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PRUEBAS SELECTIVAS PARA INGRESO EN LA ESCALA DE TÉCNICOS FACULTATIVOS SUPERIORES DE ORGANISMOS AUTÓNOMOS DEL MINISTERIO DE MEDIO AMBIENTE CONVOCADAS POR RESOLUCIÓN DE 17 DE OCTUBRE DE 2016.

Culture and creativity are at the core of the European project. Culture shapes our identities, aspirations and how we relate to others and the world. It also shapes the places and landscapes where we live and the lifestyles we lead.

The rapidly changing pace of technology presents both opportunities and challenges for Europe's cultural and creative sectors. The European Union (EU) is committed to helping all those involved in these sectors — from local communities celebrating their cultural heritage to the producers of an award-winning film — to embrace the chances that come their way and overcome the obstacles they face.

The challenges are significant. Cultural diversity is an asset for the EU, but linguistic and cultural differences lead to market fragmentation. The global economic crisis makes it increasingly difficult to access finance in the creative sector. New digital technologies are having a great impact on traditional distribution methods — vast content libraries have come off the shelves and onto hard drives, but it is difficult to build sustainable business models.

A creative boost to more than just the economy Europe's cultural and creative sectors contribute to economic growth, employment, innovation and social cohesion.

The sectors represent around 4.5 % of European gross domestic product and account for some 3.8 % of the EU workforce (8.5 million people). In addition, Europe's cultural and creative sectors have proven to be more resilient than other sectors in times of economic downturn and contribute to innovation, skills development and urban regeneration, while positively impacting other sectors such as tourism and information and communication technology.

The countries of the European Union all have their own way of dealing with issues relating to culture and audiovisual policy. The work done by the EU complements this and adds a new dimension to it.

Information gathered from the EU as a whole can be used to support national policy decisions or provide examples of best practices that others can share. Dedicated cooperation mechanisms among EU Member States have been established for this purpose.

The EU is investing €1.46 billion over the 2014–20 time period in the cultural and audiovisual sectors through the Creative Europe programme, which replaces the Culture, MEDIA and MEDIA Mundus programmes. This represents a 9 % increase on previous budget levels.

The Creative Europe programme seeks to enhance our shared cultural heritage by supporting cultural cross-border projects such as cooperation actions, platforms and networks as well as literary translation projects.

Creative Europe also complements national funding to strengthen European cinema, increase the circulation of new films and make the audiovisual sector more competitive. A single market for audiovisual media and the establishment of a safer Internet programme to protect children online across the EU are just two ways in which an EU-wide approach can go further than tackling such issues at national level.

Many regions and cities see how culture and the creative sectors contribute to their economic competitiveness and create jobs.