PROJECT OVERVIEW APRIL–JUNE 2026

A gamification model for community-based heritage work
Project Number: 2023-1-PT01-KA220-HED-000154261

CLICK HERE to see all partner institutes.

Engaging local stakeholders for a heritage-driven future — the Heritage Game app demonstrated to partners in Adana, Türkiye.

Heritage Game App Presented in a Special Webinar

To bring the project's work closer to its audiences, the consortium organised a special online webinar dedicated to the presentation of the mobile application developed within the Heritage Game project. It was held on 16 April 2026 at 12:30 CEST (11:30 WEST) via Zoom, so that participants from all partner countries could easily take part.

Under the theme of bridging the gap between cultural heritage and technology, participants were guided through the new mobile app and its core features. The webinar showed how the tool transforms the way communities discover, interpret and share their cultural heritage — turning historic places and their stories into engaging, game-based experiences.

The event reinforced the project's commitment to open, accessible dissemination and to keeping its growing community informed about every milestone toward the final phase. It also marked an important step in bringing the application from development into the hands of its future users.

Final Transnational Conference Announced

The consortium is pleased to announce the Final Transnational Conference of the Heritage Game Erasmus+ project, titled “Gamification as a Catalyst for Sustainable Cultural Heritage Practices”.

The programme sits at the intersection of technology, education and history, bringing together leading researchers and innovators from across Europe through presentations, workshops and networking.

Researchers, tech innovators, heritage professionals and passionate creatives are all warmly invited. Highlights will show how ancient ruins can be transformed into interactive adventures and museum visits into captivating quests. Programme and details: heritagegame.atu.edu.tr.

Engaging Local Stakeholders in Adana

As preparations for the final phase advance, the project reached out to local stakeholders in Adana. Prof. Dr. Haşim Kelebek, Vice Rector of ATU, demonstrated the Heritage Game application — developed under the Erasmus+ project — to a wide group of valued regional partners.

The consortium was honoured to host representatives from a wide range of regional institutions — from local government and disaster management to meteorology, agriculture and industry. This diversity shows how closely cultural and natural heritage is connected to many areas of everyday life in the region.

Together, participants explored how gamification can transform the way communities discover, protect and share their cultural and natural heritage. Building such local partnerships is an important step toward the long-term use of the application in the region. The consortium extends its sincere thanks to all participants for their valuable contributions.

Institutions represented

- Çukurova Municipality
- Sarıçam Municipality
- Adana AFAD (Disaster and Emergency Management)
- Regional Directorate of Meteorology
- Alata Horticultural Research Institute
- Sarıçam District Directorate of Agriculture and Forestry
- ADASO (Adana Chamber of Industry)
- Çukurova University Faculty of Agriculture

Heritage Game in the Field — Domažlice & the Czech Forest

On 27 May 2026, the Heritage Game team hit the ground running in the Domažlice region and the Czech Forest for three productive stakeholder meetings, exploring how gamification can bring cultural and natural heritage to life.

At the Union of Municipalities of Domažlice, discussions focused on unlocking the region's under-utilised tourism potential — an area where gamified experiences can help draw attention to lesser-known local sites.

