



FIRST OPEN CALL FOR PROJECTS

CORRIGENDUM

NOVEMBER 14, 2023

DISCLAIMER

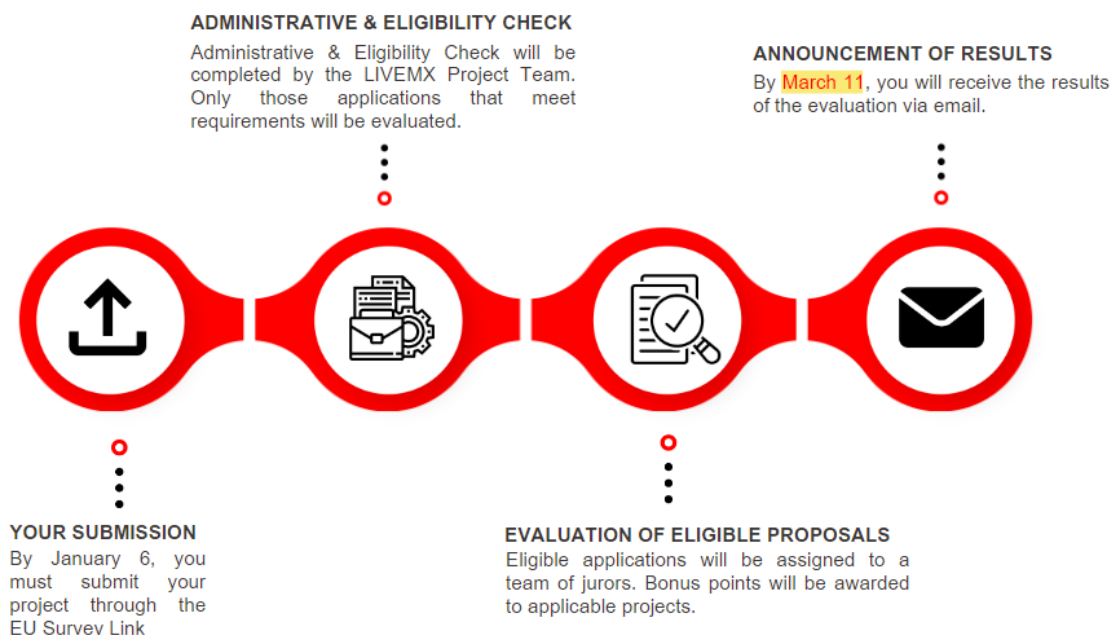
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CORRIGENDUM

In the document, modifications have been incorporated and are denoted by red text and yellow highlight, emphasizing adjustments made to delineate the revised project implementation timeframes. Originally communicated with a starting date of March 1, 2024, the selected project's start date has undergone a change and is now slated to commence on April 1, 2024. Consequently, the last possible conclusion date has been adjusted to March 31, 2024, reflecting the updated starting date.

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PHASE 1. INTRODUCING LIVEMX AND UNDERSTANDING WHETHER TO APPLY

1.1 LIVEMX INTRODUCTION

Supported by Music Moves Europe, LIVEMX aims to nurture a more diverse and sustainable music sector through dedicated funding designed to answer some specific needs of the European music ecosystem in three specific areas. This programme aims to help music organisations and professionals to develop and strengthen their skills, abilities, processes and resources to adapt and thrive in such a dynamic industry.

LIVEMX focuses on three specific topics:

- Music export
- Live music venues
- Digital circulation and engagement

1.2 UNDERSTANDING THE THREE TOPICS

1.2.1 MUSIC EXPORT

Projects funded by the LIVEMX in the area of music export should address at least one of the three challenges described below. The projects are expected to propose potential solutions to these challenges, whether through piloting new approaches, providing skills, training and know-how development, and/or creating new and publicly available information and knowledge. The outcomes should benefit the export capacity of European artists and professionals.

- **Developing music export through co-creation**
The **challenge** is to design efficient and effective approaches to cross-border co-creation and business development opportunities accessible to artists, producers and professionals from Creative Europe Participating Countries¹.
- **Promoting new music and artists abroad in innovative ways**
The **challenge** is to propose new and innovative ways around the current standard paths of promoting artists and repertoire outside their home country, to create and develop audiences abroad and transform passive listeners into active followers, ticket buyers and even superfans.
- **Developing professional networks and understanding of new markets**
The **challenge** is to provide artists and professionals, regardless of their background and country of origin (as long as it is a Creative Europe Participating Country), inclusive, accessible and relevant professional networking opportunities and insights on the target markets, that are

¹ The Creative Europe programme is open to organisations from the 27 EU Member States, as well as some non-EU countries. An updated list of non-EU countries eligible to participate in Creative Europe can be found at: https://ec.europa.eu/info/funding-tenders/opportunities/docs/2021-2027/crea/guidance/list-3rd-country-participation_crea_en.pdf

sensitive to their level of experience and skill, and nurturing local and regional, or genre-specific networks.

