

OPEN CALL INNOVATIONLABS #2

The Innovationlabs programme gives an impulse to the cultural and creative sector to develop useful knowledge and new working methods that will help this sector become more agile and resilient in the longer term. For instance, the development of new services and products through digitalization and hybrid practices, broadening the scope of work (including internationally), value creation or forms of approaching the public.

After a first open call that yielded a large number of proposals in September 2021, State Secretary for Culture Uslu is facilitating a follow-up Innovationlabs by making budget available in 2022 for a second time from the recovery plan for the cultural sector.

The Innovationlabs programme provides funding for experimentation and innovation through projects that contribute to the sustainable recovery of the sector. For example, work is carried out in these projects on the development (or further development) of products, services, processes, methods, organizational forms and ways of approaching the public. The projects benefit the position of makers, organizations and other professional parties from across the breadth of the cultural and creative disciplines, and the connection of the sector with the public and society. Insights and results from the projects are shared as openly as possible with the entire sector.

On behalf of the Ministry of Education, Culture and Science, the Creative Industries Fund NL and CLICKNL invite interested makers, cultural institutions and other creative parties who wish to work in partnership on innovation in the sector by means of in-depth research, activities or experimentation.

In order to be eligible for a project grant, you go through two selection rounds. Applicants who are selected in the second selection round will receive a grant to carry out the innovation project and also participate in a series of activities aimed at developing and sharing knowledge.

SELECTION PROCEDURE

The selection of applications in this open call is achieved in two rounds. For the first selection round, it is sufficient to submit a summary of an innovation project. If the proposal is selected, a writing grant allows the project plan and budget for the project to be fully developed and submitted in the second selection round.

**First selection round: closing date Wednesday, 5 October 2022
(writing grant € 10,000)**

The advisory committee issues a recommendation on the applications submitted by scoring them against the criteria for the first selection round. The committee assesses the applications and gives a recommendation based on these scores. A maximum of 50 positively assessed and highest scoring proposals will be selected. The applicants of these proposals will receive a writing grant of € 10,000 to prepare and submit a full application and project plan for the second selection round.

**Second selection round: closing date Wednesday, 1 February 2023
(project grant € 100,000 to € 300,000)**

Only applicants selected in the first selection round can submit their final application in the second round. An application includes a project plan (an elaboration of the brief proposal from the first selection round) and a budget. After the second closing date, the committee assesses the elaborated applications and issues a recommendation based on scoring the criteria for the second round. The highest-scoring proposals will be awarded a project grant, up to the grant ceiling.

The assessment of the applications within an open call takes the form of a tender: this means that a number of proposals will be prioritized over other submissions. The assessment based on the criteria leads to a ranking of the submitted proposals. This means that grants are awarded to the applicants whose positively assessed applications are placed highest on the ranking list, as long as their total does not exceed the amount available. Only projects with a positive assessment can be supported.

See 'Submitting an application', 'Assessment' and 'Conditions and grounds for refusal' or further information on the application procedure.

BUDGET

The total available budget of the Open Call Innovationlabs #2 is € 5,000,000. Of this, a maximum of € 500,000 is reserved to provide writing grants to the selected applicants for the development of a project plan (first selection round).

The expectation is that in the second selection 20-25 projects will be selected and awarded requested amounts between € 100,000 and € 300,000, until the maximum budget is reached (€4,500,000).

WHO IS THIS FOR?

This open call is intended for anyone who expects to be able to contribute to the objective of Innovationlabs: giving an impulse to resilience in the cultural and creative sector.

The open call is aimed at professional makers, institutions and other parties in the cultural and creative disciplines, but is also open to knowledge institutions, and private, public, semi-public and social organizations, whether or not from other fields.

The condition is that a partnership is formed, consisting of at least three parties, of which at least one party – maker, agency or institution – is professionally active and rooted within the Dutch cultural and creative sector. The partnership is an equal collaboration between parties that complement each other in terms of knowledge and jointly take responsibility for the implementation of the project. In the event of selection in the second round, all parties from the partnership participate in the additional activities programme (the knowledge and community programme) of Innovationlabs.

PURPOSE

You can apply for funding for research and activities aimed at innovation in the sector through this open call. Your subsidy application consists of a proposal for research into the development or further development of new products, services, processes, methods, organizational forms and ways of approaching the public that will benefit the position of professional makers and other parties from across the breadth of the cultural and creative disciplines in the Netherlands, and the sector's connection with the public and society.

