

# PROJECT OVERVIEW

## JANUARY-MARCH 2026

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

HERITAGE GAME  
 COMMUNITY-BASED HERITAGE WORK

[CLICK HERE](#) to see all partner institutes.



6th Heritage Game in-person international meeting at Polytechnic University of Tomar, Portugal.

### **Students Contribute to App Development**

Trnava University continues to actively involve stakeholders in the development process of the upcoming application. On 8 January 2026, a productive session was held with members of the programming club from Bilingual Elementary School & Secondary School (BESST), Trnava.

The perspectives of these students, who are highly engaged in digital technologies and app development, provided valuable input for the project. Their contributions supported the refinement of the application's functionality, usability, and educational potential.

The involvement of younger users is an important step toward ensuring the application responds effectively to the needs and expectations of its target audience.

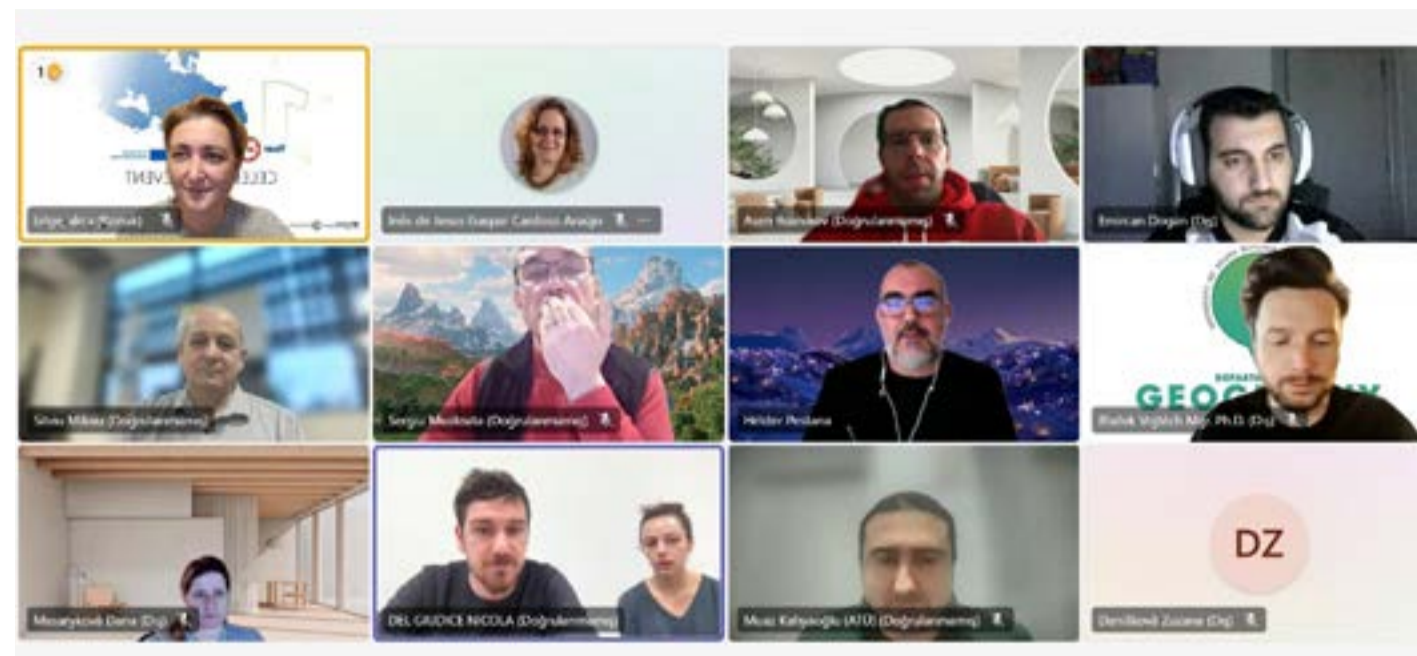
Appreciation is extended to all participating students for their valuable contributions and ideas.



## Key Technical Meeting Held for Heritage Game Application

On Friday, 23 January 2026, a technical meeting on the application was held as part of the Heritage Game project, coordinated by Polytechnic University of Tomar, Portugal.