1.2.2 LIVE MUSIC VENUES

Projects funded by the LIVEMX in the area of **live music venues** should address at least one of the three challenges described below. The direct beneficiaries of the projects must be live music venues or live music associations, based in one of the Creative Europe Participating Countries. The projects are expected to provide strategies, methodologies and actions for live music venues to anticipate and plan the future in the field of artist's circulation, ecological solutions and audience development.

- **Develop artists' circulation in Europe**

The challenge is to stimulate European circulation of artists, careers development, and artistic diversity, and/or provide solutions for live music venues to compensate part of the financial risk when giving a stage to less known artists. This can be done through cooperation and collaborative booking strategies or by developing new structures to secure a return on investment towards grassroot stakeholders.

- **Develop ecological solutions adapted to the live music sector**

The challenge is to create incentives, disseminate tools and/or align strategies across different European countries to lower the live music venues' carbon footprint and their impact on the environment, while being socially fair and economically viable.

- **Develop new audience strategies**

The challenge is to support community building initiatives, audience development programmes, or projects that attract new audiences' segments, through peer learning or joint strategies.

To fulfil LIVEMX priorities, projects applying for the 'Live Music Venues' area should integrate at least one of the following aspects:

1. *Reinforce human resources and improve the working conditions in live music venues*

In relation to the challenges described before, projects will help music venues to invest in their own staff and/or give them access to adapted training programmes, tools and resource, possibly with the support of external consultancy.

2. *Provide peer learning and capacity building among live music venues*

In relation with the challenges described before, projects will stimulate live music venues associations, joint workshops and trainings, and/or disseminate tools or programs that can be applied to venues throughout different countries, and/or promote mentorship and professionalisation schemes where live music venues staff and crews meet, exchange knowledge and joint initiatives.

1.2.3 DIGITAL CIRCULATION & ENGAGEMENT

Projects funded by the LIVEMX programme in the area of **Digital Circulation and Engagement** are expected to propose solutions to the challenges identified above for live music venues in Europe and music export that make use of digital technology and related approaches. This might include:

- adapting, testing or implementing existing digital solutions in the music sector;

- training European music sector professionals to use digital solutions to address the outlined challenges;
- proposing formats to develop deeper understanding of the specific challenges in the music sector that can be solved through digital-technological approaches; and/or developing such solutions conceptually.

1.3 ELIGIBLE ORGANISATIONS

To be an **eligible applicant**, proposals must **be presented by a single applicant** (mono-beneficiary) that meets the following rules:

- be a public or private organisation with legal personality²;
- be established in one of the 27 EU Member States or non-EU countries, on the date of the publication of the call, part of the Creative Europe Programme;
- be established at least **one year before** the application submission date; and,
- have a demonstrable track-record of working in the sector that is relevant in the context of their proposal (live music venues, music export or digital solutions that can be applied to the music sector).

1.4 ELIGIBLE ACTIVITIES

Eligible activities are those set out above in Stage 1 – 1.2 Understanding the Three Topics.

Projects must:

- comply with EU policy interests and priorities; and,
- create European added value, to be detailed in the application:
 - Through joint or collaborative activities in the main phase of the project which ensure that the key benefits, learnings, and deliverables of the project are shared or disseminated widely across several countries;
 - Through creating project results that are transferable to other countries and future implementers, or scalable across other Creative Europe Participating Countries than the ones they are developed and tested in the project main phase.

1.5 BUDGET & STRANDS

The 1st Call for Projects is organized into three strands. The grant takes the form of a lump sum grant. Each strand is associated with a fixed grant amount.

| | Fixed Grant Amount |
|-----------------|--------------------|
| STRAND A | EUR 60 000 |
| STRAND B | EUR 40 000 |
| STRAND C | EUR 20 000 |

² Natural persons are NOT eligible (with the exception of self-employed persons, i.e., sole traders, where the company does not have legal personality separate from that of the natural person).

