

EU Calls for Proposals

2022 – 2

Dear Sir / Madam

Part of the UBC Brussels antenna is to support UBC Secretariat in preparing project applications we would like to bring to your attention these opportunities to engage your community.

Contents

Erasmus + programme	3
Virtual exchanges in higher education and youth Deadline: 20 September at 17:00:00 (Brussels time).....	3
Alliances for Education and Enterprises Deadline: 15 September 2022 17:00:00 Brussels time.....	5
Partnership for Excellence - Centres of Vocational Excellence Deadline: 07 September 2022 17:00:00 Brussels time.....	8
Virtual Exchanges with other specific regions in the world: 15 September 2022 17:00:00 Brussels time.....	10
ESF	14
European Social Fund + (ESF) Social innovations for a fair green and digital transition Deadline: 02 August 2022 17:00:00 Brussels time.....	14
CREA	16
Markets & networking Creative Europe Programme (CREA) Deadline: 28 June 2022 17:00:00 Brussels time.....	16
Creative Innovation Lab Creative Europe Programme (CREA) Deadline: 28 June 2022 17:00:00 Brussels time.....	17

European Parliament	18
EYE Village Activities Deadline: 15 June 2022 17:00:00 Brussels time	18
Life	20
Technical Assistance projects for Capacity Building Deadline: 16 June 2022 17:00:00 Brussels time	20
Horizon	21
Innovation investments Strand 1 – DIGIT Deadline: 18 October 2022 17:00:00 Brussels time	21
Reshaping democracies II Deadline: 21 September 2022 17:00:00 Brussels time	23
Actions for the implementation of the Mission Restore our ocean and waters by 2030 Deadline: 27 September 2022 17:00:00 Brussels time	25
Enhanced citizen preparedness in the event of a disaster or crisis-related emergency Deadline 23 November 2022 17:00:00 Brussels time	26
Enhanced fight against the abuse of online gaming culture by extremists Deadline: 23 November 2022 17:00:00 Brussels time	28
Nature-based Solutions integrated to protect local infrastructure Deadline: 23 November 2022 17:00:00 Brussels time	31
A Designing inclusive, safe, affordable and sustainable urban mobility Deadline: 06 September 2022 17:00:00 Brussels time	33

Erasmus + programme

<p>Funding Programme Virtual exchanges in higher education and youth Deadline: 20 September at 17:00:00 (Brussels time).</p>	
<p>Scope</p>	<p>The action will aim at:</p> <ul style="list-style-type: none"> • encouraging intercultural dialogue with third countries not associated to the Programme and increasing tolerance through online people-to-people interactions, building on digital, youth-friendly technologies; • promoting various types of virtual exchanges as a complement to Erasmus+ physical mobility, allowing more young people to benefit from intercultural and international experience; • Enhancing critical thinking and media literacy, particularly in the use of internet and social media, such as to counter discrimination, indoctrination, polarization and violent radicalization; • fostering the digital and soft skills development of students, young people and youth workers, including the practice of foreign languages and teamwork, notably to enhance employability; • promoting citizenship and the common values of freedom, tolerance and non-discrimination through education; • strengthening the youth dimension in the relations of the EU with third countries.
<p>Objectives (bullet points)</p>	<p>Projects will be funded based on work plans that may integrate a wide range of online cooperation activities, including for example:</p> <ul style="list-style-type: none"> • online-facilitated discussions between young people of youth organisations based in different countries, as part of youth projects. They could include role playing simulations; • training for youth workers willing to develop a virtual exchange project with colleagues from other countries; • online facilitated discussions between students of Higher Education institutions based in different countries, as part of higher education degrees; • training for university professors/staff willing to develop a virtual exchange project with colleagues from other countries; • interactive open online courses including traditional course materials such as filmed lectures, readings, and problem sets (like the well-known MOOCs, Massive Open Online Courses, but putting an emphasis on interactive user forums in small groups to support community interactions among students, professors, teaching assistants, young people and youth workers)

<p>Eligibility Partnership</p>	<p>& The following organisations can be involved as coordinator:</p> <ul style="list-style-type: none"> - Public or private organisations active in the field of higher education or youth (nonformal education); - Higher education institutions, associations or organisations of higher education institutions, as well as legally recognized national or international rector, teacher or student organisations; <p>Proposals must be submitted by a consortium of at least 4 organisations (beneficiaries; not affiliated entities). Consortia must meet the following conditions:</p> <ul style="list-style-type: none"> - A minimum of 2 higher education institutions or youth organisations from 2 EU Member States and third countries associated to the Programme and 2 higher education institutions or youth organisations from 2 eligible third countries not associated to the Programme belonging to the same region (except in the case of projects with Russia, which will only contain Russia as a third country not associated to the programme); and - The number of organisations from EU Member States and third countries associated to the Programme may not be higher than the number of organisations from third countries not associated to the Programme. - In the case of Sub-Saharan Africa, applicants are encouraged to involve participants from a wide range of countries in their proposal, including least developed countries¹²⁹ and/or partners that have less experience in Erasmus+ <p>Virtual Exchanges in Higher Education and Youth projects last 3 years.</p>
<p>Budget specifications</p>	<p>The EU grant per project will be of a maximum of 500,000 €, with EUR 200 as maximum investment per participant (i.e. a project of 500,000 € would have to reach at least 2,500 participants).</p>
<p>Link to the call</p>	<p>https://ec.europa.eu/info/funding-tenders/opportunities/portal/screen/opportunities/topic-details/erasmus-edu-2022-virt-exch-ndici;callCode=null;freeTextSearchKeyword=;matchWhoLeText=true;typeCodes=1,2;statusCodes=31094501,31094502;programmePeriod=2021%20-%202027;programCcm2Id=43353764;programDivisionCode=null;focusAreaCode=null;destination=null;mission=null;geographicalZonesCode=null;programmeDivisionProspect=null;startDateLte=null;startDateGte=null;crossCuttingPriorityCode=null;cpvCode=null;performanceOfDelivery=null;sortQuery=sortStatus;orderBy=asc;onlyTenders=false;topicListKey=topicSearchTablePageState FOR - working with Sub-Saharan Africa, Southern Mediterranean and Neighborhood East.</p>

	<p>https://ec.europa.eu/info/funding-tenders/opportunities/portal/screen/opportunities/topic-details/erasmus-edu-2022-virt-exch-ipa;callCode=null;freeTextSearchKeyword=;matchWholeText=true;typeCodes=1,2;statusCodes=31094501,31094502;programmePeriod=2021%20-%202027;programCcm2Id=43353764;programDivisionCode=null;focusAreaCode=null;destination=null;mission=null;geographicalZonesCode=null;programmeDivisionProspect=null;startDateLte=null;startDateGte=null;crossCuttingPriorityCode=null;cpvCode=null;performanceOfDelivery=null;sortQuery=sortStatus;orderBy=asc;onlyTenders=false;topicListKey=topicSearchTablePageState</p> <p>FOR - Western Balkans region</p>
--	--

<p>Funding Programme Alliances for Education and Enterprises Deadline: 15 September 2022 17:00:00 Brussels time</p>	
<p>Scope</p>	<p>Alliances for Innovation aim to strengthen Europe’s innovation capacity by boosting innovation through cooperation and flow of knowledge among higher education, vocational education and training (both initial and continuous), and the broader socio-economic environment, including research.</p> <p>They also aim to boost the provision of new skills and address skills mismatches by designing and creating new curricula for higher education (HE) and vocational education and training (VET), supporting the development of a sense of initiative and entrepreneurial mind-sets in the EU.</p>
<p>Objectives (bullet points)</p>	<p>These partnerships shall implement a coherent and comprehensive set of sectoral or cross-sectoral activities, which should be adaptable to future knowledge developments across the EU.</p> <p>To boost innovation, the focus will be on digital skills as they are increasingly important in all job profiles across the entire labor market. Also, the transition to a circular and greener economy needs to be underpinned by changes to qualifications and national education and training curricula to meet emerging professional needs for green skills and sustainable development.</p> <p>Alliances for Education and Enterprises are transnational, structured and result-driven projects, in which partners share common goals and work together to foster</p>

