

Escola das Artes | Universidade Católica Portuguesa | Porto

#### Luís Teixeira

#### I Congresso Ibero-americano Interdisciplinar de Economia Criativa

MESA | CIDADES CRIATIVAS

**Data: 19/11/2020 (quinta-feira)** 

#### Definition

- Florida's theory of the 'creative class' has won the attention of policy makers, who appreciate his
  'user-friendly' approach, which promises growth to cities investing in high-tech industries, a
  tolerant environment and creative talent (the so called '3Ts')
- First conceptualised in the mid-1990s by Bianchini and Landry, the notion of a 'creative city' has gained currency over the past two decades.
- Researchers have theorised culture as a tool for urban regeneration and the cultural and creative industries as a motor of economic development.
- Andy Pratt "The 3 T's do not make creativity, creative cities or workers, they are simply posited as factors of attraction (or proxies of them)"

CLASS

- Smart City versus Culture and Creative Cities
  - Smart City: puts digital and communication technologies at the core of its development strategy
  - Cultural and Creative Cities: technology as a complementary tool that can help enhance the innovation potential, business opportunities and range of action of cultural and creative professionals and activity
    - inspired by the Urban Agenda for the EU and by the UN Sustainable Development Goals (SDG)



#### Definition

- Cultural and Creative Cities Monitor (CCCM) takes a pragmatic approach, focusing on cities actively engaging with culture and creativity, as evidenced by concrete and 'tangible' initiatives of international relevance.
- Cities which host or support international initiatives aimed at promoting arts, culture and creativity coming from artists, creative professionals and the related 'cultural and creative sectors' (CCS).
- The goal of these initiatives is to deliver cultural, social and economic benefits to the local community such as greater engagement in culture, strengthened civic identity and pride, the attraction of talent, job creation or enhanced innovation and competitiveness.

#### Definition

 Three types of internationally comparable initiatives have been identified in this respect: the European Capital of Culture programme, the UNESCO Creative Cities Network and international cultural festivals.



- Cultural and Creative Cities will have the capacity to launch new waves of local development that:
  - Aligns the cities' economies with their historical and cultural identities (authentic development);
  - Empowers culturally diverse people to be the key agents of innovation, entrepreneurship and job creation (people-centred development); and,
  - Promotes social interaction and inclusion by fostering the collaborative culture typical of the cultural and creative sectors and by developing accessible cultural infrastructure and public spaces that help connect diverse people, including migrants (inclusive development).

 Cultural and Creative Cities are expected to promote a model of harmonious urban development and wellbeing which is sustainable for both present and future generations.

#### Cultural and Creative Cities Monitor

- How can we measure culture in urban areas?
- Can empirical metrics on culture function as an urban planning tool for cities' well-being?
- A novel dataset (The Cultural and Creative Cities Monitor CCCM) covers 190 cities in 30 European countries (the EU-27 with Norway, Switzerland and the United Kingdom), 22 more than the 2017 edition, namely:
  - 98 cities which have been European Capitals of Culture up to 2019, or which have been shortlisted to become an European Capital of Culture up to 2023;
  - 33 UNESCO Creative Cities (up to 2017 winners) excluding overlap with the European Capitals of Culture;
  - 59 cities hosting at least two international cultural festivals running until 2018 or 2017 for biennal festivals



#### European City/Capital of Culture Programme

- It was launched in 1985 and the ECoC title has been awarded to nearly 60 cities in 30 countries.
- It has become a key platform for city positioning and a catalyst for economic and cultural regeneration.
- Immediate cultural, social and economic impacts are common and the capacity to secure longterm effects, has grown in key areas such as urban image change and tourism development.



#### History and development

- Phase 1 (1985-1996): Intergovernmental activity, without a legislative framework. Member states
  nominate the majority of host cities.
- Phase 2 (1997-2004): Introduction of selection criteria and bidding deadlines. Cities grow their ambition and capacity for ECoC-specific programming.
- Phase 3 (2005-2019): First legislative framework.
   The Programme becomes a Community Action with formal European Dimension criteria. Stronger selection, monitoring and evaluation processes



