



Creatives and Job Opportunities Action Plan Ireland

as guided by Exploratory Panels

www.circularcreatives.eu

By
**Roscommon LEADER
Partnership**



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INTRODUCTION AND CONTEXT - What is the overall aim of the Circular Creatives project and the role of Exploratory Panels?

Circular Creatives is a unique ERASMUS+ Vocational Education and Training project that aims to increase the number of creative businesses using Circular Economic practices and equipping VET educators with the skills to teach current and emerging creative entrepreneurs about the circular economy. Significantly, this project will transform the employment potential of unemployed and underemployed aspiring creatives, allowing them to return to and enter the creative industry as more sustainably minded entrepreneurs.

The creative industry has been among the hardest hit by the COVID-19 pandemic, with restrictions on events significantly affecting business operations and revenue generation. Lockdowns and social distancing measures have led to the closure of craft fairs and markets, which are vital sales channels for many artisans. These closures have caused a significant drop in revenue for craftspeople. According to the Design and Crafts Council of Ireland, some 53pc of businesses reported a decrease in sales because of the pandemic, resulting in an estimated fall in turnover of €1.6bn. According to a study by the Crafts Council in the UK, 74% of craft businesses reported a fall in income due to COVID-19, and nearly half were uncertain about their survival without further support.

Moreover, global political instability has led to increased costs and uncertainty. Supply chains, in particular, have been disrupted due to tariffs (in the case of Brexit), and the war in Ukraine. Climate change, too, is creating new costs and uncertainties, affecting the availability and pricing of materials, and forcing creative industries to adapt to new norms and standards to mitigate their environmental impact. For example, in regions affected by severe drought or flooding, the supply of certain types of wood, plant fibres, or other natural materials may be reduced, leading to price increases. The United Nations Environment Programme (UNEP) estimated in 2018 that the creative industries could experience losses of up to \$160 billion annually by 2030 due to climate change-related issues. These could include the increased cost of raw materials, losses from extreme weather events, and the cost of transitioning to more sustainable practices.

As part of our new world of work, one of the most important pathways towards a sustainable economy is the circular economy, aimed at eliminating waste and the continual use of resources through reuse, sharing, repair, refurbishment, remanufacturing and recycling to create a closed-loop system. But many struggle on where to start.

In this complex environment, our project Circular Creatives seeks to bring transformative solutions, stabilise employment and provide opportunities for the un/under employed and ultimately to foster resilience and sustainability in the creative industry. The project aims to incorporate circular economy practices that will make a difference across the creative industry:-

- **Fostering Sustainable Entrepreneurs:** By prioritising circular economy practices, we are not just changing the way creatives work, but also cultivating a new generation of entrepreneurs who value sustainability and are conscious of their environmental footprint. These entrepreneurs will be equipped with the skills to innovate and adapt to a rapidly changing environment, helping to ensure the long-term viability of the creative industry.
- **Enhancing Employment Potential:** Many creatives are currently underemployed or unemployed due to the impact of the pandemic and challenges of increasing material costs. By providing them with training on circular economy practices and sustainable entrepreneurship, the project can help them create more resilient and competitive businesses. This could, in turn, lead to new job opportunities and avenues for growth within the industry. Furthermore, the appeal of sustainable practices can make creative professions more attractive to consumers and investors, leading to an increase in demand and revenue.
- **Educating VET Educators:** VET educators play a crucial role in shaping the skills and mindsets of future creative professionals. Equipping them with the knowledge and tools to teach about circular economy can create a ripple effect, fostering more sustainable practices across the industry.
- **Sustainability in Creative Businesses:** Circular economy practices, which involve reducing waste, increasing the lifecycle of products, and creating a loop of reuse and recycling, can help to significantly cut down costs and environmental impact. For instance, a fashion designer could use recycled materials and create designs

that are modular and can be updated instead of replaced, greatly reducing waste and material costs. Artisans could repurpose materials, while architects and interior designers can promote the use of sustainable building materials and designs. We will help these businesses to focus on more sustainable methods of doing business and growing their business with a triple line motive – planet, people, profit.

The challenges faced by the creative industry are significant, but so too are the opportunities for transformation and resilience. By embracing the principles of the circular economy, the Circular Creatives project can help to steer the industry towards a more sustainable and resilient future.

WHAT ARE CREATIVES AND JOB OPPORTUNITIES EXPLORATORY PANELS ?

Under the leadership of Roscommon LEADER Partnership, our [Partners - Circular Creatives](#) have established four regional think tanks called **Creatives and Job Opportunities Exploratory Panels** in Roscommon, Ireland; Berlin, Germany; Croatia; and Athens, Greece. Bringing together a panel of 30 creative entrepreneurs, VET educators, those working with the unemployed, creative sector networks and development agencies to share best practice approaches and cocreating solutions that are responsive to real need in the regions.