	<p>innovation, new skills, a sense of initiative and entrepreneurial mind-sets.</p> <p>They aim to foster innovation in higher education, vocational education and training, enterprises and the broader socioeconomic environment. This includes confronting societal and economic challenges such as climate change, changing demographics, digitalization, artificial intelligence and rapid employment changes through social innovation and community resilience, as well as labor market innovation.</p> <p>Alliances for Education and Enterprises bring together enterprises and both higher education and vocational training providers to work together in partnership. Operating within one economic sector or several different economic sectors, they create reliable and sustainable relations and demonstrate their innovative and transnational character in all aspects. While each partnership must include at least one VET and one higher education organisation, they can address either both or one of these educational fields.</p> <p>They intend to achieve one or more of the following aims:</p> <ul style="list-style-type: none"> • Fostering new, innovative and multidisciplinary approaches to teaching and learning: fostering innovation in education design and delivery, teaching methods, assessment techniques, learning environments and/or developing new skills; • Fostering corporate social responsibility (e.g. equity, inclusion, climate change, environmental protection and sustainable development); • Stimulating a sense of initiative and entrepreneurial attitudes, mind-sets and skills in learners, educational staff and other workers, in line with the Entrepreneurship Competence Framework (EntreComp https://publications.jrc.ec.europa.eu/repository/bitstream/JRC101581/lfna27939enn.pdf); • Improving the quality and relevance of skills developed and certified through education and training systems (including new skills and tackling skills mismatches); • Facilitating the flow and co-creation of knowledge between higher education and vocational education and training, research, the public sector and the business sector; • Building and supporting effective and efficient higher education and vocational education and
--	--

	<p>training systems, which are connected and inclusive, and contribute to innovation.</p>
<p>Eligibility Partnership</p>	<p>& Any full partner legally established in a Programme Country can be the applicant. This organisation applies on behalf of all participating organisations involved in the project.</p> <p>What types of organisations are eligible to participate in the project?</p> <p>The following organisations can be involved as full partner, affiliated entity or associated partner under Lot 1 - Alliances for Education and Enterprises. They can be public or private organisations legally established in an EU Member State or third country associated to the Programme or in any third country not associated to the Programme (see section "Eligible Countries" in Part A of the Programme Guide).</p> <p>Alliances for Education and Enterprises must cover at least 4 EU Member States and third countries associated to the Programme, involving a minimum of 8 full partners. The partnership must include at least 3 labor market actors (enterprises or companies, or representative intermediary organisations, such as chambers, trade unions or trade associations) and at least 3 education and training providers (VET and HEIs), as full partners. There should be at least one HE institution and one VET provider involved as full partner in each proposal.</p> <p>Duration of project</p> <p>2 or 3 years. The duration has to be chosen at application stage, based on the objective of the project and on the type of activities planned over time.</p>
<p>Budget specifications</p>	<p>The maximum EU grant per project is as follows:</p> <p>1 million euros (2 years project)</p> <p>1,5 million euros (3 years project)</p>
<p>Link to the call</p>	<p>https://ec.europa.eu/info/funding-tenders/opportunities/portal/screen/opportunities/topic-details/erasmus-edu-2022-pi-all-inno-edu-enterp;callCode=null;freeTextSearchKeyword=;matchWholeText=true;typeCodes=1,2;statusCodes=31094501,31094502;programmePeriod=2021%20-%202027;programCcm2Id=43353764;programDivisionCode=null;focusAreaCode=null;destination=null;mission=null;geographicalZonesCode=null;programmeDivisionP</p>

	respect=null;startDateLte=null;startDateGte=null;crossCuttingPriorityCode=null;cpvCode=null;performanceOfDelivery=null;sortQuery=sortStatus;orderBy=asc;onlyTenders=false;topicListKey=topicSearchTablePageState
--	--

<p>Funding Programme Partnership for Excellence - Centres of Vocational Excellence Deadline: 07 September 2022 17:00:00 Brussels time</p>	
<p>Scope</p>	<p>The initiative on Centres of Vocational Excellence (CoVE) supports a bottom-up approach to Vocational Excellence involving a wide range of local stakeholders. It enables VET institutions to rapidly adapt skills provision to evolving economic and social needs, including the digital and green transitions. CoVEs operate in a given local context, being the linchpin of skills ecosystems for innovation, regional development, and social inclusion, while working with CoVEs in other countries through international collaborative networks.</p> <p>They provide opportunities for initial training of young people as well as the continuing up-skilling and re-skilling of adults, through flexible and timely offer of training that meets the needs of a dynamic labor market, in the context of the green and digital transitions. They act as catalysts for local business innovation, by working closely with companies and in particular SMEs.</p> <p>Vocational Excellence ensures high quality skills and competences that lead to quality employment and career-long opportunities, which meet the needs of an innovative, inclusive and sustainable economy.</p>
<p>Objectives (bullet points)</p>	<p>This action supports the gradual establishment and development of international collaborative networks of Centres of Vocational Excellence, contributing to creating skills ecosystems for innovation, regional development, and social inclusion. Centres of Vocational Excellence will operate at two levels:</p> <ol style="list-style-type: none"> At national level involving a wide range of local stakeholders creating skills ecosystems for local innovation, regional development, and social inclusion, while working with CoVEs in other countries through international collaborative networks. At international level bringing together CoVEs that share a common interest in: <ul style="list-style-type: none"> • specific sectors or industrial ecosystems ,

	<ul style="list-style-type: none"> • innovative approaches to tackle societal challenges (e.g. climate change, digitalization, artificial intelligence, sustainable development goals, integration of migrants, upskilling people with low qualification levels, etc.), or • innovative approaches to increase the outreach, quality and effectiveness of existing CoVEs. <p>A non-exhaustive list of typical activities and services provided by CoVEs is presented below. Projects will reach their objectives by building on a combination of a sub-set of these activities The project must include relevant deliverables linked to the following three clusters:</p> <ul style="list-style-type: none"> • at least 3 of the activities listed in the Application Form under Cluster 1 - Teaching and learning, • at least 3 of the activities listed in the Application Form under Cluster 2 - Cooperation and partnership, and • at least 2 of the activities listed in the Application Form under Cluster 3 - Governance and funding.
<p>Eligibility Partnership</p>	<p>& Any public or private organisation active in the field of vocational education and training, or in the world of work and legally established in an EU Member State or third country associated to the Programme or in any third country not associated to the Programme (see section "Eligible Countries" in Part A of this Guide) can be involved as full partner, affiliated entity or associated partner. For example, such organisations can be (non-exhaustive list):</p> <p>VET providers Companies, industry or sector representative organisations National/regional qualification authorities Research institutes Innovation agencies Regional development authorities Exception: organisations from Belarus (Region 2) are not eligible to participate in this action.</p> <p>Number and profile of participating organisations</p> <p>The partnership must include at least 8 full partners from a minimum of 4 EU Member States or third countries associated to the Programme (including at least 2 EU Member States).</p>

	<p>Each EU Member State or third country associated to the Programme must include:</p> <p>a) at least 1 enterprise, industry or sector representative organisation, and</p> <p>b) at least 1 vocational education and training provider (at secondary and/or tertiary level).</p> <p>Organisations from third countries not associated to the Programme can also participate as full partners, affiliated entities or associated partners (not as applicants), to the extent it is demonstrated that their participation brings an essential added value to the project.</p> <p>Duration of project : 4 years.</p>
Budget specifications	The maximum EU grant per project is 4 million euros.
Link to the call	https://ec.europa.eu/info/funding-tenders/opportunities/portal/screen/opportunities/topic-details/erasmus-edu-2022-pex-cove;callCode=null;freeTextSearchKeyword=;matchWholeText=true;typeCodes=1,2;statusCodes=31094501,31094502;programmePeriod=2021%20-%202027;programCcm2Id=43353764;programDivisionCode=null;focusAreaCode=null;destination=null;mission=null;geographicalZonesCode=null;programmeDivisionProspect=null;startDateLte=null;startDateGte=null;crossCuttingPriorityCode=null;cpvCode=null;performanceOfDelivery=null;sortQuery=sortStatus;orderBy=asc;onlyTenders=false;topicListKey=topicSearchTablePageState

