



January

All CCS and Cross-sectoral Cultural Heritage & Museums Visual Arts Events Cooperation opportunities All Europe
Countries International Open Call

Our Picks | 10 Open Calls for Creative Professionals to
Kickstart 2025

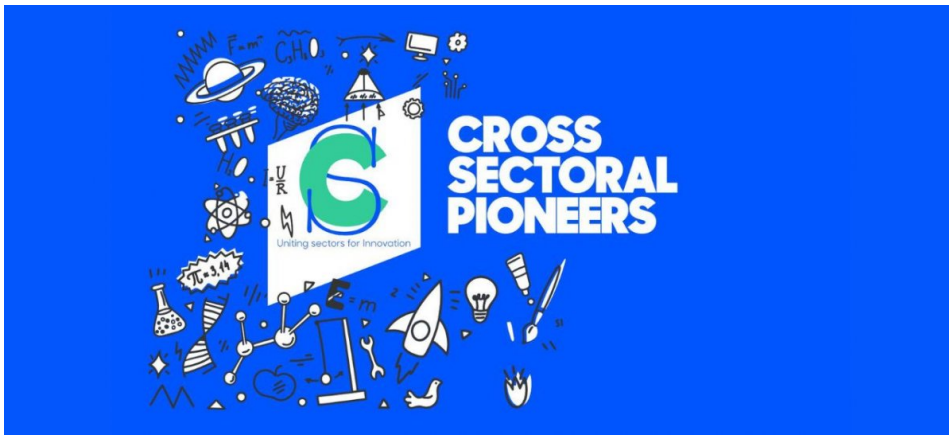
Start the new year with our biggest open calls list yet—10 inspiring open calls for creative professionals! Whether you're an artist, designer, performer, or researcher, this curated selection offers incredible opportunities to grow your career. Be sure to act quickly—some deadlines are just around the corner!

January brings a wave of opportunities for creative professionals across Europe to innovate and collaborate. Spanning diverse sectors like performing arts, cultural heritage, video game development, and architectural innovation, these open calls cater to artists, designers, writers, curators, and researchers alike. From residencies and academic research to international competitions and groundbreaking collaborations, this month's selection highlights opportunities that prioritize creativity, sustainability, and cultural exchange. Here's Creatives Unite's expanded curated list of 10 open calls to kick off 2025 with inspiration and new opportunities.

1. Creative FLIP | Cross-Sectoral Pioneers

Sector: Cultural and Creative Sectors (CCS) and cross-sector innovation

Deadline: February 9, 2025



[Creative FLIP](#)'s Cross-Sectoral Pioneers Program promotes collaboration between cultural and creative sectors and other industries. The program funds innovative cross-disciplinary projects, aiming to explore new possibilities and foster sustainable connections between diverse fields.

Why we love it:

This program supports innovation through partnerships, helping creative professionals explore and implement transformative ideas across industries.

Support provided:

- Grants of up to €3,500 to cover project-related expenses.
- Support for travel costs for project implementation.

Who can apply:

- Individuals or organizations from the Cultural and Creative Sectors.
- Applicants must form pairs with partners from other sectors in eligible countries.

Read more and apply [here](#).

2. LIVEMX | Third Open Call

Sector: Music

Deadline: January 6, 2025



[LIVEMX](#), supported by Music Moves Europe, aims to nurture a more diverse and sustainable music sector by providing funding to meet the specific needs of the European music ecosystem. The program focuses on three key areas: music export, live music venues, and digital circulation and engagement.

Why we love it:

This program directly supports the growth and sustainability of the music sector, helping organizations and professionals adapt to industry dynamics while fostering innovation and collaboration.

Support provided:

The 3rd and final call is organized into three strands, each with a fixed grant amount:

Strand A: €60,000

Strand B: €40,000

Strand C: €20,000

Eligible applicants must:

- Be a public or private organization with legal personality
- Be established in one of the Creative Europe Programme participant countries, including EU Member States and Ukraine
- Have been established at least one year prior to the application date
- Demonstrate a track record in live music venues, music export, or digital solutions for the music sector

Read more and apply [here](#)

3. Explore the Intersection of Nature, Arts, and Technologies in Theatre Arts Workshops

Sector: Performing Arts

Deadline: January 10, 2025



The [Italian Centre of the International Theatre Institute UNESCO](#), in collaboration with cultural organizations in Cyprus, Romania, Georgia, and Italy, invites emerging theatre artists to participate in Eco-Arts Labs. These site-specific workshops explore the intersection of nature, arts, and technology, providing intensive theatrical training in natural settings.

