

# PROJECT OVERVIEW

## OCTOBER-DECEMBER 2025

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



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



### RECENT ACTIVITIES AND UPDATES UP TO DECEMBER 2025

International Conference "New Trends in BioScience 3 - History Tradition and Innovative Approaches".

#### Heritage Game Team at "New Trends in BioScience 3" Conference

The Heritage Game team took part in the international conference "New Trends in BioScience 3 – History, Tradition, and Innovative Approaches," held on 6–8 October 2025 at the Faculty of Science of the University of South Bohemia in České Budějovice.

Organized within the KreativEU framework, the conference brought together around 45 participants and 22 speakers from seven European countries, fostering interdisciplinary dialogue between science, culture, and innovation.

As part of the programme, Heritage Game representatives Prof. Silviu Miloiu and Prof. Lucia Nováková delivered a presentation titled "*Eco-Cultural Heritage: Conceptual Innovations and Applied Methodologies for the 21st Century*." Their presentation explored innovative approaches to integrating cultural heritage with contemporary research methodologies, contributing to discussions on sustainability and interdisciplinary collaboration.

The conference featured a diverse range of presentations, discussions, and networking opportunities, highlighting the role of cultural heritage in shaping modern scientific research and innovation.

Participation in the event further strengthened the project's international visibility and supported cross-disciplinary knowledge exchange, in line with the objectives of the Heritage Game project.