A contribution from Open Call Innovationlabs #2 makes it possible to start a project with collaboration partners, for example for conceptualization, exploration, research, experimentation, development, testing, further development, implementation and upscaling in the context of this programme's objective.

Sixteen projects from the first round of Innovationlabs have already started. Visit www.innovatielabs.org/projecten for inspiration.

NB: The start date of selected projects in phase 2 is between 1 May and 1 July 2023 (after completion of the selection procedure). A project can last a maximum of 18 months. The results of the projects will be shown in a joint presentation at Dutch Design Week in October 2024.

RESULT AREAS

Selected projects should lead to new knowledge, insights and ideas for current challenges in the cultural and creative sector. These result areas focus on the practice, the public, the value of culture and digitalization & technology.

Explain in an application how the project relates to one or more of these result areas.

PRACTICE

How do you develop tools to stimulate deepening and broadening of the professional practice of makers, institutions and other creative and cultural parties? And how do you make these practices less vulnerable? The Covid-19 crisis has exposed vulnerabilities, but at the same time several innovations have taken place. These can further strengthen the development of the cultural and creative sector, especially that of individual makers (self-employed) and small organizations.

- How can you broaden your field of activity? For example, by organizing your practice in a hybrid way. Out of opportunity or necessity, new products or services are developed, new collaborations entered into, revenue models devised or other audiences sought. Practices that combine physical and digital activities generate creativity and new insights. How can the experiences of the new hybrid practices be more widely known and deployed?
- During the time that cultural institutions were forced to close their doors, the vulnerable position of makers and smaller organizations became clear. In collaborations, strengths are combined, but how can small and large parties or experienced and inexperienced parties benefit from each other in a sustainable way? What new collaborative forms of work can emerge from this trend? How do you develop and strengthen partnerships, both nationally and internationally? How can the knowledge and developments of international parties be applied in the Netherlands?
- Parties from the creative and cultural sector can play an important role in relation to other social domains. Many younger makers in particular see a more socially engaged role for themselves and want to develop their practice further to explore issues in society, for example in the areas of diversity and inclusion, democracy or sustainability. How does the cultural and creative sector strengthen its connection with social challenges? How can an interdisciplinary approach add value here?
- Besides the discovery of cross-border digital possibilities, there is also a movement that instead focuses more on the discovery of new local possibilities. Research into methods for allowing art to be meaningful at a regional or local level and making this visible could reinforce this approach.
- The introduction of the Fair Practice Code, the code of conduct for doing business and working in the art, culture and creative industry, has resulted in more attention being paid to 'fair pay', 'fair share' and 'fair chain'. How can the work position and welfare of self-employed people and employees in the sector be further strengthened?

AUDIENCE

One of the advisory committee's observations from the first Innovationlabs Open Call was that too few proposals focused on audience reach and participation. In particular, the committee mentioned that a major and very urgent task lies in reaching and involving the youngest generations, the future audience. It calls on the sector to take up this task and to not miss alignment with the needs of the new generation of young people. With experimentation and new visions of reaching and approaching target and user groups, the accessibility of culture can be improved. For instance, by taking advantage of the opportunities that digitalization and the use of existing, well-known digital platforms provide to connect with the perception of young people. But physical meeting places can also play an important role here. How can physical space take on new meanings in meeting and engaging audiences? Alternative spaces and alternative uses of the existing built environment can provide new opportunities for presentation and participation.

VALUE OF CULTURE

- More diverse funding and income streams can increase the earning power of makers or organizations. New or alternative business and revenue models offer the sector opportunities to strengthen the financial position.
- The value of the cultural and creative sector is not only measured in terms of its earning power and economic position, but can also be defined as the value it creates for the public and society. You can contribute to this, for example by working on stronger cohesion in the sector or broader anchoring in society. How do you set this value creation in motion, and how do you ensure sustainable development?

DIGITALIZATION & TECHNOLOGY

The development and application of new digital and hybrid methods and productions require new ways of dealing with ownership. The issue of ownership also raises questions about corresponding business models and the way parties in the chain relate to these.

