

NATIONAL REPORT OF RESEARCH (PR1) of Crestart Project

Partner organisation, country: CARDET, CYPRUS

1. Presentation of the pilot location:

2. Research input:

Nr of personal interviews & FGs: 8 personal interviews and 2 focus groups: 1 with 5 people and 1 with 7 people, **totalling 20 participants**

Analyses of Activities	INTERPRETATION OF THE OUTCOMES AND ELEMENTS FOR ANALYSIS	Comments from the partner <i>We will incorporate this evaluation column into the overall summary.</i>
Presentation of the pilot location	About the pilot location: (max 1000 characters)	Demographics and population by denomination/religion
<p>City/ town where the interviews are conducted:</p> <p>Nicosia, CYPRUS</p> <p>[map]</p> <p>Area: 111 km²</p> <p>Number of inhabitants: 55.014 (within</p>	<p>Nicosia is the capital of Cyprus and the largest city of the island, though divided after the Turkish invasion back in 1974. It has about 55,014 inhabitants within the municipality and 330,000 in the wider metropolitan area.</p> <p>According to Greek mythology, Nicosia was a siren, one of the Daughters of Acheloos and Melpomene, and its name translates as "white substance". In ancient times Nicosia was known as a city-state called Ledra, while over the years it was occupied by the Franks, the Venetians, the Ottomans and the British, who left their marks on the city. After the tragic events of 1974, with the Turkish invasion of the town, Nicosia was divided in two and remains so</p>	<p>Population by nationalities on the island of Cyprus and Religions:</p> <p>Cyprus enjoys a high level of freedom of worship. While the majority of Greek-Cypriots are Greek Orthodox Christians, other denominations are represented on the island, including Armenians, Maronites and Roman Catholics. The Turkish-Cypriot community is predominantly Muslim.</p>



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<p>the municipality) & 330,00)in the wider metropolitan area)</p>	<p>until today.</p> <p>Nicosia is the island's financial capital and its main international business centre. Interestingly in 2018, Nicosia was the 32nd richest city in the world in relative purchasing power (UBS 2018).</p> <p>The city of Nicosia provides several opportunities to enjoy architecture, history and culture, long walks through narrow streets of the old city and its folklore neighbourhoods, and the lively streets of the contemporary city. Traditional cafeterias ('kafenía') and tavern-restaurant with their delicious meze food may be found everywhere, almost in every quarter, but especially in the narrow streets of the old town. Contemporary or chain cafeterias and restaurants are also there to keep their worldwide fans happy and sane.</p>	
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<p>Activities</p> <p>Describe:</p> <ul style="list-style-type: none"> - The key elements of the activities. - Which target-group they are aiming at - How long does the activity exist? - The ratio of professionals to volunteers - What kind of environment they work in (social/cultural) 	<p><i>Try to find the general picture:</i></p> <ul style="list-style-type: none"> - <i>Relevance of the activities to the objectives of the Crestart project</i> - <i>Extent to which the activities are suitable of realizing synergies between old and new formats</i> - <i>Extent to which the activities are innovative</i> - <i>Extent to which the activities are based on cultural traditions</i> - <i>Extent to which the activities are complementary to pre-covid initiatives and activities.</i> - <i>Do the activities address a specific target-group?</i> 	<p>Activities aimed at the organisations' members/ followers and wider public, but particularly school year children (ages 6-12 and 13-15), families and teachers.</p> <p>The organisations tried to transfer their existing activities online/ digitally (tours, storytelling performances, etc.). There was no actual evidence of new initiatives; We just detected a change of delivery of the existing activities, we may say.</p> <p>The digital aspect, though costed much for the organizations who went for this decision, helped organisations to achieve accessibility and expand their network and membership. With civil society not having any outdoors options at all, for some time, organisations that provided in-doors possibilities, and especially meaningful, interactive, educating and enjoyable digital activities, managed to see themselves maintaining their</p>
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<p>Organisation of activities</p> <ul style="list-style-type: none"> - <i>How did the activities develop during Covid?</i> - <i>Who were the most active players, organizations or active citizens.</i> - <i>Were ideas of participants used?</i> - <i>Which role did digital media play?</i> 	<ul style="list-style-type: none"> - <i>Extent to which the activities involve existing organizations.</i> - <i>Extent to which the activities are co-created with the communities.</i> - <i>Extent to which the activities involved ideas from the participants</i> - <i>Extent to which the activities involved digital media</i> - <i>Name some success factors</i> - <i>Were the activities organized top-down or bottom-up?</i> - <i>Did the activities involve new actors?</i> - <i>Were the activities organized in a spontaneous way or were they planned?</i> 	<p>Covid, which involved a hard lockdown, kept several organisations' activities in pause or in silence. With the lockdown lasting longer than expected several existing activities were canceled and others were transferred at a later point. A little after the initial stage of the lockdown, a small number of activities started being developed and offered digitally (museum's digital walk-through/ tours and exhibitions, storytelling via Facebook, webinars, online lectures, online classes, online competitions, etc. The activities were developed digitally, either via the organisation's (of any source/ type) website or FB. Initially most organisations organized activities based on own funding and own capabilities and resources. Many responsibilities were placed on the owners', staff members' and volunteers' shoulders of these places. The fact that most of them were not ever trained on the digital aspect was a huge problem (and emerging need).</p> <p>With the need for training on digitalisation and online education, some organisations proceeded to upskilling through funds. Some others, however, proceeded to sub-contracts with specialists, to move on digitally properly, though at a high cost. Governmental support came much later</p>