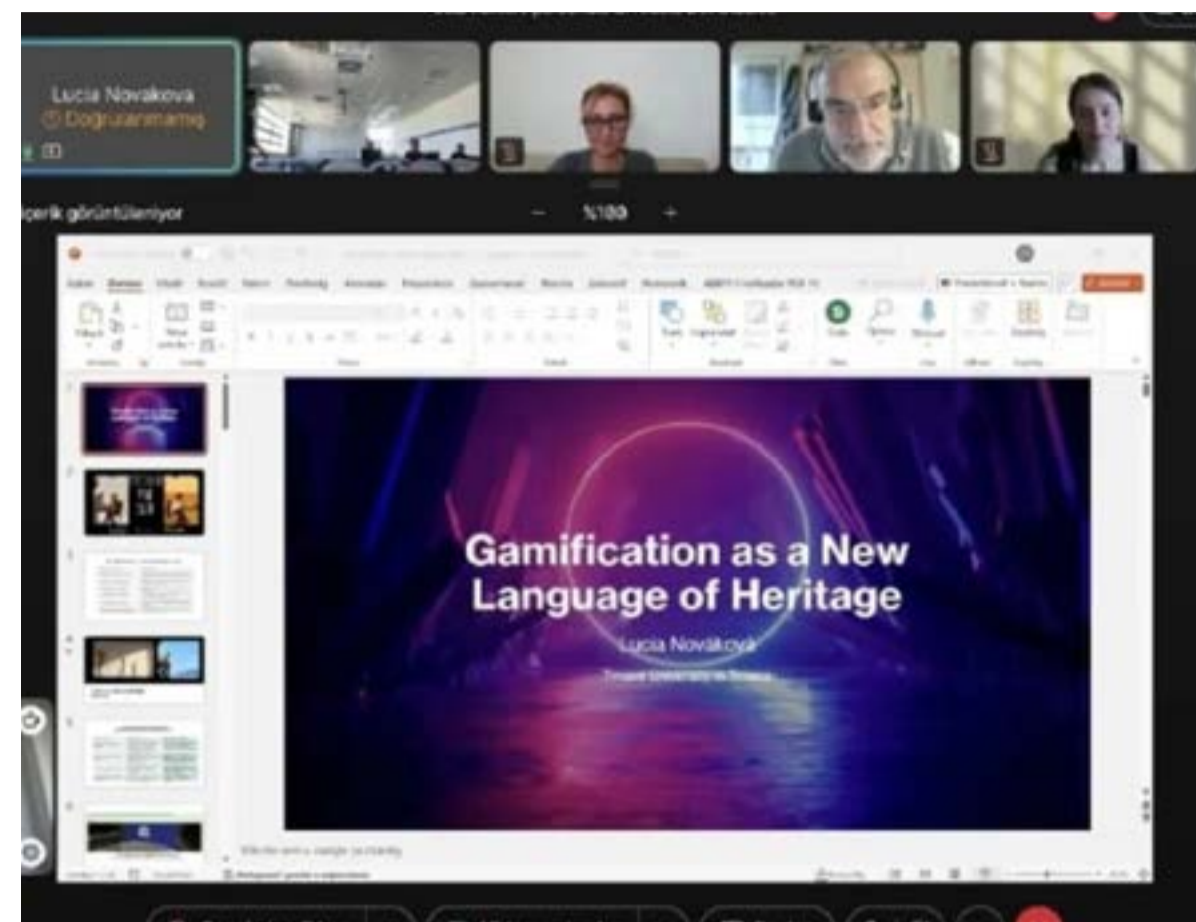


## Living Heritage Presentation by the Heritage Game Team

The Heritage Game team is committed to developing high-quality, future-oriented skills, fostering diversity, and supporting democratic practices through innovative educational approaches.

A clear example of this collaborative work in action was the recent contribution of Prof. Lucia Nováková (Trnava University), who delivered a presentation on “living heritage” to Master’s students as part of Dr. Nicola Del Giudice’s (University of Camerino) course “Advanced Topics in User Experience (UX).”

The session provided an engaging opportunity to explore how gamification can be used to bring “living heritage” to life, connecting cultural heritage with user experience design in an interactive learning environment.



## Heritage Game Project Insights Shared at International Conference

On 23–24 October 2025, the National Museum of History of Moldova hosted the 35th edition of the international scientific conference “History – Archaeology – Museology,” bringing together researchers from 11 countries across Europe and beyond in a hybrid format.

The conference gathered 139 researchers presenting 115 scientific papers from diverse fields, including archaeology, history, museology, ethnology, linguistics, and political science. The programme highlighted recent research findings, fostered interdisciplinary dialogue, and strengthened cooperation between national and international institutions.

Within this context, Prof. Sergiu Musteață (Valahia University, Târgoviște, Romania), a member of the Heritage Game project team, was invited as a keynote speaker. He presented the preliminary results of the project “Gamification of community-based heritage work in Czechia, Bulgaria, Italy, Romania, Slovakia, and the Republic of Türkiye.”

The presentation offered valuable insights into the project’s ongoing developments and its contribution to innovative approaches in heritage research and education.

For the conference information page: [Click Here](#)



## An important academic contribution from the project team

On 6–7 November 2025, Prof. Sergiu Musteață (Valahia University, Târgoviște, Romania) took part in the Scientific Session of the National Museum of the Eastern Carpathians held in Sf. Gheorghe, Romania.

In his presentation titled “Gamification – a Way to Promote the Roman Borders in South-east Transylvania,” he introduced the methodology developed within the Heritage Game project as a potential model for application to Roman sites that are part of the Limes of the Roman Empire in Romania.



## Strengthening International Cooperation Between Project Partners

Dra. Maria Conceição Catroga, Head of the International Relations Office (IRO) at the Polytechnic University of Tomar (IPT), Portugal, visited Adana Alparslan Türkeş Science and Technology University (ATU) as part of ongoing project collaboration activities.

During the visit, she met with Rector Prof. Adnan Sözen and was welcomed by Vice Rectors Prof. Haşim Kelebek, Prof. Neşe Yalçın, and General Secretary Assoc. Prof. Nihat Döngel. The meeting provided an opportunity to further strengthen cooperation between the partner institutions involved in the Heritage Game project and highlighted their shared commitment to enhancing international collaboration in higher education and research.

The visit contributed to reinforcing institutional ties and supporting the continued development of joint project activities.