Over the course of our project each Exploratory Panel will meet several times to

- research and explore the challenges and opportunities faced by creative entrepreneurs and how adapting to a circular economy approach can transform their creative practice and businesses.
- involve creative professionals in developing innovative solutions that will future proof their employability and resilience in the face of potential crises.
- gauge the desire and ability of unemployed people to learn and upskill from creative and VET trainers in implementing circular economies in employment or self-employment.

In addition to meeting as a group, each Exploratory Panel conducted a series of interviews, surveys and discussion panels before developing an Action Plan of collective action. This publication is our Roscommon, Ireland Action Plan, and is the first action of [4 resources](#) to support Circular Creatives.

The Metrics of Creative and Job Opportunities Exploratory Panels	
4	Creative and Job Opportunities Exploratory Panels (1 in each country)
120	people (30 per country) will be involved in the panels from our key target groups
400	people will download the action plans created by the panels



CIRCULAR CREATIVES Action Plan Ireland



www.circularcreatives.eu

Created By
**Roscommon LEADR Partnership
and Momentum**

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1. Country Specific Context – Ireland and the Roscommon Region

Ireland's creative industries and craft sectors are diverse and encompass a wide range of artistic and cultural activities, including music, literature, film, theater, dance, visual arts, design, architecture, and craft-making. The country has a rich cultural heritage that has influenced these industries, and there is a strong tradition of supporting and promoting the arts. The creative industries in Ireland are a significant contributor to the country's economy.

According to a report by the Arts Council of Ireland, the creative sector employs over **40,000 people and generates more than €4.6 billion in revenue annually**. Ireland's craft sector is equally diverse and includes a range of traditional and contemporary crafts such as pottery, glassmaking, woodworking, textiles, and jewelry making. There is a strong tradition of craftsmanship in Ireland, and many craftspeople have been practicing their trade for generation.

So, what is happening in our region? Mapping initiatives, past and present

- With the support of ERASMUS+, Roscommon Leader Partnership and Momentum ran the **Creative Communities Igniting Change 2015 – 2017** project <http://creativecommunities.how/> which had a positive impact on communities in the Roscommon region, promoting creative entrepreneurship, social inclusion, and community leadership. The project helped to build new skills and capacities within communities and supported the development of new creative projects and initiatives. It also helped to raise awareness of the important role that creativity can play in social change and community development.
- **Roscommon Leader Partnership** has provided leadership to unlock the potential of the creative industries for disadvantaged groups. It secured Dormant Accounts funding for a project called Just Creative: empowering refugee women project to benefit the Syrian Female Refugee Community in Ballaghaderreen. It piloted the delivery a female refugee integration best practice model to use hand craft and cultural food as the common platform for personal development, pre-employment, training & integration support provision. This is based on a Swedish best practice model Grupp 39. Importantly, it sought to contribute to Ballaghaderreen realizing its ambition to become a Creative Town.
- **An Bealach** seeks to revitalize Ballaghaderreen via the promotion of the creative industry in County Roscommon and the larger Western Region. The promoters have recently lodged planning permission for an ambitious 2,400 square metre building project to construct two interconnected blocks, a public realm plaza and car/bus parking spaces. According to plans, Block A would be a two-storey building including the community education development and remote working spaces while Block B would contain multi-media production facilities. Initial Rural Regeneration Development Fund (RRDF) support of €1.65 million is in place.
- The **Western Development Commission (WDC)** is a regional development agency that supports economic and social development in the Western region of Ireland. The WDC has been active in promoting and supporting the creative industries and craft sectors in the region for decades and cognizes the importance of the creative industries and craft sectors in the Western region, both in terms of their cultural and economic contributions. [Creative - Western Development Commission](#).

The agency has launched a number of initiatives to support and promote these sectors, including funding programs, training and development opportunities, and business supports. Examples include the [Creative Momentum INTERREG](#) project which promoted entrepreneurship and innovation in the creative industries across six regions in Europe, including the Western region of Ireland. The project provided training and development opportunities, as well as access to funding and networking opportunities.

WDC manages a number of [funding programmes](#) to support the creative industries in the region including:

- the Creative Industries Micro-Loan Fund an 'access to finance' initiative to help creative enterprises to start or grow their businesses.
- the Western Region Audio-visual Producer's Fund (WRAP Fund) set up to help build the region's audio-visual sector.

Country Specific Context – Ireland and the Roscommon Region

- **CREW “Creative Enterprise West”** is a collaborative initiative led by Atlantic Technical University (ATU) Galway, the Western Development Commission (WDC) and Ardán (formally the Galway Film Centre). CREW supports enterprises in areas such as design, film and TV production, animation, gaming, content development and AR/VR from its base at the ATU Galway campus at Cluain Mhuire, Galway. CREW aims to develop an ecosystem and a suite of business and technical support services in the West, including Roscommon, for the digital creative sector. Of interest to Circular Creatives:-
 - It delivers a Postgraduate Certificate in Creative Entrepreneurship & Enterprise Development (CEED) at Level 9 (30 ECTS). Circular Creatives has the opportunity to hold a workshop with the participants of this project – see more
 - It is developing Ireland’s first Innovation Hub and Business Incubator focused on accelerating the development of innovative entrepreneurs in the Creative Industries including film, tv, gaming, animation, immersive, virtual production, and creative technologies.

