





New professions for new experiences of culture





eCult Skills looks into new professions that are the result of the use of new technologies in cultural heritage institutions





Identified professions are:

Digital Cultural Asset Manager

looks into the many digitized objects and how to valorise them

Cultural ICT Specialist/Ambassador

acts as intermediary between technology solutions and museums

Interactive Cultural Experience Developer

creates new ways to present and experience cultural heritage

Cultural Community Manager

manages on-line communities/social media

eCulture Guide/Mentor

supports visitors in museums/sites how to use interactive media





eCult Skills identifies the skills and competences needed for these professional profiles!





A team of European experts working together in the eCult Skills project will identify competences for professions in the field of e-culture to better meet the demands of this market and close the current e-Skills gap.

YOUR input will be needed to make the Profiles as market-near as possible!

contact@e-jobs-observatory.eu





The Team:

Hellenic Open University
Euproma

<u>KIBLA – Cultural and Educational</u>

<u>Organisation</u>

EMF – The Forum of e-Excellence

MPS - Maison de la Promotion Sociale

Mapa das Ideias



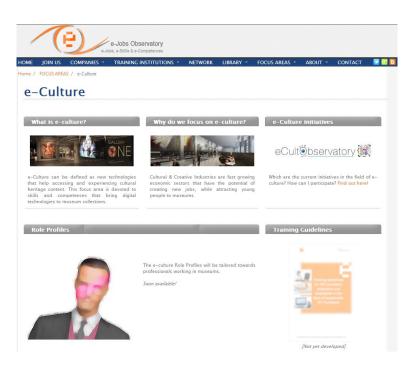


Make your business competitive at global level:

- ❖ If you are a Vocational Training Institute, align your curricula to the market needs, as identified by eCult Skills
- ❖ If you are a SME in the e-culture sector or a museum or a cultural institution, have a look at the profiles and improve the skills of your staff
- If you want to become a specialist in e-culture look at the identified skills and competences and complement your personal profile accordingly







Visit the e-culture Focus Area of the e-Jobs Observatory to find out more!

http://www.e-jobs-observatory.eu/focus_areas/e-culture

Contact us at: contact@e-jobs-observatory.eu

This project will identify synergies with the www.ecultobservatory.eu

