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TEMPoraryUSes as start-up actions to enhance port (in)tangible heritage

D5.2.3 – Hack Days Report

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Authors	Emmanuel Di Tommaso, Federica Boschi (Università di Bologna)
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INTRODUCTION

The present Deliverable contains a summary of the unfolding and results of the co-design/collaborative experience of the Hack Days (Innovathons): 12-hours-long events taking place simultaneously in the 3 pilot cities. The Hack Days has been invitation-only events involving Innovators and Cultural and Creative Industries to draft/develop disruptive project ideas for the valorization and/or promotion of Port Cultural Heritage. The project ideas and subjects emerged during the Hack days will contribute to D 4.3.3 Local Entrepreneurial Ecosystem business strategies and, together with the results of the D 5.3.5 Mix&Match event, to the creation of a port entrepreneurial realm. The projects winning each Hack Day will be presented at the D2.3.5 final Docking Event organised by the LP in Bari (Italy).

1 HACK DAYS

An Innovathon is an Open Innovation contest, a “marathon of ideas” to stimulate the participants with challenges aimed at contributing to innovation processes. Similar to hackathons, Innovathons are focused on finding innovative and creative solutions and drawing inspiration for new actions, products, and/or services. Participants are called upon to design an innovative project drawing on their technical knowledge, creativity, spirit of adaptation, problem solving skills and teamworking attitude: during the event participants are grouped into teams and will have to collaborate to find shared solutions to a challenge, contributing their individual experience and differences and elaborate ideas collectively. The challenge proposed in occasion of TEMPUS Hack days is to design a product/service aimed at enhancing the tangible and intangible, natural and cultural heritage of port cities in the Adriatic area, selected and mapped by the TEMPUS project.

The participants can develop their product/service elaborating the following themes:

1. the Cultural Heritage's historical period and/or typology
2. type of temporary use
3. the relation between the Cultural Heritage and the temporary use it hosts

Each Partner can decide whether to assign the theme to work on to the participants or to leavethem free to choose among the three.

The intended target group of the Hack Days are students and creatives aged 18 to 35. The attendance will be by upon invitation for a maximum number of 20 participants, to be divided into groups of max. 4 people. 3 Local Juries will be formed at the responsible Partner's discretion for the selection of 1 idea each. The 3 ideas resulting from this first step will be then evaluated by a CBC Jury formed by a total of max. 6 people, ideally 2 from each Pilot, that will decide the ranking of each idea (1st, 2nd, and 3rd place).

1.1. HACK DAY RAVENNA

On March 2 and 3, 2023, the TEMPUS INNOVATHON (Hack Day): Project Bizantium was held on the premises of the S-Club, in Ravenna's Darsena. The participants, grouped into teams, were asked to design an innovative project drawing from their technical knowledge, creativity, problem solving skills, and attitude toward teamwork. During the event, the members of each team collaborated to find answers to the proposed challenge, bringing their individual experiences and differences and collectively coming up with ideas.

The invited participants include University students collaborating with Rete Almagià, as well as creatives, including designers, intercepted through TEMPUS actions. The event was organised with the support of librAzione, a Social Cooperative Society providing dissemination, guidance, prevention, and research services and activities.

DAY 1: March 2

The Innovathon started with a welcome speech by Saveria Teston, during which the TEMPUS project has been presented, clarifying the context in which this activity is included. After the speech, the moderator of the event, Kingsley Ngadiuba, who is an external collaborator of LibrAzione's, explained the course of events during the days.

18 participants from the educational and the cultural and creative sectors were divided into 5 teams and involved in a role game to explore and get to know the Cultural Heritage assets identified within the project, so as to develop ideas for products or services for their valorization.



DAY 2: March 3

Starting from the experiences and the knowledge acquired on the previous day, the second day has been dedicated to the project ideas development. Not all the participants of the first day were able to take part on the second day: the 15 participants left were divided in 3 groups and were provided with paper and felt-tip pens to record their ideas, a list of all cultural heritage selected by TEMPUS project, and 1 computer for each team to access and navigate the online map for the assets' localization. A moderator directed each team to emphasize which issues are addressed by the project idea, who is affected by these issues, and how the solution can be found. The ideas have been then elaborated and presented. At the end of the event the participants received promoting material of the TEMPUS project and were invited to take part in the events planned for the launch of Ravenna's TUA on March 25 and 26, 2023.