During the meeting, participants finalized key technical details and outlined the next steps for the development of the upcoming application. The session marked the successful completion of another major phase in the project's efforts to bring cultural heritage into the digital environment.



This progress represents an important milestone in the ongoing development process, paving the way for the next stages of implementation.

## UNICAM BIP on Machine Learning Brings International Learning Opportunity

From 16 to 20 February 2026, the University of Camerino organized the second edition of the Blended Intensive Program (BIP) titled "Machine Learning: Mathematical aspects, techniques, and applications" under the Erasmus+ programme. The initiative was designed for graduate and PhD students and was also open to academic staff.

The program awarded 3 ECTS credits and combined virtual preparatory activities with an intensive in-person week. It aimed to provide strong foundations in Machine Learning, with a focus on mathematical principles, core techniques, and practical applications across different disciplines, fostering collaboration among participants from diverse academic backgrounds.

On-site activities included lectures, project discussions, seminars, and presentations of Machine Learning applications. Participants also worked in groups on a final project and presented their results at the end of the program.



## Heritage Game Project International Meeting Held at IPT, Tomar

The international meeting of the “Heritage Game: A Gamification Model for Community-Based Heritage Work” project was held at the Polytechnic University of Tomar, Portugal. This meeting was also noted as the sixth in-person meeting of the project consortium.

The meeting brought together representatives from partner universities to review ongoing project activities, assess current outcomes, and discuss the next steps of implementation. Participants engaged in detailed discussions on project progress and future planning, with a particular focus on dissemination activities and collaborative responsibilities across work packages.

One of the key agenda items was the planning of the project’s final meeting and conference, which will be hosted by ATU in September 2026. Organizational aspects, academic content, stakeholder involvement, and dissemination strategies were discussed, and task allocations were clarified among partners.

Another key point of the agenda was the WP4 Implementation and Heritage community engagement. The discussions also emphasized innovative approaches to cultural heritage, particularly the integration of gamification and participatory methods to enhance community-based heritage work and ensure its sustainability.

The IPT Rector Prof. João Coroado, Prof. Célio Marques, and the IPT team welcomed all project partners, contributing to a productive and collaborative working atmosphere. The meeting further strengthened cooperation among consortium members and supported a shared vision for the successful completion of the project.



## Heritage Game Cultural Visits in Portugal

As part of the ongoing Heritage Game face-to-face meeting activities, the consortium continued its programme with cultural visits in Portugal.

Participants first visited the Museu Monográfico de Conimbriga, where they explored the remarkable ancient Roman ruins and artefacts, gaining valuable insights into the historical context of the site and its significance for cultural heritage interpretation.

The programme continued with a visit to Portugal dos Pequenitos, where participants examined how cultural and architectural heritage can be represented through scale models. This provided practical perspectives for ongoing work on heritage gamification.

These cultural visits contributed to a deeper understanding of heritage presentation methods and offered useful inspiration for the development of the project’s outputs.



## Cobia Heritage Documentation Completed!

The documentation of cultural heritage sites in Cobia was successfully completed following the local consortium meeting held on 5 March 2026.

The collected data was made available for international research purposes, supporting further academic and applied studies in the field of cultural heritage. In addition, a workshop titled “The Role and Value of Local Cultural Heritage” was organized at the local school.

Special acknowledgment was given to Prof. Sergiu Musteață (Valahia University, Târgoviște, Romania) and Prof. Silviu Miloiu (Valahia University, Târgoviște, Romania) for their dedicated work and contributions to the process.