Why we love it:

This initiative fosters creativity at the crossroads of nature, arts, and technology while offering participants the chance to develop professional skills in immersive, international settings.

Support provided:

- Intensive physical theatrical training workshops
- Opportunity to work with internationally recognized experts
- Potential to participate in Eco-Arts Residencies in Cyprus, Romania, and Italy

Who can apply:

- Emerging theatre artists from Creative Europe participant countries

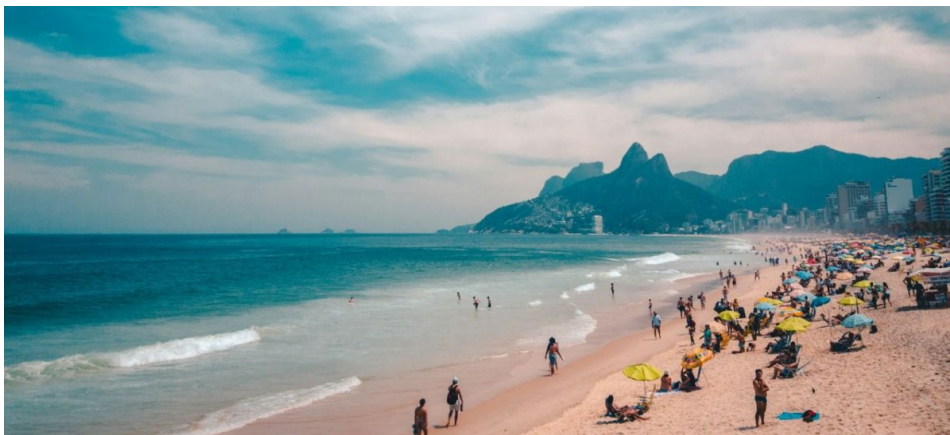
- A good command of English is required

Read more and apply [here](#)

4. Season of Culture 2025-26 | Collaborative Projects Between UK and Brazil

Sector: All CCS, Cultural Heritage & Museums, Cross-sectoral

Deadline: January 10, 2025



The UK/Brazil Season of Culture 2025-26, co-led by the [British Council](#) and [Instituto Guimarães Rosa](#), invites cultural organisations and arts practitioners to participate in a transformative program of cultural exchange. This initiative celebrates cultural diversity and fosters innovative artistic collaborations, strengthening ties between Brazil and the UK through groundbreaking projects.

Why we love it:

This program not only showcases the creativity of two vibrant cultural landscapes but also encourages collaboration on contemporary cultural and social challenges, amplifying diverse and underrepresented voices.

Support provided:

- A platform to present innovative projects across face-to-face and hybrid formats
- Opportunities to showcase emerging talents and cultural expressions from the UK and Brazil
- Networking and collaboration support for long-term partnerships

Who can apply:

- Cultural organisations, charities, arts practitioners, festivals, museums, theatres, and community arts organisations
- Applications must include at least one UK-based and one Brazil-based partner
- Proposals should be submitted in English or Portuguese, based on the project's delivery location

Read more and apply [here](#)

5. Buildner | Kinderspace: Architecture for Children's Development Competition

Sector: Architecture, Education

Deadline: May 15, 2025



The Kinderspace competition, in its second edition, challenges architects and designers to craft innovative and inclusive educational spaces for early childhood development. This competition seeks to reimagine kindergarten design, focusing on creating environments that are safe, functional, and stimulating, while promoting creativity, community interaction, and sustainability. Participants have the freedom to choose a site within their home country, allowing them to integrate their designs into local contexts and potentially revitalize underutilized areas.

Why we love it:

This competition pushes the boundaries of traditional educational architecture, encouraging sustainable and creative designs that prioritize the cognitive, emotional, and social development of young children.

