

HERITAGE GAME. A gamification model for community-based heritage work

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Participating Organisations

The consortium brings together **7 Higher Education Institutions**, that comprise the KreativEU - Knowledge and Creativity European University – network, uniting their research, educational and R&D expertise in the field of **gamification and cultural heritage**. The consortium will operate in 7 countries, covering a vast part of the European Union macro-regions, and an EU neighbouring Country.



Polytechnic Institute of Tomar (IPT, Portugal)



D. A. Tsenov Academy of Economics (TAE, Bulgaria)



University of South Bohemia in České Budějovice (USB, Czechia)



University of Camerino (UNICAM, Italy)



Valahia University of Targoviste (VUT, Romania)



Trnava University (TUT, Slovakia)



ADANA ALPARSLAN TÜRKES BİLİM VE TEKNOLOJİ ÜNİVERSİTESİ

Adana Alparslan Türkeş Science and Technology University (ATU, Turkey)



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The project explores the innovative potential of gamification as a tool for community-based heritage work.



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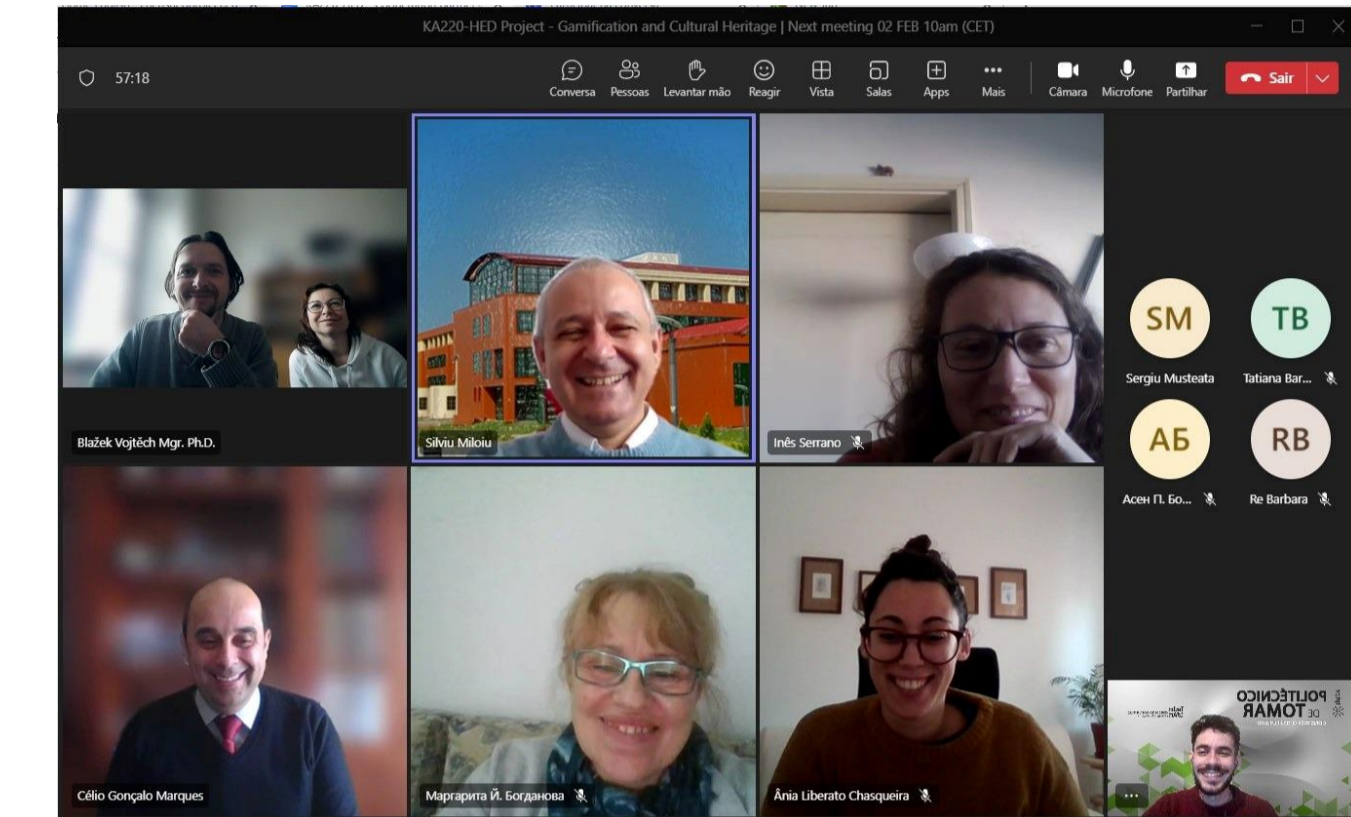


Goals

1. To foster community and civic engagement and democratic participation in the sphere of cultural heritage in low density territories;
2. To create an operable framework and provide tools regarding gamification strategies and techniques for communitybased/led heritage work;
3. To foster partnerships and mutual practice-oriented learning between local communities, academics, and university students;
4. To disseminate the benefits of gamification and community-based approaches in Heritage.

Expected outcomes

1. A summary study on best practices regarding the application of gamification in community-led/based heritage work, specifically in low-density territories;
2. A gamification manual of strategies, tools and techniques;
3. A community-oriented digital application for gamification strategies;
4. A series of dissemination events regarding gamification and community-based heritage work;
5. Community-led solutions to local heritage contexts in the participating communities of all 7 countries.



Priorities

- Fostering community and civic engagement and democratic participation in the cultural Sphere;
- Promotion of alternative forms of participation;
- Community development.