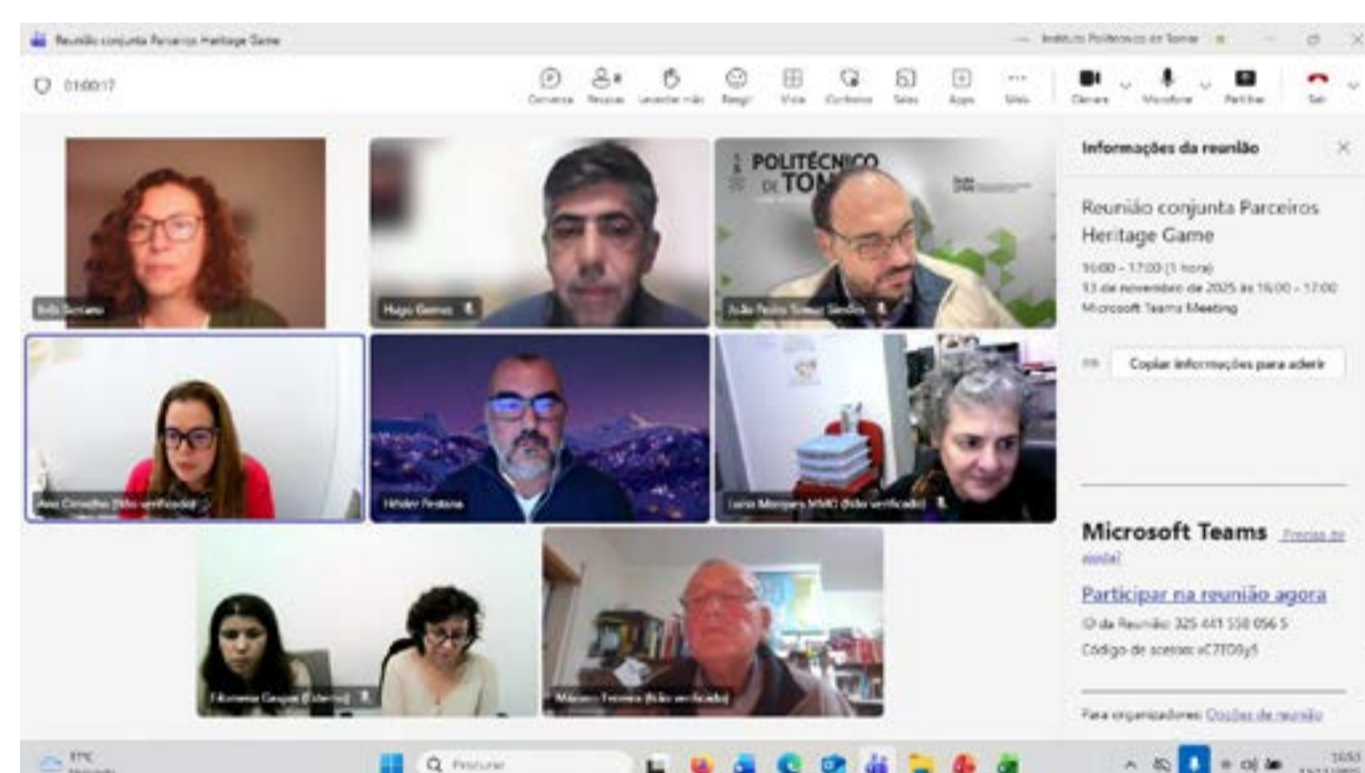
## First Stakeholders Meeting Held at Polytechnic University of Tomar

On 13 November 2025, the Heritage Game team at the Polytechnic University of Tomar (IPT, Portugal) held its first stakeholders meeting.

During the session, the team introduced the guiding principles of the project's application and invited participants to reflect on a potential storyline that could shape a gamified exploration of local spaces and heritage assets.

