



Unit 1:

Management and Entrepreneurship in CCIs

Theme 1.3. Cultural Policies and Institutions. Intellectual Property.

Author(s):

Prof. Dr. Ira Prodanov

Institution(s):

UNS, Serbia



Co-funded by the
Erasmus+ Programme
of the European Union

The European Commission support for the production of this publication does not constitute an endorsement of the contents which reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein. Project number: 2020-1-BG01-KA203-07919.

This material is a part of the training content for the syllabus “Management and Entrepreneurship in Cultural and Creative Industries”. It has been developed within the Erasmus+ Strategic Partnership “*FENICE - Fostering Entrepreneurship and Innovation in Cultural and Creative Industries through Interdisciplinary Education*”.

The training contents at a glance:

FENICE Program

Unit 1: Management and Entrepreneurship in CCI

Theme 1.1. Understanding CCI. Cross-Sectoral Collaborations.

Theme 1.2. Creativity and Innovation. Accountability and Ethical Behavior

Theme 1.3. Cultural Policies and Institutions. Intellectual Property

Theme 1.4. New Media, Creative Technologies and Digital Environment.

Unit 2: Entrepreneurial Practice – Modelling a CCI Enterprise

Theme 2.1. Designing a business for the CCI: preparing a business plan and pitching business

Theme 2.2. Product or Service from economic point of view. Economic Value. Product and Service in arts. Cultural Value.

Theme 2.3. Market, Competition, Consumption and Branding in CCI

Theme 2.4. Business models, systems, partnerships

Theme 2.5. Management: team and change management in the CCI

Theme 2.6. Financing. Opportunities and Risks

You can find more information at the homepage: <http://www.fenice-project.eu>

Declaration on Copyright:



This work is licensed under a Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International License. You are free to:

- share — copy and redistribute the material in any medium or format
- adapt — remix, transform, and build upon the material

under the following terms:

- Attribution — You must give appropriate credit, provide a link to the license, and indicate if changes were made. You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use.
- NonCommercial — You may not use the material for commercial purposes.
- ShareAlike — If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original.

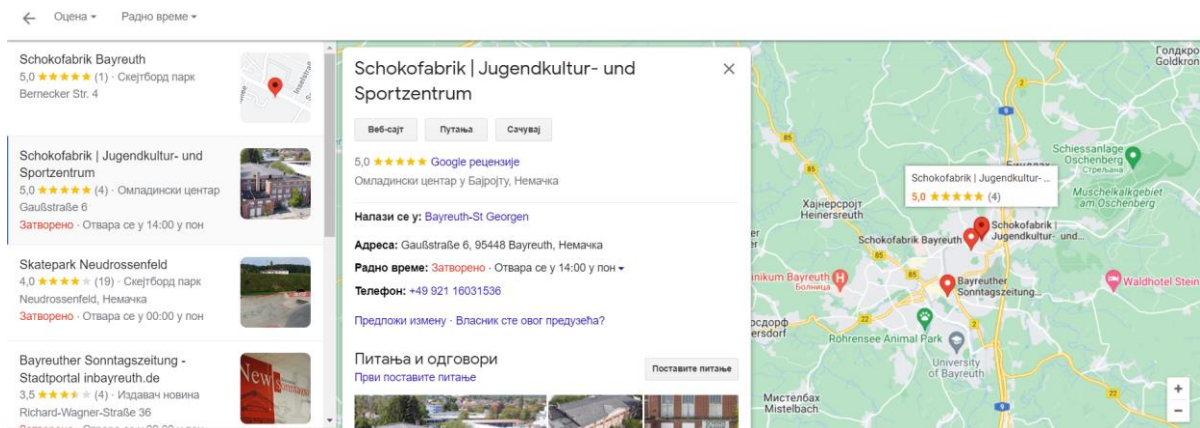
1 CASE STUDY

Schoko Youth Skateboard Center

<https://www.youtube.com/watch?v=IVpd0i5XROg>

<https://www.youtube.com/watch?v=8FumkF3bsMo>

- 📍 **Country/region of operation:** Bayreuth, Germany
- 📍 **CCI area:** Sport, Music, Dramatic Arts
- 📍 **Name:** Jugendkultur und Sportzentrum Schoko
- 📍 **Description:**



Shoko is a place for spending free time, skateboarding, enjoying music, art, practicing democracy and active participation in society. Once there were chocolates, today the Chocolate Factory offers space for youth culture, for sport and participation: the heart of the project is a skateboarding hall, rebuilt together by the Schanz and Miniramp Skateboarding Parks Alliance, who turned the chocolate factory into the paradise for skateboarders in this region. Workshops, projects and concerts are regularly held inside and outside the factory.