused (*expected outcomes*) – taotluse kohustuslik lähtekoht

- *nt olemasoleva teadmise kaardistamine, analüüs, uue teadmise loomine, empiiriline uurimine, poliitikasoovitused*

4. **Konkursiteema** ulatus/kohaldamisala (*scope*) ehk projektidele esitatavate ootuste detailne lahtikirjutus – taotluse kohustuslik lähtekoht

Topic description

ExpectedOutcome:

Projects should contribute to at least two of the following expected outcomes:

- Evidence of the impact of games on European society, including their cultural value and risks.
- Evidence of the innovation potential of games and play (on-line or other).
- New knowledge on the role of the games industry and non-commercial creative practices in the EU to benefit society.
- Improved knowledge of legal and intellectual property rights issues linked to the gaming population and games industry in the international markets.
- Proposals for improving games in terms of positive impact on education, skillsets, responsible business models, employment changes, social cohesion and creativity.

Scope:

Games are fast growing, fast changing parts of industry known for their advanced role in ICT. Yet, although millions of Europeans play these games, the impact of games on European culture and society, as well as on its cohesion and values has not been thoroughly researched.

Research should address these gaps in knowledge, which include possible differences between age groups, gender and socioeconomic backgrounds, the current situation in game literacy or the digital divide. Games are a form of culture where new communication and languages, as well as new artistic expressions, are being developed in particular by younger generations. However, there is limited knowledge about the potential benefits and shortcomings of games in terms of learning and creativity. In today's ever-expanding market, games and emerging forms of play are involved in many aspects of our societies. However, research has neither sufficiently addressed the cultural value, impact, innovation potential, nor the possible risks for individuals and society that games can present. Proposals should address the risks brought by the digital game world on phenomena such as social exclusion, intolerance and harassment, with a view to possible policy options and actions.

Proposals should address the role of games in culture and in shaping European societies, their cohesion and values, with the objective of developing new knowledge and evidence for policymaking. Proposals should address legal and IPR issues linked to the gaming population and its creative work. Relevant stakeholders, including CCIs, other creatives, non-commercial interests and policy makers, should be involved to ensure the research and results respond well to the needs. This new knowledge and evidence should provide input for policymaking and for improved practices.

Cross-cutting Priorities:

Socio-economic science and humanities

show less...

Destination

Innovative research on the European cultural heritage and the cultural and creative industries

Europe's rich cultural heritage, with its common values, its wealth of monuments and sites and its creative diversity of traditions, crafts, arts, architecture, literature, languages, theatre, films and music, not only reflects our past but also shapes our present and builds our future. It is a creative way of cultivating independent thinking and dialogue, while promoting our interests across the

The full potential of cultural heritage, arts and cultural and creative sectors as a driver of sustainable innovation and a European sense of belonging is realised through a continuous engagement with society, citizens and economic sectors as well as through better protection, restoration and promotion of cultural heritage.

Topic description

ExpectedOutcome:

Projects should contribute to at least two of the following expected outcomes:

- Evidence of the impact of games on European society, including their cultural value and risks.
- Evidence of the innovation potential of games and play (on-line or other).
- New knowledge
- Improved knowledge
- Proposals for
- creativity.

Scope:

Games are fast growing, fast changing parts of industry and culture. The impact of games on European culture and society, as well as on its cohesion and values has not been thoroughly researched.

Research should address these gaps in knowledge, which include possible differences between age groups, gender and socioeconomic backgrounds, the current situation in game literacy or the digital divide. Games are a form of culture where new communication and languages, as well as new artistic expressions, are being developed in particular by younger generations. However, there is limited knowledge about the potential benefits and shortcomings of games in terms of learning and creativity. In today's ever-expanding market, games and emerging forms of play are involved in many aspects of our societies. However, research has neither sufficiently addressed the cultural value, impact, innovation potential, nor the possible risks for individuals and society that games can present. Proposals should address the risks brought by the digital game world on phenomena such as social exclusion, intolerance and harassment, with a view to possible policy options and actions.

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'will', 'should', 'are expected to' (= kohustuslikud komponendid) *versus*
'could', 'such as', etc. (= näited, millest projektid võivad lähtuda)

Teema lugemisel...



Esmalt:

- *Mida on komisjonil vaja, mida ta sellelt teemalt ennekõike ootab?*
- *Millised komponendid peab projekt kindlasti katma? Millised distsipliinid peavad olema kaasatud?*
- *Millised on valikuvõimalused?*
- *Millises lõigus ja rollis saaksin mina panustada?*
- *Mida võivad pakkuda konkurendid?*

Etteantud teemad: kes maksab, see tellib muusika*

* *ei kehti „alt-üles“ teemade kohta, nt ERC, twinning jms*

Etteantud teemadega konkursside eesmärk on kindlatele probleemidele kiirete lahenduste tellimine:

