

Promotion and strengthening of competences in vocational occupations in tourism

LET'S PLAY!

Treasure digging





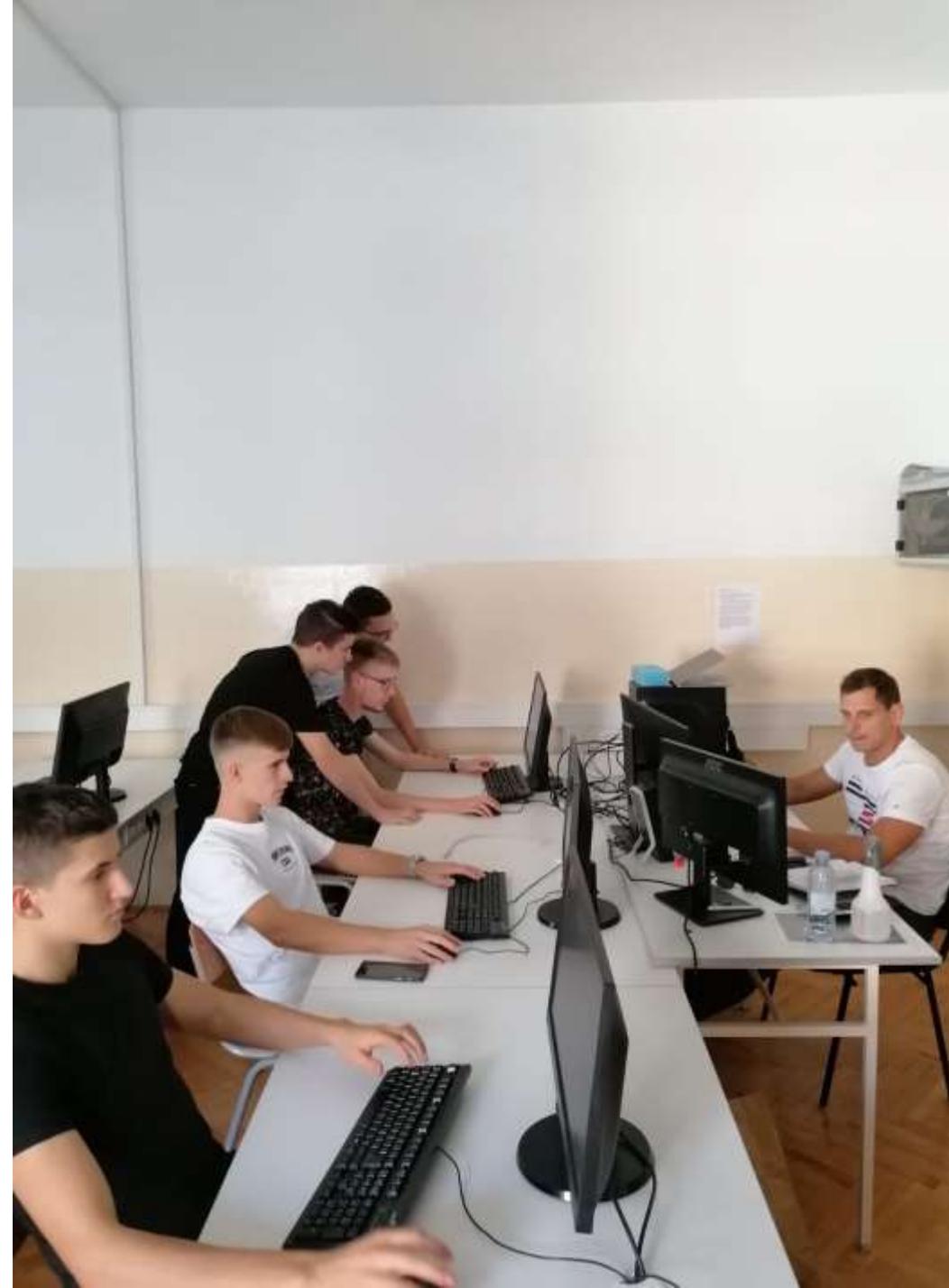
Vision

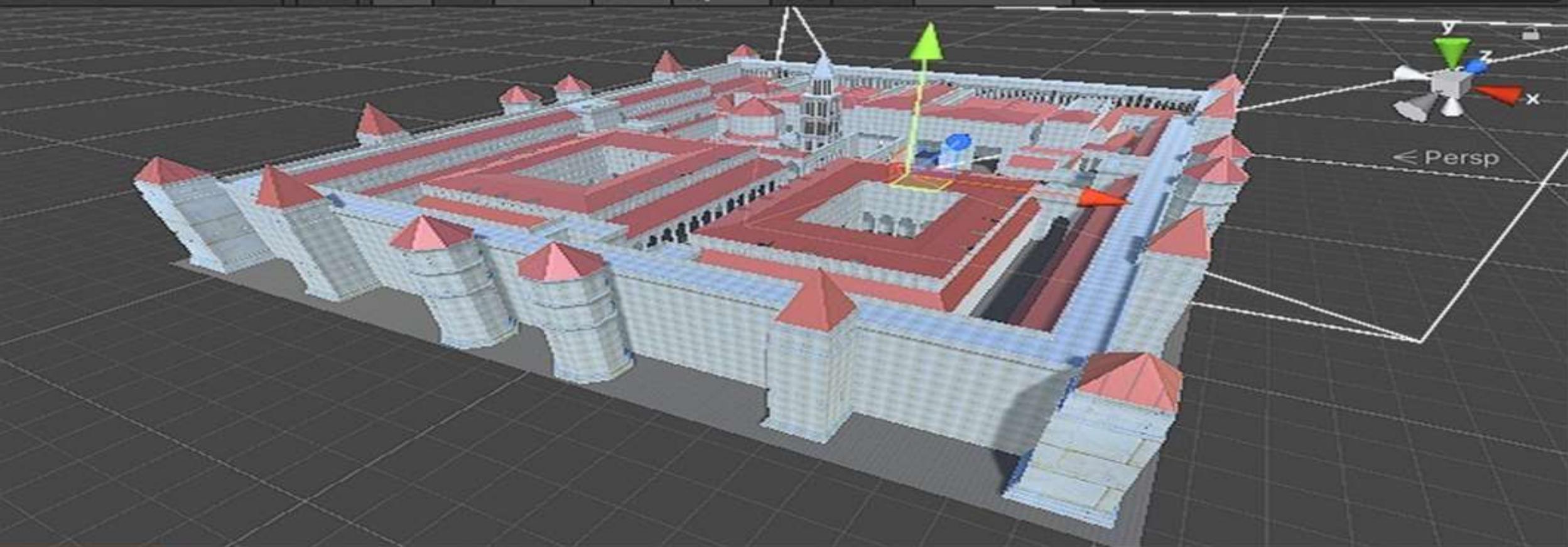
To allow the kids to be guided by a puppy through the educational contents, in order to meet the tangible heritage of the city



Mission

- The project team of Tourism Hospitality school in Split was in charge of making educational contents, translation in 4 different languages and organisation and conducting promotional activities
- The project team of Electrotechnical school was in charge of making the application solution of the game and induction of the dog in the virtual world. They made it by creating the logic of the game, the 3D model of the dog and converting the city underneath Marjan into a virtual environment





