



# Newsletter 1



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# BECOMING ACTIVE CITIZENS THROUGH MINECRAFT-ENHANCED VIRTUAL TOURISM

## Project Scope

There is a strong need to support rural development through local tourism and cultural heritage promotion for economic growth, job creation, and community development. Improving digital skills, especially in rural areas with limited access, is essential, along with promoting sustainable tourism practices that respond to the need for both sustainable tourism development and cultural heritage preservation.

The objective of MINEtour is to empower young individuals from rural areas to become active citizens and engage with civic societies while promoting local tourism in their hometowns and safeguarding their cultural heritage through the use of digital means.

- Encourage young individuals from rural areas to participate in developing and promoting local tourism, becoming proud active citizens in their own hometowns.
- Equip them with digital tools for effective promotion and engagement with civil societies.
- Provide necessary resources and networks to showcase hometowns and foster local tourism.
- Promote cross-cultural exchange and collaboration among rural youth in Europe.
- Raise awareness of sustainable and socially responsible tourism practices.

## Project results

1. A toolkit for young people: A set of modular materials aimed to motivate young people to become active by learning how to touristically promote their hometowns using digital means.

2. Tourism Through Minecraft Worlds: A game promoting challenges about cultural diversity in rural areas to increase the sense of respect and responsibility.
3. MINEtour Interactive Map: A platform for youngsters to create their own touristic e-portfolios promoting their hometown.

## Kick-off meeting



On January 26th, the consortium came together in Nicosia for the project's official launch, marking a significant milestone in our collaborative efforts. Hosted by the University of Cyprus, the face-to-face meeting brought together representatives from each partner organisation, including the University of Cyprus, Learning Seed CARDET, ATERMON, Asociacion CON VALORES, and INCDT.

During the meeting, partners engaged in fruitful discussions about the project's progress and established the groundwork for future actions. This gathering provided a valuable opportunity for partners to connect in person, fostering stronger relationships and enhancing collaboration.

## What's next?

After the implementation of focus groups in each partner country, a comprehensive report will be prepared, consolidating all national findings. This report aims to analyze the needs and gaps of youth in rural areas, informing our



next steps and actions for engaging with rural youth.

## Social media

Follow the project on Facebook:

[facebook.com/minetourprojecteu/](https://facebook.com/minetourprojecteu/)

and Instagram:

[www.instagram.com/minetourprojecteu/](https://www.instagram.com/minetourprojecteu/)

## Partner organisations