- **Local Enterprise Office Roscommon** showed leadership in developing two editions of the Roscommon Design | Craft | Visual Art Sourcing Guide to celebrates and promotes excellence and innovation in contemporary craft, design and art in the County. The theme of the Sourcing Guide is Where the Heart Is. This is a collective call to support 35 talented makers, creators and artists living and working in Co. Roscommon.

Download the Guide [NEW LEO Roscommon Design, Craft & Visual Art Sourcing Guide - Local Enterprise Office - Roscommon](#)

LEO Roscommon encourages all enterprises to participate in Green for Micro, a FREE programme that helps small businesses take the first step towards becoming more sustainable, giving access to a green consultant to highlight small changes that can have a big impact on the company .

- The **Roscommon Culture and Creativity Strategy 2023- 2037** identifies Roscommon’s strategic approach to fostering and facilitating the creative, artistic and cultural activities in the county in partnership with individual communities, creatives, agencies and organisations. Download the Plan [Roscommon-1.pdf \(creativeireland.gov.ie\)](#)
- The **Creative Ireland Programme** is an all-of-government initiative committed to enhancing access to, engagement with, and enjoyment of Ireland’s culture and creativity is a collaborative inter-departmental and inter-agency programme which places creativity at the heart of our future as a society. The Creative Ireland Programme will prioritise its work around five aspects for the period 2023–2027:

- Creative Youth
- Creative Communities
- Creative Industries
- Creative Health and Wellbeing
- Creative Climate Action and Sustainability.

The national website is [Creative Ireland - Connecting people, creativity and wellbeing](#) while the Roscommon content is featured on [Roscommon - Creative Ireland Programme](#)



Country Specific Context – Ireland and the Roscommon Region

- Roscommon is benefitting from a social enterprise initiative dedicated to craft and the circular economy. **CycleUp, by Roscommon Women’s Network**, <https://cycleup.ie/> is a circular economy social enterprise that provides textile upcycling training and creates unique, upcycled items using pre-loved and unwanted textiles. Their main objective is to empower individuals through upcycling education and skills development while addressing the issue of textile waste. Through its work and its community development approach, CycleUp supports the hardest to reach women and families to engage and participate.

The issue of textile waste was initially highlighted by volunteers at the Roscommon Women’s Network (RWN) Charity Shop in 2018. They became concerned about the fate of unsold clothing and took action when they discovered alarming statistics, such as the potential avoidance of over 100,000 tonnes of carbon emissions if only 15% of discarded textiles were diverted from landfills. This motivated them to address this environmental problem and find sustainable solutions. Following a fact-finding visit by the RWN volunteers to the Rediscovery Centre National Centre for the Circular Economy, the RWN Textile Upcycling Pilot Project was rolled out in 2019 which was co-funded by the Local Agenda21 LAPN and Dept. Communications, Climate Action and Environment as well as clothing brand Patagonia with support from Galway Roscommon Education and Training Board (GRETB), The Roscommon Environmental Network and the Rediscovery Centre.

Following on from the success of the pilot project and evaluation by St. Angela’s College Sligo, RWN secured funding from the Environmental Protection Agency (EPA) under the Green Enterprise initiative for the WECAN project for 2021. This funded a project manager for a 12-month period to develop and grow the CycleUp Environmental and Training Social Enterprise, promote and market upcycled products to increase sales, expand the training reach throughout the region and beyond and spread the message of the circular economy through networking and outreach workshops.

To bridge the gap in upcycling skills, they took action by assisting some of CycleUp Team in becoming qualified tutors. In May 2021, 6 participants successfully completed the Training Delivery and Evaluation QQI Level 6 program. These women, who come from diverse backgrounds and include lone parents and caregivers, are now engaged with the project as tutors for Upcycling Textiles Training Courses and Workshops. This initiative not only addresses the skills gap but also provides employment opportunities for these individuals.

Today, CycleUp employs 3 part time staff and 5 Community Employment workers supported by a team of 14 volunteers and we have supported some of our trainees to progress into self-employment.

To date 74 people have completed training and they have reused and upcycled over 8000kg of textiles resulting in a carbon saving of 65 tonnes.



We now present the journey of the Creatives and Job Opportunities Exploratory Panels in Roscommon, Ireland as it evolved, with involvement of 122 stakeholders over a series of meetings, workshops and interactions in preparation for this Action Plan.

