

# CYANOTYPES

## **We Are All Cyanotypes: A New Way to Think About Creativity and Skills**



Let's start with the name. A cyanotype is an old way of making images using sunlight—blueprints are a good example. The CYANOTYPES project takes that idea and turns it into something more. It's not about looking back with nostalgia, but about using the past to think about the future, especially when it comes to how people in the creative world learn and work. CYANOTYPES is an ERASMUS+ funded project that's helping people in cultural and creative jobs understand and build their skills. But it's not just about ticking boxes or getting certificates. It's about asking bigger questions: What kind of work matters? What kind of world do we want to help create?

## Why CYANOTYPES Matters

People working in culture and creativity have faced a lot of challenges—pandemics, climate change, digital overload. CYANOTYPES helps by offering a new way to think about learning. Instead of giving a simple list of skills, it offers a flexible guide made of five groups called "agencies": Collective, Public, Data-Driven, Value-Creating, and Regenerative. Each group has five key areas of learning, or "competences."

These competences are things like being confident in your creativity, thinking ahead about the future, or using digital tools responsibly. They're not just about being good at something, but about being able to learn and adapt.

## Learning to Learn Differently

A big idea behind CYANOTYPES is something called "triple loop learning." It sounds complex, but here's the idea: First loop: You improve what you do. Second loop: You question how you do it. Third loop: You rethink why you do it in the first place.

This third loop is powerful. It helps people see their work differently, question their assumptions, and find new ways to move forward. CYANOTYPES uses this method to help people become more thoughtful and creative learners.

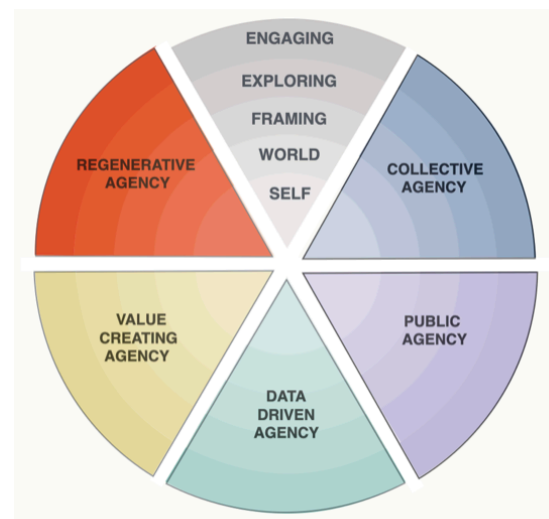
## Skills and Competition: What's the Connection?

The word "competence" comes from a Latin word that meant "fitting together" or

"striving together." Originally, it was about being able to do something well. Over time, though, it became linked to "competitiveness"—the idea of beating others. CYANOTYPES wants to return to that original meaning. It's about growing skills that fit people to their purpose, not about racing to the top. The focus is on cooperation and creativity, not on competition.

## A Flexible Framework

CYANOTYPES isn't a strict plan. It's more like a toolbox. You can use it in different ways depending on your needs. Each of the five agencies has its own approach: For example Public Agency might focus on understanding shared values. Data-Driven Agency might help people think critically about technology. Regenerative Agency encourages sustainable and ethical choices.



These are meant to guide you, not limit you. The idea is to help people find their own path and keep learning as they go.

## Testing Ideas Across Europe

To make sure the framework works in real life, CYANOTYPES has been tested through different projects in different countries. For example, some groups worked on sustainable fashion, others on game design. Each group adapted the ideas to their own setting.

This kind of testing, or "piloting," is important. It shows that the framework can work in many different ways. It also gives people a chance to share ideas and learn from each other.

## Building a Creative Community

At its heart, CYANOTYPES is about people. It brings together teachers, artists, policymakers, and students from across Europe. Instead of giving top-down instructions, it encourages open conversations and shared learning. The project's website and events help people stay connected and keep learning from one another. It's not just about what you know, but about how you grow with others.

## Preparing for the Future

CYANOTYPES doesn't try to predict the future. Instead, it helps people get ready for whatever comes. It includes competences like "Anticipatory Innovation" and "Actionable Futures," which encourage creative thinking and planning. In a world with climate change, rapid tech changes, and cultural shifts, this kind of flexible, thoughtful learning is more important than ever.

## Always Evolving

CYANOTYPES isn't finished—and that's the point. It's designed to keep changing, just like the world we live in. It invites people to keep thinking, learning, and growing.

It's about more than just skills. It's about values, choices, and futures. And it sees every learner as a cyanotype: someone shaped by their context, but also capable of printing a new design.

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[Website](#)

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## Creative Skills Week 2025

Creative Skills Week 2025 (CSW2025) is a key meeting point for the cultural and creative industries (CCIs). It offers a dedicated platform to share knowledge, shape future competences, and promote new approaches to lifelong learning, re-skilling, and up-skilling.

Taking place in Prague and online, CSW2025 brings together educators, policymakers, sector leaders, artists, students, and learners of all kinds to collaborate across boundaries, co-create new learning pathways (CYANOTYPES Framework), and build skills for a resilient, future-ready sector.

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**Join us from 22 – 26 September 2025 and let's create, transform, and regenerate.**

**Website:**

**<https://creativeskillsweek.eu/>**

**CREATIVE  
SKILLS  
WEEK  
2025**

**22 - 26 SEPTEMBER**  
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**CYANOTYPES**