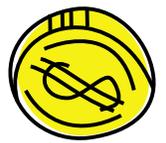
Game
Display 1 ▾ Full HD (1920x1080) ▾ Scale ● 0.18x Maximize On Play Mute Audio Stats Gizmos ▾



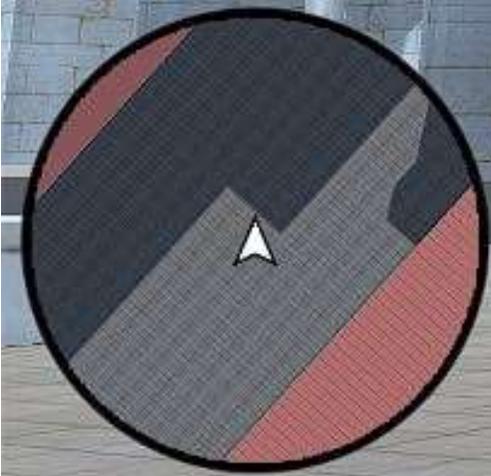
The goal has been achieved



treasuredigginggame.com



Energy



From idea to realisation

- Treasure digging game is an educational application which meets the kids with the city on educational, interactive and interesting way
- It is designed with the goal to explore the core of the city while guiding the dog
- With every correct answer the dog is one step closer to the treasure and children are richer for valuable knowledge
- Application solution is achieved, apart from Croatian, in 4 different languages: English, German, Italian and French



Three levels for different age groups..