2. Exploratory Panels get to Work

The mapping of initiatives, past and presented, as presented in Section 1, provided Roscommon LEADER Partnership with a very clear overview of the key stakeholders that needed to be involved to ensure a successful outcome for the Creative and Job Opportunities Exploratory Panel in Roscommon. In convening the Panel meetings, RLP prepared a comprehensive listing of creative entrepreneurs, VET educators, those working with the unemployed, creative sector networks and development agencies, who were invited to join the project to share best practice approaches and cocreating solutions that are responsive to real need in the Roscommon region.

We now present the meetings and workshops that provided the impetus behind the development of our Action Plan.

2.1 INAUGURAL MEETING/PANEL MEETING – APRIL 2022

This online meeting was held on 28 April 2022 with 26 people in attendance representing

- Roscommon Leader Partnership
- Roscommon County Council Creative Ireland
- Circular sector - Women's Network – Cycle Up initiative, Rummage, Men's Shed repair shop
- Creative sector - An Bealach creative hub, creative musician, fashion designer

During Panel meeting 1, the background, objectives, the vision of the Circular Creatives project and bigger picture were shared. Three keynote contributors set the scene of their personal experience to upskill attendees on what circular creatives is all about.

- Michael Frain, Board Member, An Bealach, shared the importance of Creative Entrepreneurship in our region.
- Catia Da Nova from Rummage shared business and impacts from the pandemic,
- Martina Hourigan from Roscommon Womens Network profiled Cycle Up

A survey was circulated to the attendees to establish a baseline of knowledge. The results showed how some of the individuals attending were unsure about what circular economy was, while some individuals were carrying out best practices within their business/home life.



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2.2 PANEL MEETING 2– OCTOBER 2022

This in-person meeting was held on 14th October 2022 in Kilbride Community Centre, Roscommon with 67 people in attendance representing

- Roscommon Leader Partnership
- Roscommon County Council Creative Ireland
- Circular sector - Rummage, Circular Fashion Ireland
- Creative sector – An Bealach creative hub, Roscommon Town Team, fashion designer, jewellery maker, creative musician, creative videographers
- Local media – Shannonside FM and Roscommon Herald

The focus of Panel meeting 2, was to delve deeper into the collective panel understanding of circular creatives. The meeting included a workshop with Circular Economy expert Carrie-Ann Moran from Circular Fashion Ireland. Carrie-Ann is an award-winning Irish social entrepreneur, recognised nationally as a leading voice on circular fashion. For over 15 years, Carrie Ann has pushed sustainable fashion across the private and third sectors in Ireland, serving as sustainability manager for multiple small brands, Head of Fashion and Textiles for Rediscovery Centre Ireland and now owner and lead consultant at Circular Fashion Ireland. She has served on the National Advisory Committee of the Irish Government for the implementation of the Waste Action Plan for a Circular Economy and as a judge on the European Commission’s Social Innovation Competition “Reimagine Fashion”.

Carrie-Ann captivated the audience with her sustainability presentation. Carrie went into great length on how the circular economy works inside businesses and how to think about it and implement it in your own. The panel discussed different aspects of circular creatives including questions:

- Have they undertaken circular creative practices and if so to describe?
- Do they know of any other creative business using circular practices?

Carrie led an interactive survey to build a greater understanding of the needs and opportunities for circular creatives in Roscommon. In summary, the clear finding was the lack of training is preventing individuals from carrying out circular economy practices. Ideas were sought for workshop ideas for the next (3rd) panel meeting.



2.3 PANEL MEETING 3– February 2023

To broaden our Panel’s reach beyond the craft sector, the third meeting was hosted by Panel member Crew Digital in their premises in Green Room, Creative Arts Campus, Co. Galway on 24th February 2023 with 29 people in attendance including film, tv, gaming, animation, immersive, virtual production, and creative technologies. Panel 3 began with a quick explanation of the circular economy's fundamental principles and key goals as they relate to this digital creative industry sub sector.

