BECOMING ACTIVE CITIZENS THROUGH MINECRAFT- ENHANCED VIRTUAL TOURISM

MINETOUR

MINETOURPROJECTEU/

COLLECTING FEEDBACK THROUGH FOCUS GROUPS

1 OVERALL

Focus groups were conducted to verify the game design of MineTOUR and ensure that its content aligns with the needs and interests of the target audience. The primary goal was to gather diverse perspectives from young people, youth workers, and tourism experts to refine the game before its full implementation.

2 SPECIFIC GOALS

- Validate Needs – Gather insights from young people (18-24), youth workers, and tourism experts.
- Promote Sustainable Tourism – Use digital tools & eco-friendly practices.
- Foster Community Engagement
- Enhance Digital & Employability Skills
- Refine Game Design

3 LOCAL FOCUS GROUP IMPLEMENTATION

Who Implemented It?
The MineTOUR project team and partner organisations conducted the focus groups to validate the game design and ensure its relevance to the target audience.

What Information Are We Gathering to Improve the Game?
User Experience – How engaging and educational the game is.
Sustainable Tourism – Best ways to integrate real-world tourism challenges.
Digital Literacy – How the game can enhance players' digital and employability skills.
Community Engagement – How it encourages active citizenship and local tourism initiatives.
Game Design – Suggestions for missions, mechanics, and interactive elements.

Target Group were: Young people from rural areas and Tourism experts
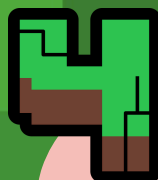
4 NEXT STEPS

- Analyze Feedback – Identify key improvements.
- Refine Game Design – Adjust missions and mechanics.
- Enhance Engagement
- Work with stakeholders for validation.
- Pilot Test & Launch – Final testing before release!