MED GAIMS

GAMIFICATION FOR MEMORABLE TOURIST EXPERIENCES













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









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







П НООК

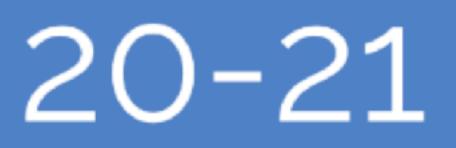
CONTENT

→ BRIDGE





Hackaton & Creative Lab



November 2020 Vilanova i la Geltrú









GRANTS

DEVELOPMENT

DEPLOY

DIGITAL GAMES

15.000 €

+ 5000€/each

ANALOG GAMES

10.000 €









amedgaims









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