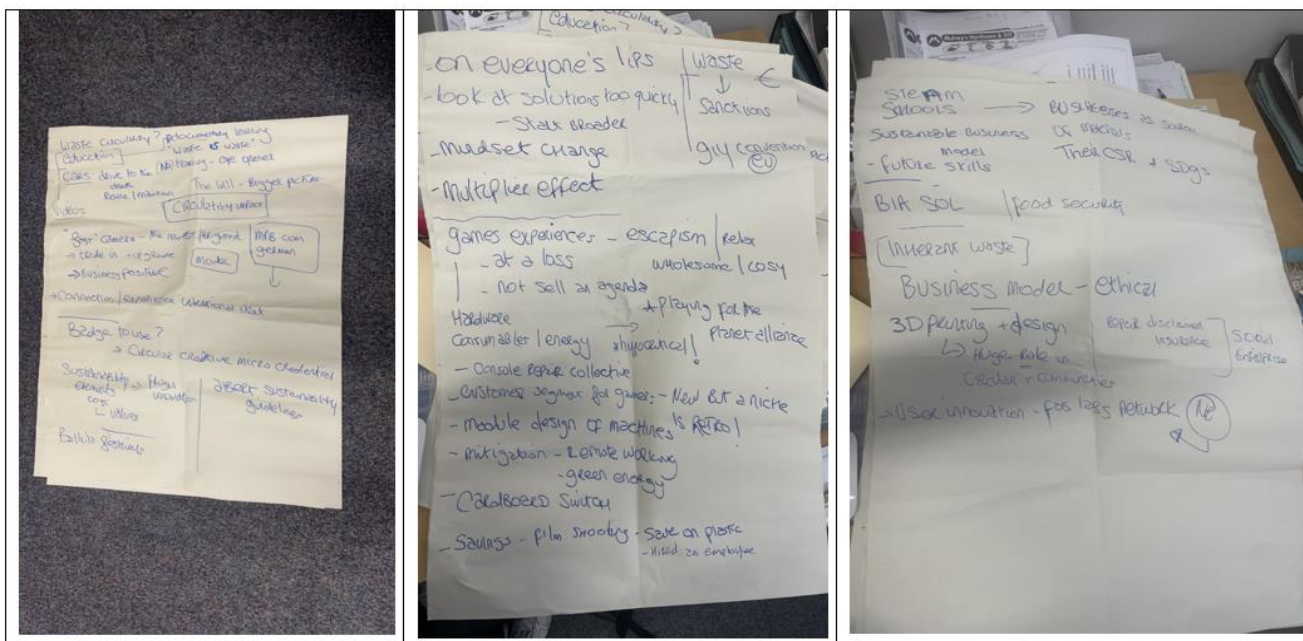
The CREW attendees are in the process of exploring establishing/growing their creative businesses and saw this panel as a way to understand and incorporate circular economy's advantages and disadvantages in terms of securing their future employment/enterprise development. The panel was facilitated by Sharon Johnson of RLP who started the workshop style meeting with a deep briefing on the ERASMUS+ Circular Creatives projects, its deliverables and how it will

Then, Ainslie Peters, CREW’s Programme and Community Manager and Circular Creatives contributor put a spotlight on the Circular Creatives training program, and CREW's opportunity to pilot test same. Momentum's Orla Casey led a session on Identifying the Challenges and Opportunities for Circular Approaches for Creatives in the Digital Economy, to feed into our Action Planning. This interactive workshop brought interesting ideas to the fore.

- Documentary maker sees an opportunity to build on their work with schools and create more materials on Waste Circulatory education and learning
- Those working with video acknowledged the sector focus on “fast” cameras and equipment- the newest/brightest models but one participant shared a trade in and upgrade website MPB.COM to encourage more circular economy. The discussion on hardware evolved and explored:-
 - Consumable energy
 - Console repair collective
 - Module design of machines
 - Mitigation-remote working
- Participants would like a Circular Creatives Badge to use to share , e.g. a circular creative micro credential that they can use in their marketing. This is an Action we can look to implement under Circular Creatives.
- Sustainable filmmaking, known as green filming, is the concept of producing films in the most resource-efficient way possible. Reducing and offsetting carbon emissions is the key focus here, and so the main factors contributing to CO₂ emissions have to be identified and optimised. See more on [Sustainability in the film industry | Sustainable Arts | Nachhaltigkeit im Kulturschaffen](#)
- Gaming industry. The work of Playing for Planet Alliance is very interesting. [Home - Playing for the Planet \(playing4theplanet.org\)](#) . The Playing for the Planet Alliance was launched in 2019 by the UN during the Climate Action Summit. The initiative is facilitated by UNEP with the support of GRID-Arendal and Playmob. In joining the Alliance, members have made commitments ranging from integrating green activations in games, to reducing their emissions and supporting the global environmental agenda. It’s resources centre is very useful [Resources - Playing for the Planet \(playing4theplanet.org\)](#)
- Customer segment for retro/more sustainable gamer-new but a niche? Encourage/incentivize the gamer to use green energy etc.
- Orla highlighted sustainability can make better business sense e.g. elements cost/values- frugal innovation
- A festival organiser highlighted their work in Ballina to become Ireland’s Greenest Town is an initiative to make Ballina Ireland’s greenest town by 2025. Orla referred her to www.futurefestivaltools.eu a fantastic set of free resources developed by Europe’s top festival organisers and sustainability experts in which Momentum is a partner.



- A film making participant shared the BBC Albert-sustainability guidelines as a really interesting model to review for best practice. It includes a Bafta albert carbon footprint calculator, carbon action plan, offsetting, certification and useful links [Sustainable production requirements: albert certification - Production and Delivery \(bbc.co.uk\)](#)
- 3D printing + design – huge role in circular communities e.g. the contribution 3D printing can make to a circular economy as 3D printed parts can extend the life of other products. Repairs, spare and replacement parts, and custom modifications are all possible with a 3D printer.
- User Innovation was highlighted as a leaner/less wasteful form of product development. It is the process of developing new products, services, or processes by the end users themselves, rather than by manufacturers or suppliers. User innovators are often motivated by their own needs, preferences, or problems that are not met by the existing market offerings. [What are the benefits and challenges of user innovation for your business model? \(linkedin.com\)](#)



The Panel meeting was captured by RLP in the following video. To view, click play icon.