The ideas resulting from the event are the following:

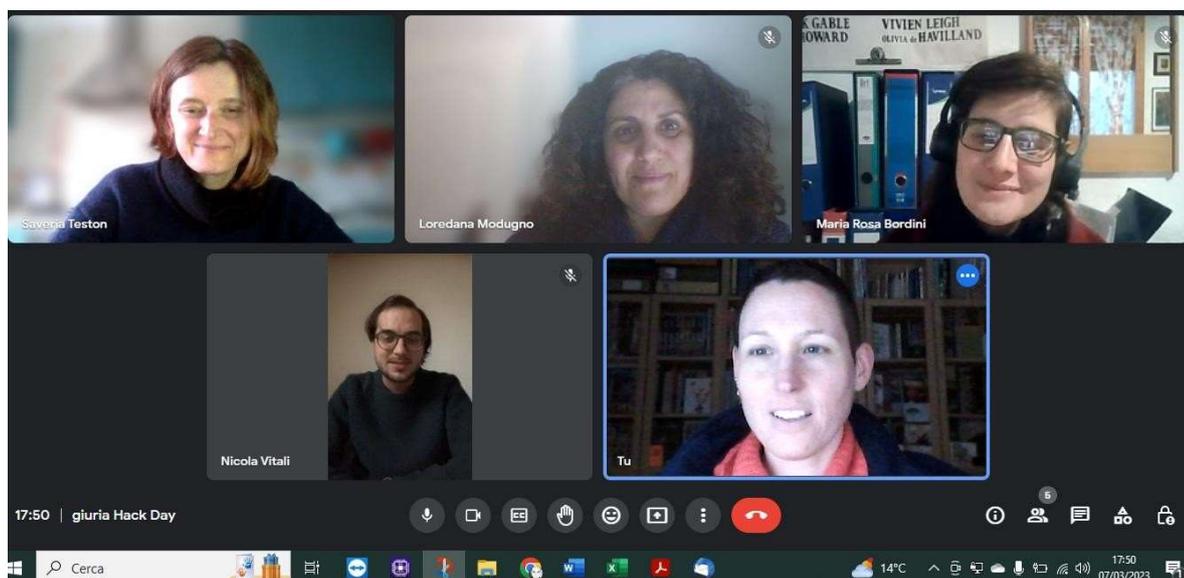
- Idea 1: ADRIATICLink/ Dadranska poveznica
- Idea 2: S.I.L.O.S - SaLL pOerS
- Idea 3: ANGELA ANGELINA - a diffuse islandAll

the project ideas are summarized in ANNEX I.

The evaluation of the ideas was entrusted to a five-member jury with the following composition:

NAME	ORGANIZATION
Loredana Modugno	ITC-CNR
Maria Rosa Bordini	CNA Ravenna
Saveria Teston	University of Bologna
Livia Gabbianelli	CNA Ravenna
Nicola Vitali	LibrAzione

Table 1 – Members of Ravenna’s local Jury



The jury met online on March 7 at 5 pm. Through established criteria, each member expressed their evaluation and assigned points. After adding up all the points, the best rated idea was declared: IDEA 1: Angela Angelina – a diffuse island.

Here follows the criteria:

Object of evaluation	IDEA1	IDEA2	IDEA3
Consistency of the proposal with the challenge	30	30	30
Usefulness and innovation of the proposed solutions: - improved product (differentiation of the idea compared to an existing product) innovation (the idea has innovation, creativity) - transferability (the idea can be licensed to other companies to increase production or to the use of technology / product in sectors other than for which it was invented)	30	20	20
Technical-technological feasibility of the proposal	20	15	10
Use of existing technologies	10	10	10

Clarity of the proposal presentation	5	5	5
Timeframe for the realization	3	2	1
max. score	98	82	76

Here follows the ranking:

RANK	EVALUATED IDEAS PER TEAM	TOTAL
1.	Idea 3: ANGELA ANGELINA - A DIFFUSE ISLAND	98
2.	Idea 1: ADRIATICLINK/ DADRANSKA POVEZNICA	82
3.	Idea 2: S.I.L.O.S - SAIL POERS	76

Table 1 – Ranking of the project ideas in Ravenna

1.2. HACK DAY RIJEKA

On March 7, 2023, the TEMPUS INNOVATHON was held in the Torpedo Production Park in Rijeka.

