

PROJECT OVERVIEW

JULY-SEPTEMBER 2025

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

Heritage Game
 Project Overview

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



5th Heritage Game in-person meeting at University of South Bohemia, České Budějovice, Czechia.

New Academic Publication on Geoheritage from Project Partners

A new open-access article has been published by the team from the University of South Bohemia (USB) in the journal *Geoheritage* (Springer, Q2 – WoS-indexed) as part of the Heritage Game project.

The article, titled “*The Evaluation of Geomorphosites with regards to Geoheritage: Case Study of the Novohradské Mountains, Czechia*,” examines the scientific and educational value of distinctive landforms located in the Czech–Austrian border region.

The publication was authored by Prof. Jiří Rypl, Prof. Karel Kirchner, Prof. Vojtěch Blažek, Prof. Stanislav Kraft, Prof. Petra Karvánková, and Prof. Adéla Rejmanová.

For the full article: [Click Here](#)

This contribution highlights the importance of understanding, promoting, and protecting shared geoheritage.



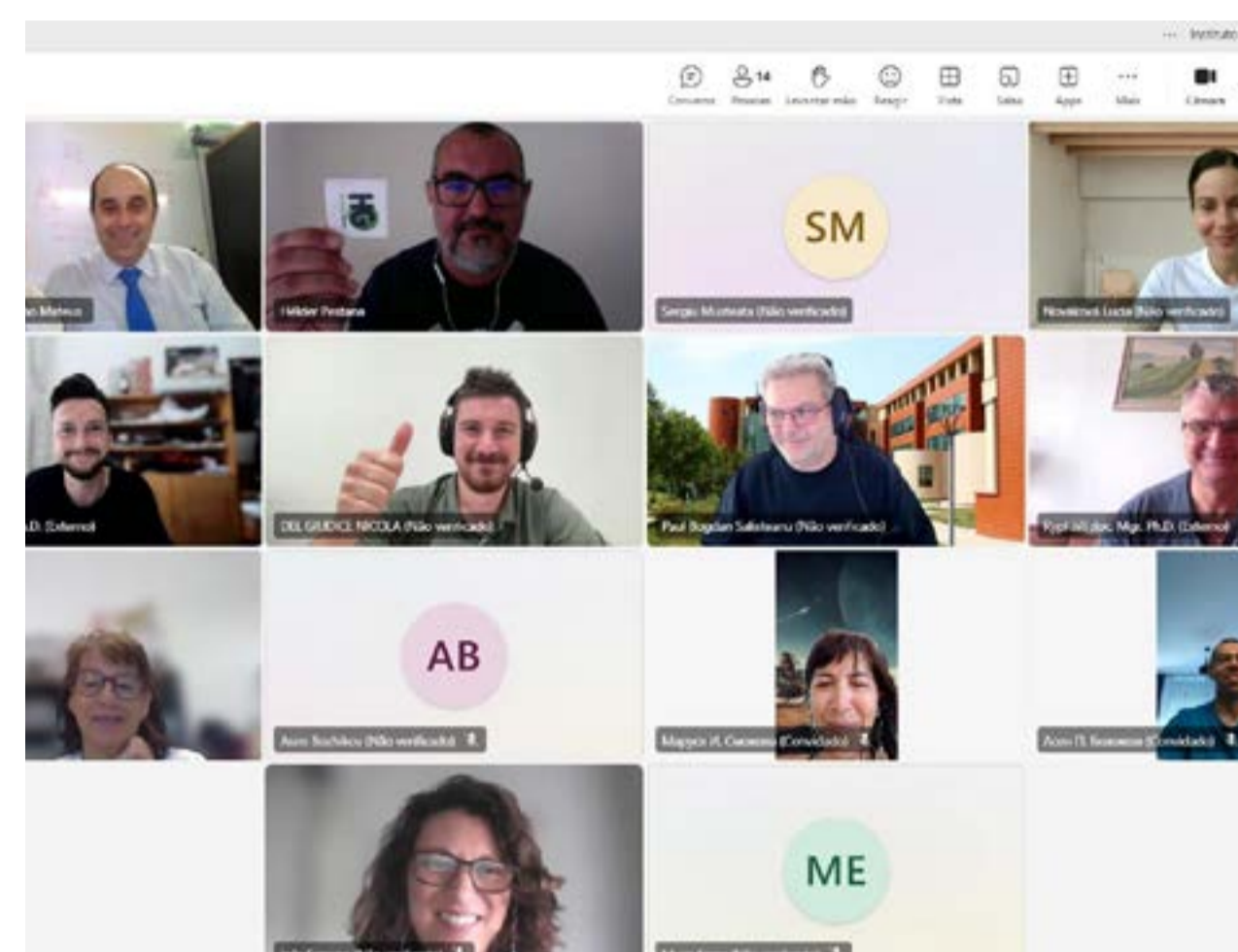
Heritage Game Project Team Held Online Coordination Meeting!

