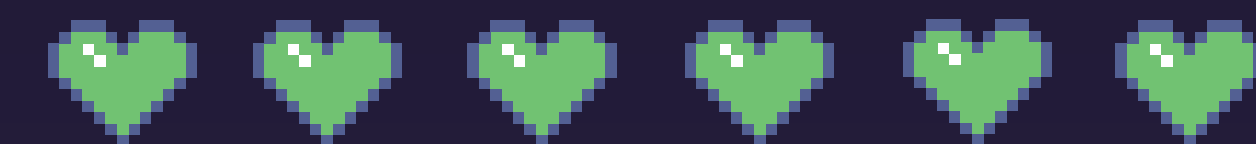




BECOMING ACTIVE CITIZENS THROUGH MINECRAFT-ENHANCED VIRTUAL TOURISM



About the project

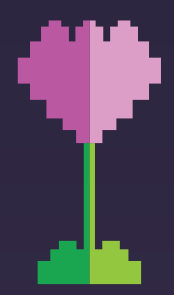
The MineTOUR project aims to empower young individuals from rural areas to become active citizens and engage with civic societies. The project will also promote local tourism in their hometowns and safeguard their cultural heritage through the use of digital means.



Target groups

- Young people aged 18-24 from rural areas
- Youth workers
- External stakeholders (NGOs, public authorities, Youth organisations, tourism, HORECA organizations)

Objectives



Raise awareness of sustainable and socially responsible tourism practices.



Equip them with digital tools for effective promotion and engagement with civil societies.



Encourage young individuals from rural areas to participate in developing and promoting local tourism, becoming proud, active citizens in their hometowns.



Provide necessary resources and networks to showcase hometowns and foster local tourism.



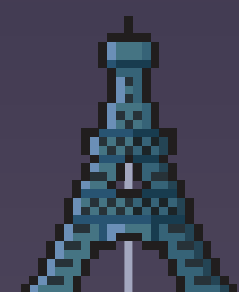
Promote cross-cultural exchange and collaboration among rural youth in Europe.

Project Results



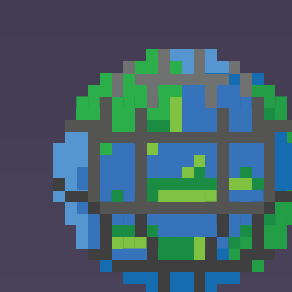
A toolkit for young people:

A toolkit to motivate young people to become active citizens by learning how to promote their hometowns using digital means touristically.



Tourism Through Minecraft World:

A game promoting challenges about cultural diversity in rural areas to increase the sense of respect and responsibility.



DIY: MineTOUR Interactive Map:

A platform for young people to create touristic e-portfolios promoting their hometown.

Partners

University of Cyprus, Cyprus (leader)
www.cs.ucy.ac.cy/seit/

LEARNING SEED, Greece
<https://learningseed.eu/>

Asociacion CON VALORES, Spain
<https://cvalores.org>

CARDET, Cyprus
www.cardet.org

ATERMON, Netherlands
www.atermon.nl

INCDT, Romania
www.incdt.ro

