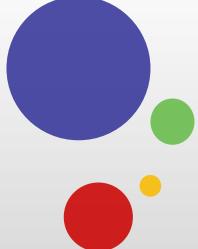




# Financing. Opportunities and Risks

Theme 2.6









#### **Contents**

- Specifics of the CCIs regarding economic value and value generation
- II. Value-creation cycle and relations to other industries (cross-sectoral monetization)
- III. Sources of funding
- IV. Budgeting and pricing
- V. Financial sustainability
- VI. Opportunities and risks
- VII. Suggested readings







# Specifics of the CCIs regarding economic value and value generation

- Until 2020, the CCS were comparable to the sectors of Information and Communications Technology (ICT) and Accommodation and Food Services (A&F)
- Survival rates of CCIs enterprises after 1, 3 and 5 years of existence are similar to the ones in the ICT and A&F (even higher for the 3- and 5-year term than in A&F)

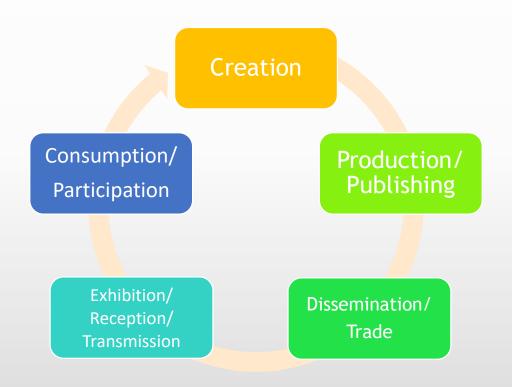
- !! 2,7 employees on the average before 2019, versus 5,73 in the ICT and 5,86 in the A&F
- !! Segmented structure, much space for networking and hubs, susceptible to macroeconomic shocks

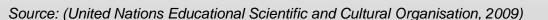






# Specifics of the CCIs regarding economic value and value generation









# Value-creation cycle and relations to other industries (cross-sectoral monetization)

- **Interdisciplinarity** the value of the integrated product is higher than the value of the elements.
- **Experience economy** networking, communication and sharing
- Digital orientation, innovation and entrepreneurial mindset - the spill-over is higher in more diversified communities

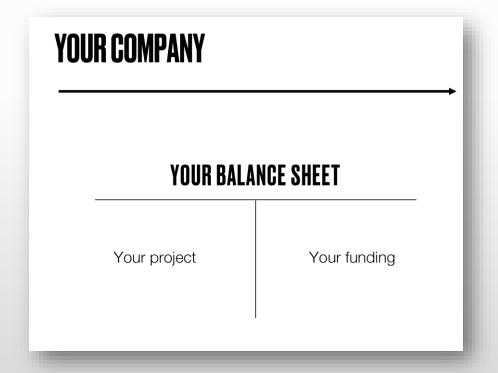






# Sources of funding

#### **Profit vs. non-for-profit**





Source: (European Investment Fund, 2019)





# Sources of funding

**Public Funding/State Support** 

**Project-based funding/grants** 

Philanthropy and angel investors

**Business incubators/accelerators** 

**Crowd-funding** 

**Loans and credits** 

**Earned income** 

**Equity/Shares** 

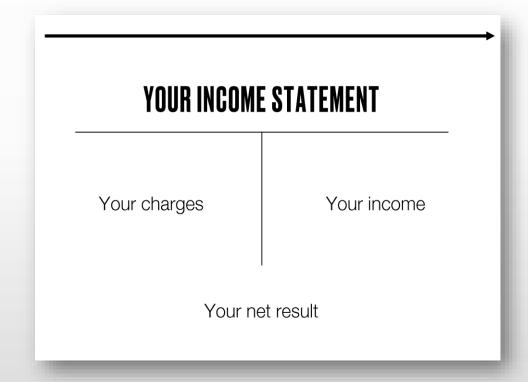
**Self-financing** 







# **Budgeting and pricing**





Source: (European Investment Fund, 2019)





# **Budgeting and pricing**

Business entities – brings profit to the owners/shareholders, i.e. the mission of the enterprise it to increase the financial resources = > Business activities





Non-for-profit entities - create a product or service for the profit of society and not economic profit = > Non-for-profit activities







### **Budgeting and pricing**

#### The break-even point is

- ✓ where income is equal to charges
- ✓ the dividing critical point between profit and loss.

$$(A \times P) + I - C \ge 0$$

A = those attending who buy tickets (in other words, the number of tickets sold)

P = average ticket price

 $A \times P =$ ticket sales income

I = other income besides ticket sales (e.g. grants, donations for the performance, state support etc.)

C = charges or expenditure

The prices of an emprise's product or service should be calculated in such a way so that the break-event point is ≥0!







### **Financial sustainability**

- Financial sustainability is achieved when an enterprise is selling a product or service at a price that not only covers the expenses but also generates a profit.
- The **profits** allow the enterprise to enlarge **particularly** when part of it invested back into larger productions, better facilities, more performers and co-creators and so on.
- In the **non-for-profit entities**, the surplus which remains as the end of a project or a period is **reinvested back in total in order to allow the organisation to stay independent from external funding** (donations, sponsorship, loans, etc.) and develop initiatives at its own discretion or free for the audience.







### Some opportunities and risks

- All CCIs sectors grew over a 6-year period with up to 4% before 2020 - with video-games, advertising, architecture and music being the leaders
- The strongest growth was experienced in Eastern and Central Europe
- Over 80% of internet users in the EU used the Internet for music, videos and games (and not so much for shopping or social networking
- The innovative potential of the CCIs has been was extremely high
- It is common of the CCI enterprises to perform for-profit and socially benevolent activities – and access public funds

- !! CCI market is highly fragmented market and depends on the culture and languages of different peoples and generations
- !! The fast-runners in central and Eastern Europe were hit and lost most
- !! Social distancing measures lead to increased consumption of digital content but decreased consumption of paid digital content
- !! Increase in on-line subscriptions but a decrease in on-line advertising
- !! Lack of uniform statistics and qualitative analyses for all EU Member States







# **Suggested readings**

- ✓ The CulturEU Funding Guide: EU Funding Opportunities for the
  Cultural and Creative Sectors 2021-2027 (2021), European Commission
- ✓ Rebuilding Europe The Cultural and Creative Economy Before and After the COVID-19 Crisis (2021), EY Consulting, European Grouping of Societies of Authors and Composers (GESAC)
- ✓ Be Creative Call the Bank: Cultural and Creative Sectors Guarantee Facility (2019), European Investment Fund
- ✓ Capacity-building in the Cultural and Creative Sectors Guarantee Facility: A guide to assessing loan applications from CCS SMEs (2019), European Investment Fund







FENICE: Fostering Entrepreneurship and Innovation in Cultural and Creative Industries through Interdisciplinary Education is co-funded by the Erasmus+ Programme of the European Union.

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