The Hack Day (Innovathon) was promoted on the website and social networks of RRA PORIN with an invitation, attachments (idea form, TEMPUS INNOVATHON proposition), and the Agenda.

The INNOVATHON started with a welcome speech by the director and member of the project's working team, Dario Zorić, who also moderated the meeting and presented the agenda. The introductory presentation on the TEMPUS project was presented by Doris Sošić. Then the INNOVATHON event started and the moderator explained the course of events during the day.



There were 10 participants from the economic, public and educational sectors who were divided into 5 teams of two members each.

To start working, each team received papers and felt-tip pens to record their ideas, and the Sail-it maps with a list of Rijeka's cultural heritage. The Moderator directed teams to emphasize which problem the idea solves, who has that problem, how we solve the problem and the elaboration of the idea itself.

After each team initially presented their idea, the preparation for the presentation of each team's ideas followed. Also, the teams transferred their ideas to the provided form. Attached is a summary of each idea (ANNEX II). At the end of the event each participant received promotional material of the TEMPUS project.

The evaluation of the ideas was entrusted to a three-member jury with the following composition: Dario Zorić, Maria Grbac and Sanja Benić from the Rijeka development agency Porin d.o.o.

The members of the jury were given all the ideas' forms and a form listing the evaluation criteria and the corresponding points, so that they could evaluate each

idea. Here follows the criteria:

Object of evaluation	IDEA1	IDEA2	IDEA3	IDEA4	IDEA5
Consistency of the proposal with the challenge	28	28	27	28	27
Usefulness and innovation of the proposed solutions: - improved product (differentiation of the idea compared to an existing product) innovation (the idea has innovation, creativity) - transferability (the idea can be licensed to other companies to increase production or to the use of technology / product in sectors other than for which it was invented)	28	16	27	24	24
Technical-technological feasibility of the proposal	20	18	18	18	18
Use of existing technologies	9	10	10	10	10
Clarity of the proposal presentation	4	5	4	5	5
Timeframe for the realization	4	4	4	4	4
max. score	93	91	90	89	88

All teams' ideas were evaluated as presented in the following table:

RANK	EVALUATED IDEAS PER TEAM	TOTAL
1.	Idea 1: NEW EUROPEAN BAUHAUS IN UNUSED BUILDINGS OF PORT HERITAGE	93
2.	Idea 3: OUTDOOR GETTING TO KNOW THE CITY OF RIJEKA	91
3.	Idea 4: AN APPLICATION FOR FUN FAMILIARITY WITH THE CULTURAL AND HISTORICAL HERITAGE OF RIJEKA	90
4.	Idea 2: TORPEDO 101	89
5.	Idea 5: THE TIMELINE OF THE CITY OF RIJEKA	88

Table 2 – Ranking of the project ideas in Rijeka

After adding up all the points of the jury members, the best rated idea was declared: IDEA 1: New European Bauhaus In Unused Buildings Of Port Heritage.

1.3. HACK DAY SOLIN

The TEMPUS INNOVATHON, Hack Day event related to the pilot location Solin was held on March 9, 2023, in the campus area of Split - in the Student Business Incubator (PICS), organized by project partners PI RERA and CITY OF SOLIN, under the patronage of the Digital Dalmatia of the Split-Dalmatia County.



Following the main guidelines set by the activity coordinator, all materials, regulations and criteria for evaluating and scoring proposals were prepared, a local jury was set, and an invitation for potential participants to apply for the Innovathon was prepared and published.

Targeting students and young entrepreneurs under the age of 35 they were invited to join and work in developing of an idea, an innovative solution according to the task that will be presented to them at the beginning of the event by the Innovathon moderator, during the limited time but not longer than 12 hours on the same day. The participants could find out for their inspiration in the sail-it maps or the Myportheritage.eu platform, which were available to them even before the competition itself.

The team that will develop the winning solution from the TEMPUS INNOVATHON organized in Split had an opportunity to shoot a short promo video and present their proposal (idea) at the exhibition at the pilot site and at the opening of the TUA space in Solin, and above all enter the selection of the best solution within the cross-border competition in Italy and Croatia.

Each participant was rewarded with attractive gadgets branded with the project logo.