<p>Funding Programme Virtual Exchanges with other specific regions in the world: 15 September 2022 17:00:00 Brussels time</p>	
Scope	<p>The action will aim at: • encouraging intercultural dialogue with third countries not associated to the Programme and increasing tolerance through online people-to-people interactions, building on digital, youth-friendly technologies; • promoting various types of virtual exchanges as a complement to Erasmus+ physical mobility, allowing more young people to benefit from intercultural and international experience; • Enhancing critical thinking and media literacy, particularly in the use of internet and social media, such as to counter discrimination, indoctrination, polarization and violent radicalization; • fostering the digital and soft skills development of students, young people and youth</p>

	<p>workers, including the practice of foreign languages and teamwork, notably to enhance employability; • promoting citizenship and the common values of freedom, tolerance and non-discrimination through education; • strengthening the youth dimension in the relations of the EU with third countries.</p> <p>The Erasmus+ Virtual Exchanges are a bottom-up initiative. In this call, participating organisations are free to choose the topics on which they will focus, but proposals ought to convincingly demonstrate their expected impact in relation to one or more of the above-mentioned objectives (see also 'Expected impact' section below). Gender aspects should be taken into account as needed, depending on the projects' scope and themes (e.g. by introducing gender sensitivity. Soft skills include the ability to think critically, be curious and creative, to take initiative, to solve problems and work collaboratively, to be able to communicate efficiently in a multicultural and interdisciplinary environment, to be able to adapt to context and to cope with stress and uncertainty. These skills are part of the key competences, as outlined in the Council Recommendation on Key Competences for Lifelong Learning (OJ C 189/1 of 4.6.2018). Youth workers are professional or volunteers involved in non-formal learning who support young people in their personal socioeducational and professional development. 189 aspects in the trainings). Special attention needs to be given to the inclusion of socially and economically vulnerable people and persons unable to apply for physical mobility. Since virtual exchanges are easier to organize with students and universities, applicants are encouraged to involve young people and organisations not enrolled in higher education.</p>
<p>Objectives (bullet points)</p>	<p>Projects will be funded based on work plans that may integrate a wide range of online cooperation activities, including for example: • online-facilitated discussions between young people of youth organisations based in different countries, as part of youth projects. They could include role playing simulations; • training for youth workers willing to develop a virtual exchange project with colleagues from other countries; • online facilitated discussions between students of Higher Education institutions based in different countries, as part of higher education degrees; • training for university professors/staff willing to develop a virtual exchange project with colleagues from other countries; • interactive open online courses including traditional course materials such as filmed lectures, readings, and problem sets (like the well-known MOOCs, Massive Open Online Courses, but putting an emphasis on interactive user forums in small groups to support community interactions among</p>

	<p>students, professors, teaching assistants, young people and youth workers).</p> <p>All virtual exchange projects need to be: • moderated by trained facilitators; • secure and protective from the perspective of participants and hosts, in full compliance of the EU data protection rules; • politically sound and culturally relevant: virtual exchange activities must be firmly embedded in the youth and higher education sectors and be up to date with young people’s online and offline cultures in the participating countries; • open and accessible at user experience and interaction level. Registration and interactions with peers, facilitators, administrators, and other stakeholders should be straightforward and easy; • mainly synchronously, with possible asynchronous components (e.g. readings, videos). Participant organisations must arrange virtual exchanges for people in the 13-30 age range. If a project involves people under 18, participating organisations are required to obtain prior authorization for participation from their parents or those acting on their behalf. Individual participants must be based in the countries of the organisations participating in the project.</p> <p>Virtual Exchanges in Higher Education and Youth projects last 3 years.</p>
<p>Eligibility Partnership</p>	<p>& The following organisations can be involved as co-ordinator: - Public or private organisations active in the field of higher education or youth (nonformal education); - Higher education institutions, associations or organisations of higher education institutions, as well as legally recognised national or international rector, teacher or student organisations;</p> <p>Participating organisations may be established either in an EU Member State or third country associated to the Programme or in an eligible third country not associated to the programme. Each project proposal may only involve organisations and participants from one of the eligible regions of third countries not associated to the Programme. The eligible regions covered by this action are Regions 1, 2, 3, 4 and 9 (see section “Eligible countries” in part A of this Guide). Participating organisations may fall under the following categories: – youth organisations; – higher education institutions, associations or organisations of higher education institutions, as well as legally recognised national or international rector, teacher or student organisations; – vectors of change in the education system (university managers, international departments, deans, quality agencies, etc.); public or private organisations active in the fields of higher education or youth and established in an EU Member State or third country associated to the</p>

	<p>Programme or in one of the eligible third countries not associated to the Programme.</p> <p>Proposals must be submitted by a consortium of at least 4 organisations (beneficiaries; not affiliated entities). Consortia must meet the following conditions: – A minimum of 2 higher education institutions or youth organisations from 2 EU Member States and third countries associated to the Programme and 2 higher education institutions or youth organisations from 2 eligible third countries not associated to the Programme belonging to the same region (except in the case of projects with Russia, which will only contain Russia as a third country not associated to the programme); and –</p> <p>The number of organisations from EU Member States and third countries associated to the Programme may not be higher than the number of organisations from third countries not associated to the Programme. – In the case of Sub-Saharan Africa, applicants are encouraged to involve participants from a wide range of countries in their proposal, including least developed countries¹²⁹ and/or partners that have less experience in Erasmus+.</p>
Budget specifications	<p>The EU grant per project will be of a maximum of 500,000 €, with EUR 200 as maximum investment per participant (i.e. a project of 500,000 € would have to reach at least 2,500 participants).</p>
Link to the call	<p>https://ec.europa.eu/info/funding-tenders/opportunities/portal/screen/opportunities/topic-details/erasmus-edu-2022-virt-exch-ndici;callCode=null;freeTextSearchKeyword=;matchWholeText=true;typeCodes=1,2;statusCodes=31094501,31094502;programmePeriod=2021%20-%202027;programCcm2Id=43353764;programDivisionCode=null;focusAreaCode=null;destination=null;mission=null;geographicalZonesCode=null;programmeDivisionPrespect=null;startDateLte=null;startDateGte=null;crossCuttingPriorityCode=null;cpvCode=null;performanceOfDelivery=null;sortQuery=sortStatus;orderBy=asc;onlyTenders=false;topicListKey=topicSearchTablePageState</p>

<p>Funding Programme European Social Fund + (ESF) Social innovations for a fair green and digital transition Deadline: 02 August 2022 17:00:00 Brussels time</p>	
<p>Scope</p>	<p>The call aims to develop and test integrated and inclusive social innovation approaches – in schools or training centres, in the social economy, at work or in local communities, or other relevant environments - to foster just green and digital transitions, by pursuing and implementing one or several of the following activities: (i) identifying and addressing (re-/up-)skilling and (re-)training needs stemming from new, green or digital products, services or technologies; (ii) fostering social acceptance and/or behavioral changes for more sustainable business models, including in the social economy, consumption patterns and/or modes of transport; (iii) developing sustainability pathways and transformation tools for social economy actors; (iv) promoting the implementation of principle 20 of the European Pillar of Social Rights on access to essential services, including energy, mobility and digital communications, in the context of the green and digital transitions.</p>
<p>Objectives (bullet points)</p>	<p>The call aims to develop and test integrated and inclusive social innovation approaches – in schools or training centres, at work or in local communities, or other relevant environments - to foster just green and digital transitions, by:</p> <ul style="list-style-type: none"> - identifying and addressing (re-/up-)skilling and (re-)training needs stemming from new, green or digital products, services or technologies; - fostering social acceptance and/or behavioral changes for more sustainable business models, consumption patterns and/or modes of transport; - developing sustainability pathways and transformation tools for social economy actors; - tailor solutions to the particular contexts starting from general models, such as the City Doughnut or macro level climate adaptation solutions, to other, business or local environments; - promoting the implementation of the EPSR principle 20. Essential services, including energy, mobility and digital communications, in the context of the green and digital transitions.