On 22 July 2025, the Key Project Team of the EU-funded project “A Gamification Model for Community-Based Heritage Work” (Project No. 2023-1-PT01-KA220-HED-000154261) held an online coordination meeting.

During the meeting, partners reviewed the current status of ongoing project activities and exchanged updates on key implementation processes. A significant part of the discussion focused on the development of the project’s mobile application, as well as the project manual, which is currently under revision and planned for publication in September.

The meeting provided an important opportunity to align expectations, strengthen collaboration, and ensure smooth progress across all work packages.

The project team remains committed to enhancing community engagement with cultural heritage through gamification tools and digital innovation.



Key Project Team Gathers at University of South Bohemia for Face-to-Face Meeting

On 9–11 September 2025, the Key Project Team face-to-face meeting was held at the University of South Bohemia, České Budějovice.

The meeting began with an inspiring opening speech by Rector Prof. Pavel Kozák, setting a productive tone for the discussions.

The team expressed sincere thanks to the Czech partners, Prof. Vojtěch Blažek, Prof. Jiří Rypl, and Prof. Petra Karvánková — for their excellent planning and warm hospitality. The event was organized flawlessly.

The programme included insightful presentations by project coordinator Prof. Célio Marques, Prof. Vojtěch Blažek, and Dr. Nicola Del Giudice, which encouraged productive discussions among the participants.

The agenda focused on key project topics, including upcoming tasks, strategies for stakeholder engagement, and the development of the project application.

The meeting concluded with a shared sense of motivation and alignment on the next steps of the project.



Cultural Activities in Český Krumlov and Hluboká nad Vltavou

As part of the 5th face-to-face meeting of the Heritage Game project held in České Budějovice, participants took part in a cultural programme.

The programme began with a visit to the Graphite Mine, followed by a visit to the Madeta Cheese Cellars. The cultural experience continued at the Baroque Theatre, offering valuable insights into the region’s rich heritage.

In the evening, participants visited the Microbrewery Hluboká nad Vltavou, where they enjoyed a joint dinner and an evening tour of the castle.

These activities contributed to a deeper understanding of local cultural heritage.