- Digitalization and technology can be used to develop well-functioning platforms and new ways of working that serve the sector. Hybrid forms of programming and cultural experiences provide new opportunities.
- Innovative working methods from the world of technology, such as iterative working, can integrate the needs of target groups into the development process from the start. To this end, intensive mutual collaboration must be at the heart of projects. How can digital working methods innovate this process?
- To connect makers, audiences and productions, or to facilitate audiences in finding offerings, new (digital) formats are needed. Platforms, or components (building blocks) of platforms, must be deployed in a sustainable way and available to the entire cultural and creative sector.
- Knowledge, skill and reflection with regard to the public values in the digital world is of great importance. For instance, how can we work towards an alternative software ecosystem that represents the public interest and is

not for profit? How can the cultural and creative sector become more independent from the big-tech platforms?

- By thinking about the way artistic productions are stored before a production or project begins, opportunities are generated to reach new users and develop new formats. How can material be stored digitally in a sustainable way? For instance, contextualizing a live performance by linking it to existing material from an archive.
- Digitalization and technology also offer opportunities for artistic renewal, whether in creation, performance or presentation. What are innovative developments and how can they be significant for the artistic development of makers? How can technology and creativity intersect and strengthen each other?

SUBMITTING AN APPLICATION IN THE FIRST SELECTION ROUND

In this selection round, an application for a writing grant can be submitted **until Wednesday, 5 October at the latest** via the Creative Industries Fund NL's online application environment. Select the 'Open Call Innovationlabs #2 Phase 1' round.

An application consists of a fully completed application form with attachments. The application form includes questions about the subject, the research and intended results.

Attachments requested:

- 1. A concise proposal outline (max. 3 pages in words and images, PDF, A4) summarizing the innovation project and covering at least the following aspects:**
 - What is the subject, theme or topicality of the project?
 - Describe the task, and the objective of the experiment, research, activity or intended further development of the project. Name the problem or research question, if any. Substantiate and justify this, for example using results from a preliminary study or other existing knowledge or experience.
 - What creative and cultural discipline(s), sector(s) or domain(s) is the proposal aimed at?
 - Also state whether they are existing or new collaborations.
 - Describe the intended research and activities. What method, process or procedure do you have in mind?
 - How does the proposal relate to the above-mentioned result areas?
 - Explain how the project can be expected to contribute to sustainable development in the cultural and creative sector, or a discipline within it.
 - Who might this project be important to? What target groups, audiences or users is it aimed at? How are results from the project shared with them or how does it benefit them?
 - Give an indication of the expected budget for the project.

2. **A concise budget for how the writing subsidy of € 10,000 is to be spent (max. 1 page PDF, A4).**
3. **Concise CVs or bios of the project team members (max. 2 pages, PDF, A4).**
4. **Optional: relevant visual material that provides insight into the research and the activities of the collaborating parties (max. 15 pages, PDF, A4).**
5. **An extract from the register of the Dutch Chamber of Commerce (max. 1 year old) for the main applicant.**

NB: Request your login details for the online application environment in good time. Validation of a new user account can take up to one working day.

If the application does not comply with the above description, no assessment of the proposal can take place.

Tip: We strongly recommend that you submit your application before 17:00 on the day of the deadline. During office hours, we are available to provide assistance in the unlikely event that something goes wrong.

SUBMITTING AN APPLICATION IN THE SECOND SELECTION ROUND

If your application is selected in the first selection round, you will be given the opportunity to develop and submit a full project plan **until Wednesday 1 February 2023** at the latest for the second selection round. Select the ‘Open Call Innovationlabs #2 Phase 2’ round.

An application consists of a fully completed application form with attachments. The application form includes questions about the subject, the research and intended results.

Attachments requested:

1. **A project plan for the innovation project (max. 12 pages in words and images, PDF, A4) which covers at least the following aspects:**
 - What is the subject, theme or topicality of the project?
 - Define the research question or the task and describe the purpose of the experiment, research or intended further development of the project. Substantiate and justify the research, for example using results from a preliminary study or other existing knowledge or experience.
 - What creative and cultural discipline(s), sector(s) or domain(s) is the proposal aimed at?
 - Provide a description of the collaborating parties and any other partners, their position, expertise and relevance to the project. Also state whether they are existing or new collaborations. Provide insight into the intended method of collaboration.
 - Describe the intended research and activities. What method (research or otherwise), process or procedure do you have in mind? Explain your reasoning. Provide insight into the way in which the process is to be organized and supervised.

