# PROJECT OVERVIEW
## MARCH 2025

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

Co-funded by
the European Union

**CLICK HERE** to see all partner institutes.



# RECENT ACTIVITIES AND UPDATES
## (UP TO MARCH 2025)

## KEY PROJECT TEAM MEETINGS

**October 10, 2023 (Online):** 1st meeting. Focused on the roles and composition of the governance bodies.

**November 27, 2023 (Online):** 2nd meeting. Discussion of project communication approaches and the dissemination/communication plan.

**January 23, 2024 (Online):** 3rd meeting. Discussion of project visual identity and Work Package 2 implementation.

**February 7-9, 2024 (In-person, Svishtov, Bulgaria):** Hosted by D. A. Tsenov Academy of Economics. Focused on WP1 (Project Management and Dissemination) and WP2 (Best Practices). Partners discussed project objectives, timelines, reporting, and developed criteria for selecting best practices.

**March 5, 2024 (Online - Steering Committee):** Review project activities, and coordinate preparation for first-year periodic report.

**March 19, 2024 (Online):** 4th Key Project Team meeting. Review the progress about WP2 and dissemination/communication activities.

**April 9, 2024 (Online):** Project website presentation (https://www.heritagegame.eu/) and discussion of dissemination/communication.

**June 4, 2024 (Online):** Discussion of the analytical tools of WP2.

**July 9, 2024 (Online):** Review planned publications within WP2.

**September 11-13, 2024 (In-person, Targoviste, Romania):** Hosted by Valahia University of Targoviste. Review WP2 results, discussion about synthesis study and gamification in cultural heritage. Start of the discussions about WP3.

**October 25, 2024 (Online - Steering Committee):** Review project activities, and coordinate preparation for first-year periodic report.

**January 31, 2025 (In-person, Trnava, Slovakia):** Hosted by Trnavska Univerzita v Trnave. International Seminar on gamification strategies for community-based heritage work.

**March 14, 2025 (In-person, Camerino, Italy):** Hosted by Universita Degli Studi di Camerino.
Public Release of the community-oriented digital application.

## WORK PACKAGE 2 PROGRESS

Work Package 2 (Best Practices) is now completed. Key achievements include:

• Development of criteria and a survey template for selecting and analyzing best practices.

• Data collection and analysis of best practices across the partner countries.

• Preparation and publication of a synthesis study on selected best practices.

• Publication of 7 academic peer reviewed publications.

• Public presentation of the "Guide to identifying best practices for gamification in cultural heritage"

## WORK PACKAGE 3 PROGRESS

Work Package 3 (Methodology) is nearing completion.

• Development of methodological framework for the gamification model is completed.

• Community-based Gamification manual is under final review and editing before publication.

• International Seminar on gamification strategies for community-based heritage work was held in Trnava, Slovakia, on January 31, 2025.

## WORK PACKAGE 4 PROGRESS

Work Package 4 (Implementation) is actively ongoing.

• Development of a community-oriented digital application is completed.

• Public release of the app took place on March 14, 2025, in Camerino, Italy.

• Community engagement activities are being planned and initiated in each partner country, utilizing the newly developed digital application.

## WORK PACKAGE 5 PROGRESS

Work Package 5 (Dissemination) is ongoing and supporting all project activities.

• Project website is live and regularly updated: https://www.heritagegame.eu/

• Project visual identity and dissemination materials are finalized and in use.

• Communication and dissemination plan is being implemented.



# PLANNED ACTIVITIES

Looking ahead, the project will focus on the following key activities:

### WORK PACKAGE 4
## IMPLEMENTATION (HERITAGE COMMUNITY ENGAGEMENT):

• **Development of the app** (led by UNICAM): January 2025 - March 2026.

• **Community Engagement** (led by UNICAM): December 2025 - August 2026.

• **Public Release of the app** (led by UNICAM): March 14, 2026 (synchronous event in all 7 countries).

### WORK PACKAGE 5
## DISSEMINATION:

• **Organization of final project event (international conference) in Türkiye** (led by ATU): September 13-15, 2026.

• Ongoing dissemination activities through the project website, social media, and other channels.

# RESULTS

**Reawakening the Past: The Power of Gamification in Preserving Cultural Heritage!**

A study conducted in Czechia explores how gamification techniques such as augmented reality (AR), digital storytelling, and mobile applications can help revitalize abandoned villages in the Sudetenland region.

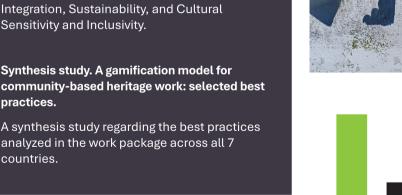**A Methodological Framework for the Development of the Conceptual Model**

The conceptual framework for the gamification manual aimed at promoting the heritage of low-density areas in Europe is built upon five foundational pillars: Educational Engagement, Community Involvement, Technological Integration, Sustainability, and Cultural Sensitivity and Inclusivity.

**Synthesis study. A gamification model for community-based heritage work: selected best practices.**

A synthesis study regarding the best practices analyzed in the work package across all 7 countries.





## STAY CONNECTED

For the latest news and updates on the Heritage Game project, please **visit our website** 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.

Sincerely,

**The Heritage Game Project Team**
https://www.heritagegame.eu/