Representatives from several partner institutions participated in the meeting, including the Iberian Museum of Archaeology and Art of Abrantes, the Science Centre of Constância, the Agroal Nature Park Interpretation Centre, and the Museum of Prehistoric and Sacred Art of the Tagus Valley.

This collaborative activity marks an important step in the development of meaningful and engaging heritage experiences within the Heritage Game project.



## Community-Based Gamification Discussions Held in Cobia

On 17 November 2025, a consortium meeting was held in the Cobia commune (Dâmbovița County, Romania) as part of the ongoing Heritage Game project activities.

The meeting built on previous discussions held on 6 November 2025, when Prof. Dr. Sergiu Musteață met with representatives of the local community of Cobia—one of the project's new partners. During that earlier meeting, participants agreed to establish a local mini-consortium bringing together the Village Hall and Local Council, the secondary school, the local church, and local entrepreneurs and craftsmen.

On 17 November, representatives from the city hall, the local school, the communal library, local entrepreneurs, and the church came together to further discuss the cultural heritage characteristics of the Cobia area. Participants explored methods for selecting locations and identifying relevant information to be included in the gamification process. Tasks were distributed among partners, and a follow-up meeting was scheduled for December 2025 to confirm institutional representatives and develop a joint action plan.

This collaborative process marks an important step in strengthening community engagement and local cooperation within the Heritage Game project.

This collaborative effort marks another important step in strengthening community engagement within the project.



## Dialogue on Student-Led Gaming Applications at ATU

Prof. Dr. Haşim Kelebek, Vice Rector of Adana Alparslan Türkeş Science and Technology University (ATU), held a meeting with students from the ATU Video Gaming Student Community, one of the university's active student societies.

During the meeting, participants exchanged views on the development of applications within ATU and discussed ways to increase student involvement in ongoing and future projects.

The discussion highlighted the importance of student participation in digital innovation initiatives and emphasized the role of collaborative work in supporting university-based technological development.



## Cobia Meeting Strengthens Project Implementation

On 11 December 2025, partners from the City Hall, Local Council, school, library, and church gathered in Cobia, Romania, to further advance the implementation of the Heritage Game project.

The meeting, held with the valuable contribution of Prof. Dr. Sergiu Musteață (Valahia University), focused on developing a standardized approach for collecting data on built cultural sites and intangible heritage.



## Building Long-Term Collaboration for Heritage Game in Cífer

On 12 December 2025, the Slovak team from Trnava University organized a stakeholder meeting at Archaeopark Cífer-Pác in Cífer, the Slovak Republic.

The meeting brought together local stakeholders, represented by the Mayor of Cífer, Mgr. Maroš Sagan, PhD., and ArchMgr.art. Daniel Dida, manager of the Archaeopark, accompanied by a member of the Archaeopark team.

During the session, the university team briefly presented the aims, timeline, and expected outcomes of the Heritage Game project, with a particular focus on WP4 and the co-creation of a community-based gamification application. The discussion explored potential cooperation formats and identified possible sites, stories, and artefacts from the Archaeopark and the wider municipality that could be integrated into the application as game scenarios.

Stakeholders expressed clear interest in long-term collaboration and in engaging residents and visitors in the process.

As a next step, the partners agreed to prepare a shortlist of potential storylines and engagement formats

