

## Partner search

### Culture sub-Program

Strand/category	Call for Proposals EACEA 35/2017: Support for European cooperation projects related to the European Year of cultural Heritage 2018
Deadline	22/11/2017 at 12.00 CET/CEST (noon/Midday Brussels time).

### Cultural operator(s)

Name	Social Cooperative Enterprise Cinesthesia
Short description	<p>The <b>Social Cooperative Enterprise Cinesthesia</b> was founded in 2015 on the initiative of curator Filia Milidaki and is based in Syros- Ermoupoli Municipality. Its objectives are the development and promotion of contemporary culture and its connection to public space and the community through artistic and educational productions.</p> <p><b>Cinesthesia</b> is experimenting with art in public space with the vision to create a vibrant experience. Public art awakens and mobilizes collective consciousness in relation to social responsibility and interaction issues. The art itself, the citizen and the location become an active unity. Innate imagination and artistic ability of the viewer reanimate. We aim at involving audiences and artists with a free and synesthetic way [Cinesthesia = Synesthesia: when a stimulus mobilizes multiple senses].</p> <p><b>Cinesthesia</b>organises:</p> <p>The “<b>Eye’s Walk Digital</b>”. <a href="https://www.facebook.com/eyeswalk/?fref=ts">https://www.facebook.com/eyeswalk/?fref=ts</a> is held under the auspices of the Greek Ministry of Culture and Sports.. An <b>innovative festival that combines digital technology, video installation &amp; performing art, experience design with the unique cultural and architectural background of a city</b>. "Eye's Walk Digital" draws its themes from people and society in order to create a new kind of art by creating a synthesis all of the above mentioned. Its productions are developed in public space boldly and with the participation of artists, visitors and the community.</p> <p>The "<b>Cinesthesia</b>" <b>documentary and experience festival</b> <a href="https://www.facebook.com/cineshtesia?fref=ts">https://www.facebook.com/cineshtesia?fref=ts</a> . This is an original concept where the occasion is always a documentary, experimenting with the ability of art to "<b>awaken</b>" the <b>viewer's experience within and outside the boundaries of a movie theatre and create "art through art"</b>.</p> <p><b>Cinesthesia</b> employs permanent staff, external partners and volunteers. Each year trainee positions are offered to senior students.</p>
Contact details	Filia Milidaki /President & Curator m:0030 6974992885 <a href="mailto:info@eyeswalk.gr">info@eyeswalk.gr</a> <a href="http://www.eyeswalk.gr">www.eyeswalk.gr</a>

### Project

Field(s)	Art/ Culture/Architecture/ Digital Heritage/ New Technologies/Humanities
	<p><b>Different cities - One Europe!</b></p> <p>We aim at creating a cultural exchange among three European cities/ locations . Their common ground is not a specific chronological moment of reference, but [here is the important]:</p> <p>When economic, commercial or industrial development met with cultural wealth as a result of intense interactions with Europe.</p> <p>During 19<sup>th</sup> century the city of Ermoupolis in Greece reflected a such succeed story: A blooming economy due to its leadership in the Shipping industry, commerce and manufacturing sector went hand to hand with a tremendous cultural development that turned Ermoupolis into a “little Paris” in Greece. Its present outstanding architectural legacy derives from that time.</p> <p>We would like to work together with three other European cities that at a precise historic time lived that "happy moment" of cultural development as a result of economic progress not in the isolation but in close interaction with Europe.</p>
Description	<p>Indicative Actions to be considered and undertaken :</p> <p><b>Art in Public Space / Video installation art &amp; Augmented reality game in public space</b></p> <p>1. Video installation art on buildings inspired by the community and its history. The idea is that the works inspired by the legacy of a city will be displayed on the buildings of the other city and vice versa.</p> <p>2. Create an Augmented reality game on smartphones. Audience will learn stories about all three participating locations.</p> <p><b>Audience Development [focus on young and elderly people]</b></p> <p>3. Learning programs focusing on video installation and augmented reality targeting people from all sectors of art, science and technique.</p> <p>4. We enhance the dissemination of intangible attributes of the cultural heritage, inviting elderly people to share the oral tradition of past generations in the form of storytelling and narratives.</p> <p>5. We call the inhabitants to build a virtual genealogy tree where at least one of their ancestors will live in the 19th century. A site specific installation will be held with the help of artists. How he lived, what he did, how the family and the city evolved.</p> <p><b>Celebration night/ Different cities-One Europe</b></p> <p>Live music and local gastronomy.</p>

## Partners searched

Countries	All European countries
Profile	We are interested in being a co-partner.
Other	
...	Our proposal is reflecting our vision and know-hoe. It is only indicative and not at all restrictive. We can adapt our ideas to European cooperation projects related to the European Year of cultural Heritage 2018