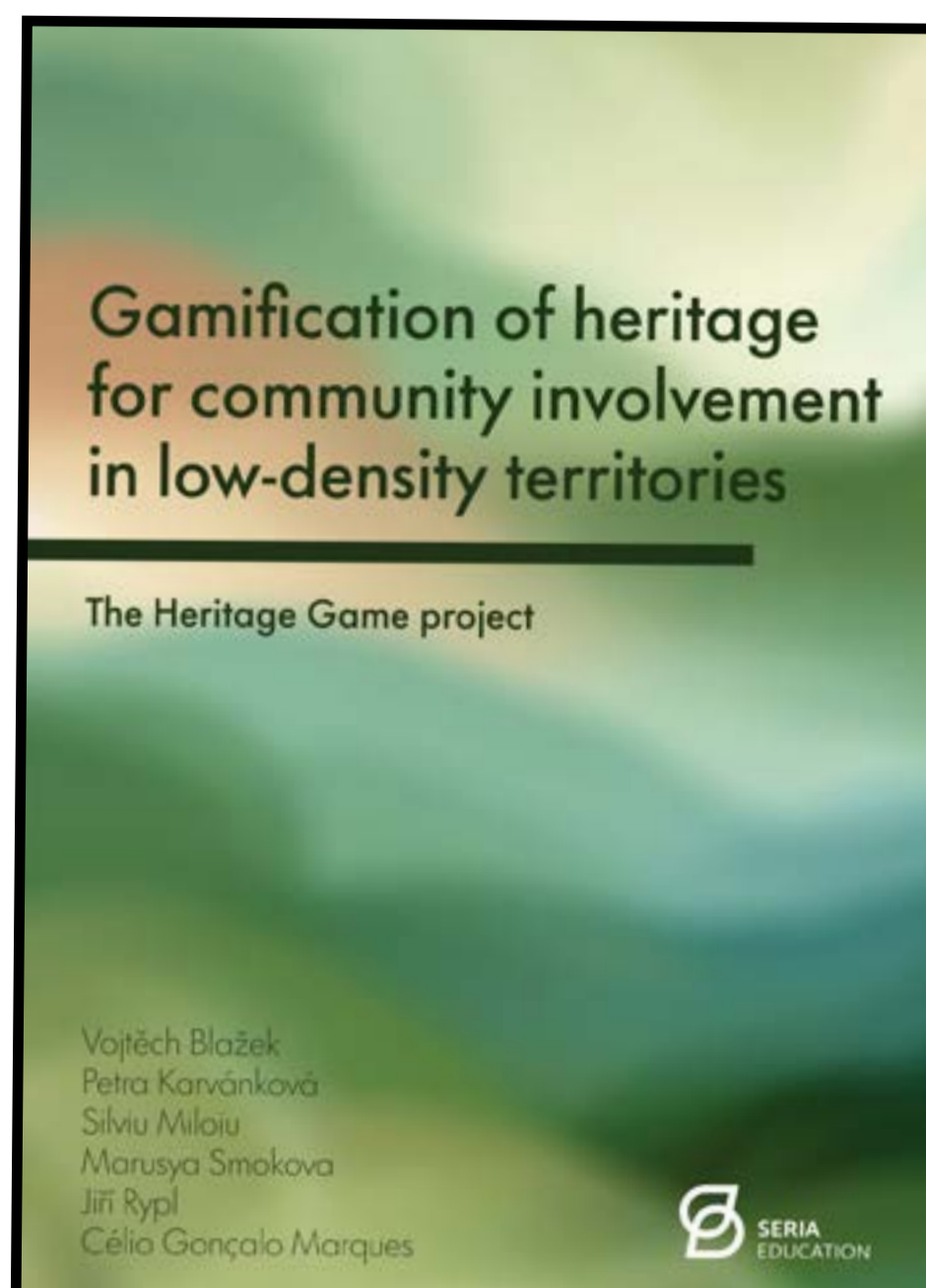
Major Intellectual Output Published: Heritage Game Manual Now Available!

We are pleased to announce the release of the comprehensive manual “Gamification of heritage for community involvement in low-density territories,” a major intellectual output of the Heritage Game project.

This publication brings together the expertise of the international project team and provides a structured guide for applying gamification in cultural heritage. It offers theoretical insights, practical methodologies, and adaptable tools to support the design of engaging and participatory heritage experiences.

The manual was published in 2025 by the University of South Bohemia. The authors are the Profs. Vojtěch Blažek, Petra Karvánková, Silviu Miloiu, Marusya Smokova, Jiří Rypl, and Célio Gonçalo Marques.

For the full publication: [Click Here](#)



Heritage Game Team at Erasmus+ BIP on Pedagogical Innovation in Tomar

On 22 September, the face-to-face phase of the Erasmus Blended Intensive Programme (BIP) “Pedagogical Innovation: Rethinking Education for Tomorrow” commenced in Tomar, Portugal, hosted by the Polytechnic University of Tomar (IPT).

Members of the Heritage Game project took part in the programme, coordinated by IPT’s Laboratory for Pedagogical Innovation and Distance Education. The event opened with welcome speeches by Prof. Célio Marques, Pro-President for Internationalisation and Pedagogical Innovation, and Prof. Natércia Santos, Vice-President of IPT.

The first day featured workshops on the fundamentals of pedagogical innovation, focusing on teaching and learning methodologies. Sessions were delivered by Nelson Jorge, Senior eLearning Consultant at the European Commission and strategist at Delft Digital Learning (DDL), and Elsa Oliveira, Project Manager and eLearning Developer at DDL.

The programme also included a cultural visit to the Levada museum complex and the Tomar Templário interpretive centre, followed by a welcome dinner.



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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