	<p>The main objective is to enable and step up a fair green and digital transition by promoting and disseminating inclusive social innovation approaches in the areas above.</p> <p>The foreseen results include:</p> <ul style="list-style-type: none"> • Greater uptake of new green and digital technologies • New trainings to endow European citizens to make the most out the green and digital transitions • Increase social acceptance and ownership for fairer and more sustainable business models • Develop transformation tools for social economy actors • Engage with local, regional, national authorities, as well as social partners and civil society at large to maximise the impact
<p>Eligibility Partnership &</p>	<p>In order to be eligible, the applicants (beneficiaries and affiliated entities) must: – be legal entities (public or private bodies) – be established in one of the eligible countries, i.e.: – EU Member States (including overseas countries and territories (OCTs)) – non-EU countries: – listed EEA countries and countries associated to the ESF+ or countries which are in ongoing negotiations for an association agreement and where the agreement enters into force before grant signature (list of participating countries) – acceding countries, candidate countries and potential candidates, in accordance with Article 29 of the ESF+ Regulation – be non-profit organisations (private or public), public authorities (national, regional, local), international organisations, universities, educational institutions, research centres or companies – be social partner organisations at European, national or regional level. Beneficiaries and affiliated entities must register in the Participant Register – before submitting the proposal – and will have to be validated by the Central Validation Service (REA Validation). For the validation, they will be requested to upload documents showing legal status and origin.</p>
<p>Budget specifications</p>	<p>Project budgets (maximum grant amount) are expected to range between EUR 200.000 and EUR 1.000.000 per project, but this does not preclude the submission/ selection of proposals requesting other amounts.</p> <p>The costs will be reimbursed at the funding rate fixed in the Grant Agreement (90%).</p>

	The available call budget is EUR 10 000 000. This budget might be increased by maximum 20%. The Commission expects to fund 15 to 20 proposals.
Link to the call	https://ec.europa.eu/info/funding-tenders/opportunities/docs/2021-2027/esf/wp-call/2022/call-fiche_esf-2022-soc-innov_en.pdf

CREA

Funding Programme Markets & networking Creative Europe Programme (CREA) Deadline: 28 June 2022 17:00:00 Brussels time	
Scope	Within the specific objective of promoting innovation, competitiveness, scalability, cooperation, innovation and sustainability, including through mobility in the European audiovisual sector, one of the priorities of the MEDIA Strand is: -To nurture talents, competence and skills and to stimulate cross-border cooperation, mobility and innovation in the creation and production of European audiovisual works, encouraging collaboration across Member States with different audiovisual capacities.
Objectives (bullet points)	The objective of the Markets & networking support: – To encourage business-to-business exchanges among European audiovisual professionals, and in particular an increased participation from LCC Group B3 countries, by facilitating access to physical and online markets; – To include industry events focused on contents and/or the uptake of new technologies and business models, as long as they can make an impact on visibility and sales of European works; – To value environmental-friendly approaches.
Eligibility Partnership &	In order to be eligible, the applicants (beneficiaries and affiliated entities) must: – be legal entities (public or private bodies) – be established in one of the eligible countries, i.e.: – Creative Europe Participating Countries: – EU Member States (including overseas countries and territories (OCTs)) – non-EU countries: – listed EEA countries and countries associated to the Creative Europe Programme or countries which are in ongoing negotiations for an association agreement and where the agreement enters into force before grant signature (list of participating countries)
Budget specifications	The available call budget is EUR 13.000.000 Project budget (maximum grant amount): No limit.

Link to the call	https://ec.europa.eu/info/funding-tenders/opportunities/docs/2021-2027/crea/wp-call/2022/call-fiche_crea-media-2022-marketnet_en.pdf
-------------------------	---

<p>Funding Programme Creative Innovation Lab Creative Europe Programme (CREA) Deadline: 28 June 2022 17:00:00 Brussels time</p>
--

Scope	<p>The Creative Innovation Lab shall incentivise players from different cultural and creative sectors to design and test innovative digital solutions with a potential positive long-term impact on multiple cultural and creative sectors. The Lab shall facilitate the creation of innovative solutions (e.g. tools, models and methodologies) that can apply to the audiovisual sector and at least another creative and/or cultural sector. Solutions should be easily replicable and have a potential for market penetration. For the purposes of clarity, the project does not necessarily have to be applicable immediately to the audiovisual sector but one that could easily be replicated in this sector.</p>
--------------	--

Objectives (bullet points)	<p><u>Expected results</u></p> <ul style="list-style-type: none"> • Improve the competitiveness of the European audiovisual and other cultural and creative sectors through cross sector collaboration; • Improve the greening process of the European audiovisual and other cultural and creative sectors through cross sector collaboration; • Increase knowledge transfer between different sectors of creative industries; • Increase the visibility, availability and diversity of European content in the digital age; • Improve business models and use of data; • Increase the potential audience of European content in the digital age. <p><u>Description of the activities to be funded</u></p> <p>The InnovLab support shall support the development of innovative tools, models and solutions applicable in the audiovisual and other cultural and creative sectors. It aims to support the competitiveness, greening process, cooperation, circulation, visibility, availability, diversity and/or audiences across sectors.</p> <p>In 2022, in addition to recurring objectives and activities, the action will address the following themes:</p> <ul style="list-style-type: none"> • Greening, • Innovative education tools to tackle relevant societal topics.
-----------------------------------	--

	Special attention will be given to applications presenting adequate strategies to ensure more sustainable and more environmentally-respectful industry and to ensure gender balance, inclusion, diversity and representativeness.
Eligibility Partnership	& In order to be eligible, the applicants (beneficiaries and affiliated entities) must: – be legal entities (public or private bodies) – be established in one of the eligible countries, i.e.: – Creative Europe Participating Countries: – EU Member States (including overseas countries and territories (OCTs)) – non-EU countries: – listed EEA countries and countries associated to the Creative Europe Programme or countries which are in ongoing negotiations for an association agreement and where the agreement enters into force before grant signature (list of participating countries) – be established in one of the countries participating fully in the MEDIA strand of the Creative Europe Programme and owned directly or indirectly, wholly or by majority participation, by nationals from such countries. When a company is publicly listed, the location of the stock exchange will in principle determine its nationality.
Budget specifications	Project budget (maximum grant amount): No limit The costs will be reimbursed at the funding rate fixed in the Grant Agreement (60%). The available call budget is EUR 13 640 000.
Link to the call	https://ec.europa.eu/info/funding-tenders/opportunities/docs/2021-2027/crea/wp-call/2022/call-fiche_crea-cross-2022-innovlab_en.pdf

European Parliament

Funding Programme EYE Village Activities Deadline: 15 June 2022 17:00:00 Brussels time	
Scope	The EYE is a biennial 2-days event that brings together at the European Parliament in Strasbourg and online thousands of young people from all over the European Union and beyond, to shape and share their ideas on the future of Europe. It is a unique opportunity for 16 to 30 years old people to interact in-person and online, inspire each other and exchange their views with experts, activists, influencers and decision-makers, right in the heart of European democracy.
Objectives (bullet points)	The main objective of the call is to strengthen European citizenship among young people, make them aware about how the EU works and the democratic role of the European Parliament, and empower them to become active citizens. Ultimately the objective is to increase

