



This project is co-funded by  
the European Union



**DIVERTIMENTO**  
Europe: motion, emotion, imagination

# NEWSLETTER

## *GAMIFIN CONFERENCE 2017*

The COS/TOUR/699493 DIVERTIMENTO has attended the International Conference in Gamification that was held in Pori, Finland, from the 8<sup>th</sup> to the 10<sup>th</sup> of May 2017. The Conference was organized by the University Consortium Pori (Porinyliopistokeskus) and is the first of its sort internationally.

The Conference has discussed topics like ludification, playfulness

Industry and gamification; gamification of public events such as concerts, sports events etc.; wellbeing and gamification; Sustainability, ecological solutions; customer services gamification; funification; gamification of mathematics, data collection and research.

DIVERTIMENTO has attended the Serious Game Prototyping Workshop on the 8<sup>th</sup> of May, where Aldo Di Russo (UNICITY) has excelled with a Game in Physics.

DIVERTIMENTO has selected one completed game for the section of academic publication to submit at the Conference. The paper is entitled "The gamification of heritage in the UNESCO enlisted Medieval City of Rhodes" and has been accepted for presentation and publication. The paper was authored by Dorothea Papaphthasiou-Zuhrt (CULTUREPOLIS), Daniel-Fernando Weiss-Ibanez (HOTELOFI) and Aldo Di Russo UNICITY.

The paper has been presented to the Conference on the 9<sup>th</sup> of May 2017 at the afternoon session "Cultural Heritage and Gamification".

The Conference Proceedings are envisaged by December 2017.



**COSME PROGRAMME FOR THE COMPETITIVENESS OF ENTERPRISES  
AND SMALL AND MEDIUM-SIZED ENTERPRISES (SMES)**

*Executive Agency for Small and Medium-Sized Enterprises (EASME)*

*COS/TOUR DIVERTIMENTO/699493*