There are two important aspects to remember, when thinking of your project, its budget and implementation you must remember the following rules:

- **No-profit rule:** if you receive a LIVEMX grant, you cannot make a profit out of your project.
- **No double funding:** there is a strict prohibition of double funding. Your project can only receive one grant from the EU budget.

To justify the grant amount for which you are applying for, you must provide cost estimations for each budget category. Namely:

- Staff
- Subcontracting³
- Travel and accommodation related expenses
- Equipment
- Other goods, works and services

This cost estimation must be an approximation of your actual costs. They:

- Must be reasonable / non-excessive
- Must be in line with and necessary for your proposed activities.

1.6 TIMELINE

| | |
|--------------------------------|---|
| CALL OPENING | NOVEMBER 6, 2023 |
| DEADLINE FOR SUBMISSION | JANUARY 6, 2024 – 23:59 CET – BRUSSELS TIME |
| EVALUATION | JANUARY 15 – MARCH 8, 2024 |
| INFORMATION OF RESULTS | MARCH 11, 2024 |
| CONTRACT SIGNATURE | BY APRIL 1, 2024 |
| PROJECT START DATE | APRIL 1 – JUNE 1, 2024 |

PHASE 2. PREPARATION & SUBMISSION

The Application Form, which is made up of one single document, is to be completed and submitted by each applicant. In this document you must include administrative information about the applicant, the description of the proposed project/action (aligned with the evaluation criteria), formal declarations and projected budget.

Important to note when submitting your application, it must:

- be submitted by **January 6, 2024 at 23:59 CET**
- be submitted electronically – paper or emails submissions are not accepted – through the [EU Survey Link](#) (hyperlink embedded)

³ Subcontracting should normally constitute a limited part. Subcontracting going beyond 30% of the total eligible costs must be clearly justified.

- be submitted in English
- respect the number of characters, as indicated in each section of the Application form
- be submitted by an eligible applicant (review section 1.3 of this document).

Before you begin writing your submission, you can review the blank application form [here](#) (hyperlink embedded).

PHASE 3. EVALUATION & SELECTION

The evaluation and selection of the applications will go through the following steps:

STEP A: Administrative & Eligibility Check

STEP B: Evaluation of Eligible Projects

- **B.1:** Relevancy Pre-Screening
- **B.2:** In-Depth Full Application Evaluation

STEP C: Ranking and Selection

Note: Multiple proposals are not possible under this call. Thus, only one application can be submitted. If multiple applications are received, the LIVEMX Consortium will request the applicant to specify which application should be considered for evaluation. The applicant will have 24 hours to reply after the Consortium's contact. Otherwise, the last application submitted will be considered for evaluation.

STEP A: Administrative & Eligibility Check

The Administrative & Eligibility Check will be completed by the LIVEMX Project Team. Only those applications that meet all requirements outlined above in Phase 1 will pass to Step B.

STEP B: Evaluation of Eligible Applications

Eligible applications will be assigned to a team of jurors. The evaluation will be based on a two-phase approach:

B.1. Relevancy Pre-Screening

Jurors will score each proposal on a scale from 0 to 5, considering the abstract and relevancy alignment with the objectives of LIVEMX.

Proposals with a total score of 3, 4 or 5 points will proceed to step B.2 In-Depth Full Application Evaluation.

B.2. In-Depth Full Application Evaluation

Jurors will review the Full Applications. The Evaluation will be based on a 100-point score considering the following criteria and weighting:

| | |
|---|-----------------|
| RELEVANCE | Total 40 |
| Context of the project proposal and relevant background | 10 |
| General aims and approach to the selected challenge(s), including an explanation how the project is innovative, creative, new or experimental | 15 |
| European added value, including the transferability, scalability, or other dimensions that others can benefit or learn from the project results | 15 |
| QUALITY | Total 20 |
| Explanation of the specific and concrete objectives of the project and how does a successful achievement of these look like (measurable self-evaluation criteria) | 5 |
| Project design: explanation of the planned activities and the timeline | 5 |
| Project results: explanation of the outputs that the project will aim to achieve. | 5 |
| Explanation of how the project is inclusive and gender-balanced. | 5 |
| MANAGEMENT | Total 20 |
| Professional and administrative capacity of the project team as relevant to successfully implementing the project. | 5 |
| Workflow and quality assurance: description of the processes and methods the team will use to ensure reliable and high-quality implementation of the project. | 5 |
| Budget: presentation of a budget that is clearly and transparently formulated (i.e. the rationale behind the estimation of costs per budget category) and logically structured to match the activity plan; an explanation of how efficient use of funds will be achieved. | 5 |
| Diversity and inclusivity of the team managing the project | 5 |
| IMPACT | Total 20 |
| Outcomes: an explanation on how the results of the project (outputs) will achieve the general aims of the project | 10 |
| Communication and dissemination strategy and plan | 5 |
| Impact: an explanation on how the results of the project will be used beyond the end of it, whether by the applicant, or others | 5 |

