

Overview of Project

The DigiKommune project aims to improve the learning opportunities for female artists and creatives running their own businesses. This is achieved through providing high-quality training and support in both digital hard skills and soft skills for personal and professional development.



Examples of methods used in this project:

- Virtual gallery tours
- Storytelling videos
- Recorded or live-streamed entertainment



Target groups:

- Female artists and creatives, owners of creative businesses
- In sectors such as arts, creative, cultural, tourism, music and media, venue promotion
- May be unemployed, at risk of job loss, career disruption, limited opportunities for digital upskilling

What can you expect from this project?

The stages for the project have different aims and topics. This newsletter provides a summary of the various aspects:

Stage 1

- Research
- Methods used included surveys and focus groups
- Investigating digital competence

Stage 2

- Digital training
- Enhance business awareness
- Hard skills needed to adapt to online business

Stage 3

- Local DigiKommunes
- Experimentation, error, planning
- Space where hard and soft skills can be implemented

Stage 4

- Digital art spaces
- Exposure to audiences
- Finding a sustainable, digital business model
- Successful continuation of the business

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