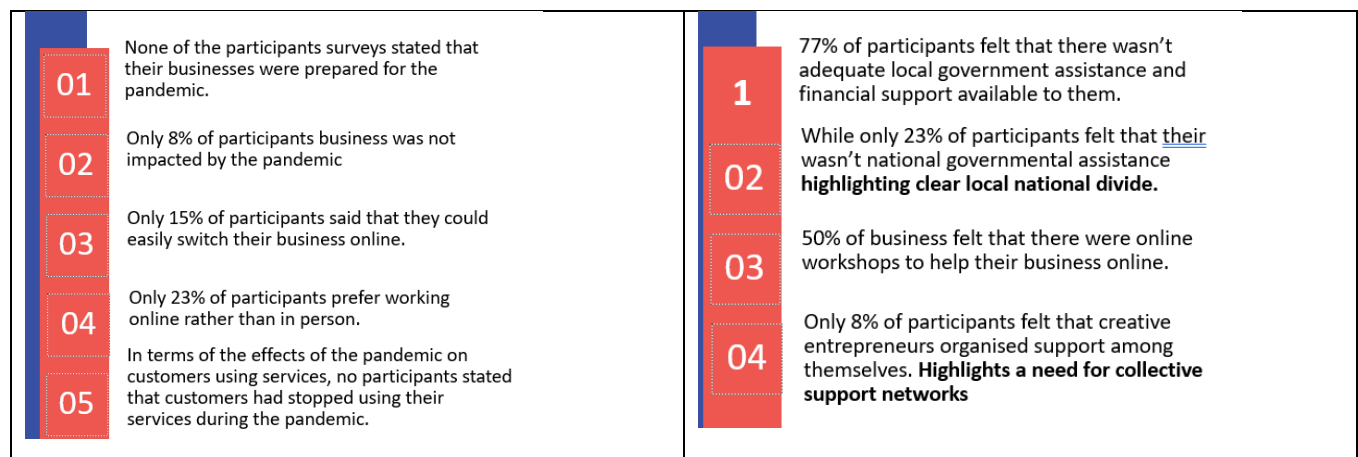


3. Research Findings

3.1 Research findings from Creative Entrepreneurs Survey 1, developed as part of Panel Meeting 1. It was completed by 13 participants working in the following fields:

- Art and photography
- Music Recording, Production, Events
- Image and Retail Consultancy
- Regenerative culture change
- Social media influencers
- Vintage and upcycled furniture.
- Upcycling textiles making and training
- Ceramics producers
- Community Education Services to capture the views of unemployed people via Social Inclusion trainees

The survey initially sought to understand the **Impact of the Pandemic on Creative Entrepreneurs**. Our respondents shared that:-



The survey then brought circular approaches to the fore, with responses showing the stark need for projects such as Circular Creative.

- 69% of participants stated that sustainability was an important factor for them in their work.
- However only 38% of participants try to live in zero waste, which seems to contradict above statement and perhaps showcases a lack of education surrounding the term 'Zero waste.'
- This reality is highlighted by the fact that only 46% of participants stated that they were familiar with the circular economy and incorporated into their daily work.
- This may be an issue highlighted by the fact that only 46% of participants share creative resources with other businesses.
- 69% of participants stated that they would like to have access to recourses that educate the on ways to implement the circular economy into their own enterprise.
- 85% of participants wanted to find new business opportunities.
- 62% of participants would like to meet other creative entrepreneurs.

What was the impact of the pandemic on Creative Entrepreneurs in terms of the Circular economy?

Almost one third / 31% of respondents felt that circular economic/sustainable practices helped them during the pandemic. They highlighted a need for greater education on circular economic practices.

