

## Partner search

### Culture sub-Program

Strand/category	Cooperative, large-scale project
Deadline	October 2017

### Cultural operator(s)

Name	<b>Département of Seine-et-Marne</b>
Short description	<p>The French County Council (Conseil Départemental) of Seine-et-Marne is a French public institution with competences in the fields of solidarity (social capacity), transport, roadway, education (secondary school), culture, heritage, tourism, etc.</p> <p>Owner of the fortified Castle of Blandy-les-Tours, a medieval castle built between the 11<sup>th</sup> and 15<sup>th</sup> centuries, the institution is setting up a cultural, heritage and tourism development strategy including its monument and engaging its territory.</p>
Contact details	<p><b>Project manager:</b> Vincent DUMAS, director of the Castle of Blandy-les-Tours, <a href="mailto:vincent.dumas@departement77.fr">vincent.dumas@departement77.fr</a></p> <p><b>European Fund Project manager:</b> Nicolas BEUQUE <a href="mailto:nicolas.beuque@departement77.fr">nicolas.beuque@departement77.fr</a></p>

### Project

Field(s)	<p>Living Lab, digital mediation, heritage and cultural mediation, innovative technology, historic monument, museum, scenography, tourism, project governance, Open Lab.</p> <p style="color: red;"><b>Within the context of the European Heritage Year, the project aims at creating « Living Labs » whose mission is to rethink part or all of a historic monument or European museum's tour circuits, in order to make them more accessible to all publics.</b></p>
Description	<p>A citizen-based method, these « <i>Living Labs</i> » will include public and private stakeholders as well as individuals within a collaborative process, and should include users early in the process.</p> <p>Based on a cooperation principle, experience sharing and exchanging, these « <i>Living Labs</i> » will bring together into groups all actors of a production chain in order to think and implement the project on each site.</p> <p>Thus, a « <i>living lab</i> » could gather local authorities, companies, research laboratories, professionals in specific areas (such as heritage, mediation,</p>

archaeology, scenography, digital, territorial marketing...), experts, inhabitants and potential users. This group lasts for a given period of time until the product inauguration and meets periodically during site residencies.

The form, functioning of « *Living labs* » and guidance of projects will be defined and realised in cooperation with all the European partners of the project, would they be a hosting site, a public or private institution, a company specialised in a relevant sector for this project (see the profile for sought-after partners).

## Looking for Partners

Countries

Partner search is open to every Member States or Partners States outside the EU.

Profile

We are looking for the following two types of partners:

- 1- Sites (monuments or museums), from medieval times or not, which share the same underlying concerns and could possibly host a « *Living Lab* » to respond to their own issues of evolutions of uses and connection with the territory.
- 2- Universities, schools, private companies (start-ups in particular) that may be interested in such cooperation. They should be specialised in the following areas (non-exhaustive list): public approach, mediation, museography, innovative technologies, computer coding, storytelling, territorial marketing, tourism (e.g tour operator), study of uses, sociology-ethnology, history, archaeology.

Other

Expected results:

- 1- Making the Living Lab a tool to rethink the vision of tourism and heritage at the European scale in order to define, experiment and experience new uses.
- 2- Developing a new open form of museographical development project governance by putting the public at the very core of the process in order to create new dynamics and enable a deeper anchoring of these monuments and museums in their territories using their (human) resources to exist, develop and evolve.
- 3- Raising awareness and reflecting on the evolution of uses and professional activities which lie at the core of the current mutations of our societies. For instance, cultural mediation is a changing occupation which has to adapt and meet new audiences' expectations. This project represents an opportunity to reflect on current and future forms of mediation to be put in place within heritage buildings and museum spaces.