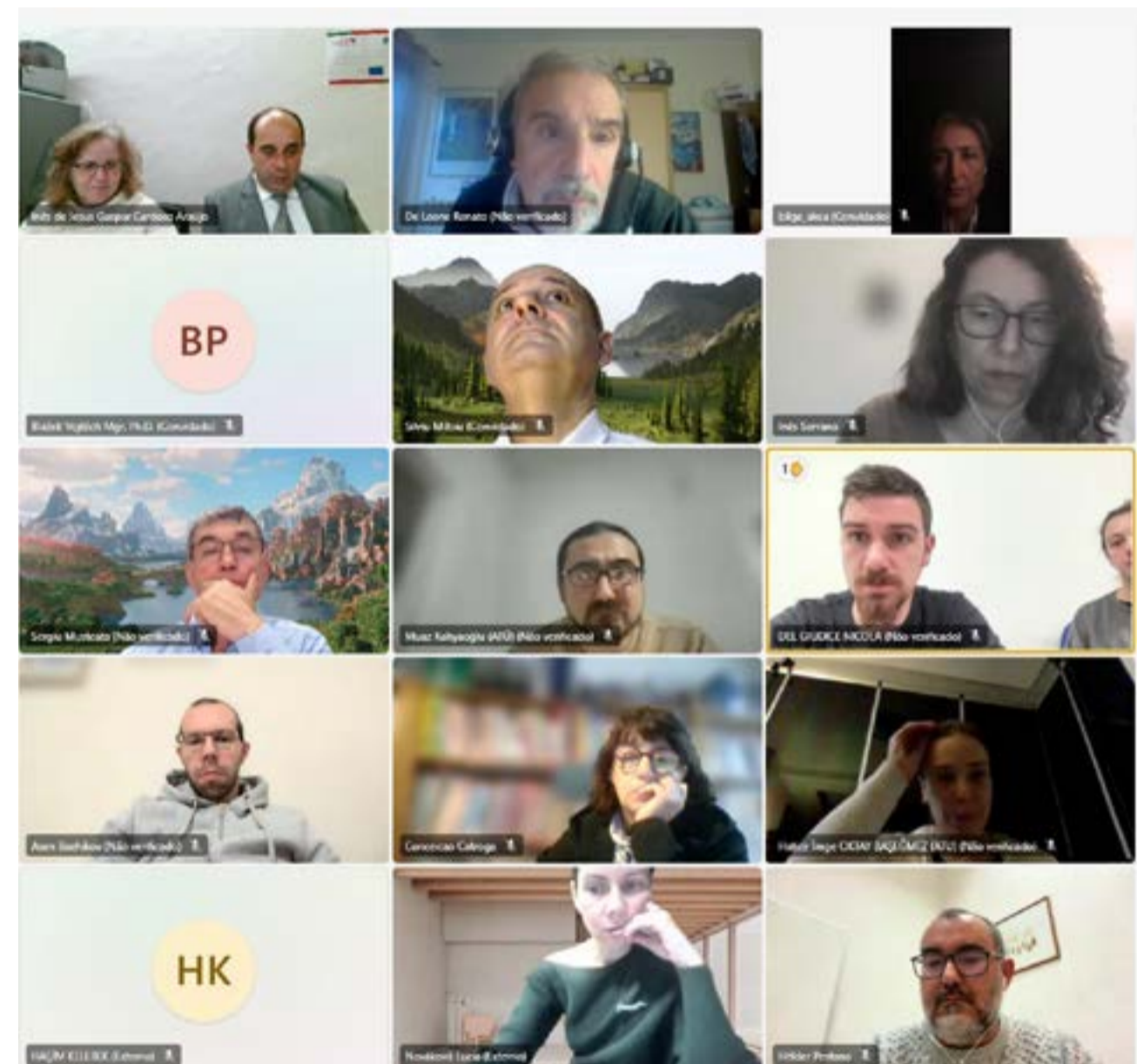


## 18th Key Project Team Coordination Meeting Held

On 11 December 2025, the Key Project Team of the Heritage Game project held its 18th on-line coordination meeting.

The session brought together representatives from partner institutions across Portugal, Romania, Türkiye, Slovakia, Bulgaria, Czechia, and Italy to review project progress and align on future objectives.

During the meeting, the consortium discussed several key work packages, with particular focus on the technical development of the Heritage Game mobile application and the coordination of upcoming peer-reviewed academic publications. Partners also evaluated ongoing dissemination activities and defined the management framework for the next phase of the Erasmus+ project, ensuring the continued and effective achievement of project milestones.



## 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