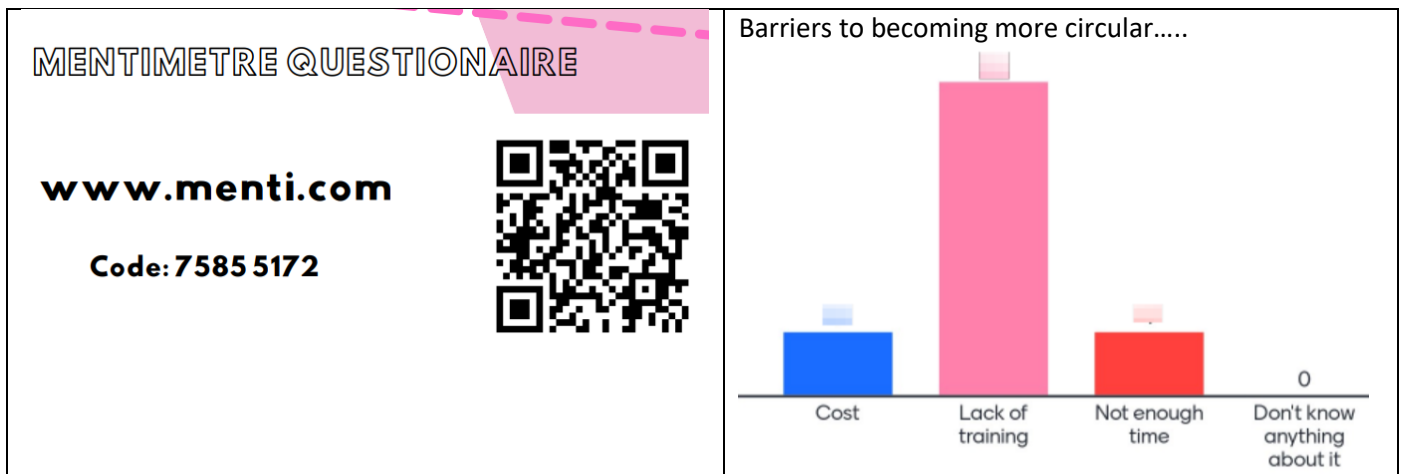
Role of Vocational Education and Training

Bear in mind, this was a small sample of 5 VET providers, but the findings are clear and validate the need for the training proposed by Circular Creatives

- Only 8% of participants felt that VET was a mechanism for ensuring a skilled workforce that can thrive and scale up in a circular economy due to a lack of specialist knowledge
- Only 8% of participants felt that their school could collaborate with industry to advance knowledge in a circular economy
- Only 15% of participants feel that their VET encourages the development of basic circular economic skills.
- Only 8% of participants had a circular economic platform in their VET
- VET respondents highlighted the need for greater support and specialised training in regard to the creation and promotion of a circular economy among businesses.

3.2 Research findings from Creative Entrepreneurs Survey 2

As part of her workshop at Panel Meeting 2, Carrie-Ann Moran conducted an interactive survey via Mentimeter. While broad in scope, it gives insight into the barriers:-

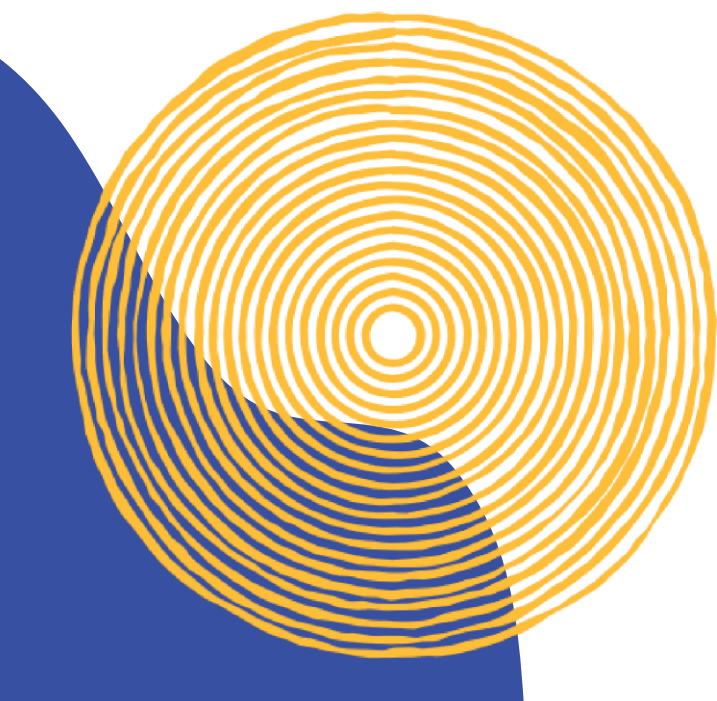


4. Committing to Action

Action Plan for Circular Creatives Ireland – what can we achieve

This section of the Action Plan presents a commitment to 9 actions, summarised in the following table:

Action	Proposed Action	Cost	Who is involved?	Anticipated Outcome	Completed by
1.	Raise the profile of Circular Creatives as it is relevant to un/under employed people and those who work with them by hosting a radio programme and podcast series highlighting opportunities.	Time only	RLP social inclusion team Ros FM	3 circular creatives that have emerged from un/under employment will feature in a dedicated programme and podcasts created based on their interviews	Sept – November 2023
2	Deliver the Circular Economy for Creative Business Training Course to digital creative entrepreneurs.	€2,500	CREW	20+ digital creative entrepreneurs will successfully complete the course	Sept – November 2023
3	Prepare a Circular Creatives Badge for circular creatives that have attained their micro credential to use in their marketing.	Time only	RLP Momentum (design) EUEI (technical guidance)	Badge will be officially launched, media campaign and promoted in	October 2023