- vahel küll ka mõne uurimissuuna toetamine, sel juhul teemakirjeldus üldisem
- kuid enamasti oodatakse kiireid lahendusi konkreetsele probleemile, konkreetset sisendit poliitikakujundamisse
- taotlusi hinnatakse konkursiteema ulatuses (*scope*) – mitte n-ö üldisest ideelisest sobivusest lähtudes
- projektidelt eeldatakse alati (ka) rakenduslikku väljundit

***Konkursiteema oodatavad tulemused ja skoobi komponendid
+ 2. samba projekti üldkohustuslikud komponendid***

eelarve (nt 3 mln), partnerid (ca 5-12) jm ressursid — kestus enamasti 3 a

Projekti komponendid – erinevad töopakettid

- **konkursiteema sisust ja oma ideest tulenevad (vt eespool)**
- projekti juhtimisele keskenduvad (*management*)
- raamprogrammi nõuetest tulenevad (*n-ö kohustuslikud töopakettid, võivad olla eri kombinatsioonides koos või eraldi*):
 - projekti kommunikatsioon
 - tulemuste levitamine ja kasutamine ning muud mõju maksimeerimise meetmed
 - sh koostöö siht- ja sidusrühmadega ning teiste haakuvate, käimasolevate ning sama konkursiteema alt algavate (tulevaste) horisondi projektidega
 - andmete haldamine
 - eetika

Üldised põhimõtted, piirangud ja kohustused

Mõju maksimeerimise ja avatud teaduse põhimõte

- kohustus andmeid ja tulemusi avaldada ja levitada ning anda endast parim, et need leiaksid kasutust

Kohustus andmeid ja tulemusi kaitsta (ärisaladus, patendid, julgeolekukaalutlused), isikuandmete kaitse

Muud vastutustundliku teaduse põhimõtted, nt sooaspektiga arvestamine, ühiskonna huvide silmaspidamine, keskkonna mittekahjustamine

Kohustus viidata rahastajale

** Kohustused saavad kirja grandilepingusse, aga **juba taotluse vorm** suunab kõiki vajalikke aspekte läbi mõtlema*

1. Excellence

1.1 Objectives and ambition (nt 4 lk)

Objectives on projekti jooksul saavutatavad ning projekti enda poolt (lähtudes konkursiteema **call topic** oodatavatest tulemustest) seatavad eesmärgid, mis tuleb tõlkida projekti jooksul samm-sammult saavutatavateks konkreetseteks tulemusteks (**results**, vt allpool p 2.1)

1.2 Methodology (nt 15 lk)

2. Impact

2.1 Project's pathways towards impact (nt 4 lk)

Lahtiseletus, kuidas just minu projekti tulemused (**results** 1–3 a projekti algusest) toetavad konkursiteema oodatavaid tulemusi (**expected outcomes** projekti lõpuks või veidi pärast seda) → ning kuidas see (just minu projekti viis panustada oodatavatesse tulemustesse) omakorda toetab teemaploki (**Destination**) keskset eesmärki (**expected impact** projekti mõjul pikas perspektiivis)

2.2 Measures to maximise impact – dissemination, exploitation and communication (nt 5 lk)

2.3 Summary = etteantud tabel (2 lk)

3. Quality and efficiency of implementation

3.1 Work plan and resources (nt 14 lk, sh etteantud tabelid)

3.2 Capacity of participants and consortium as a whole (nt 3 lk)

Vt ka hindajatele suunatud materjale

<https://ec.europa.eu/info/funding-tenders/opportunities/portal/screen/work-as-an-expert>

Work as an expert

The European Union Institutions appoint external experts to assist in the evaluation of grant applications, projects and tenders, and to provide opinions and advice in specific cases.



In particular, experts assist in:

- **Evaluation** of proposals, prize applications and tenders
- **Monitoring** of actions, grant agreements, public procurement contracts

In addition, experts provide opinion and advise on:

- **Preparation, implementation and evaluation of EU programmes and design of policies.**

In order to select experts, the European Union Institutions publish regularly calls for expression of interest (see list below) detailing the selection criteria, the required expertise, the description of the tasks, their duration and the conditions of remuneration.

Interested? Please join the database of external experts!

[Register as expert](#)

As new expert, you will be first requested to create your EU login account and register your profile.

Registered experts can update the profile via the My Expert Area after **login**.

•  [Standard briefing slides for experts \(HE\)](#)

News

14 Oct, 2021

[CINEA Innovation Fund – Call for experts](#)

The European Climate, Infrastructure and Environment Executive Agency (CINEA) is looking for experienced technical and Life Cycle assessment (GHG) experts, as ...

07 Sep, 2021

[European Defence Fund \(EDF\) - Call for experts!](#)

A call for experts for EDF has been published on the European Commission DG DEFIS website. **IMPORTANT:** Interested experts are invited to register in the Funding...

[All news >](#)

Quick Links

-  [Standard briefing slides for experts \(HE\)](#)
- [FAQ for Experts](#)
- [Lists of contracted experts](#)
-  [EU Grants - Model Contract for Experts](#)
-  [Methodology for expert fees for remote evaluation and ethics review](#)