



Heritage4Growth

What is H4G?

**Entrepreneurial
education and
digital performance
for teachers in
tourism industry.**

Heritage4Growth is a European Erasmus+ project which runs for 24 months and contributes to key digital skills and development of VET teachers to create own digital outputs.



What are we planning to realise in the two project years?

Heritage4Growth helps establish a new paradigm for upskilled pathways in entrepreneurial education by addressing the changing nature of ICT, with multiple users interacting with multiple technologies. Boosting green skills considering the 17 SDG and the EU Green Deal. During these 2 years we will solve 3 planned results:



1 DEVELOPING HIGHER SKILLED WORKERS AMONG VET TRAINERS WITH SELECTED DIGITAL TOOLS AND APPLICATIONS

which includes two tasks:

TASK1: COMPILATION AND TESTING OF DIGITAL EDUCATIONAL TOOLS

TASK2: WEB-BASED TRAINING

(12 Webbased Training Sessions) concludes with one Report on the best available free educational digital tools and in the upskilling of 60 VET teachers in the workforce.

2 APPLYING GAMIFICATION TO ENGAGE VET TRAINERS WITH A NEW SERVICE DESIGN FOR THE TOURISM SECTOR

includes 4 Transnational Study Visits and Training Workshops to train VET teachers into the gamification of heritage. 60 VET teachers in the workforce learn how to signify tourism attractions and plan for outstanding experiences;

- a) practice in situ the Game Design in the UNESCO listed Medieval City of Rhodes,
- b) prototype their own creations in Liberec/CZ,
- c) perform the Game the Unesco listed city of Rome/IT.

3 DESIGN AND DELIVERY OF A NEW TOURISM SERVICE PROTOTYPE WITH A WEB-BASED APP

60 VET teachers in the workforce acquire skills in game design by delivering 6 Game Plans in Romania, Greece, Italy, Czech Republic, Netherlands and Turkey and by co-creating the WEB-BASED APP that will accommodate the 6 Cultural Games.



I find the project interesting, where can I find H4G news?

You can find out more about our activities and developments on [our website](#) or on the [project Facebook page](#), or on the [project Instagram page](#). In case you would like to get directly involved with the project as you see the potential and you could use its outcomes, don't hesitate to contact our partners locally, as we will be delivering events in 2023 in order to present all the materials which have been developed, where you are more than welcome.

Location

Oradea (Romania), Konya (Turkey), Liberec (Czech Republic), Rome (Italy), Greece, Netherlands.

We met at transnational training in Rhodes in October

2nd Transnational Project Meeting took place in October in Rhodes, to discuss management issues, in the same period as the transnational training. In this 2nd TPM the project managers of the partners participated. It was amazing week with new experiences and a lot of enthusiasm. It helped us meet together and start preparing the gamification to engage VET trainers. During this week we were creating concept of games for our cities. Who is excited to play the game in own city? In Liberec we can't to wait.



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