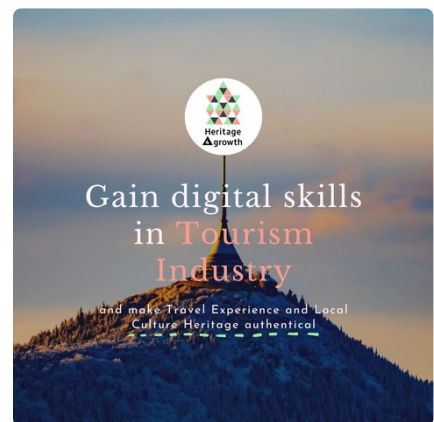


HERITAGE4GROWTH

Erasmus+ project
KA2-2021-1-RO01-KA220-VET-000033109



Co-funded by the
Erasmus+ Programme
of the European Union

1st Thematic Training Activity, Oradea, Romania

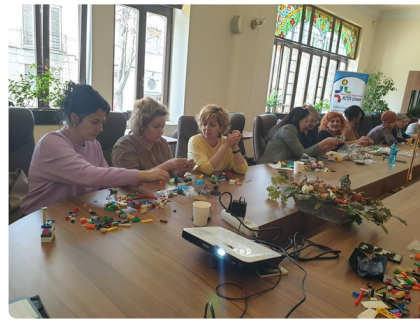
Gamification of tourism products and services

- The first thematic training activity took place in April 2021 in Oradea, Romania. The event was attended by approximately 40 participants consisting of VET teachers from several high schools in Oradea and participants in the project at the First Transnational Project Meeting.

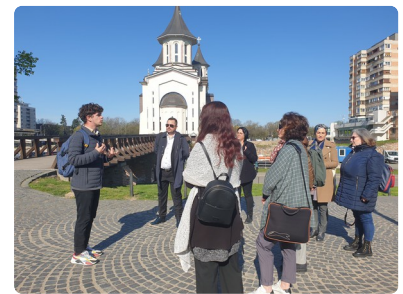
This training was organized the day after the transnational management meeting and consisted of two parts:

Part 1 – understanding the role of heritage assets and a hands-on gamification session using the Lego Serious Play tool.





- Part 2- introduction to heritage gamification and game design, a hands-on session and an experience evaluation were conducted by applying the principles of gamification using Lego Serious Play.
- The purpose of the activity was to introduce the participants to the environment of the local historical and cultural heritage, by presenting some significant objectives of Oradea, as part of a guided tour of the city that included visits to Oradea Citadel, Oradea Museum, Achvas Rein, Oradea Jewish Synagogue and Museum, Luna Church, St. Ladislaus Catholic Church, and a tour of the Secession buildings in the city center.



- After this 1st Thematic Training Activity and with the established methodology, the project partnership was ready to continue and prepare the second thematic training activity, Game Design, in Rhodes.



In order to learn more, follow us on:

<https://ivetagr.org/h4growth/>

FACEBOOK



ACTA Center

ACTA is using Smore to create beautiful newsletters