1985-1996 12 hosts All Member States	<ul> <li>Florence 1986</li> <li>Amsterdam 1987</li> <li>Berlin 1988</li> </ul>	•	Dublin 1991 Madrid 1992 Antwerp 1993 Lisbon 1994 Luxembourg 1995 Copenhagen 1996
1997-2004	Thessaloniki 1997		Rotterdam & Porto 2001
19 hosts	Stockholm 1998	•	Bruges & Salamanca 2002 Graz 2003 Genoa & Lille 2004
2 <i>non-EU</i> 2 <u>accession</u>	Kraków. Helsinki. Prague. <i>Revkiavík</i> . Santiago de Compostela 2	2000	
<b>2005-2019</b> 29 hosts	Liverpool & Stavanger 2008 Ling & Vilnius 2009	•	Tallinn & Turku 2011  Guimarães & Maribor <mark>2012</mark> Marseille-Provence & Košice  2013
2 <i>non-EU</i> 10 <u>new members</u>	<ul> <li>I Imeå &amp; Riga 2014 · Mons &amp; Plzeň 2015· San Sehastián &amp; Wrod</li> </ul>	2016	· Aarhus & Panhos 2017: Valletta

Umeå & Riga 2014 ; Mons & <u>Plzeň</u> 2015; San Sebastián & <u>Wrocław</u> 2016; <u>Aarhus</u> & Paphos 2017; <u>Valletta</u>
 & Leeuwarden 2018; Italy & <u>Bulgaria</u> 2019



- Delivery approaches and success strategies
  - Greater professionalisation of the hosting process over time leads to common strategies for success:
    - Developing a vision to transform the city by using the ECoC as a catalyst for cultural, social & image change.
    - Facilitating cross-sector agendas targeted at positioning host city and/or surrounding region.
    - Creating a balanced range of themed activity to assist in the distribution of resources & marketing coordination.
    - Growing grassroots activities & targeting engagement with diverse audiences; strategic social programmes

# **UNESCO Creative Cities Network (UCCN)**

- UCCN was created in 2004 and seeks to develop international cooperation between cities that identify creativity as a strategic factor for sustainable development.
- Goals: promotion and strengthening of cultural industries at the local level and active cooperation at the international level.



# **UNESCO** Creative Cities Network (UCCN)

• UCCN was created in 2004 and seeks to develop international cooperation between cities that identify creativity as a strategic factor for sustainable development.



The Creative Cities Network was created by UNESCO in 2004 and seeks to develop international cooperation between cities that identify creativity as a strategic factor for sustainable development. The objectives of the Network are the promotion and strengthening of cultural industries at the local level and active cooperation at the international level.

Portugal has 5 Creative Cities. Find out more by clicking on each one.:

- Idanha-a-Nova, Creative City of Music (2015)
- Óbidos, Creative City of Literature (2015)
- Amarante, Creative City of Music (2017)
- Barcelos, Creative City of Crafts and Folk Art (2017)
- Braga, Creative City of Media Arts (2017)

Consult here the Network of Creative Cities website.



## **UNESCO Creative Cities Network (UCCN)**

- Portugal has 7 Creative Cities:
  - <u>2015:</u>
    - Idanha-a-Nova, Creative City of Music,
       Óbidos, Creative City of Literature
  - 2017
    - Amarante, Creative City of
       Music, Barcelos, Creative City of Crafts and
       Folk Art
    - Braga, Creative City of Media Arts
  - -2019
    - Leiria, Creative City of Music,
    - Caldas da Rainha, City of Crafts and Folk Art

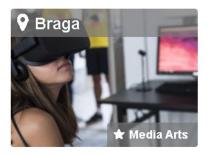














# Cultural and Creative Cities Monitor

29 indicators relevant to nine dimensions, and reflecting three major facets of cities' cultural, social and economic vitality:

- Cultural Vibrancy measures a city's cultural 'pulse' in terms of cultural infrastructure and participation in culture;
- Creative Economy captures the extent to which the cultural and creative sectors contribute to a city's economy in terms of employment, job creation and innovation;
- Enabling Environment identifies the tangible and intangible assets that help cities attract creative talent and stimulate cultural engagement.



Culture and creativity are measured by: Sub-indices Dimensions C3 Index Cultural Venues & Facilities **Cultural Vibrancy** It measures the cultural 'pulse' of a city in terms of: Cultural Participation & Attractiveness Creative Economy Creative & Knowledge-based Jobs It captures how the cultural and creative sectors contribute to: 0 Intellectual Property & Innovation New Jobs in Creative Sectors **Enabling Environment** Human Capital & Education It identifies the assets that help attract creative talent and publics: (1) Openness, Tolerance & Trust 且 Local & International Connections Quality of Governance

