Campaign factsheet

Here, you can find some sample texts and statistics to use when talking about Europeana 280, and incorporate in your own communications.

What is Europeana 280?

Europeana 280 is a unique campaign involving Culture Ministries and cultural institutions across Europe to get people across Europe excited about their diverse art heritage and to demonstrate our shared European roots.

Each country was asked to nominate ten or more works held in their country that have contributed to a major European art movement. The result is more than 300 awe-inspiring paintings, drawings, photographs, posters, illustrations, sculptures and other objects which together tell a story of how Europe's art heritage has developed down the centuries.

Where can I find these works?

Everyone can discover these treasures online or in person by getting involved in the #Europeana280 campaign through social media, related apps and a series of virtual reality events and digital installations across Europe from April to November 2016.

All the works are available on Europeana Art History Collections, a curated gateway to the artistic collections of European museums, libraries and archives.

How many countries are taking part?

29 countries are taking part - all EU Member States as well as Norway.

How many cultural institutions are involved?

Working with their national Culture Ministry, 146 European cultural institutions have a work or works from their collection nominated as part the campaign.

What is the oldest work?

The oldest work is a nomination by Spain - [the cave paintings of Altamira](#) - which were begun 35 000 years ago.

What is the newest work?

The most recent work is a nomination by Wales - [Shane Williams by David Griffiths](#), created in 2012.

How many works have been made available under a license allowing for re-use?

156 of the pieces of art chosen by Europe's museums, libraries and galleries to share through Europeana 280 have been made available under open licences that allow re-use, whether that's for enjoyment, or for use in research, education or new designs, apps or services.