Participants could apply in a team or independently, via the google form at the link https://docs.google.com/forms/d/e/1FAIpQLSeLiJnU7ohJ5FgTZ_TAqoGPVPulCHuMKMCLWy2JxzS7MkO27A/viewform

The invitation was published on the website Digitalna Dalmacija, Dalmatia Startup Community - a local IT startup scene in the area of Split and Dalmatia, founded and managed under the auspices of the SD County, on the website of the Student Business Incubator and one of the largest faculties in the county EFST Split. In the end, next to the posts on the RERAs' and Solins' websites, the announcement with the invitation was published at two of local online portals.

Digitalna Dalmacija <https://digitalnadalmacija.hr/Business/Dalmatia-Startup-Community/Startup/ponudi-kreativno-i-inovativno-rjesenje>

EFST WEB, <https://www.efst.unist.hr/o-fakultetu/novosti/natjecaji/poziv-na-natjecanje-tempus-innovathon-09-ozujka-2023>

PROJECT PARTNERS websites;

CITY OF SOLIN, <https://www.solin.hr/upravni-odjeli/upravni-odjel-za-gospodarstvo-zastitu-okolisa-i-europske-fondove/uozgzoef-novosti/tempus-innovathon/>

PI RERA S.D., <http://www.rera.hr/clanci/tempus-innovathon/653.html> Local online portals;

<https://dalmatinskiportal.hr/vijesti/tempus-innovathon--otvoreno-natjecanje-za-inovacije/162080>

<https://www.dalmacijanews.hr/clanak/q2ds-otvorene-prijave-za-natjecanje-inovatora-tempus-innovathon#/clanak/q2ds-otvorene-prijave-za-natjecanje-inovatora-tempus-innovathon>

The event took place according to the following plan and program;

10:00 gathering and registration and at 10:30 started formal part with an opening session and presentations

- Briefly about the project, in general (Nataša Ugrin, JU RERA)
- Pilot location Solin (Ivana Tokić, CITY OF SOLIN)
 - Briefly about Innovathon (Dario Zorić, in the role of the moderator); Through the introduction to Innovathon, the moderator introduced participants to the issue to be dealt with and what is expected from their team.

- presentation of the jury and mentors by the moderator and rules the scoring criteria

From 11:00 a.m. to 2:30 p.m. INNOVATHON, PART I – proposal development

-The first part lasting 3 hours takes place in segments arranged by the moderator of Innovathon (Dario Zorić), i.e. steps through which, with the help of mentors (Maksim Pešić, Mili Novak), the moderator guides the participants in designing and developing their ideas or proposals.

Teams had half an hour at their disposal to start the proposal and lay the foundations for their proposal. The moderator guided them further through the following steps, all at similar timing, and thus by several steps got the participants through the task thoughtfully and efficiently. On that principle, the teams, also helped by a mentor, structured their proposal in approximately three hours as it was presented to the jury and attendees in the second phase of Innovathon.

The presentation of the idea was intended as an interaction and that time was maximum used to have focused on the development of the proposal and it is allowed to present details orally.

Each team had approximately 15 minutes for the presentation.

At 5 p.m., After a joint lunch and a short break, the Innovathon got into PART III – participants finalized their proposal and submitted it for a final evaluation. The deadline for submission was the same day at 10 p.m.

In total 11 participants (including 2 mentors) participated in the Innovathon, formed in a total of three teams. In the end, the teams finalized one proposal each and they are;

- Team 1, Promotion and inclusion of the Jadro excursion in the tourist offer
- Team 2, Salona tourist promotion
- Team 3, The Little Guardians of the Solin heritage



The winner idea is listed in ANNEX III.

The local jury members, Frane Polić (City of Solin), Mili Novak (JU RERA S.D.) and Dario Zorić (PORIN), individually evaluated proposals according to previously set criteria for evaluating proposals and the proposal that gained the highest number of points in total was the winner of the local event and the representative for the international competition was Team 1 with the idea named "Promotion and inclusion of the Jadro Excursion in the tourist offer".

2 CBC JURY

On March 28, 2023, the TEMPUS CBC jury for the selection of the Hack Days' winner was held by ITC- CNR in Bari. The evaluation of the ideas was entrusted to a three-member jury with the following composition:

NAME	ORGANIZATION
Michele Mazzali	ITC-CNR
Doris Sošić	PORIN
Marijana Pavičić Pera	Municipality of Solin

The CBC Jury started with a welcome speech by Loredana Modugno (ITC- CNR Secretariat) who presented the CBC Jury members. Thus, the international jury, consisting of Michele Mazzali, Marijana Pavičić Pera and Doris Sošić, evaluated the three best ideas selected at local level:

1. New European Bauhaus for the unused port heritage of Rijeka, pilot of the city of Rijeka
2. Angela Angelina - one widespread island, pilot of the city of Ravenna
3. Promotion and inclusion of the Jadro excursion site in the tourist offer, pilot of the city.