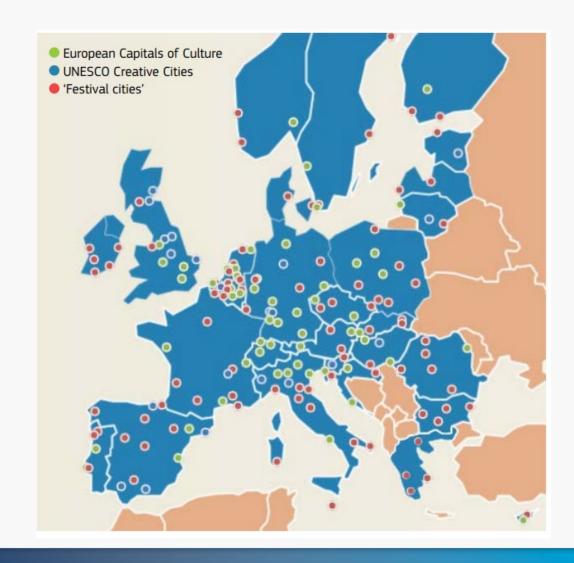
	Weight	Sub-indices	Weight		Dimensions		Indicators			
			50%	血	1.1 Cultural Venues & Facilities	-1	Sights & landmarks			
		1. Cultural Vibrancy				2	Museums			
						3	Cinema seats			
						4	Concerts & shows			
	40%					5	Theatres			
				***	1.2 Cultural Participation & Attractiveness	6	Tourist overnight stays			
			50%			7	Museum visitors			
						8	Cinema attendance			
						9	Satisfaction with cultural facilities			
				*	2.1 Creative & Knowledge-based Jobs	10	Jobs in arts, culture & entertainment			
			40%			11	Jobs in media & communication			
						12	Jobs in other creative sectors			
to day.	400/	2. Creative Economy	20%	©	2.2 Intellectual Property & Innovation	13	ICT patent applications			
Index	40%					14	Community design applications			
			40%	A	2.3 New Jobs in Creative Sectors	15	Jobs in new arts, culture & entertainment enterprises			
						16	Jobs in new media & communication enterprises			
						17	Jobs in new enterprises in other creative sectors			
		3. Enabling Environment	40%		3.1 Human Capital & Education	18	Graduates in arts & humanities			
						19	Graduates in ICT			
						20	Average appearances in university rankings			
			40%	⊗	3.2 Openness, Tolerance & Trust	21	Foreign graduates			
						22	Foreign-born population			
						23	Tolerance of foreigners			
	20%					24	Integration of foreigners			
						25	People trust			
			15%	星	3.3 Local & International Connections	26	Passenger flights			
						27	Potential road accessibility			
						28	Direct trains to other cities			
			501	4	7.4.0 114 5.5	29	Quality of governance			
			5%	1	3.4 Quality of Governance					

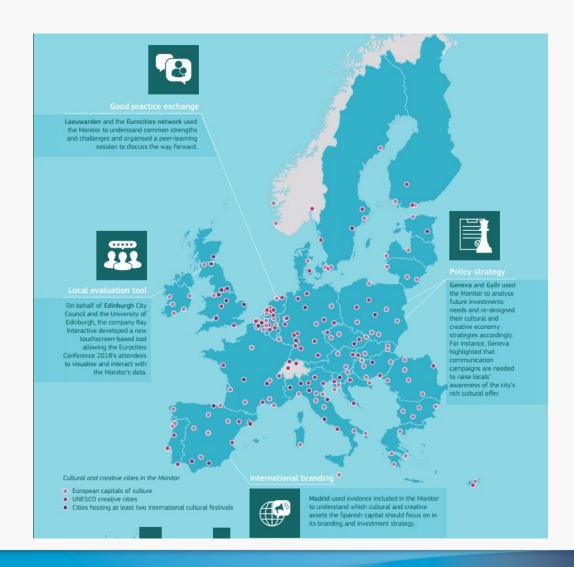
# City types and for benchmarking purposes

#### City peer groups

GDP per capita groups (in PPS)	Number of cities	Employment rate groups	Number of cities	Population groups	Number of cities
> 35,000	40	> 74%	47	> 1 million	21
30,000-35,000	26	71-74%	22	500,000-1,000,000	36
25,000-30,000	38	68-71%	24	250,000-500,000	38
20,000-25,000	27	65-68%	31	100,000-250,000	54
< 20,000	37	< 65%	44	50,000-100,000	19

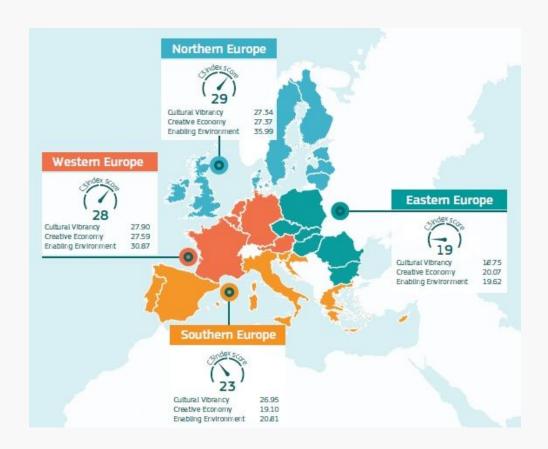
# City types and for benchmarking purposes