Support provided:

Prize Fund: €10,000

Who can apply:

- Open to all, with no professional qualification required
- Individual or team submissions (maximum 4 members per team)

Read more and apply [here](#)

6. Jan van Eyck Academie | Residency 2026

Sector: Multidisciplinary Arts, Artistic Research

Deadline: January 27, 2025



The [Jan van Eyck Academie](#) invites artists, designers, architects, curators, writers, and other creative thinkers to apply for an 11-month residency in Maastricht, the Netherlands, starting in 2026. This prestigious program provides participants with the time, space, and resources to deepen their artistic practices, collaborate with peers, and engage in interdisciplinary exploration.

Why we love it:

This residency stands out for its holistic support, combining expert guidance, state-of-the-art facilities, and a collaborative atmosphere to empower artists to tackle both personal and global challenges.

Support provided:

- Access to specialized labs: Photography & Audiovisual, Material Matters, Food, Printing & Publishing, and Future Materials
- Annual working budget of €2,000 for individual projects

Read more and apply [here](#)

7. Creative Europe | Skills and Talent Development

Sector: Audiovisual, Digital Media, Sustainability

Deadline: April 25, 2025



Creative Europe's Skills and Talent Development call focuses on empowering audiovisual professionals to adapt to evolving creative processes, market dynamics, and digital technologies across the entire value chain. The initiative emphasizes innovative storytelling, interdisciplinary collaboration, digital innovation, and sustainable practices to enhance the competitiveness of European audiovisual professionals.

Why we love it:

This program is a game-changer for audiovisual professionals, blending creativity, technology, and sustainability to address contemporary industry challenges while encouraging cutting-edge innovation.

Total funding: €7,500,000

Read more and apply [here](#)

8. Museum International | Call for Papers on Provenance Research

Sector: Cultural Heritage, Museums, Research

Deadline: January 20, 2025



Museum International, a publication by the [International Council of Museums \(ICOM\)](#), invites researchers and museum professionals to contribute to its upcoming issue titled “Provenance Research in Museums: Principles, Practices, and Possibilities” (Vol. 77, N° 307-308). This edition explores innovative approaches to provenance research, emphasizing its role in uncovering nuanced collection histories and fostering collaborative practices with diaspora and descendant communities.

Why we love it:

This call highlights the importance of provenance research in addressing accountability, truth-telling, and historical reinterpretation, providing a platform for museum professionals to contribute to global conversations on cultural heritage and restitution.

Who can apply:

Researchers, museum professionals, and cultural heritage specialists interested in advancing the field of provenance research.

Read more and apply [here](#)

9. Museums & Schools Summit 2025 | Call for Speakers

Sector: Cultural Heritage & Museums, Education

Deadline: January 7, 2025



[MuseumNext](#) invites proposals for the Museums & Schools Summit 2025, a virtual event exploring innovative partnerships between museums and educational institutions. Held on April 29–30, 2025, this summit will feature 20-minute online presentations on dynamic strategies to integrate museums into learning, foster collaborations, and inspire curiosity across all age groups.

Why we love it:

This summit spotlights on the role of museums as powerful spaces for education and collaboration. It provides an international stage for sharing innovative ideas and practical solutions that make a lasting impact on learners and educators.

Who can apply:

- Museum professionals, educators, and innovators working on museum-school collaborations
- Businesses presenting must collaborate with schools or museums for joint presentations

Read more and apply [here](#)

10. Creative Europe | Video Game and Immersive Content Development

Sector: Audio-Visual Arts, Digital Media, Technology

Deadline: February 12, 2025



Creative Europe supports video games and immersive content development with the goal of increasing the capacity of European producers to create interactive and immersive experiences with global appeal. This initiative promotes originality, creativity, and innovation while improving the competitiveness of the European video game industry in global markets.

Why we love it:

This program not only funds the development of high-quality digital content but also emphasizes sustainability, inclusion, diversity, and gender balance within the industry.

Support provided:

- Total funding: €7,000,000
- Support for the development of interactive narrative storytelling and prototypes for global commercial exploitation on PCs, consoles, smartphones, and more

Read more and apply [here](#)