

All CCS and Cross-sectoral Media & Press Video Games & Multi-media Funding All Europe Countries Residencies

Our Picks | January Open Calls for Cultural and Creative Practice

CREATIVESUNITE

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New open calls are always available on Creatives Unite, but there is no better time period to apply to a creative open call that fits your needs than the start of the new year! In January, we are sharing with you a curated choice of open calls in a variety of fields to help you achieve your 2026 professional goals.

2026 is here, and January offers a selection of open calls in a variety of fields like culture, health, media, gaming, textiles, journalism, and artistic mobility. This month's list brings together six opportunities that support research, production, residencies, and professional development, with a strong focus on European cooperation and cross-sector engagement. These calls provide entry points for initiating new projects, strengthening existing practices, and setting priorities for 2026.

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1. Culture and Health Platform | European Call for Projects 2025–2026

Sector: Collaborative Arts, Health & Wellbeing, Social Practice, Education
Deadline: February 2, 2026 (Stage 1 – Expression of Interest)



The [Culture and Health Platform's European Call for Projects] supports collaborative initiatives at the intersection of culture, health, and social care. Co-funded at European level and coordinated by Culture Action Europe, the call invites artists and artist collectives to work in partnership with non-cultural organisations such as hospitals, care homes, social NGOs, mental health services, and educational institutions.

Eligible projects may take place in healthcare, social care, or educational settings and can include artistic residencies, community-based programmes, or artistic interventions embedded in care contexts.

Support provided:

- Eight working grants of €8,000 each
- Funding awarded following a two-stage application process
- Selected projects will be supported as of May/June 2026

Read more here.

2. Culture Moves Europe | Call for Residency Hosts 2025–2026

Sector: Artist Residencies, Cultural Mobility, Cross-Border Exchange
Deadline: March 16, 2026



Culture Moves Europe's Call for Residency Hosts supports legal entities that wish to host artists and cultural professionals as part of a residency project. The call is part of Culture Moves Europe, a Creative Europe–funded programme promoting artistic and cultural mobility across Europe. The scheme enables organisations to design and implement residency projects while providing financial support to both hosts and participating artists or cultural professionals. T

Support provided:

For host organisations: Hosting allowance of €50 per day, per resident, Accessibility support (if applicable): €375, €675, or €1,200, depending on residency duration

For each resident: Daily allowance of €30 per day

Travel allowance:

- €400 for distances under 5,000 km
- €800 for distances over 5,000 km

Who can apply:

- Legal entities registered and based in a Creative Europe participating country (including overseas territories and outermost regions)
- Organisations with the capacity to host artists or cultural professionals from other Creative Europe countries
- Entities active in one of the eligible sectors: architecture, cultural heritage, design and fashion design, literature, music, performing arts, or visual arts
- Both newly established and well-established organisations are eligible

Read more here.

3. Creative Europe | Video Games and Immersive Content Development 2026

Sector: Video Games, XR, Immersive Media, Interactive Storytelling

Deadline: February 11, 2026 (17:00 Brussels time)



The Creative Europe Video Games and Immersive Content Development call supports European video game producers, XR studios, and audiovisual companies developing interactive works with strong international audience potential. The action aims to strengthen the position of European developers in global markets while supporting the retention of intellectual property within Europe.

Funding is intended for the development of video games and immersive interactive experiences that combine original content, narrative quality, and innovative gameplay.

Support provided:

- Total budget of €10,000,000

- Funding for the development of video games and interactive immersive content

- Support for prototype development and preparatory work for global commercial exploitation

Read more here.

4. The Artist and the Others | Residency for Artist-Parents in Munich

Sector: Visual Arts, Artistic Research, Professional Development

Deadline: January 25, 2026



The Artist and the Others offers a two-week residency programme in Munich designed specifically for visual artists with parental responsibilities. The residency responds to the structural challenges artist-parents often face by providing a flexible, part-time framework that supports artistic development alongside family life.

Support provided:

- Artist fee of €650 (incl. VAT)

- Production budget of €400 per artist

- Parental support allowance of €600

- Travel budget of €350 (round trip)

Who can apply:

- Visual artists with parental responsibilities

- Applicants living in Munich or elsewhere in Europe

- Selection is based on artistic quality, feasibility, motivation, and the proposed supporting ecosystem

- The jury aims to ensure a diverse representation of artistic practices, backgrounds, and perspectives

Read more here.

5. Creative Europe | Journalism Partnerships – Pluralism (2026)

Sector: Journalism, Media, Democracy, Public Interest News
Deadline: February 4, 2026



Creative Europe's Journalism Partnerships – Pluralism call supports intermediary organisations that strengthen independent news media operating in areas of high relevance to democracy. The action focuses on reinforcing media freedom, pluralism, and civic participation by redistributing funds to news media actors working at local, regional, community, and investigative levels, as well as in other public-interest news fields.

Support provided:

- Total call budget of €6.9 million
- Maximum grant per project: €2.5 million
- Co-financing rate of up to 90% of eligible costs

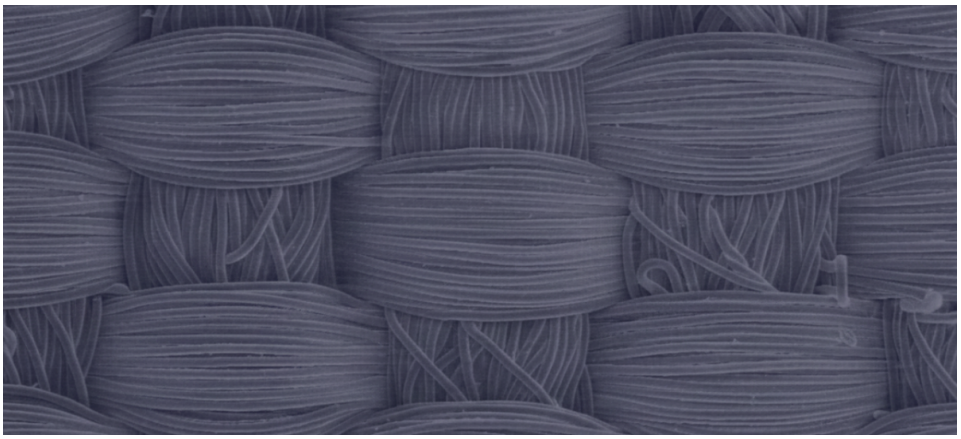
Who can apply:

- Intermediary organisations active in the media sector
- Eligible applicants include media associations, NGOs, non-profit and civil society organisations, foundations, universities, research centres, journalistic funds, training bodies, public authorities, and profit-making entities
- Applications may be submitted by a single organisation or a consortium
- Applicants must be established in a Creative Europe participating country

Read more here.

6. IMASUS | Call for Submissions: Innovative Sustainable Textile Materials

Sector: Design & Fashion, Textile Innovation, Sustainability, Research
Deadline: February 28, 2026



The IMASUS (Imagineering Sustainability) project invites designers, researchers, companies, and material innovators to contribute to a Europe-wide mapping of sustainable and innovative textile materials. The open call targets material developments that challenge current textile and fashion production systems and contribute to more sustainable and circular practices.

Who can apply:

- Designers and creative practitioners working on experimental or innovative textile materials, at any stage of development
- Universities, research labs, and institutes active in materials science, textile engineering, biotechnology, or sustainability research

- Companies and startups developing biomaterials, recycled textiles, new fibres, bio-based composites, or waste-to-material innovations
- Applicants based in Europe working on materials with clear sustainability and circularity potential

Read more here.

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