

BECOMING ACTIVE CITIZENS THROUGH MINECRAFT-ENHANCED

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 update

The **focus group methodology** has been completed, along with the production of **national reports** and a **composite report**. These insights have been essential in identifying training needs and shaping the

development of training modules aimed at engaging rural youth.

Currently, the focus is on finalizing content of the modules, Sustainable tourism, Digital Literacy and Financial Literacy, Digital Skills for Sustainable Tourism, Community Engagement and Innovative Approaches in Local Tourism in order to achieve the objective of educating young people about tourism, sustainable tourism, the promotion of cultural heritage and the activation of young people in society. Interactive materials, including videos, presentations, practical exercises, and case studies, are being developed for the project's platform, offering an engaging educational experience.

2nd Transnational Partner Meeting in Argos



On 8th of October, 2024, the Learning Seed in Greece hosted the **second Transnational Partner Meeting** as part of the MineTOUR project. During the meeting, partners had the opportunity to preview the learning platform and see an example of the Minecraft game, including its graphics, which will be incorporated into the training later. Discussions focused on the project's progress,

with feedback provided on the modules developed by the partners.

What's next?

The next steps involve finalizing the content and modules, as well as organizing info days to engage focus groups and other youth participants. These events will share the developed materials and provide training to the youth, ensuring they are equipped to utilize the resources effectively. Additionally, in the coming months, the development of the Minecraft game will begin, including the creation of scenarios and related content.

Social media

Follow the project on Facebook:

facebook.com/minetourprojecteu/

and Instagram:

www.instagram.com/minetourprojecteu/

Partner organisations