- State the intended results, knowledge and insights in relation to the above result areas and explain how the project is expected to contribute to sustainable development in the cultural and creative sector, or a discipline within it.
 - Discuss the context of the task and the project. Position the proposal, for example in relation to regional, national or international developments, or developments within other sectors or domains.
 - Who might this project be important to? What target groups, audiences or users is the proposal aimed at? How are results shared with them or how is the research or project made accessible?
 - Explain the intended knowledge sharing and communication concerning the project.
 - Reflect on how any outcomes of the project can be sustainably embedded in the organization or made applicable to the cultural and creative sector.
 - Add a planning of the activities.
2. **A project budget including a coverage plan (max. 3 pages, PDF, A4), in which the principles of the Fair Practice Code are followed. If you are subject to VAT, draw up your budget exclusive of VAT. Amounts above € 10,000 must be specified or explained. Make the difference clear between costs of collaboration partners or of parties commissioned to provide services or products. The maximum contribution to the hourly rate of the collaborating parties and/or project team members is €82,50.* Attach an explanatory note indicating any co-financing and justify the need for the subsidy. Explain, for example, how costs can be financed, not financed or partially financed by other parties. Co-financing is not compulsory, but can be seen as an advantage by the committee. The amount requested is between € 100,000 and € 300,000.**
 3. **Concise CVs of the project team members (max. 4 pages, PDF, A4).**
 4. **A collaboration agreement signed by the collaborating parties, which describes the division of roles, project management and who the project coordinator is (max. 10 pages, PDF, A4).**
 5. **Optional: relevant visual material that provides insight into the research and the activities of the collaborating parties (max. 15 pages, PDF, A4).**
 6. **An extract from the register of the Dutch Chamber of Commerce (max. 1 year old).**
 7. **A representative image of the project (to be used freely by the Fund for communication purposes, and where the necessary image rights are held by the applicant).**
 8. **Optional: a link to a video.**

** In January 2023 a 10% indexation was applied to the maximum contribution to the hourly rate.*

ASSESSMENT

For the assessment of submitted proposals, the Fund seeks advice from external advisers with relevant expertise in the cultural and creative sector, and the desired impact within the objective of the Innovationlabs. The advisers assess the proposal to gauge the extent to which it is in keeping with the purpose of this Open Call. The advisers base their judgement on the following criteria:

Criteria for the first round

- The degree of innovation in relation to the purpose of this open call.
- The quality of the brief proposal in outline form, such as the description of the task, the objective and the expected set-up.
- The quality of the partnership (possibly in the process of formation), such as the complementary expertise of the collaborating parties and the way in which they intend to work together;
- The extent to which the intended effects are expected to strengthen the Dutch cultural and creative sector.
- The coherence between the above-mentioned components.

Criteria for the second round

- The degree of innovation in relation to the purpose of this open call.
- The quality of the research plan, such as the elaboration of purpose and set-up, the planned approach, the description of research method and process, target group reach, budget and coverage plan.
- The quality of the partnership, such as the complementary expertise of the collaborating parties and the way in which they work together.
- The extent to which the intended effects are expected to strengthen the Dutch cultural and creative sector.
- The coherence between the above-mentioned components.

The criteria above contribute equally to the final score per selection round.

The scores from the first selection round do not influence the assessment in the second selection round.

The advisers use the assessment method as described in the [working method of the Fund committee](#).

If, on the basis of the average final score, applications end up in a tie in the rankings and the subsidy ceiling is reached with these applications, the tied applications will be ranked as follows:

- The tied proposals are first prioritized on the basis of the score awarded to the criterion 'the extent to which the intended effects are expected to strengthen the Dutch cultural and creative sector and contribute to the desired impact within the objective of the Innovationlabs';*
- The proposals assessed equally in this case will be prioritized on the basis of the score awarded for 'the degree of innovation in relation to the purpose of this open call'.*

RECEIPT OF APPLICATION AND ANNOUNCEMENT OF SELECTION

The applicant will be informed about the processing of the application no later than three weeks after the closing date.

After the first selection round, no later than 10 weeks after the closing date, you will receive a message from the Fund with the Board's decision, the scores given by the advisory committee and a concise selection report. This report makes known and details which projects have been selected to submit a plan in the second selection round and shares the committee's general findings on the projects not selected. The rejection of unsuccessful projects is not justified individually in the selection report.