	<p>the engagement of young European citizens and youth organisations with the construction of a vibrant European democracy, thus encouraging their future active involvement and participation in the European Elections 2024.</p> <p>The expected results of this call for proposals is the design, coordination and implementation of the outdoor programme of EYE2023. The specific objectives of the call are therefore to:</p> <ol style="list-style-type: none"> 1. organise and coordinate outdoor activities in line with the EYE values for the EYE Village programme, which will complement the inside and online programmes, engaging during two days between 3.000 and 6.000 young people aged between 16 and 30 2. engage youth and civil society organisations in the process of the co-creation and co-organisation of the EYE; 3. propose actions which support Parliament’s strategic engagement process in view of the European Elections 2024, including the growth of the together.eu community; 4. create conditions for young people to generate and develop ideas for the future of Europe, that will be collected at the EYE and presented to the Members of the European Parliament as reference for their work; 5. encourage diversity (i.e. wide representation of views and beliefs, cultural diversity of Europe, social and ethnic background, etc.), gender balance and inclusiveness; 6. implement follow-up actions to promote the outcomes of EYE2023, notably in the framework of the 2024 European elections campaign; 7. ensure consistency with the EP communication guidelines and branding.
<p>Eligibility Partnership</p>	<p>& The action supported under this call is a mono-beneficiary action. This means that there is one legal entity applying for a grant. To be eligible for a grant, applicants must be able to demonstrate that they are:</p> <ul style="list-style-type: none"> • A legal person constituted and registered as not for profit entity or equivalent according to the national legislation; • A legal person constituted and registered as legal entity for at least four years at the time of application;

	<ul style="list-style-type: none"> • A legal person based in one of the Member States of the European Union.; A legal person with nonpartisan political affiliation. <p>The following entities are not eligible: natural persons, international organisations, EU bodies, universities and schools, public authorities and profit making entities.</p>
Budget specifications	The maximum budget available for this call is EUR 380 000.
Link to the call	https://www.europarl.europa.eu/contracts-and-grants/files/grants/media-and-events/2022/eye2022/1-call-for-proposals-eye2023.pdf

LIFE

<p>Funding Programme Technical Assistance projects for Capacity Building Deadline: 16 June 2022 17:00:00 Brussels time</p>	
Scope	<p>Only national level public bodies responsible for implementation of LIFE in an eligible Member State in the European Union may apply for capacity-building projects. Project consortium may include additional entities provided that their participation is justified by the project objectives and their role is clearly defined. In principle, the project should be coordinated by public bodies responsible for implementation of LIFE.</p> <p>The actions included in proposals for capacity-building projects must take place primarily within the territory of the Member State of the main applicant.</p> <p>Each proposal should be based on a needs analysis. Such analysis should identify:</p> <ul style="list-style-type: none"> • the reasons for low effective participation to LIFE programme • types of applicants (public organisations, private entities and civil society organisations) that struggle to access LIFE funding in a given Member State (and reasons for that) • types of LIFE projects that are underused in a given Member State (and reasons for that).
Objectives (bullet points)	Technical assistance projects for capacity building aim at supporting national level public bodies responsible for implementation of LIFE to improve their Member State effective participation in the Programme and increasing the quality of submitted proposals, through specific needs based activities.

Eligibility Partnership	<p>& In order to be eligible, the applicants (beneficiaries and affiliated entities) must: – be legal entities (public or private bodies) – be established in one of the eligible countries, At least one participant must be a competent authority responsible for the implementation of the LIFE programme from one of the Member State registering low effective participation in the LIFE Programme. The national authority should in principle participate in the consortium as coordinator of the TA-CAP project. In well justified cases it may participate not as coordinator, but it should in any case be part of the consortium.</p>
Budget specifications	<p>Topic budget - EUR 9.000.000 Range of project budgets - EUR 400.000 – EUR 425.000 Estimated number of projects to be funded – 21 Expected project duration [36] months</p>
Link to the call	<p>https://ec.europa.eu/info/funding-tenders/opportunities/docs/2021-2027/life/wp-call/2021-2024/call-fiche_life-2021-ta-cap_en.pdf</p>

Horizon

<p>Funding Programme Innovation investments Strand 1 – DIGIT Deadline: 18 October 2022 17:00:00 Brussels time</p>	
Scope	<p>a. Digital economy innovation</p> <ul style="list-style-type: none"> • The deployment of innovative solutions for businesses digitalisation and digital services, including the use of artificial intelligence; • ICT up-take in SMEs applied to traditional and emerging sectors; B2B; B2C; Customer to Customer, including infrastructures and services to support this (digital innovation hubs, living labs, etc.); • Demonstration of innovative digital technologies in view of the commercialisation of research results and a better integration in EU value chains; • User driven innovation and valorisation of traceability and big data; • Companies reinforcing EU cybersecurity value chain and protecting from hacking, ransomware and identity theft; • “Digital based” open innovation, supporting entrepreneurial discovery processes and cooperation between academia and businesses in the framework of smart specialisation;

	<ul style="list-style-type: none"> • Digital skills for companies adopting innovative digital technologies (upskilling and reskilling) in the framework of investments relevant for Smart Specialisation. <p>b. Digital transformation of the public administration</p> <ul style="list-style-type: none"> • New or significantly upgraded services for e-government, including the take-up of Europe wide interoperable services which improve the efficiency of services delivered by public administrations to citizens, companies and other public bodies by using information and communication technologies such as artificial intelligence and cybersecurity; • Investments in innovative solutions helping administrations to make services user-friendly, accessible and more interoperable. Those investments might include the demonstration of the validity of new digital technologies in view of the large-scale adoption of new IT systems.
<p>Objectives (bullet points)</p>	<p>Digital technologies present an enormous growth potential for Europe. According to the Europe fit for the digital age strategy, this call for proposals targets investments in businesses and administrations. In order to unlock digital growth potential and deploy innovative solutions (both for businesses and citizens), to improve the accessibility and the efficiency of services and bridge the persisting digital divide, the present call under this topic will support interregional investments projects in the following areas:</p> <p>a) Digital economy and innovation</p> <p>b) Digitalisation of the public administration</p> <p>c) Digitalisation of healthcare</p> <p>At least 70% of the grant must be allocated to investments in companies.</p>
<p>Eligibility Partnership</p>	<p>& Any legal entity, regardless of its place of establishment, including legal entities from nonassociated third countries or international organisations (including international European research organisations 1) is eligible to participate (whether it is eligible for funding or not), provided that the conditions laid down in the Horizon Europe Regulation have been met, along with any other conditions laid down in the specific call topic. A 'legal entity' means any natural or legal person created and recognised as such under national law, EU law or international law, which has legal personality and which</p>

	may, acting in its own name, exercise rights and be subject to obligations, or an entity without legal personality.
Budget specifications	Call budget EUR 36 763 277 Project budgets (maximum grant amount) are expected to range between EUR 4 000 000 and 10 000 000, but this does not preclude the submission/selection of proposals requesting other amounts.
Link to the call	https://ec.europa.eu/info/funding-tenders/opportunities/portal/screen/opportunities/topic-details/i3-2021-inv1-digit;callCode=null;freeTextSearchKeyword=;matchWholeText=true;typeCodes=1,2;statusCodes=31094501,31094502;programmePeriod=2021%20-%202027;programCcm2Id=44416173;programDivisionCode=null;focusAreaCode=null;destination=null;mission=null;geographicalZonesCode=null;programmeDivisionProspect=null;startDateLte=null;startDateGte=null;crossCuttingPriorityCode=null;cpyCode=null;performanceOfDelivery=null;sortQuery=sortStatus;orderBy=asc;onlyTenders=false;topicListKey=topicSearchTablePageState

Funding Programme Reshaping democracies II Deadline: 21 September 2022 17:00:00 Brussels time	
Scope	Democracy is not a constant in human history, but rather an exception to various forms of autocracy across space and time. We know that it thrives in the presence of representation, the protection of fundamental rights and the rule of law, participation, openness, pluralism, tolerance, the effectiveness of public policy, non-discrimination, and civic engagement. All of these reflect the European Union’s values as defined in Article 2 of the EU Treaty[3]. But a drift towards majoritarianism, unilateralism, nationalism, populism and polarisation is in effect in Europe and the world. Such challenges are addressed in the European Democracy Action Plan[4], which will be supported by the proposal funded under this topic.
Objectives (bullet points)	The project should contribute to all of the following expected outcomes: <ul style="list-style-type: none"> • The establishment and development of a European network of practitioners and researchers in the field of democracy and civic deliberation and participation and citizenship education. • Prioritised recommendations for European policy on strengthening and renewing European democracy across a broad range of areas, including digital democracy, education programmes, civic education and awareness raising, including via cultural and creative approaches, enhancing diversity and inclusion in democratic processes, and participatory and deliberative democracy.