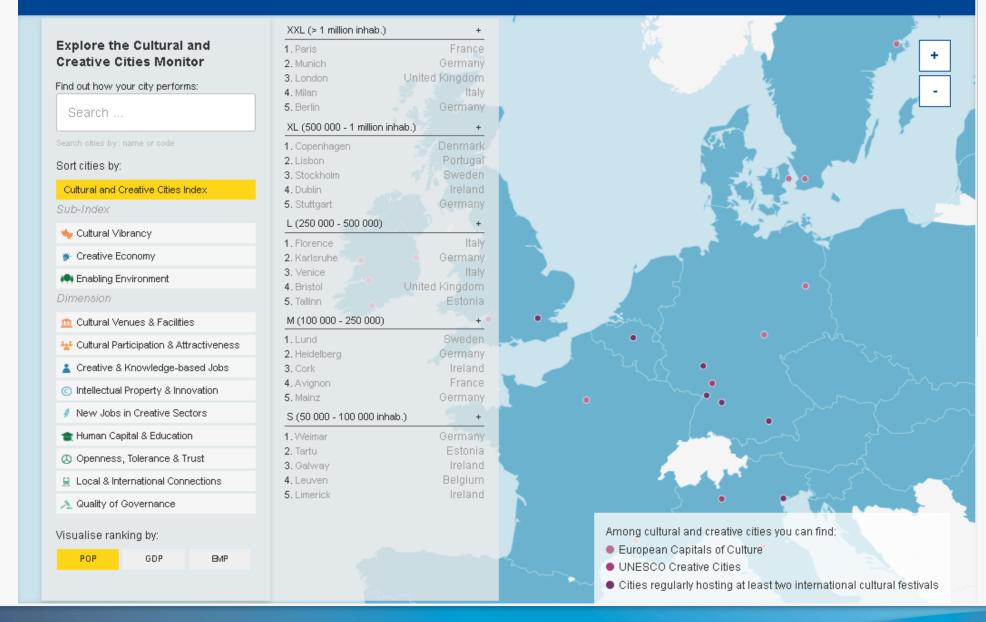
#### Cultural and Creative Cities Monitor

- 2019 edition
- Northern Europe does best overall,
- Western Europe leading in 'Cultural Vibrancy', followed by Northern and Southern Europe.
- Western Europe leads in 'Creative Economy', with northern Europe coming close behind, while Northern and Eastern European cities claim the best job creation dynamic.
- Top performers overall in 2019 are Paris, Copenhagen, Florence and Lund in terms of population.



