



## Multiplier events

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# Turkey

Two National Multiplier Events in Konya attracted 75 participants from various backgrounds to discuss the gamification elements of the Heritage4Growth Project, its potential cultural and social impact, and its role in reshaping tourism education. The event featured a game presentation on the "Finding Light through Rumi's Path" and a storytelling session on the "Discovering Your Inner Light" game. The Heritage4Growth Project aims to leverage gamification for educational purposes while promoting cultural awareness and heritage appreciation. The project team discussed feedback on the game, which received positive feedback on its first, second, third, and last challenges. Participants appreciated the game's focus on societal values, inclusion of disadvantaged groups, and Shams Tabrizi. However, concerns were raised about the difficulty level and presentation of focus group selection. The game received mixed feedback, with some suggesting improvements in button design, videography, visuals, and more inclusive elements. The project team outlined the next steps for the project, emphasizing ongoing development and collaborations. The event aimed to foster a deeper connection between personal experiences and the theme of "inner light."



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# Romania

Date and time: 29.11.2023 10:00 Oradea

The event started with a warm welcome followed by a smooth registration of 50 participants. The event was hosted by Corina Mesteroiu, Adriana Pădurean and Delia Iova. The participants were students of different profiles, teachers, administrative officials.



During the opening session, the project coordinator took the floor to give a brief but thorough presentation of the Heritage4Growth project. The aim of this 15-minute presentation was to give the participants of the Heritage4Growth Multiplier Event a clear idea of the project's objectives and its key role in reshaping the landscape of tourism education. The coordinator emphasised the importance of the project and highlighted its potential to bring about positive transformation in the area. Participants were actively encouraged to engage with the project's mission, which fostered a sense of participation and commitment among those present. The presentation set the tone for the following sessions and ensured that participants were well

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informed and motivated to delve into the various aspects of the Heritage4Growth project. The partnership, the target groups of the project, its aims and objectives were also presented.

### **Practical part, introduction of the Hidden Stories game on the platform.**

Dedicated to hands-on experience, this segment allowed the game to be played. Participants were invited to immerse themselves in the virtual world created by the game creators. This interactive phase was likely designed to provide a first-hand experience and allow trainers to navigate tasks, make decisions, and witness learning elements seamlessly integrated into the game environment.

### **Focus group feedback and discussion**

The feedback received from the participants reflected their diverse perspectives and experiences during the playgroup. Participants seemed to recognize the potential of the game as an educational tool and emphasized the importance of refining it to maximize its impact. The diversity of views was likely to relate to aspects such as the clarity of the game, level of engagement, alignment with learning objectives and the incorporation of digital skills.

## **Italy**

On Thursday 11 January 2024, the staff, students, partners and invited guests of the Italian Hospitality School attended the dissemination conference of the results of the 'Heritage4Growth' project.

During the event, the project coordinator, Neno Gabelia, head of the study department, in his presentation, spoke about how to bridge the gap in technological skills and enable VET teachers already in the world of work to gain digital power and support digital innovation in tourism education. He also introduced 6 project partners from 6 different cities: Acta Center, Italian Hospitality School, Necmettin Erbakan University, SEAL, Artifactory and DEX Innovation Center.

The introduction to the Heritage4Growth project was made by Ramsha Shahab, the head of the student department of the Italian School of Hospitality. During his presentation, he talked about the importance of digital skills to support roles and job functions that can affect different job positions as the wide variety of job roles in tourism needs to work with more sophisticated devices and software packages. By providing new digital skills, Heritage4Growth aims to provide resilient skills to VET teachers and promote holistic tourism education.

At the end, all the results of the project were presented.



Result of Project 1 - Develop highly skilled workers among VET trainers with selected digital tools and applications;

Project Result 2 - Application of gamification to engage VET trainers with a new design of services for the tourism sector

Project result 3 -Design and delivery of a new tourist service prototype with a web-based app.

Head of the Internship Department of IHS, Giulia Trojano presented the games on the project platform <https://h4gg.eu> developed during the project and all the partners

They presented the games created by them.

During the conference, together with other speakers we also explored the website dedicated to the games developed in the 6 partner countries of the project (Game Platform: [https://vetagr.org/h4growth/project\\_results/pr3/](https://vetagr.org/h4growth/project_results/pr3/)), discussed the challenges and much more!After the discussion sessions, we summarize the conference and begin the closing. All guests have been issued certificates of participation and we have also taken some beautiful photos for dissemination purposes.

We thank our partners and guests for sharing our passion for Cultural Heritage with us!



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# Czech Republic

In the Czech Republic we decided to organize two multiplier events in order to present the results of the project and especially the Czech game about the city of Liberec to those for whom it is intended. To young people, students, who are the ones for whom we created our game. Both events took place at the Kateřinky High School, which has the corresponding disciplines that are thematic for the game. Here are just the disciplines related to tourism, but also others. Our goal was to bring together students across interests and ages, which we did, and allowed us to not only present the game, but also discuss it.



Both events (19 December and 29 January) were held with more than 25 participants, so we were able to reach more than 50 people, telling them what our goals were, how the game came to be, but also what the whole process looked like from the very beginning.

We started the presentation with a general discussion on the topic of Liberec and how to promote tourism that would highlight the cultural heritage of the city more. Together we agreed on the anchoring of Liberec in German history and its overall impact on the city. Not only the architecture, but also the industry and other details that have made Liberec the city it is today.

Afterwards we had a presentation of the project and the game itself. The participants were introduced to all the workshops, the training in Rhodes, but most importantly how the prototyping of the game was done with the help of volunteers and the team members involved. The event served as another source of feedback and helped us get the game out to a much larger audience of the generation of people we were creating it for.

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