

TUMO, a nonprofit project designed to give a quality, free and equal educational experience at the intersection of technology and creativity

Geographical distribution



Beta-i

A nonprofit project designed to give a quality, free and equal educational experience at the intersection of technology and creativity. The center's activities will support the new European innovation agenda by leveraging tech talent, and at the same time promoting culture and creativity, in youth populations across European countries and regions.

A tuition free educational program that puts teens in charge of their own learning. The learning program is based on self learning activities, workshops and project labs that revolve around 14 STEAM areas – Animation, Game Development, Filmmaking, Music, Web Development, Music, Creative Writing, Drawing, Graphic Design, 3D Modelling, Programming, Robotics, Photography, New Media. Students combine these into personal learning paths that adapt to their evolving preferences and rate of progress.



Flagships



Budget/Financing

~3M€ for space renovation and set-up per center and 1.2M€/year for operation.

Public	Private	Grant	Other
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Description

Deliverables and milestones

A synthesis of the discussions could be delivered to the Commission as a contribution to the Listings act. A follow-up event could be organized after the Commission delivers its proposal.