If you have applied for the second selection round, you will be informed about the final selection no later than 10 weeks after the second closing date. You will receive the Board's decision, the scores given by the advisory committee and a selection report detailing the final selection of projects and the committee's findings on the projects not selected.

After receiving the Board's decision and the selection report, it is possible to contact the project team for a verbal explanation of the procedure and the scores on the application.

PAYMENT

In the event of selection in the first selection round, the Creative Industries Fund NL will pay an advance of 80% of the € 10,000 writing subsidy. After submitting a complete application in the second selection round, the remaining 20% is paid.

In the event of selection in the second selection round, 40% of the awarded project grant is paid as an advance at the start of the project. Another 40% will be paid at the end of 2023. The balance will be paid out following the decision to approve the subsidy at the end of the grant period, unless the decision to approve the grant specifies a lower amount. If necessary, the Board of the Fund may impose additional conditions for granting subsidy.

OPEN CALL GRANT SCHEME

This open call has its legal basis in the Creative Industries Fund NL's [Open Call Grant Scheme](#). Read this grant scheme carefully before you submit an application.

Applications are processed and assessed on the basis of this grant scheme and any subsidy is awarded on that basis. It describes the general conditions, grounds for refusal, method of publication, method of submission, assessment, awarding of a grant and subsidy obligations.

The following articles in this grant scheme do not apply to this open call:

- Article 1 (this open call is not restricted to the scope of the creative industry, but focuses on the breadth of the entire cultural and creative sector);
- Article 3, paragraph 2;
- Article 4, paragraph 1, under a, b, e and f;
- Article 13.

CONDITIONS AND GROUNDS FOR REFUSAL

Applicant

- The proposal states that at least three parties are entering into a partnership, where at least one partner, maker/self-employed person or organization is professionally active and rooted within the Dutch cultural and creative sector. The partnership is an equal collaboration between parties that complement each other in terms of knowledge and in providing new perspectives.
- One party in the partnership functions as the main applicant, and they must be registered with the Dutch Chamber of Commerce or with one of the Chambers of Commerce that fall within the Kingdom of the Netherlands.
- The core activities of the applicant demonstrably focus on the Dutch cultural and creative sector;
- The main applicant is also the project coordinator and has administrative and financial responsibility on behalf of the partnership.
- Educational and research institutions may not submit an application, but may be part of the partnership. However, no subsidy from this open call can be requested for their hours and activities.

Application/project

- The application is complete: the application form has been filled out in full and all requested attachments have been added and meet the specified limitations.
- The project duration is a maximum of 18 months. The project will start no earlier than after completion of the application procedure (May 2023) and no later than 1 July 2023. Projects run until 31 December 2024 at the latest.

Budget/subsidy amount

- The amount requested is between € 100,000 and € 300,000.
- Co-financing is not compulsory, but can be seen as an advantage by the

advisory committee. The budget is accompanied by a justification of the subsidy requirement. This explanation covers, for example, how costs cannot be financed, or only partially financed by other parties.

- The following activities and/or costs are not eligible for subsidy and may not be included in the budget (unless financed by other parties):
 - o Projects that have already been subsidized on the basis of a Creative Industries Fund NL grant scheme;
 - o Projects for which an application is already pending under another Creative Industries Fund NL grant scheme at the time of submission;
 - o Projects that involve a repeat or a reprint;
 - o Serial production;
 - o Projects that take place within the context of a study or course of education;
 - o Hours and activities within an educational and research institution;
 - o Study trips within the context of a course of study;
 - o Labour costs for employees of state, provincial and municipal institutions; acquisition of property, materials or equipment that also represent a value outside the context or after the end of the project;
 - o Standard building and restoration costs;
 - o Interior design, restoration or conversion plans;
 - o Activities that do not go beyond the regular business activities.

Codes

- The applicant endorses and adheres to the following codes:
 - o Fair Practice Code;
 - o Diversity and Inclusion Code;
 - o Culture Governance Code 2019.

If, in the opinion of the Fund, the proposal shows that the codes have not been sufficiently applied, this may result in the application being rejected.

Knowledge and community programme

- If the project is selected, all members of the partnership will participate in the various activities organized to share knowledge and experience during the course of the Innovationlabs programme until the end of 2024. This takes place, for example, during events and by means of interviews and video recordings.
- If the project is selected, the parties involved agree to publicly share research results and relevant knowledge regarding processes and methods.

