



**To: Ms Sanet Steenkamp
Executive Director
Ministry of Education, Arts and Culture
Windhoek**

**Attention:
Namibia National Commission for UNESCO**

15.01.2025

No 9-10/44-1

Letter of request for visit

In the light of the existing good cooperation between Estonian organizations, Namibia National Commission for UNESCO, UNESCO Windhoek Office, UNAM, NUST and corresponding visits by the Estonian delegation to Namibia in Autumn 2023 and Summer 2024 as well as the visit by Namibian delegation to Estonia in Autumn 2024, I would like to express the interest of a visit to **Windhoek, Namibia** on **5.-6.03.2025**. The aim of the visit is to meet with relevant ministries and stakeholders on creative economy and digitization of cultural heritage and to participate at the creative economy hackathon co-organized by NGO Creative Estonia, University of Tartu Viljandi Culture Academy, Estonia and Namibia National Commissions for UNESCO, and UNAM.

The members of the delegation from Estonia who will travel to Namibia on various dates related to the hackathon are as follows:

- Ms Kristiina Alliksaar, Secretary General, Ministry of Culture,
- Ms Madli Kumpas, Estonian National Commission for UNESCO, Ministry of Culture,
- Ms Kersti Kilg, NGO Creative Estonia,
- Ms Tiiu Allikmäe, NGO Creative Estonia,
- Ms Ave Matsin, University of Tartu Viljandi Culture Academy,
- Mr Jorma Sarv, University of Tartu Viljandi Culture Academy,
- Mr Virgo Sillamaa, University of Tartu Viljandi Culture Academy,
- Mr Ragnar Siil, Creativity Lab,
- Mr Toomas Roolaid, Asi Selgeks Ltd.

On 6.03.2025, in addition to the opening of the hackathon on behalf of Estonia, I would like to meet with **the Ministry of Education, Arts and Culture, Ministry of Higher Education Technology and Innovation**, and relevant stakeholders. The purpose of the meetings is to exchange experiences, learn about the creative economy and digitization in Namibia, and to discuss potential areas of cooperation. More specifically, Estonia is interested in the local film and music industries, the usage of smart devices for community engagement by libraries and other cultural heritage institutions, using digital technologies to enhance the accessibility of culture, and the policy development in the field of creative economy.