

NEWSLETTER no 5

INSIDE THIS ISSUE:

Games and Journeys in the Partner Countries

“The Last Conspiracy” Game, Slovenia.....	1
“Following Evliya Çelebi, The Great Traveller” , Turkey.....	2
“The Magic of Time”, Bulgaria.....	3
“Grand Master Challenge. The Game”, Greece.....	4



The Last Conspiracy Game In Rače, Slovenia

Elementary School Rače was involved in the implementation of the pilot project, developed by Pozejdon Turizem d.o.o. and in the “The Last Conspiracy” Game play in Rače Castle. Nine primary school pupils from the Drama Group performed a short drama show of conspiracy and took part in the search for a conspiratorial letter, under the guidance of mentors Petra Pipenbaher and Sara Jurečko,.

During the autumn 2016, the pupils practiced the game. They performed it in English language during the 2nd transnational study visit in Rače, Slovenia. For the local audience, they played it in Slovene language three times.

For their efforts beyond school obligations and glossy performance in the English language, the Divertimento Project Coordinator awarded them with project certificates. Matjaž Tomanič and Zlatka Zastavnikovič solemnly confer them on behalf of the project on the last school day on 23th June 2017.

Following Evliya Çelebi, the Great Traveller, in Trabzon, Turkey

As a project partner, DOKA has developed the concept of "A Truly Eurasian Story, Legendary Journeys from Silk Road to Modern Times" for the Eastern Black Sea region.

The Pilot Project Concept is designed to reflect stories which would include historical facts and events. For example, Bedesten was visited by forerunner traveller Evliya Çelebi and Giresun Island was visited by the Roman General Lucullus are being described by these historical figures. Thus, the cultural value that the visitors see is being portrayed within their historical experience to let people to envision and those times in their minds. Thus, it's aimed to convey the cultural values to visitors via more exciting, lively and memorable style.

An important asset is that the project was visualized via short documentary film called "Following the Evliya Çelebi, the Great Traveller". The film scenario which is a part of a gameplay based on Evliya Çelebi was directed by Technical Anatolian High school senior student *Atakan Bektaş*, its scenario was written by *H.Iker Duman* from the same school. The players are high school students.

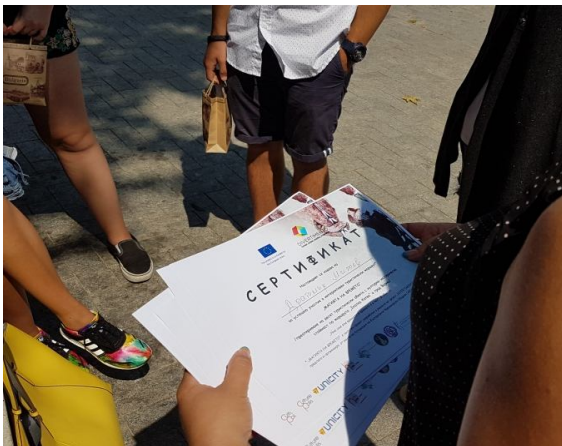




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The Magic of Time Varna, Bulgaria

“The Magic of Time” Game is an interactive approach towards the visitor information and communication of the Pilot Project “Golden Anchor” developed by UBBSLA. It is a story telling mean which entails the concept of the “Golden Anchor” Pilot Project with 10 geolocations in the central area of Varna including museums, monuments and places of interest.

Game can be played through a comprehensive story based narrative where the visitor plays a central role. The main goal is to entertain the users with the culture heritage essentials these assets bring to the society and to inspire them getting a better knowledge on local heritage and experience it in a playful way, thus having fun understanding social values and benefits.

The launch of the Game was in the summer 2017 when students from the High School of Mathematics together with local stakeholders, entrepreneurs and actors experienced the first investigation by visiting and quizzing the historic perception and interpretation of the geolocations.

The successful outcome of the game was the release of a certificate award received by the participants.

-- Page 3 --





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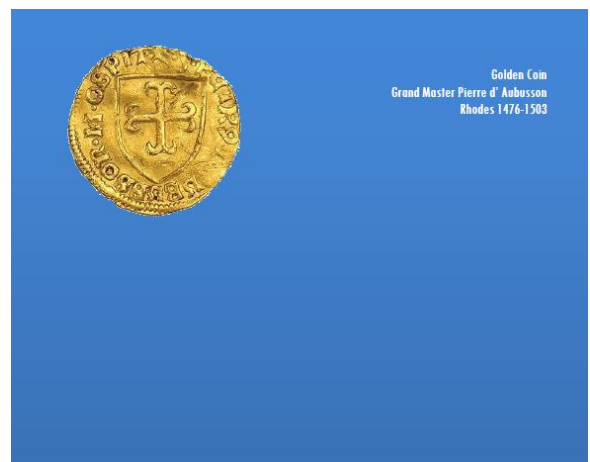
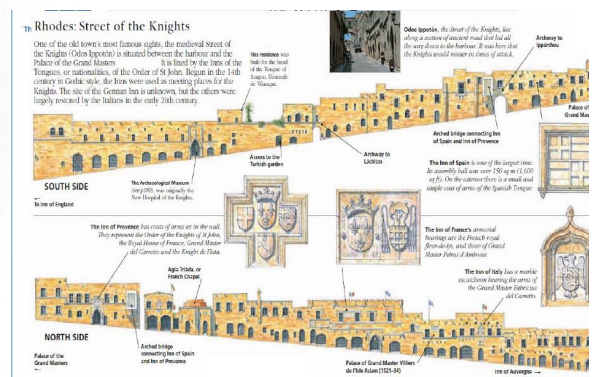
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Grand Master Challenge. The Game in Rhodes, Greece

Grand Master Challenge is an exemplary application with commercialization potential in the Unesco enlisted Medieval Town of Rhodes. It links the tangible object with its intangible dimension, the hidden meanings and the stories in a cognitive-emotional way via ICT-intense experience environment.

The application is designed to offer visitors a participatory service with cognitive-emotional affinity, through a process of negotiation with creative crowds, where validated expert knowledge matches the creative skills of experience seekers and cultural consumers.

The Game is played at 10 selected geolocations, each one connected to a special meaning and a task. It is also linked to Social Media Channels. By mastering all relevant tasks the winner is awarded the title of the Grand Master. Promoting the Game's ludic character, winners receive a diploma and his/her photograph is uploaded in the Grand Master Gallery, Generation II.



--Page 4 --