Each of the ideas gave a new perspective on the development of each pilot and it was very challenging to single out only one proposal. Each jury member described the strengths and weaknesses of each project. To facilitate the choice of the winner, an evaluation grid based on several evaluation criteria, was created:

CRITERIA	Rijeka	Solin	Ravenna
Time & feasibility		X	
Heritage	X		X
Multifunctional & multidisciplinary	X		X
Economic sustainability			
Environmental sustainability	X	X	X
Sustainability Tourism		X	
Future Scenarios & innovation	X	X	X
Coherence with the TEMPUS project	X		X

To break the tie between Rijeka's and Ravenna's ideas, the level of coherence with the TEMPUS project have been evaluated, resulting in the victory being assigned to Ravenna's pilot "Angela Angelina" - a widespread island. The idea concerns an old oil platform on the Italian coast of the Adriatic Sea to transform into a multifunctional space for events, research purposes, etc. It is planned to cooperate with local cultural, scientific, and other institutions, especially fishermen, on the installation of various facilities on the bottom of the sea in order to restore the fish fund, and with scientists for the use of energy through sea waves, etc. This 'island' would thus become a new tourist attraction to further connect Italy and Croatia in accordance with the motto of the project: Bring new life to the Adriatic ports.

At the final conference of the TEMPUS project held on March 29, 2023 in Bari, Doris Sošić will announce this winning idea of young students from Ravenna on behalf of the jury members.

3 CONCLUSIONS

As a result of the selection made by the CBC Jury, the winning team will be rewarded with 6 to 10 hours of consultancy, offered by PP CNA Ravenna free of charge, for the refinement of the winning idea, so it can be developed in coherence and synergy with the Urban Strategy defined within TEMPUS (OP1 Port Cities Urban Strategies).

The team will be provided with the starting tools and competencies to define objectives that can be achieved in the short-mid term and build a proposal which is modular in nature, so it can meet the territory's needs and capture different types of funding.

ANNEX I - RAVENNA

IDEA 1: Angela Angelina – a diffuse island

The project aims to reconnect the sea with coastal life by creating a path mixing history, culture, energy and economy capable of bringing land and water together. On land, the idea is to enhance the training, dissemination, and research activities carried out by CESTHA - Centro di Ricerca Sperimentale per la Tutela degli Habitat (Experimental Research Center for Habitat Protection), currently located in the Former Fish Market building, by opening new workspaces inside the Marina di Ravenna Lighthouse, located a short distance away. The Lighthouse, in turn, could then become a venue for art residencies, during which artists would be asked to create works related to environmental themes, to be installed on the Angelina offshore platform. The platform will cease its activity in 2027, and by that date, it is planned to be able to transform it into an environment museum, in which the impacts of gas extraction on the territory would be narrated, also thanks to didactic and divulgative activities designed by researchers together with artists. The connection with the coast will be guaranteed by the collaboration with fishermen, who will be involved to accompany visitors from Marina di Ravenna to Lido di Savio, and tell their history, their traditions (intangible heritage linked to fishing) and how their work has changed, also due to climate change. The platform will be completely eco-sustainable, producing autonomously the necessary resources to maintain itself and the activities: it will use water obtained from desalination plants and energy produced with photovoltaic panels and wave energy. In addition to that, the platform will host a km 0 seafood restaurant, which will offer dishes based on mussels, salicornia and blue fish (all typical of our coast), and an area dedicated to performing arts, which will be able to host high-profile events (such as concerts or galas). The project is suitable for replication at disused platforms on the Croatian coast, possibly combined with disused buildings on the mainland.