	<ul style="list-style-type: none"> • Support to policy makers in the EU and associated countries through networking events, and platforms, databases, knowledge repositories, advice and capacity building on enhancing diversity, civic participation, civic and citizenship education and innovative and experimental deliberation processes in a broad range of policy areas, including EU level decision making. • Strengthen and structure cooperation between researchers in democratic theory, including rule of law, and practitioners in civic participation and deliberation, and between European policy-makers at all levels of government and legislative bodies, resulting in an ongoing mechanism for knowledge-sharing and linking up to relevant piloting and testing actions under Horizon Europe, Horizon 2020 and other EU programmes, such as the Citizen, Equality, Rights, and Values programme, in view of establishing innovative open democratic practices. • Facilitate and strengthen the impact of democracy and governance related research and innovation on EU policies through contemporary innovative formats and promote their systematic accessibility to EU policy makers and other interested stakeholders.
<p>Eligibility Partnership &</p>	<p>Any legal entity, regardless of its place of establishment, including legal entities from nonassociated third countries or international organisations (including international European research organisations 1) is eligible to participate (whether it is eligible for funding or not), provided that the conditions laid down in the Horizon Europe Regulation have been met, along with any other conditions laid down in the specific call topic. A 'legal entity' means any natural or legal person created and recognised as such under national law, EU law or international law, which has legal personality and which may, acting in its own name, exercise rights and be subject to obligations, or an entity without legal personality.</p>
<p>Budget specifications</p>	<p>Expected EU contribution per project The Commission estimates that an EU contribution of between EUR 2.00 and 3.00 million would allow these outcomes to be addressed appropriately. Nonetheless, this does not preclude submission and selection of a proposal requesting different amounts. Indicative budget The total indicative budget for the topic is EUR 3.00 million.</p>
<p>Link to the call</p>	<p>https://ec.europa.eu/info/funding-tenders/opportunities/portal/screen/opportunities/topic-details/horizon-cl2-2022-democracy-02-01;callCode=null;freeTextSearchKeyword=;matchWholeText=true;typeCodes=1,2;statusCodes=31094501,31094502;programmePeriod=2021%20-%202027;programCcm2Id=43108390;programDivisionCode=43118846,43118971,43120193,43121707;focusAreaCode=null;destination=null;mission=null;geo</p>

	graphicalZonesCode=null;programmeDivisionProspect=null;startDateLte=null;startDateGte=null;crossCuttingPriorityCode=null;cpvCode=null;performanceOfDelivery=null;sortQuery=sortStatus;orderBy=asc;onlyTenders=false;topicListKey=topicSearchTablePageState
--	--

<p>Funding Programme Actions for the implementation of the Mission Restore our ocean and waters by 2030 Deadline: 27 September 2022 17:00:00 Brussels time</p>	
Scope	<p>Previous studies and pilot projects indicate that youth and school mobilisation and engagement and ocean and water literacy activities need to be linked with clearly defined goals and be focused on concrete actions and projects. Mission "Restore our ocean and waters by 2030" offers the opportunity to develop and implement projects by the students themselves, with the support and contribution of their schools, teachers and wider community, based on the established principles and practices of ocean literacy and the general framework on education for sustainability. These projects are expected to contribute, beyond being a pre-requisite for accreditation under the Network of European Blue Schools, to the implementation of Mission objectives.</p>
Objectives (bullet points)	<p>Project results are expected to contribute to all of the following expected outcomes:</p> <ul style="list-style-type: none"> • Increased mobilisation and engagement of children and youth in primary and secondary schools across the EU and in the Associated countries in the implementation of Mission objectives; • Student and school projects implementing the Mission objectives and engaging and mobilising students, teachers and schools in the pursuit of ocean and water literacy, sustainability and Mission objectives, that at the same time contribute to the growing Network of European Blue Schools established under the EU4Ocean Coalition for Ocean Literacy; • Increased ocean and water literacy among children and youth, teachers and schools, improved understanding of the value and of ocean and waters and enhanced sense of responsibility among the youth and teachers towards this planet and its boundaries; • Ramp up accreditation of schools in the Network of European Blue Schools and engagement in their related activities, based on methodologies of Open Schooling, engaging with the community and communicating the results of their projects and in the implementation of Mission objectives and bring the ocean and water into the classroom at the EU- and Associated countries level.

Eligibility Partnership	& Any legal entity, regardless of its place of establishment, including legal entities from nonassociated third countries or international organisations (including international European research organisations 1) is eligible to participate (whether it is eligible for funding or not), provided that the conditions laid down in the Horizon Europe Regulation have been met, along with any other conditions laid down in the specific call topic. A 'legal entity' means any natural or legal person created and recognised as such under national law, EU law or international law, which has legal personality and which may, acting in its own name, exercise rights and be subject to obligations, or an entity without legal personality.
Budget specifications	The total indicative budget for the topic is EUR 3.00 million.
Link to the call	https://ec.europa.eu/info/funding-tenders/opportunities/portal/screen/opportunities/topic-details/horizon-miss-2022-cit-01-01;callCode=null;freeTextSearchKeyword=;matchWholeText=true;typeCodes=1,2;statusCodes=31094501,31094502;programmePeriod=2021%20-%202027;programCcm2Id=43108390;programDivisionCode=43118846,43118971,43120193,43121707;focusAreaCode=null;destination=null;mission=null;geographicalZonesCode=null;programmeDivisionProspect=null;startDateLte=null;startDateGte=null;crossCuttingPriorityCode=null;cpvCode=null;performanceOfDelivery=null;sortQuery=sortStatus;orderBy=asc;onlyTenders=false;topicListKey=topicSearchTablePageState

Funding Programme Enhanced citizen preparedness in the event of a disaster or crisis-related emergency Deadline 23 November 2022 17:00:00 Brussels time	
Scope	Improving societal resilience to disasters or crises relies on various features related to preparedness of citizens, communities, education systems, public administrations, business companies and practitioners. These concern, in particular, ways to react and informed decisions to take in case of an event. Individual, public and multi-level actions are needed in disaster risk management and they have huge implications on potentially reducing losses and increasing the operational capacity of responders, along with significant impacts on the emergency planning and management phases and its relation to continuous operations and existing safety management. In particular, the level of awareness of EU citizens of the risks in their region is an indicator for measuring progress in increasing public awareness and preparedness for disasters and in the implementation of the Union Civil Protection Mechanism legislation.
Objectives (bullet points)	Projects' results are expected to contribute to some of the following outcomes:

	<ul style="list-style-type: none"> • Design of preparedness actions linking together multilevel interventions that need to involve citizens, communities, business organisations, public administrations for empowering citizens and their communities to act by themselves together with emergency services and managing spontaneous volunteers in the case of a disaster or crisis-related emergency of any kind (natural hazards, including pandemics, or man-made including terrorist threats) in the form of best practices and guidelines exploiting local resources (knowledge, networks, tools) developed with practitioners and local decision-makers. • Development of effective means for communication improving inter-organisational collaborative processes e.g. early warning systems and communication chains, roles, tasks and responsibilities of citizens, communities, local authorities, NGOs, business companies and practitioners, taking into account the legal framework, procedures for normal operation and organizational boundaries. • Improved early warning systems, forecasts and strategies to reach different public representatives with proper messages in the event of a disaster. • Demonstration exercises involving citizens, training and educational institutions, local decision-makers, employees in public administrations and in business companies, and practitioners, to identify practices, test guidelines and communication strategies in near-real-case situations in the framework of field exercises, virtual trainings and serious gaming, school / university curricula and professional training. • Building a 'culture of disaster preparedness' for citizens, communities, public administrations, business companies, practitioners: Development of an effective education system and integration of theory and practice of preparedness in school curricula; development of an effective integration of multilevel action in public administration (at local and regional national
--	--