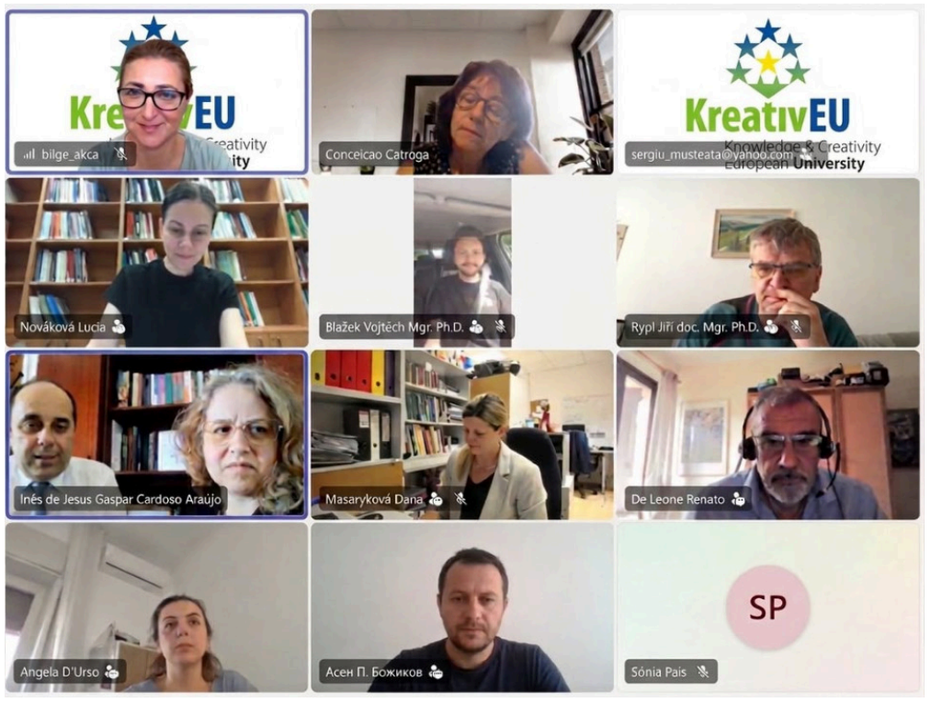
At the Nature Conservation Agency (AOPK) in Přimda, the team gathered recommendations for future collaboration, including a joint event in September — a promising way to connect the project with the protected landscape of the Czech Forest.

At Dům přírody Českého lesa (Czech Forest House of Nature), partners agreed on concrete steps for deploying the application, bringing it closer to the visitors exploring the area.

Across the board there was a strong appetite for gamification in cultural heritage and keen interest in the project's emerging international programme, MultiHeritage. The visit laid solid groundwork for continued cooperation in the region.

Key Project Team Meeting

On 3 June 2026, the Heritage Game Key Project Team came together online for a highly productive working session. The main focus was brainstorming and exchanging innovative ideas on how to continuously elevate the quality and impact of the project's outputs.



Members from the partner universities reaffirmed their commitment to delivering excellence and to pushing the boundaries of gamification in cultural heritage. The session set out fresh insights that the consortium is now putting into action as the project moves toward its final conference.

Regular meetings like this give colleagues from all seven partner countries the chance to share experience, align priorities and keep the joint work on track.

This collaborative momentum — carried across webinars, field visits, stakeholder engagement and team meetings throughout the quarter — keeps the consortium aligned on a shared vision for the successful completion of the project.

About Heritage Game

Heritage Game — “A gamification model for community-based heritage work” — is an Erasmus+ cooperation partnership in higher education that brings together seven universities from seven European countries.

The project develops a gamification model and a mobile application that help communities discover, interpret, protect and share their cultural and natural heritage, connecting universities with local institutions and the wider public.

This newsletter summarises the consortium’s main activities from April to June 2026 — from the presentation of the Heritage Game app to field visits, stakeholder meetings and preparations for the final conference.

SAVE THE DATE

Final Transnational Conference

“Gamification as a Catalyst for Sustainable Cultural Heritage Practices”

- **15–17 September 2026**
- **Adana, Türkiye**
- **Hosted by ATU**

Programme and details:
heritagegame.atu.edu.tr

STAY CONNECTED

For the latest news and updates on the Heritage Game Project, please visit our website www.heritagegame.eu and follow our social media channels. Don’t forget to subscribe to our email list to receive future newsletters.

If you have any inquiries or potential collaboration ideas, please do not hesitate to contact us. We are always glad to hear from institutions, educators and communities interested in gamification and cultural heritage.

Sincerely,

The Heritage Game Project Team

Our Project Partners — seven European universities

Polytechnic University of Tomar (IPT)
Tomar · Portugal

Adana Alparslan Türkeş Science and Technology University (ATU)
Adana · Türkiye

Università degli Studi di Camerino (UNICAM)
Camerino · Italy

University of South Bohemia (USB)
České Budějovice · Czechia

Universitatea Valahia din Târgovişte (VUT)
Târgovişte · Romania

D.A. Tsenov Academy of Economics (TAE)
Svishtov · Bulgaria

Trnavská Univerzita v Trnave (TUT)
Trnava · Slovakia

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