REGIONAL DISTRIBUTION AND UPSCALING

If the application is approved, an assessment will be carried out to examine how a budget can be made available in the follow-up process of selected projects for upscaling and increasing the impact in the region (in a later phase of the programme). For all projects together, a maximum of € 1,000,000 is available.

INNOVATIELABS COMMUNITY PROGRAMME: KNOWLEDGE DEVELOPMENT AND SHARING

In order for the Innovationlabs programme to make an optimal contribution to the resilience and flexibility of the sector, special attention is paid to learning from and with each other. CLICKNL and the Creative Industries Fund NL are setting up an activity programme for this purpose to facilitate the sharing and exchange of knowledge.

Participation in these activities is part of the implementation of each project that is awarded subsidy. The activities take place both in groups and per project, and include identifying and analyzing the steps taken in a process, analyzing the obstacles, and adjusting working methods, objectives or strategy.

The Fund and CLICKNL have appointed coaches for the selected project teams. The coaches are the first point of contact within the community programme, offer coaching and process guidance and are active in involving the project teams in the programme. They also guide the project teams in generating and sharing results and knowledge from the projects.

To strengthen the sector across the board, results, knowledge and experience will also be disseminated publicly through various activities and channels of Innovationlabs, Creative Industries Fund NL and CLICKNL. Wherever possible, Creative Commons licences are used to enable reuse.

ACCOUNTABILITY

If you receive a subsidy from the Fund, you also enter into obligations. Read more about accountability in Articles 14 to 20 of the [Open Call Grant Scheme](#). Interim reporting on the project via the community portal is an additional part of final accountability.

Two weeks before the end date of your project, you receive an e-mail requesting you to submit your final accountability report in the online application environment. You will keep project records in such a way that the rights and obligations and income and expenditure relevant to the approval of the subsidy can be checked at all times. If requested, you provide the Fund with insight into the project records.

If the grant amounts to € 25,000 or more, you must demonstrate that the activities have taken place, based on a statement about the actual costs and revenue.

If the subsidy from the Fund amounts to € 125,000 or more, it is mandatory to accompany the project accountability with an auditor's statement as referred to in Section 393(1) of Book 2 of the Dutch Civil Code, or a corresponding provision in the law of the country in which the institution has its registered office. The performance justification is accompanied by a report on actual findings. In the statement, the auditor makes a declaration concerning the compliance of the subsidy recipient with the subsidy provisions in accordance with the audit protocols published on the [Creative Industries Fund NL website](#), making use of the models for auditor's statements included there.

WOULD YOU LIKE TO KNOW MORE?

The Innovationlabs programme for the cultural and creative sector is an initiative of the former Minister of OCW in response to the recommendation of the Council for Culture in the advice '[Onderweg naar Overmorgen](#)'. The current State Secretary wants to follow up on this, because the programme contributes to the sustainable recovery of the sector. The implementation of Innovationlabs is entrusted to the six national culture funds and CLICKNL, top consortium for knowledge and innovation in the Creative Industry. The Creative Industries Fund NL is the coordinator.

The grants from the Open Call Innovationlabs #2 will be awarded from the recovery plan for the cultural sector, which were granted to the Creative Industries Fund NL on the basis of Article 1, paragraph 1 of the Decree on specific cultural policy.

CONTACT

If you have any questions about this open call and the procedure, please contact the Innovationlabs project team. You can also send your draft proposal to the project team during the procedure of the first selection phase, up until two weeks before the closing date. The team can then respond to questions about completeness of the proposal or the formal conditions.

NB: No draft proposal can be submitted to the team for the second selection phase.

MAIL NAAR: INFO@INNOVATIELABS.ORG OF BEL 010-4361600

Q&A OPEN CALL INNOVATIONLABS #2

Online sessions will take place at the following times to allow questions to be asked about the Open Call and submitting an application. Register for one of the Q&As for the Open Call Innovationlabs #2 and submit a question via the links mentioned below.

- **20 July 2022 (15:30-17:00),**
Q&A in the context of applications for the first selection round.
Registration [link](#).
- **14 September 2022 (12:00-13:30),**
Q&A in the context of applications for the first selection round.
Registration [link](#).
- **11 January 2023,**
Q&A in the context of applications for the second selection round.



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