#### Cultural and Creative Cities Monitor

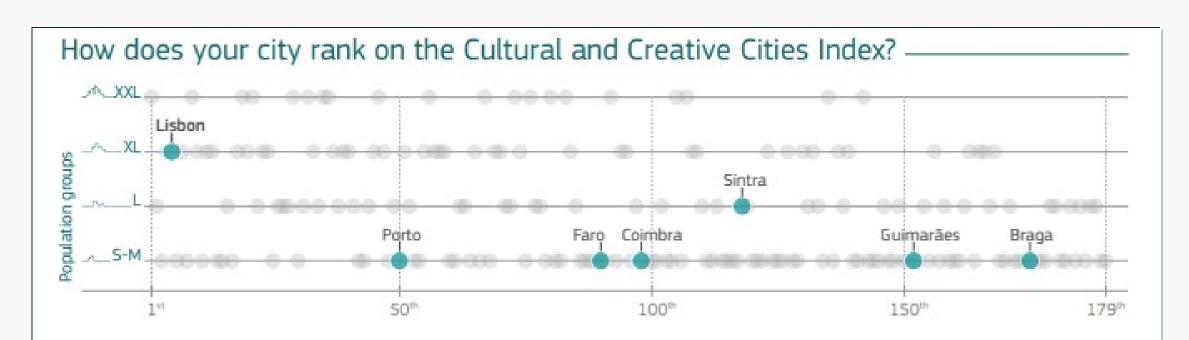




### How does your city rank on the Cultural and Creative Cities Index?

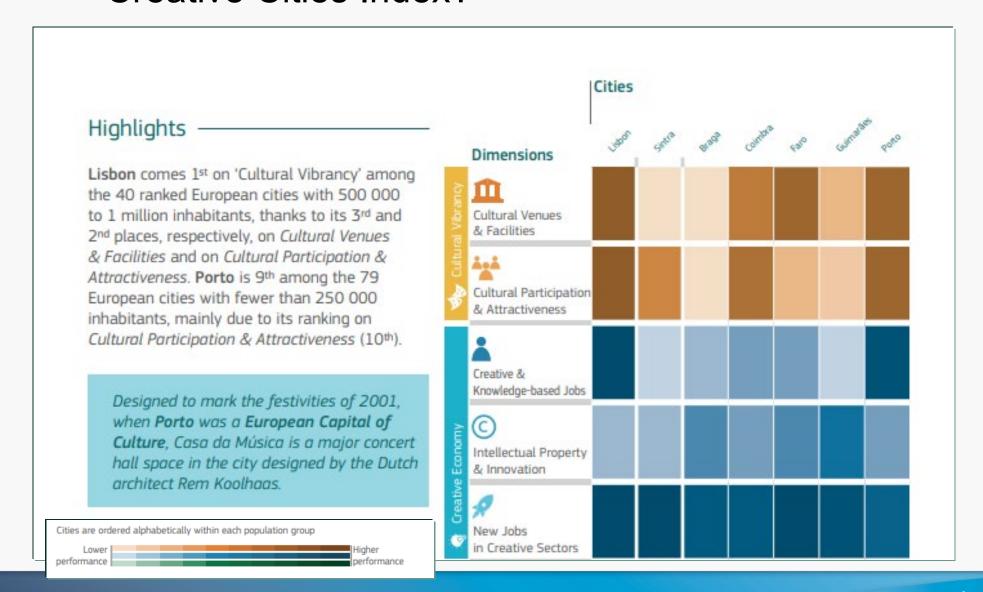


# How does your city rank on the Cultural and Creative Cities Index?



Lisbon and Porto register the highest scores on the Cultural and Creative Cities Index in the country, reaching 2<sup>nd</sup> and 9<sup>th</sup> position, respectively, in their population groups of 40 ranked European cities of 500 000 to 1 million inhabitants and of 79 ranked cities with 50 000 to 250 000 inhabitants.

# How does your city rank on the Cultural and Creative Cities Index?



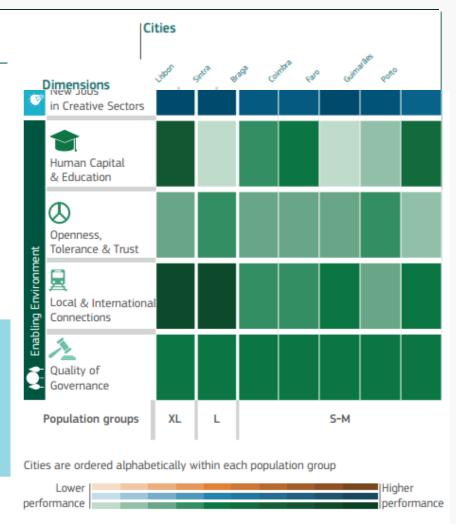
## How does your city rank on the Cultural and **Creative Cities Index?**

#### Highlights

Lisbon comes 3rd in its population group on 'Creative Economy', thanks to its 1st and 3rd ranking, respectively, on Creative & Knowledge-based jobs and New Jobs in Creative Sectors. Faro, Sintra, and Guimarães also perform extremely well on New Jobs in Creative sectors, achieving 1st, 2nd and 3rd, respectively, among the 79 ranked cities with 50 000 to 250 000 inhabitants (Faro and Guimarães) and the 40 ranked cities with 250 000 to 500 000 inhabitants (Sintra).

The Centre for Arts and Architecture **Affairs** is a non-profit cultural institution based in Guimarães. Its mission is to support and encourage artistic creation combining various fields of artistic expression - from visual arts to literature with architecture.

In terms of 'Enabling Environment', Lisbon holds the best position in the county on Human Capital & Education, in 11th place at the European level in its population group.



#### Population groups:

XXL group > 1 million inhabitants (20 cities)

500 000 - 1 million inhabitants (40 cities) L aroup

250 000 - 500 000 inhabitants (40 cities)

#### **Cultural and Creative Cities**

Pandemia



#### **Cultural and Creative Cities**

• EC president announces "new European Bauhaus" to help Europe move to a circular economy



The EU will create a new bauhaus says Ursula von der Leyen

EC president announces "new European Bauhaus" to help Europe move to a circular economy



Cajsa Carlson | 21 September 2020 | 14 comments