

# MED GAIMS

GAMIFICATION FOR MEMORABLE TOURIST EXPERIENCES



# 1 Project Overview

## GENERAL GUIDELINES

The **MEDGAIMS** project develops **games** to revolutionize the **tourist site experience** by **gamifying** it with both physical and virtual applications

# HOW?

The MedGAIMS project will develop 40 gamified experiences in 4 countries using both analog and digital



## 4 COUNTRIES

- Alghero (IT)
- Amman (JOR)
- Beirut (LB)
- Vilanova i la Geltrú (SP)



## 7 PARTNERS

- Territorial
- Technological



## 40 games

- Analog
- Digital



## 10 games/country

- Inhouse
- External

# 2 Game Ecosystem

A NEW PRODUCT

## Different games... Different purposes.

Depending on the kind of game gives us the chance to provide with a different utility in the global understanding.



### Hook

Awakens interest from home.  
Gamified experience at home.



### Content

Provides content in tourist sites.  
Gamified experience in destination









### Bridge

Connect places  
Gamified experience in destination



# MEGAIMS

## Game Ecosystem

-  HOOK
-  CONTENT
-  BRIDGE
-  HOOK
-  CONTENT
-  BRIDGE





# Hackaton & Creative Lab

20-21

November 2020  
Vilanova i la Geltrú



# GRANTS

## DEVELOPMENT

## DEPLOY

DIGITAL GAMES

15.000 €

ANALOG GAMES

10.000 €

+ 5000€/each

@medgaims



xavis@neapolis.cat

neapolis 

