



CYANOTYPES

WE ARE CYANOTYPES

STRATEGIC SKILLS FOR CREATIVE FUTURES

We are all works in progress, blueprints that are continuously being revised and updated. Constantly experimenting and learning, and nowhere more so than in the cultural and creative ecosystems that surround all of us.

About Us

CYANOTYPES is a unique pan-European project driven to imagine new competence ecosystems for the creative sector, which support artists and other creatives as agents of change. Inspired by the iron-based photographic process that gave the name to the original “blueprint” we know today, CYANOTYPES embodies this key moment of innovation,

seeing in this very practise an exemplary episode of arts-and-technology experimentation that inspires creators to this day.

Through this project, we question how our sector identifies necessary skillsets, how can we co-create curricula, the futures of human-machine relations in creative work, and how can we organise learning processes for a diversity of learners and contexts.

Community **OF CHANGE**

CYANOTYPES brings together a wide variety of organisations, stakeholders, and European networks to address needs and skills gaps in the Cultural & Creative Sector Industries (CCSI). Using innovative multidisciplinary approaches, CYANOTYPES enhances the sector's potential for innovation and competitiveness, tackling challenges presented by the triple transition (social, digital, and green).

CYANOTYPES strategically adopts a triple loop learning framework, combining the adoption of existing skillsets, the co-creative development of new skillsets, and a flexible framework for future skillsets. This framework supports changes in how we “learn how to learn”.

Through specific and transversal skillsets, CYANOTYPES provides context-specific entry points and responds to disruptive elements with upskilling and reskilling processes for different stakeholder groups, leading to change and innovation in CCSI education and training.

A person's legs and feet in white sneakers are visible at the bottom of the page, standing on a concrete ledge. Behind them is a large, crumpled white plastic bag that fills much of the background. The overall color palette is light blue and white.

CYANOTYPES

Train the trainer **FRAMEWORK**

The CYANOTYPES Train-the-Trainer Framework is tailored for creative businesses, trainers, educators, networks, and sectors to assess their skills readiness, supporting existing and future education programmes.

It aims to help learners develop knowledge, skills, responsibilities, and attitudes that promote transversal thinking, planning, and action with empathy, responsibility, and care for our planet and public health.

The Creative Agency Model within the Framework helps identify and imagine your level of skills-readiness. Recognising the strategic importance of upskilling and reskilling, the Framework supports in identifying new opportunities and paths to growth.

OUR AIM

We aim to support the co-creation and delivery of a training programme with concrete trans-national skills modules covering diverse qualifications involving VET levels (EQF levels 3 to 5) and tertiary levels (EQF levels 6 to 8), providing inputs for workplace training and microlearning for existing and new occupational profiles.

CREATIVE PACT FOR SKILLS

CYANOTYPES is a member of the [Creative Pact for Skills](#), a shared engagement and approach to skills development. CYANOTYPES supports the Creative Pact for Skills' mission to encourage collaborative upskilling and reskilling efforts among public and private stakeholders.

Show your dedication to CCSI skills advancement - [sign the Creative Pact for Skills Manifesto](#)

TIMELINE

YEAR 2

Research into urgent skills needs for the triple transition and future skills needs of the CCSI ecosystem. Curriculum development teams co-create initial curricula. Second Creative Skills Week in Amsterdam. Launch of CYANOTYPES Framework and Playbook.

YEAR 4

Conclusion of open pilots. Finalisation of Train-the-Trainer Framework.

YEAR 1

Project launches. The initial project phase involved identifying skills gaps, researching urgent and future CCSI skills needs and developing CCSI Skills Strategy in line with EU Skills Agenda and Creative Pact for Skills. First Creative Skills Week event in Vienna.

YEAR 3

Pre-pilots validate the approach and Train-the-Trainer Framework. Piloting phase for the CYANOTYPES Framework with sectoral and cross-sectoral pilots across Europe. Third Creative Skills Week in Prague. Insights from the first pilot phase. Open call for piloting the Framework.

➤ *Project ends in Autumn 2026.*



JOIN *us*

Developing regenerative learning systems for creative futures

Join now by [subscribing to our mailing list](#)

Contact us at info@cyanotypes.website

Visit our website: www.cyanotypes.website



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