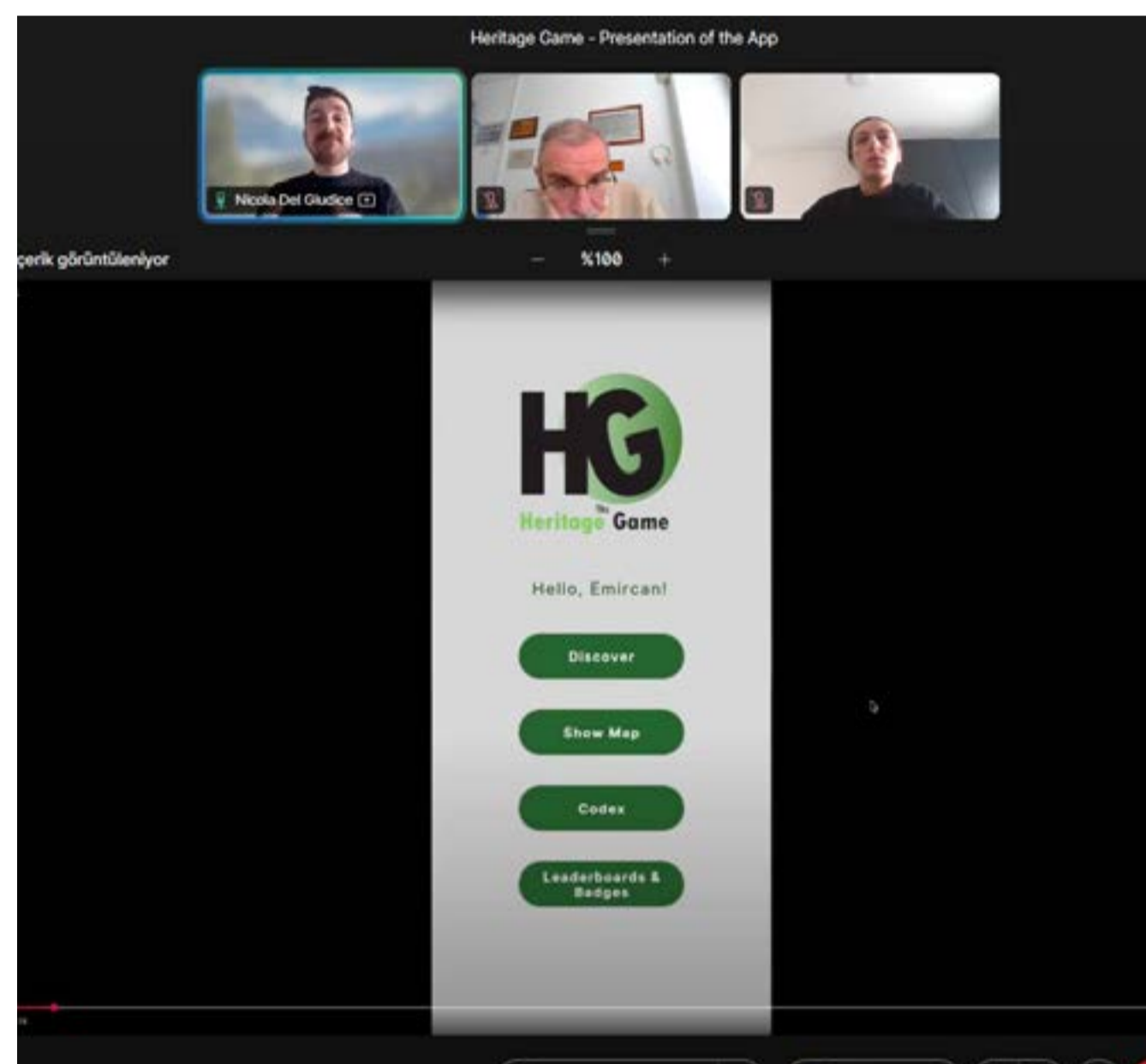


## Heritage Game Application Has Been Officially Launched!

The Heritage Game application was officially launched under the leadership of the University of Camerino in Italy on March 16, 2026, marking an important milestone in the project’s journey.

The event brought together 226 participants, including students, academics, and stakeholders from seven countries (Portugal, Türkiye, Italy, Czechia, Romania, Bulgaria, and Slovakia), and was chaired by Prof. Célio Marques, Vice Rector of the Polytechnic University of Tomar (IPT).

Developed using open-source code, the Heritage Game app aimed to promote cultural heritage in low-density areas through innovative technological solutions. Beyond its initial implementation across partner countries, the application was designed to support the global promotion and visibility of cultural heritage elements.



## 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