		<p>for only some of the culture-based organisations/ institutions (mainly the public ones); many are in the wait for funding and support until the moment this report is written.</p> <p>Though initially civil society was ‘frozen’ and was not actively participating or supporting these organisations and these attempts, it did not take long for support to start being given and for a high number of participants going digital and supporting the digital aspect fully.</p> <p>Ideas from participants were not exactly taken into account and not even asked; however popular activities prior covid were promoted, with the digital aspects being added to (e.g. digital storytelling and digital tours in museums, digital concerts, etc.). This was mainly a decision/ idea coming from the board or the staff members of these organisations and not the participants or civil society...</p> <p>It goes without saying that the digital aspect governed the covid-lockdown era attempts and activities. Organisations that achieved the digital aspect maintained their existence, even later than never; but, organisations that struggled with that (i.e. the digital/ digitalization) risked their existence, and a number of them have either not managed to recover to the moment or ceased/ closed (e.g. museums, cafeterias, restaurants, etc.). So the digital/ digitalisation opened doors to some, but closed doors to others.</p>
<p>Handling Crisis Situations.</p> <p>- The influence of COVID on the activities.</p>	<p>- Will the activities have a substantial positive impact on the organizations that were involved and on their staff?</p> <p>- Will the activities have a substantial</p>	<p>A number of existing activities – though at a later stage of lockdown – managed to ensure their existence, though digitally. And though expensive, the digital aspect came to be the saviour of such organisations, paving the way for the new digital era in culture-based institutions/ organisations and their initiatives/ activities...</p>



<ul style="list-style-type: none"> - Did new initiatives arouse because of COVID? - Are there activities that are more widely applicable in times of crisis, or war? 	<p><i>Impact on the involved participants?</i></p> <ul style="list-style-type: none"> - Will the activities remain after the COVID crise? - Will other organizations benefit from the lessons learned? 	<p>In times of war, fundraising and volunteerism for immediate needs items/ services and goods were highlighted. Fundraising for clothes, shoes, and food were the prevalent answers and a need for homes to be found as well as for first aid and doctors and medicines was also mentioned.</p>
<p>Overall comment to the partners</p>	<p>Highlight the strengths and weaknesses</p> <ul style="list-style-type: none"> - Will other organizations benefit from the lessons learned? - Do the activities have the potential to be transferred and exploited in other European countries? - Do the activities have the potential to be transferred and exploited in other international crises? - Topics where improvement is needed? - Lessons to learn and things to get better at - Best practices that can add value. 	<p>We are positive that organisations will realise the necessity and potentials of the digital/ digitalisation in their everydayness. It is actually a ‘matter of life or death’, as it was highlighted in our interviews, FGs and questionnaires.</p> <p>With the digital being a special aspect and need, organisations need to also invest on training their staff accordingly and on updating their facilities and services. <u>So upskilling and updating digitally-wise is a must for these organisations (and many more),</u> especially if they want their activities to be widely acknowledged and influential as well as sustainable and transferable in other international contexts/ crises.</p> <p>Good practices that may add value are the following: digital storytelling, interactive activities, online concerts, theatrical performances, musicals, online fundraising, etc.</p>

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