

## ANNEX 1

### Internal Report Form

#### 1. Identification

Project	SMART Tourism Destination increasing citizen's sentiment of sharing local tourism related values through gamification using emerging mobile Apps and SMALL Data analysis. 2020-1-TR01-KA203-092920
Partner institution	Stichting for Education on Agility Liberating Structures
Contact person	Daniel WEISS
Reporting period	01/09/2020- 21/03/2021

#### 2. Financial statement: Expenditures incurred in the reporting period

(all figures in EURO)*	Agreed budget*	Realized* *
Project management and implementation costs	6000 €	1500 €
Intellectual Outputs	26.510 €	4820 €
Transnational project meetings	3820 €	0 €
Multiplier Events	0 €	0 €
Learning/Teaching Activity	1.610 €	0 €
total <b>Total Costs</b>	<b>37.940 €</b>	<b>6320 €</b>

- ☐ Agreed BUDGET means your project cost by categories  
☐ Means what you claim in this report

**Startdate:**  
**01.09.2020**
**End date: 30.09.2021**

 Description of  
 specific tasks  
 undertaken

Working on the design of the GEO DEMA APP. Planning every step carefully through bilateral meetings with the partners.

Defining the user journey on the mobile. Working on the App features. What the App will do? How users will be able to use it? For what purposes.

Doing research on how to mapping citizens and visitors' emotions in terms of smart city concept.

Working on preparing the user needs analysis survey.

Working on the survey questions with the partners, getting their opinions, feedback and improve it according to partners' recommendations.

 Description of  
 specific outcomes  
 produced

DesigningtheApp features.  
 First Prototype of the GEO DEMA APP.  
 User needs analysis survey to understand the user interface experience  
 Producing the multilingual language interface.  
 Turkish translation of the App features  
 Turkish translated version of the survey

 Evaluation  
 outcomes

The partners started to design the GEO-DEMA App features and user interface experience. The elements of the innovation are:

- It is a new App designed and coded by the project partners.
- It is the interface tool for the gamification experience on the territory that enables to retrieve the citizen stories and generates insights on the stories by the visitors.
- It is where the repository DATA is generated for the cities' analysis and virtual Destination Management.

The App has a progressive web format version enabling computer Access.The transferability impact is high because the App can be downloaded from the Apple store and Google play for free.

A second transferability relies on almost any educational content that can be used with the App giving this the possibility to impact in the educational community with new training models.

In order to design the user friendly App features, a survey has been designed and we have started to collect data from users.

 Description and  
 justification of  
 any changes to or  
 variations from  
 the original work  
 plan

Since the project result was announced in October, time schedule changed a bit. However there hasn't been serious delays. We have managed to achieve the results planned in the application form so far.

Impact of the  
change on the  
project and the  
work plan

n/a

Please attach the following:

- ☐ Staff Time Sheet Form for each member of staff involved to show total hours/days worked.

### 3. Activities implemented

Please add extra tables for each IO and extra sheets if/when necessary

#### Project Management and Implementation

Please provide an overall state of play of your project: what are the achievements of the project at this stage? Are the initial project activities and objectives being carried out and reached so far?

Project management encompasses all aspects of financial management (managing the Commission's grant, bilateral agreement, budget, accounting, payments and transfers between partners). We have signed the bilateral contract with the applicant to take control by checking that activities are in accordance with the terms of the contract, submitting reporting formalities and declarations of expenditure to the Commission, and Management of the communication flow (both within the partnership and between the partnership and the Commission).

The Project applicant is responsible for ensuring communication management and budget control within the consortium. He sent every important information (both administrative and technical) electronically via email to each partner.

The Technical Coordinator SEALS is responsible for creating a website of the project with both a public part (to disseminate the results and get feedback) and a private part for discussions and the exchange of documents between the partners contains.

In addition to the electronic communication, the partners will submit all the contractual elements and the reports to the project manager in paper form so that he can collect them and forward them to the National Agency. A consortium agreement is signed.

Please describe further in details the project activities supported by the grant for Project Management and Implementation that have been carried out until now.

- n/a

How did the project partners contribute to the project so far? Has the distribution of tasks been adjusted since the application stage?

SEAL is responsible from the design of the GEO DEMA APP and he worked on the development of the APP planning every step carefully through bilateral meetings with the partners.

SEALS has searched information about how to map citizens and visitors' emotions in terms of smart city concept. What kind of previous Apps are available and what are the missing parts on those Apps and how to design a user-friendly version ([http://smartdema.org/html/index\\_actual.html](http://smartdema.org/html/index_actual.html)).

SEALS worked on the preparation of the user needs analysis survey in English. It prepared the structures and the features of the first draft of the APP making it ready for the user test and the APP will be updated according to the survey results and feedback of the users throughout the Project process.

SEALS is also responsible from the design of the SMARTDEMA Project Website:  
<http://smartdemaproject.org/>

The webpage will be improved throughout the Project with the realized outputs, events and Project details of the Project. The website includes information about the project, the cities, the measures and regular news updates for each of the measures. Implementation guides, evaluation reports training program and other public deliverables will also be added to the website as soon as they have been developed. Documents e.g. reports and other deliverables will be uploaded by the Stichting on Eduagility to the project pages as well as adding project news and events items

If relevant, please describe any difficulties you have encountered in managing the implementation of the project and how you and your partners handle them.

n/a

## Follow up Impact

What has been the project's impact so far on the participants, participating organizations, target groups and other relevant stakeholders?

The most important impact of the Project is that SMARTDEMA involves local citizens to co-create a new tourist experience at domestic and international level.

-how to create and manage digital stories becomes part of the new training program of the Destination Management of the University

-the stories enable Small DATA analysis at different levels. Today no SMALL DATA is carried out at Destination Management.

-it creates a network/community of digital storytellers

-it maps for the first time hidden stories, so it brings into light a valuable unknown tourism/heritage assets

-it impacts on the educational level since the model can be replicated for educational purposes for any content

That will be the trigger of the gamification experience. The expectation is citizens, and visitors create their own stories experience incrementing the number of stories. The transferability impact is expected to be high because trained teachers can train other teachers and then replicate on cascade the learning experience. Through teachers, a broader community can be engaged to enhance the digital stories, to create new ones or give insights into the existing ones.

The transferability impact of the App is also high because the App can be downloaded from the Apple store and Google play for free. Besides, any educational content that can be used with the App giving this the possibility to impact in the educational community with new training models.

## 4. Declaration

I, the undersigned, hereby declare that the information contained in this Report is accurate and in accordance with the facts. In particular I certify that the Financial Statement properly reflects the transactions made for the project in accordance with the provisions of the project and its Annexes signed with the Turkish National Agency at full supporting documentation to justify the costs and revenues is available for checks and audit.

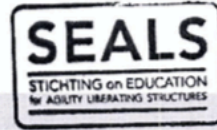


Co-funded by the  
Erasmus+ Programme  
of the European Union



SIGNATURE

Daniel Weiss





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

