



HERITAGE GAME PROJECT SEMINAR

Project No.: 2023-1-PT01-KA220-HED-000154261
Organiser: Trnava University in Trnava
Dates: 28 - 29 January 2025
Venue: Trnava University in Trnava, Hornopotočná 23, Trnava

Day 1: Tuesday, 28 January 2025

(Room 1A1, Main building, Hornopotočná 23)

8:30 – Registration of participants

9:00 – Welcoming and Introduction

- Welcome speech by the rector of Trnava University
- Welcome speech by the representative of Trnava City
- Welcome speech by the Trnava region representative

9:30 – Introduction of the Heritage Game project

- IPT representative

10:00 – Plenary Lecture

- Heritage Game partner

Silviu Miloiu (15 min): Gamification as a Catalyst for the Community-Based Heritage Work in Low Density Territories: Selected Best Practices in Europe

- Guest lectures

Peter Cagala, Matej Juran, Jana Pekárková: The Mighty Belt and Other City Games in Trnava (15 min)

Lucia Duchoňová, Andrej Sabov, Matej Krnáč: Mysterio: A Game Experience at the Western Slovak Museum (15 min)

10:45 – Coffee break

11:00 – Seminar Section 1 (theoretical and strategical inputs)

DiGi YOUTH Project: Empowering the Digital Generation (15 min)

12:30 – Lunch (Ground floor, University building)

13:30 – Seminar Section 2 (best practices+experts)

Veronika Golianová: Heritage Quest AR by Impact Games (20 min)

15:00 – Conclusions

Day 2: Wednesday, 29 January 2025

(Room 1A1, Main building, Hornopotočná 23)

9:00 – Introduction to workshops

9:30 – Workshops (including coffee break)

- Heritage Game partners and Gamification experts in working groups

Adrián Kobetič: Methodologies for Historical Games

Viera Tranžíková - Alexander Prostinák: „Digital meets reality in adventures with Srandoš: A gamified tool for kids and parents to explore Trnava's region heritage“ (15 min)

12:30 – Lunch

14:00 – Departure for practical gamification initiative in Trnava city