				the creative industries communities	
4	Use the Zero – Waste Marketplace Event Planning Guide to host a ‘zero-waste’ marketplace for creatives in Roscommon to showcase their circularity and entrepreneurship. Zero – Waste Marketplace Event Planning Guide. Event will include self-run workshops	€5,000	RLP Roscommon Town Team	<ul style="list-style-type: none"> 50 creatives and event attended by 500 people <p>Circularity Workshop presented by 3 circular creatives</p>	December 2023
5	Zero – Waste Marketplace sustainability legacy shared with other Roscommon event planners e.g. arts centres	Time only	RLP Roscommon County Council	3 arts centres are inspired and upskilled to encourage circular creative practice with the artist community	Q1 2024
6	Support the work of circular creatives involved in the social economy (e.g. Cycle Up) <ul style="list-style-type: none"> Support via creating new online shop Provide opportunities for training delivery 	€2,000	RLP Momentum Cycle Up	<p>New Cycle Up website and online shop developed as exemplar project for others to replicate.</p> <p>Circularity Workshop presented and recorded as part of Zero – Waste Marketplace.</p>	Q2 2023 – Q4 2024
7	Work with the VET community to encourage uptake of Circular Economy for Creative Business Training Course for wider delivery. Presentations at Regional Skills Forum, West Regional Action Plan for Jobs, and one to one meetings.	Time only	RLP LEO Roscommon GRETB Regional Skills Forum	Greater awareness and uptake of open access to Circular Economy for Creative Business Training Course	Q2 2023 – Q4 2024

8	Host Circular Creatives Roscommon Exploratory Panel event(4 th) to focus on how to track actions and longer term sustainability planning	Time only	RLP Momentum	Clear accountability of this Action Plan Agreement on the continuation approach to the Roscommon Exploratory Panel	Q4 2023
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5. Future Sustainability

The Roscommon delivery of the Circular Creatives Action Plan is a comprehensive roadmap for sustainability and exploitation of the project going beyond 2023 into 2024+ laying out clear, costed steps to achieve this goal.

Firstly, awareness and understanding of circular economy principles and practices will be raised amongst creatives and the wider community through a series of educational and promotional activities. This includes radio programmes, podcasts, and specialized training courses for digital creative and craft/artisan entrepreneurs. The establishment of a Circular Creatives Badge will further incentivize and recognize the successful integration of circular economy practices into creative enterprises.

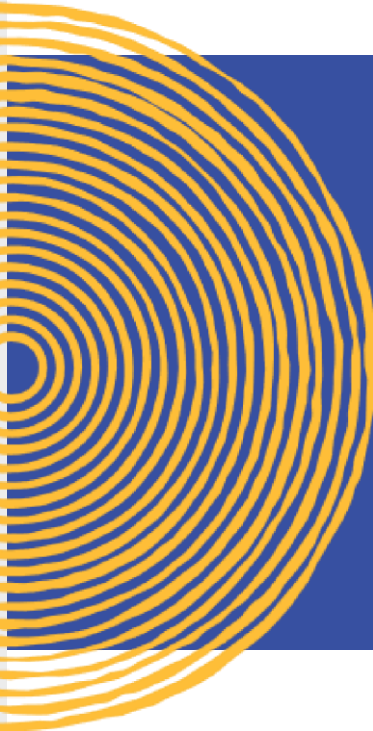
Secondly, showcasing circular economy in action will be achieved through the organization of a 'zero-waste' marketplace event, providing a platform for creatives to share their sustainable practices and products. This approach will be passed onto other event planners in Roscommon, aiming to proliferate the idea of sustainable event organization.

Thirdly, support will be provided to circular creatives involved in the social economy, such as the Cycle Up project, through the creation of an online shop and training delivery, serving as a tangible example of circular economy principles applied to a creative business.

Furthermore, the project will foster closer relationships with the VET community to encourage the uptake and delivery of the Circular Economy for Creative Business Training Course, leading to the increased capacity and spread of circular economy knowledge within the creative industry.

Finally, a fourth Exploratory Panel event will be convened by RLP on Q4 2023 inviting all 122 people that attended Panel Meetings 1-3 to focus on the tracking of our 9 actions and the panel's continuity and evolution plan into 2024 and beyond.

Overall, this future sustainability plan, with its strategically defined actions, promises to have a transformational impact on the creative industry in Roscommon. By integrating circular economy principles, it aims to create a more resilient and sustainable future for the creative industry, while also offering opportunities for upskilling and growth for the underemployed and unemployed.



As we move forward, the Circular Creatives project stands to evolve the creative industry in Roscommon (and beyond) by integrating circular economy principles, fostering resilience, and creating new, sustainable opportunities.

This project is not just about weathering the storm, but about transforming challenges into innovation, empowering our creatives to lead the way towards a sustainable future where the creative industry is not only a beacon of cultural and artistic value, but also a driving force for environmental responsibility and sustainable growth.

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