"Smart Creativity, Smart Democracy" 2<sup>nd</sup> Council of Europe Platform Exchange on **Culture and Digitisation** Linz, 4-5 September 2015

## **Platform Exchange Overview**





KUNST UND KULTUR

## Introduction

The impact of digitisation on culture has been recognized by the Council of Europe as entailing a momentous societal transformation – indeed it has provided an unprecedented means for people to access, express, generate, assemble and disseminate culture in a variety of different ways. Digitisation has also led to a more collaborative culture and has seen the genesis of innovative schemes such as crowd-funding, crowd-sourcing and collective creation. Digitisation naturally has implications for the Council of Europe's mandate of upholding human rights, democracy and the rule of law. Citizen access and participation, cultural pluralism, freedom of expression, lawful "prosumption", but also threats such as the breach of privacy and the propagation of hate speech are issues to be addressed.

At the request of European Ministers of Culture, the Council of Europe set up a Platform Exchange to discuss the challenges and opportunities related to the digitisation of culture, aimed at policy makers, cultural and media practitioners, professional associations, researchers, civil society and international bodies. A first platform meeting (4-5 July 2014, Baku) identified a set of principles and concerns and led to a Recommendation to European Governments on the "Internet of Citizens". Promoting a people-centered approach to the digitisation of culture, the text will be adopted later in 2015.

## The event

The second Platform Exchange on "Smart Creativity, Smart Democracy" will be organised from 4-5 September in Linz, Austria in cooperation with Ars Electronica and supported by the Austrian Federal Chancellery. It is scheduled to coincide with the annual Ars Electronica Festival (3-9 September). The Platform aims to reveal further evidence of the mutually reinforcing relations between citizens' digital cultural creativity, media competence, access to and participation in culture, audience and civic engagement, public outreach and democracy by seeking the answers to the following:

- How can digitisation be best used for facilitating access to and participation in culture and creativity with a view to strengthening democratic participation and thus contribute through "Smart Creativity" to "Smart Democracy"?
- What are examples and specifics of recent innovative digital cultural practices/ applications, how were they set up, run and financed?
- Do they actually boost audience engagement and attract a larger and/or different audience; do they boost creativity and participation?
- What are the lessons learnt, good practices observed, and can these be translated into orientations for innovative cultural policy making? What steps should governments and public bodies take to enhance the accessibility, creativity, vitality and diversity of (digital) culture and what are the priority actions suggested?

## Desired outcomes and follow-up

It is beyond the scope of the Platform to find answers to all questions of interest but policy orientations for Council of Europe member states in the format of a compendium of good practices may be compiled on the basis of the discussion. Work on Digitisation and Culture will also be pursued in the framework of the Council of Europe's "Internet Governance Strategy 2016-2020". Naturally, synergies are welcome with relevant initiatives from other Organisations. For further questions, please contact the Secretariat: Kathrin Merkle (Kathrin.merkle@coe.int; +33 3 88 41 28 84) or Siobhan Montgomery (Siobhan.montgomery@coe.int; +33 3 88 41 24 14).