




MED GAIMS



MED GAMification for Memorable tourist experiences



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Tourists today are more and more demanding, expecting higher quality services and more than just a simple observation of the sites that they visit. Nowadays, many visitors wish to create a more personal exploration and a more memorable experience. Gamification is a unique and effective means to support a site's experiential tourism offer.

The MED GAIMS Project brings together partners from four Mediterranean countries, to collaborate on enriching 13 historical sites, developing and offering gamified experiences to tourists. The resulting site-related games, digital and analog, will satisfy the shifting preferences of tourists, while involving local communities in the project to provide them with knowledge and opportunities for self-employment and startups.



Join Us

You can be a part of this project, whether as a game developer, as a game operator or as a tourist. We seek to change the lives of the people in communities around these tourism sites. The project teams would love to take in local people and empower them with the capacity to launch their startups. We also aim to prepare authorities of all types to successfully operate this new type of tourism. And as a tourist, feel free to let us know which games you'd like to play.



Partners:



Lebanon:

The American University at Beirut- AUB



Lebanon:

Directorate of General Antiquities - Lebanon



Jordan:

Jordan University of Science & Technology - JUST



Jordan:

Department of Antiquities of Jordan



Italy:

Fondazione Alghero Musei Eventi Turismo



Spain:

Entitat Pública Empresarial Local Neàpolis



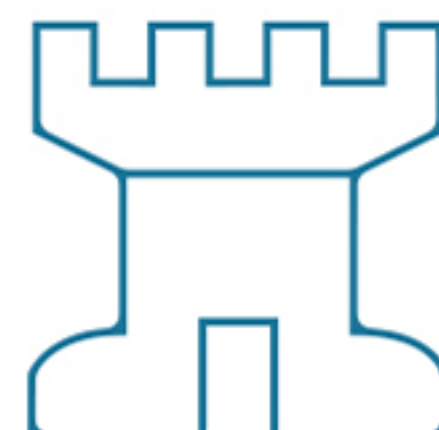
Spain:

Fundació privada i2cat, internet i innovació digital a Catalunya

Contacts:

Medgaimscom@aub.edu.lb

Medgaimsmanagers@aub.edu.lb



Please visit: www.enicbcmmed.eu/projects/med-gaims



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