STEP C: Ranking

A Ranking Meeting between the LIVEMX Project Team and Jurors will be scheduled. During this meeting, the numerical ranking will be presented which takes into account the B.2. In-Depth Full Application Evaluation PLUS the awarding of bonus points given to applicants considered as “newcomers”. These bonus points will be distributed as follows:

- **Seven (7) Extra Points:** If the applicant **has not led a European project** in the last three years
- **Five (5) Extra Points:** If the applicant has been **involved in two (2) or fewer European projects** in the last three years

PHASE 4. CONTRACT SIGNING

Selected applicants will be notified, via email, about their application results and be informed that they have now reached the Contract Signing Stage. During this stage, selected applicants will be requested the following documents, as hyperlinked below:

- Declaration of Honour – verification of non-exclusion
- Legal Entity Form – verification of legal personality
- Financial Identification Form – verification of the bank details for payment
- Financial Capacity Check (for projects with grants of EUR 40 000 and EUR 60 000) – verification of financial status and definition of the payment scheme

Please note that the documents listed above will not be submitted during the application process, they will only be requested from selected applications.

The selected applicants will be asked to sign the contract which highlights the general conditions between the selected applicant and the LIVEMX Consortium. A copy of the contract to be signed can be found [here](#) (hyperlink embedded).

PAYMENT ARRANGEMENTS:

Payments will be made in Euro to the bank account indicated by the Beneficiary. The payment schedule will be:

- FIRST PAYMENT (70%): Following the signature of the Contract
- FINAL PAYMENT (30%): Following the submission and approval of the Final Report

A different payment schedule may be proposed. This will depend on the results of the Financial Capacity Check.

PHASE 5. PROJECT IMPLEMENTATION

Projects may run for a period of 10, 11 or 12 months. **Please note that the project timeframe encompasses the entire project lifecycle, from initial planning and preparation to execution and the subsequent follow-up activities.** This must happen between **April 1, 2024**, and conclude by **March 31, 2025**. The image below illustrates all possible timeframes. If selected, at the time of contract signing, you must indicate which timeframe your project will run – taking into consideration length, start and end date.

| POSSIBLE TIMEFRAMES | 2024 | | | | | | | | | 2025 | | |
|----------------------|--|--------------------------------------|-----|-----|-----|-----|-----|-----|-----|------|-----|-----|
| | APRIL | MAY | JUN | JUL | AUG | SEP | OCT | NOV | DEC | JAN | FEB | MAR |
| OPTION 1 (12 MONTHS) | BEGINS APRIL 1 - CONCLUDES MARCH 31 | | | | | | | | | | | |
| OPTION 2 (11 MONTHS) | | BEGINS MAY 1 - CONCLUDES MARCH 31 | | | | | | | | | | |
| OPTION 3 (11 MONTHS) | BEGINS APRIL 1 - CONCLUDES FEBRUARY 29 | | | | | | | | | | | |
| OPTION 4 (10 MONTHS) | | BEGINS JUNE 1 - CONCLUDES MARCH 31 | | | | | | | | | | |
| OPTION 5 (10 MONTHS) | BEGINS APRIL 1 - CONCLUDES JANUARY 31 | | | | | | | | | | | |
| OPTION 6 (10 MONTHS) | | BEGINS MAY 1 - CONCLUDES FEBRUARY 29 | | | | | | | | | | |

Revised image above.

PROCESSING OF PERSONAL DATA

The reply to any call for projects involves the recording and processing of personal data (such as name, e-mail, and address). Such data will be processed pursuant to [Regulation \(EU\) 2016/679 of the European Parliament and of the Council of 27 April 2016](#) on the protection of natural persons with regard to the processing of personal data and the free movement of such data. Unless indicated otherwise, the questions and any personal data requested that are required to evaluate the application in accordance with the call for proposal will be processed solely for that purpose by the consortium.