



Partner search form

For Creative Europe project applications

Call	<i>Support to European Cooperation Projects 2026 CREA-CULT-2026-COOP</i>
Strand or category <i>(please choose)</i>	<i>Small Scale Cooperation Projects Medium Scale Cooperation Projects</i>

Cultural operator – who are you?

Name of the organisation	Centrul Cultural Palatul Principilor / The Princes' Palace Cultural Center
Country	Romania
Organisation website	https://palatulprincipilor.ro
Contact person	<i>Paul Robert ROMAN – manager office@palatulprincipilor.ro, proiecte@palatulprincipilor.ro</i>
Organisation type	<i>public cultural institution</i>
Scale of the organization	<i>local / regional</i>
PIC number	<i>873659116</i>
OID	<i>E10426689</i>
Aims and activities of the organisation	<p>1. Museum & Heritage Management</p> <ul style="list-style-type: none"> - Management and interpretation of the Princes' Palace Museum - Conservation and valorisation of the in-situ Roman Principia (Legio XIII Gemina) - Research, documentation, and acquisition of heritage assets - Curatorial development focused on the Autonomous Principality of Transylvania and the modern history of Romania - Development of permanent and temporary exhibitions <p>2. Cultural Events & Creative Programming</p> <ul style="list-style-type: none"> - Organization of festivals, concerts, and interdisciplinary cultural events - Living-history programmes and historical reenactments - Site-specific performances in heritage spaces - International cultural cooperation and artistic mobility projects <p>3. Education & Community Engagement</p> <ul style="list-style-type: none"> - Museum education programmes for children and youth - Creative workshops and heritage-based learning activities - Community outreach and participatory cultural initiatives - Volunteer and "Friends of the Palace" networks <p>4. Tourism Information & Promotion</p> <ul style="list-style-type: none"> - Tourist information and destination promotion - Development of cultural tourism products - Digital storytelling and virtual heritage experiences - Partnerships within the Alba Iulia destination management ecosystem <p>5. Publishing & Cultural Communication</p> <ul style="list-style-type: none"> - Editorial projects (books, catalogues, educational

	publications) - Research dissemination and heritage interpretation materials -Digital communication strategies and multimedia content production
Role of the organisation in the project	LEADER
Previous EU grants received	-

Proposed Creative Europe project – to which project are you looking for partners?

Sector or field	Cultural heritage, museum innovation, and digital heritage interpretation
Description or summary of the proposed project	<p>HISTORY. Energized. Youngenized! (acronym HEY!) – Creative Europe Project – small scale cooperation</p> <p><i>The project develops an interactive method through which museum visitors can dialogue with historical figures, using a digital system based on verified historical content created in cooperation between several European museums.</i></p> <p>The aim of the project is to allow visitors not only to read history, but to interact with it directly. The project proposes the development of a digital tool that allows visitors to ask questions to historical figures and receive answers based on real historical information verified by specialists. The system is based on a knowledge base created by historians and researchers, and the pilot version will be installed in the museum spaces of the Transylvanian Princes’ Palace in Alba Iulia. The method aims to provide a new form of heritage interpretation and to engage visitors in a more interactive experience. The concept can later be adapted and used by other museums interested in digital approaches to cultural heritage interpretation.</p> <p>The project involves three institutions: the coordinating institution and two partner museums from other European countries. The roles are clearly defined: the coordinator develops the digital system and implements the pilot installation, one partner museum coordinates the historical content, and the other contributes to heritage interpretation and audience engagement. In this way, the project combines historical research, technological development and direct museum experience with the public.</p> <p>What we will develop together</p> <ul style="list-style-type: none"> - a multilingual knowledge base developed by historians and researchers - an interactive digital system through which visitors can ask questions and receive documented answers - a functional pilot installation in the Princes’ Palace in Alba Iulia - a methodology for digital heritage interpretation that can be applied in other museums

– educational programmes and public presentations aimed especially at young audiences and museum visitors

Project structure and partner roles

WP1 – Project management (coordinating institution)

The coordinator prepares the project calendar, organises working meetings, manages the financial and administrative aspects and ensures the overall coordination of the project. Partners participate in meetings, document their activities and contribute to the implementation of the project according to the agreed schedule.

WP2 – Historical research and content development (partner museum responsible for content)

This partner conducts the historical research, develops the question–answer structures and prepares the multilingual content. The content is scientifically verified and adapted to be accessible for museum audiences. The coordinator integrates the content into the digital system, while the other partner museum provides feedback regarding clarity and relevance for visitors.

WP3 – Digital development and pilot installation (coordinating institution)

Digital development takes place at the coordinating institution. The technical concept, prototype and an online version for testing are developed. Partner museums test the prototype on their own computers, provide feedback and involve small user groups in the testing process. The final installation is implemented in the Princes' Palace and tested with museum visitors.

WP4 – Education and dissemination (coordinator + museum responsible for interpretation)

The coordinator organises workshops, educational programmes and the final project event. Partner museums organise presentations for their own audiences, adapt the educational materials and promote the results of the project within their professional and museum networks. These activities aim to engage the public and facilitate the transfer of the method to other cultural institutions.

Budget

Estimated total budget: approximately 250,000 EUR
Creative Europe funding: 200,000 EUR
Total partner contribution: 50,000 EUR

	<p>The budget distribution is defined according to the responsibilities and activities of each partner within the project.</p> <p>Through this cooperation, partners contribute to the development of an innovative model for cultural heritage interpretation, obtain concrete results relevant to their institutions, work within an international collaboration and can later apply the project results in their own museums.</p>
Partners currently involved in the project	-

Partners searched – which type of partner are you looking for?

From country or region	Hungary, Austria, Poland, Germany, Serbia, Moldova, Ukraine, Norway, Iceland
Preferred field of expertise	Preferred partners are cultural institutions, festivals, residency hosts, heritage venues, tourism center and creative organisations with experience in live music programming, international artistic collaboration, heritage-based cultural activation, and public engagement.
Please get in contact no later than	10.04.2026

Projects searched – are you interested in participating in other EU projects as a partner?

Yes / no	Yes
Which kind of projects are you looking for?	<ol style="list-style-type: none"> 1. An interdisciplinary cultural project combining music (jazz), cultural heritage, artist mobility, and audience development in order to promote local wine culture and gastronomy. 2. Cultural heritage, living history, and historical reenactment – Roman history: bringing together reenactment groups from several countries and attracting large audiences in order to create an excellent setting for cultural and educational activities connected to Roman history.

Publication of partner search

This partner search can be published?*	yes
--	------------