	<p>and international levels) focusing also on responsibility and deliberation issues; development of effective preparedness practices for citizens, communities, business organisations and practitioners (and their associations).</p> <ul style="list-style-type: none"> • Deployment of evidence-based assessment methods/models to monitor and strengthen emergency preparedness.
Eligibility Partnership	<p>& Any legal entity, regardless of its place of establishment, including legal entities from nonassociated third countries or international organisations (including international European research organisations 1) is eligible to participate (whether it is eligible for funding or not), provided that the conditions laid down in the Horizon Europe Regulation have been met, along with any other conditions laid down in the specific call topic. A 'legal entity' means any natural or legal person created and recognised as such under national law, EU law or international law, which has legal personality and which may, acting in its own name, exercise rights and be subject to obligations, or an entity without legal personality.</p>
Budget specifications	<p>Call Total Budget €10,00 million The EU estimates that an EU contribution of between EUR 5.00 and 6.00 million(s) would allow these outcomes to be addressed appropriately. Nonetheless, this does not preclude submission and selection of a proposal requesting different amounts.</p>
Link to the call	<p>https://ec.europa.eu/info/funding-tenders/opportunities/portal/screen/opportunities/topic-details/horizon-cl3-2022-drs-01-01</p>

<p>Funding Programme Enhanced fight against the abuse of online gaming culture by extremists Deadline: 23 November 2022 17:00:00 Brussels time</p>	
Scope	<p>A highly increasingly influencing societal issue related to radicalisation is the online gaming culture. Earlier studies have shown no link between video games and violence. However, terrorism and gaming experts claim that forums and chatrooms are used as recruitment tools. Research is needed to analyse the use of online gaming culture and structure by violent extremists as well as their modus operandi through video game chatrooms and forums.</p>

	<p>Regarding video games themselves, an in-depth analysis is needed on how the type of the video game, of its theme, design, aesthetics etc. plays a role in the choice of the chatroom to be used as a recruitment area. As far as video game chatrooms, including social media platforms discussing video games, are concerned, dissemination strategies of violent extremists through them as well as their ways of grooming should be analysed.</p> <p>Based on the results of these analyses, innovative (societal) means of fighting this type of crime, both online and offline, should be developed. The role of Police Authorities in this respect should be analysed. Possibilities of detecting and investigating this type of crime should be discussed as well, with a focus on legal and ethical aspects. Modern and effective awareness raising campaigns should be developed, that would target young people, parents, school teachers, video-gaming industry and wide communities, and that take into account the European multicultural dimension. Methods for evaluating proposed solutions should be developed as well. Suggestions to gaming industry on which traps to avoid when designing and upgrading a video game should be provided too.</p>
<p>Objectives (bullet points)</p>	<p>Projects' results are expected to contribute to some or all of the following outcomes:</p> <ul style="list-style-type: none"> • Enhanced knowledge on the use of online gaming culture and structure by violent extremists as well as their modus operandi through video game chatrooms, used as their recruitment tools; • European Police Authorities benefit from better, innovative and validated tools and training curricula (which take into account legal and ethical rules of operation, as well as fundamental rights such as privacy and protection of personal data) to tackle violent radicalisation through online gaming culture; • Increased awareness of citizens about online radicalisation through gaming culture; • Enhanced protection of youth in the gaming environment against recruitment into violent radicalisation; • Improved shared understanding and cooperation between different actors

	<p>involved, including security practitioners, gaming industry, social media, video game hosting services and civil society;</p> <ul style="list-style-type: none"> Improved shaping and tuning by security policy-makers of regulation on preventing abuse of online gaming culture by violent extremists.
<p>Eligibility Partnership</p>	<p>& Any legal entity, regardless of its place of establishment, including legal entities from nonassociated third countries or international organisations (including international European research organisations 1) is eligible to participate (whether it is eligible for funding or not), provided that the conditions laid down in the Horizon Europe Regulation have been met, along with any other conditions laid down in the specific call topic. A 'legal entity' means any natural or legal person created and recognised as such under national law, EU law or international law, which has legal personality and which may, acting in its own name, exercise rights and be subject to obligations, or an entity without legal personality. The following additional eligibility conditions apply:</p> <p>This topic requires the active involvement, as beneficiaries, of at least 3 Police Authorities[[In the context of this Destination, 'Police Authorities' means public authorities explicitly designated by national law, or other entities legally mandated by the competent national authority, for the prevention, detection and/or investigation of terrorist offences or other criminal offences, specifically excluding police academies, forensic institutes, training facilities as well as border and customs authorities.]] from at least 3 different EU Member States or Associated countries. For these participants, applicants must fill in the table "Eligibility information about practitioners" in the application form with all the requested information, following the template provided in the submission IT tool.</p> <p>Some activities, resulting from this topic, may involve using classified background and/or producing of security sensitive results (EUCI and SEN). Please refer to the related provisions in section B Security — EU classified and sensitive information of the General Annexes.</p>
<p>Budget specifications</p>	<p>Expected EU contribution per project EUR 3.00 million</p>
<p>Link to the call</p>	<p>https://ec.europa.eu/info/funding-tenders/opportunities/portal/screen/opportunities/topic-details/horizon-cl3-2022-ct-01-03;callCode=null;freeTextSearchKeyword=:matchWholeText=true;typeCodes=1,2;statusCodes=31094501,31094502;programmePeriod=2021%20-%202027;programCcm2Id=43108390;programDivisionCode=43118846,43118971,43120193,43121707;focusAreaCode=null;destination=null;mission=null;geographicalZonesCode=null;programmeDivisionProspect=null;startDateLte=null;startDateGte=null;crossCuttingPriorityCode=null;cpvCode=null;performanceOfDelivery=null;sortQuery=sortStatus;orderBy=asc;onlyTenders=false;topicListKey=topicSearchTablePageState</p>

Funding Programme

Nature-based Solutions integrated to protect local infrastructure Deadline: 23 November 2022 17:00:00 Brussels time

<p>Scope</p>	<p>The aim of the topic is to expand the knowledge on Nature-based Solutions (NBS) and their ability to enhance infrastructure resilience in cities and urban areas against natural and man-made hazards. Thus complementing other traditional security measures.</p> <p>Cities are undergoing a rapid transformation most notably due to their digitisation. Besides this, the need for solutions to make them more sustainable and environmentally friendly has been addressed in many research projects, mainly from the perspective of climate adaptation. In this regard, nature-based solutions combined with local knowledge offer a potential also for security research on infrastructures. Such solutions can help and provide business opportunities to make cities more resilient against natural disasters and possibly other security challenges. Under Horizon 2020, the European Commission has brought together several experts to deliver a recommendation on 'Nature-Based Solutions and Re-Naturing Cities^[1]' in form of a comprehensive report. They delivered the definition of NBS as: <i>'actions which are inspired by, supported by or copied from nature. Some involve using and enhancing existing natural solutions to challenges, while others are exploring more novel solutions, for example mimicking how non-human organisms and communities cope with environmental extremes.'</i></p> <p>Proposals should include a strong involvement of citizens/civil society, together with academia/research, industry/SMEs and government/public authorities. The testing and/or piloting of the tools and solutions developed in a real setting with one or more local authorities and/or other relevant authorities is an asset; regardless, actions should foresee how they will facilitate the uptake, replication across setting and up-scaling of the capabilities - i.e. solutions, tools, processes et al. – to be developed by the project.</p> <p>In order to achieve the expected outcomes, international cooperation with countries pioneering the development of NBS is advised</p>
---------------------	--