IDEA 2: ADRIATICLink / Dadranska poveznica

The Project aims at enhancing the assets and industrial history that have characterized the cities of Ravenna and Split by promoting the traditions and culture of both cities through exchange and connection. The idea is to create a virtual and cultural connection between Ravenna and Split (Porin) through the realization of an annual, month-long Festival that will take place,

simultaneously, on the two coasts and, specifically, within the two identified CHs: the Ex SIR in Ravenna and St. kajo cement factory, in Split. Events will be concentrated on weekends and will be organized as follows:

- Photographic and multimedia exhibition: within the two industrial spaces, permanent and accessible throughout the month in which the festival will take place. Using VR visors, visitors (Italians and Croatians) will be able to virtually visit places on the opposite coast.
- Food stands: set up outside, offering typical dishes from the culinary tradition of the opposite coast.
- Shows: organized during Saturday and Sunday mornings, presenting different aspects of the two cultures, for example: music, dance, cinema, fashion, gastronomy, mosaic (an art typical of both cities).
- Workshops: organized on Saturday and Sunday afternoons. The public will be involved in a variety of activities and contribute to the creation of a collective mosaic, in collaboration with the artists involved in the Festival.

The closing of the Festival will be an opportunity to present the projects created during the event.

IDEA 3: S.I.L.O.S – SaIL pOerS

The main objective of the Project is to redevelop two areas, the Ex Silos Granai (in Ravenna) and the Brewery Area (in Solin), through a cooperation project that involves the creation of two twin hubs. Both hubs will offer spaces for cultural events, moments of conviviality and opportunities for artistic and artisanal creation, thus becoming a reference point for artists, citizens and visitors. While maintaining autonomy in the management of the spaces and in the creation and development of their own projects, there will be moments of connection guaranteed by the organization of an annual Festival that will take place simultaneously in the two locations. The Festival will take the form of a moment of transnational cooperation during which people of all ages will be involved to participate in a Hackathon whose goal will be to offer new ideas for the protection and enhancement of the twin city's cultural heritage.

ANNEX II - RIJEKA

IDEA 1: New European Bauhaus In Unused Buildings Of Port Heritage

On Port of Rijeka territory there are a lot of unused, precious and significant maritime and industrial heritage. The goal of the project would be to turn old and abandoned infrastructure (wherhouses) into residential buildings for young and educated people and entrepreneurs who would raise social and cultural life to a new level with their jobs and life activities. As part of residential buildings, green areas (parks, promenades) would be built. In this way, the industrial heritage can be given a new economic meaning and, through revitalization, transformed into a new consumer product on the market through the New European Bauhaus. This is where entrepreneurs and artists, architects and other professionals gather to, through new techniques, new materials and new forms that will be applied to architecture, furniture and utility items with the application of new technologies to create a modern center for living and working.

IDEA 2: Torpedo 101

The focus of the project is the renovation of the Torpedo launch ramp and the creation of a complex that would have a purpose. We consider the torpedo, as a world innovation, to be a great stamp on the history of the city of Rijeka, which, completely unfairly, is in a state of disrepair. Our idea is the initial adaptation of the location so that it could be used for different purposes over time, the Torpedo Center.

The first step behind adaptation would be connecting with educational institutions whose help we need if we want to achieve the goal. We do not want our space to be an optional activity as a result of the teacher's will, but a movement within which all stakeholders see the need to come. Our desire is to get closer to the younger population by creating an application that could be accessed by anyone with a smartphone. Scanning the QR code would start the virtual walk. We want to present theoretical knowledge in reality and through restored physical remains. The second step of the project would be the creation of a space that would serve as a kind of incubator for the ideas of young and older visitors. We see RRA Porin as an important partner in the realization of the second step. To raise Torpedo from an educational tourist attraction to a space that currently contributes to the local community, but also beyond.

IDEA 3: Outdoor getting to know the city of Rijeka

Tour and presentation of the sights of the city of Rijeka from the sea or Rječina, from excursion boats or kayaks. Due to the interesting configuration of the terrain on which the city of Rijeka lies, the goal is to achieve that from various angles or positions it is possible to observe and familiarize Rijeka with its heritage.

By sea: on excursion boats that sail in Rijeka's water area, groups on boats that visit diving locations, etc., enable the use of equipment or virtual glasses that enable observation of various locations and heritage buildings in Rijeka. The same can be observed from the Mololongo promenade and at Botel Marina, which is located in the port of Rijeka.

By kayak: The river Rječina flows through the city, where you can go by kayak and reach the open sea, and with the help of equipment, i.e. virtual glasses (VR), you can enter some heritage as we pass by kayak on the Rječina and its delta.