<p>Objectives (bullet points)</p>	<p>Projects are expected to contribute to some or all of the following expected outcomes:</p> <ul style="list-style-type: none"> • Integrated Nature-based solutions (NBS) into overall concepts for the protection of infrastructures and existing integrated risk management plans for cities and urban areas with a view of complementing existing methods for protection and resilience • Adaptation and mitigation strategies for infrastructure protection applied by local authorities and operators, including lessons learned from studying reactions of natural eco-systems to different external shocks • Resilience of local infrastructures enhanced by integrating local knowledge from population and historical documents, as well as natural components in their physical assets preventing potential damages from different types of hazards, including storms, floods and heatwaves. • Novel construction materials and solutions resulting in more durable and damage resistant infrastructure • Full potential of Nature-based Solutions exploited by local authorities and operators to mitigate the risks related to multiple hazards manifesting at the same time, while also taking into account social empowerment and environmental co-benefits like leisure, clean air, and immunity and response to cyberattacks etc.
<p>Eligibility Partnership</p>	<p>& Any legal entity, regardless of its place of establishment, including legal entities from nonassociated third countries or international organisations (including international European research organisations 1) is eligible to participate (whether it is eligible for funding or not), provided that the conditions laid down in the Horizon Europe Regulation have been met, along with any other conditions laid down in the specific call topic. A 'legal entity' means any natural or legal person created and recognised as such under national law, EU law or international law, which has legal personality and which may, acting in its own name, exercise rights and be subject to obligations, or an entity without legal personality.</p>

	This topic requires the active involvement, as beneficiaries, of at least two local or regional government authorities from at least 2 different EU Member States or Associated countries. For these participants, applicants must fill in the table "Eligibility information about practitioners" in the application form with all the requested information, following the template provided in the submission IT tool.
Budget specifications	Call Total Budget €5,00 million One project is expected to be funded.
Link to the call	https://ec.europa.eu/info/funding-tenders/opportunities/portal/screen/opportunities/topic-details/horizon-cl3-2022-infra-01-01;callCode=null;freeTextSearchKeyword=;matchWholeText=true;typeCodes=1,2;statusCodes=31094501,31094502;programmePeriod=2021%20-%202027;programCcm2Id=43108390;programDivisionCode=43118846,43118971,43120193,43121707;focusAreaCode=null;destination=null;mission=null;geographicalZonesCode=null;programmeDivisionProspect=null;startDateLte=null;startDateGte=null;crossCuttingPriorityCode=null;cpvCode=null;performanceOfDelivery=null;sortQuery=sortStatus;orderBy=asc;onlyTenders=false;topicListKey=topicSearchTablePageState

<p>Funding Programme A Designing inclusive, safe, affordable and sustainable urban mobility Deadline: 06 September 2022 17:00:00 Brussels time</p>	
Scope	<p>The European Union is facing a multitude of interconnected demographic, public health and environmental challenges: the climate is changing, road deaths are stagnating, urbanization is increasing, air quality standards are still breached in over 100 cities, obesity is rising and the population is ageing.</p> <p>But there is an increasing recognition at local, national and EU level that boosting the levels of active mobility, particularly walking and cycling, can play an important role in overcoming many of these challenges. Such a policy will also have economic benefits. Based on conservative estimates, even current levels of cycling in the EU produce benefits valued at around 150 billion euros per year[3].</p> <p>During the Covid-19 pandemic, larger cities in Europe announced infrastructure changes to promote cycling and walking. For instance, they temporarily widened or created new cycle lanes to allow safe overtaking with physical distancing limits in mind while also implementing more 30km/h limits or 20km/h zones. The scope of this action is to support local authorities in accelerating mobility changes and address a significant concern, namely that people returning to work after the lockdown will seek out alternatives so that allocating public space, bicycles, pedestrians and public transport and reducing the space available for cars will encourage people to cycle, walk or use public transport rather than take the car.</p>

	<p>Taking into account where possible the Sustainable Urban Mobility Indicators[4], projects should collect data on differences between patterns, behaviours and habits in relation to the mobility of various categories of vulnerable road users. Such data should where possible, be integrated with cross-domain data, to ensure interdependencies and co-benefits are identified. Projects should identify specific mobility needs and public space re-design needs, taking into account actual and perceived safety and security of women, children and accessibility for people with disabilities e.g. blind people in shared spaces, people in prams, wheelchairs and other supporting vehicles. Measures should be taken to implement necessary changes within the timeline of the project.</p> <p>In addition, projects should also provide clear guidance to cities and Member States and Associated Countries on how to systematically incorporate the vulnerable road users dimension into infrastructure planning, including aspects of safety and security, accessibility, digital and smart tools for enforcing speed limits and vehicle access, design and operation or services and public spaces, including mobility hubs, public transport and shared mobility.</p>
<p>Objectives (bullet points)</p>	<p>Project results are expected to contribute to all of the following expected outcomes:</p> <ul style="list-style-type: none"> • Contribute to the objectives of the Climate Neutral and Smart Cities Mission by accelerating the transition towards climate neutrality in cities through the promotion of zero-emission, shared, active and human-centred mobility; • Increase the extent and speed of the take-up and upscaling of innovative, best practice and replicable safe, affordable and sustainable urban mobility solutions in the living labs involved in the proposals^[1] (at least four cities/project and four follower cities, considering geographic diversity including in terms of regions' level of development) while facilitating the common lesson drawing and learning at European level, in order to contribute to the priority of the Zero Pollution Action Plan's objectives, the Sustainable and Smart Mobility Strategy and the EU road safety policy framework 2021-2030 for a 50% reduction target for deaths and also for serious injuries by 2030;

	<ul style="list-style-type: none"> • Solutions for at least ten unsafe areas/living labs in urban/peri-urban areas using innovative planning, design and implementation approaches, including but not limited to co-creation and/or citizen engagement, modelling and AI, digital and smart enforcement tools, dynamic space reallocation, with a view to reduce road safety risks, reducing exposure to air and noise pollution and the perceived feeling of unsafety for pedestrians and cyclists; • Re-assess road and public space quality responding to needs of diverse groups (examples include but are not limited to: women, children, people with disabilities and older people); actions may include but are not limited to improving data collection for foot, bike and e-scooter traffic as well as the mechanisms for reporting pedestrian and cyclists, e-scooter injuries and deaths; • Address proactively potential risk raised by expected increases in cycling and e-scooters; • Rebalancing the attribution of public space to different modes of transport so that it better reflects the actual or desired local modal split as well as support reaching Vision Zero^[2] and zero-emission objectives, thus increasing road safety and quality of life in cities; • Public space redesign actions targeted by the awarded projects should consider the circular economy principles, adaptation to climate change (in particular heatwaves), cross-sectoral synergies and not come at the cost of removing or deterioration of parks, trees or green recreational areas
<p>Eligibility Partnership</p>	<p>& Any legal entity, regardless of its place of establishment, including legal entities from nonassociated third countries or international organisations (including international European research organisations 1) is eligible to participate (whether it is eligible for funding or not), provided that the conditions laid down in the Horizon Europe Regulation have been met, along with any other conditions laid down in the specific call topic. A 'legal entity' means any natural or legal person created and recognized as such under national law, EU law or international law, which has legal personality and which may, acting in its own name, exercise rights and be subject to obligations, or an entity without legal personality.</p>

Budget specifications	<p>Call Total Budget €42,00 million Financing percentage by EU or other bodies 70% Budget per project: between €8,00 and €12,00 million</p>
Link to the call	<p>https://ec.europa.eu/info/funding-tenders/opportunities/portal/screen/opportunities/topic-details/horizon-miss-2022-ct-01-01;callCode=null;freeTextSearchKeyword=;matchWholeText=true;typeCodes=1,2;statusCodes=31094501,31094502;programmePeriod=2021%20-%202027;programCcm2Id=43108390;programDivisionCode=43118846,43118971,43120193,43121707;focusAreaCode=null;destination=null;mission=null;geographicalZonesCode=null;programmeDivisionProspect=null;startDateLte=null;startDateGte=null;crossCuttingPriorityCode=null;cpvCode=null;performanceOfDelivery=null;sortQuery=sortStatus;orderBy=asc;onlyTenders=false;topicListKey=topicSearchTablePageState</p>