By foot: from the east to the west of the city, you can also walk along the main road, and in the center of the city there is the Mololongo promenade. Using virtual glasses, the heritage is followed along this longitudinal direction and gets to know in more detail.

In this way, we enable people who like to be in motion, sports activities, boating, divers, walkers and kayakers to have a virtual visit of Rijeka's heritage. Virtual glasses are available through travel agencies or tourist guides, and on the website of the tourist board there will be instructions on where they can be rented.

IDEA 4: An application for fun familiarity with the cultural and historical heritage of Rijeka

Gamification is one of the most popular ways to introduce people to certain topics that they might find uninteresting if they were introduced to them in a traditional way. The idea is to make getting to know Rijeka's cultural and historical heritage interesting and attractive to citizens and tourists through gamification.

The application makes it easier to find and learn about cultural and historical heritage and contains a map on which all locations in a certain area are marked, making it easier to find them. In addition, it is possible to see how certain locations once looked and read more information about them. With the help of the map, users can get to the location and see

live how the location currently looks, and in the application they can see its history. Also, in the application there are games available for each location, so, for example, for Porto Barros in the game you need to load certain goods (which were important for this port) in the designated ships, for Torpedo you need to launch torpedoes and sink as many ships as possible in a certain time, at Lukobran at a certain time certain goods (e.g. grain) should be transported on rails from one end and similar. By playing these games, you accumulate points that can later be exchanged for prizes. Prizes can be, for example, a discount for a ferry ride to visit an island, a discount for museums in the area, a voucher for a traditional cake in a restaurant, and the like. In this way, citizens and tourists are attracted to, in addition to visiting and getting to know the cultural and historical heritage, to visit museums and to use the products and services of local entrepreneurs.

IDEA 5: The timeline of the city of Rijeka

The Rijeka Time Machine project is intended for the local population and domestic and foreign tourists visiting the city. The project increases the values of the old cultural heritage with the help of the use of technology and new tourist attractions. This kind of project is different from other similar projects because you are walking through the time machine of the city of Rijeka along the promenade of the Rijeka Mololongo. Visitors will first go through the past with the help of the display of photos on an interactive screen on the glass of the Rijeka Port Authority building. Visitors will be able to experience the present with the help of an interactive screen placed in front of the viewpoint where there will be an interactive map of the city of Rijeka. Also, with the help of binoculars, they will be able to see the current state of the cultural heritage of the city of Rijeka. Visitors will have a unique opportunity to participate in creating the future of the city of Rijeka, that is, they will be able to propose what they would like to see in the city. The most important benefit of this project is raising the value of the cultural heritage of the city of Rijeka.

The resources of the Museum of the City of Rijeka, the Maritime Faculty in Rijeka and private resources of natural persons who are willing to share would be used to create the applications. The Oracle Apex program would be used as a tool, which would be connected to the databases of the mentioned museums. Photos related to the history of Rijeka are under the resources of natural persons and in the Museum.

ANNEX III - SOLIN

IDEA 1: Promotion and inclusion of excursion Jadro in the tourist offer

The aim of the project is to increase the visibility of Izletište Jadro, to include it in the tourist offer and consequently to increase the number of visitors.

The picnic area at the source of the Jadro river was opened at the end of last year. It is an excursion site that offers numerous attractions to its visitors, such as a tactile park, sports fields, recreation areas, an interpretation center for the endemic species of soft-mouthed trout, a children's playground, a presentation of natural heritage, and soon catering services. Diocletian's aqueduct is also located within the picnic area, which is still partly in operation, and in ancient times it fed Diocletian's palace with water from the Jadro river. The Jadro river itself flows through Solin and flows into the sea near the Vranjica peninsula. The user's problem is insufficient visibility of the Izletište in the public space and, consequently, a small number of visitors. They would solve this problem by investing in marketing activities with the purpose of presenting the Excursion in regional media, on social networks and other communication channels. A service was also designed - a tourist tour that would connect the Jadro Resort with other localities in the town of Solin, which are connected and located along the Jadro River. The tour would include the following locations: Jadro excursion site, including Diocletian's aqueduct, the "Hollow Church", i.e. the coronation basilica of Croatian medieval kings, the Gradina fortress, Gospa's island and finally the mouth of the Jadro river.

This proposal aims to show visitors the important cultural heritage of Solin and tell the story of the city's history, including both natural and cultural heritage. This tour does not currently exist.