From printed to a digital edition



Treasure
digging

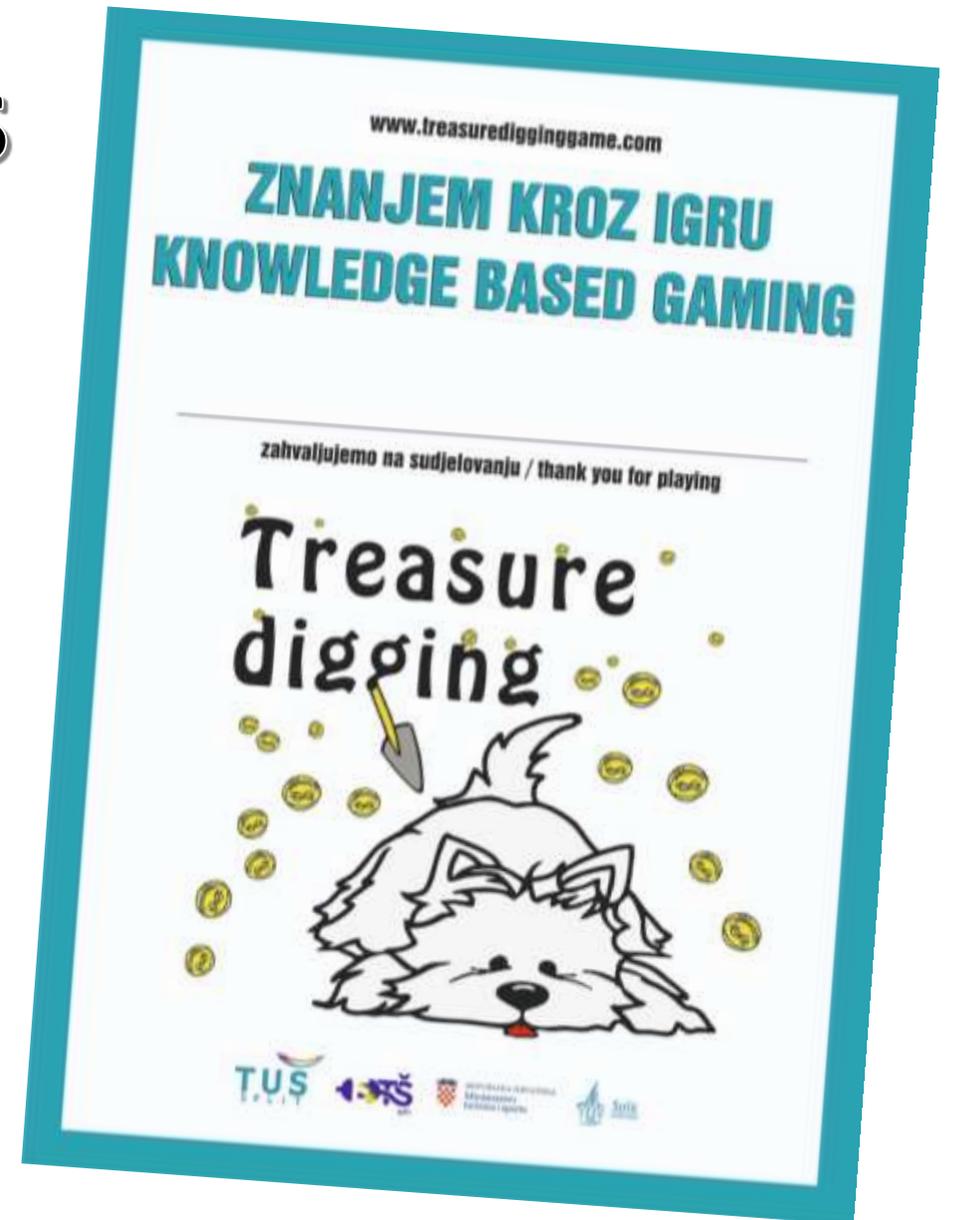


Promotional materials



Promotional activities

- Tournament organisation in elementary schools
- Tournament organisation for young tourists
- Merit certificates for all competitors, medals for the players with 3 best scores
- Prizes for social media activity





First time in media

From
WEB...



TREASURE DIGGING GAME

As part of the conference **Competencies for tourism**, which took place on September 3, 2021, in the premises of **Tourism and Catering School Split**, a new project called **Treasure digging game** was presented. The project is done in the partnership between **Tourism and Catering School Split** and **Electrical Engineering School Split**. Grants for the project are awarded by the **Ministry of Tourism and Sports** within the program **"Occupation Promotion" - Promotion and Strengthening of Competencies of Professional Occupations for Tourism**. The project is also supported by the **Tourist Board of Split**.

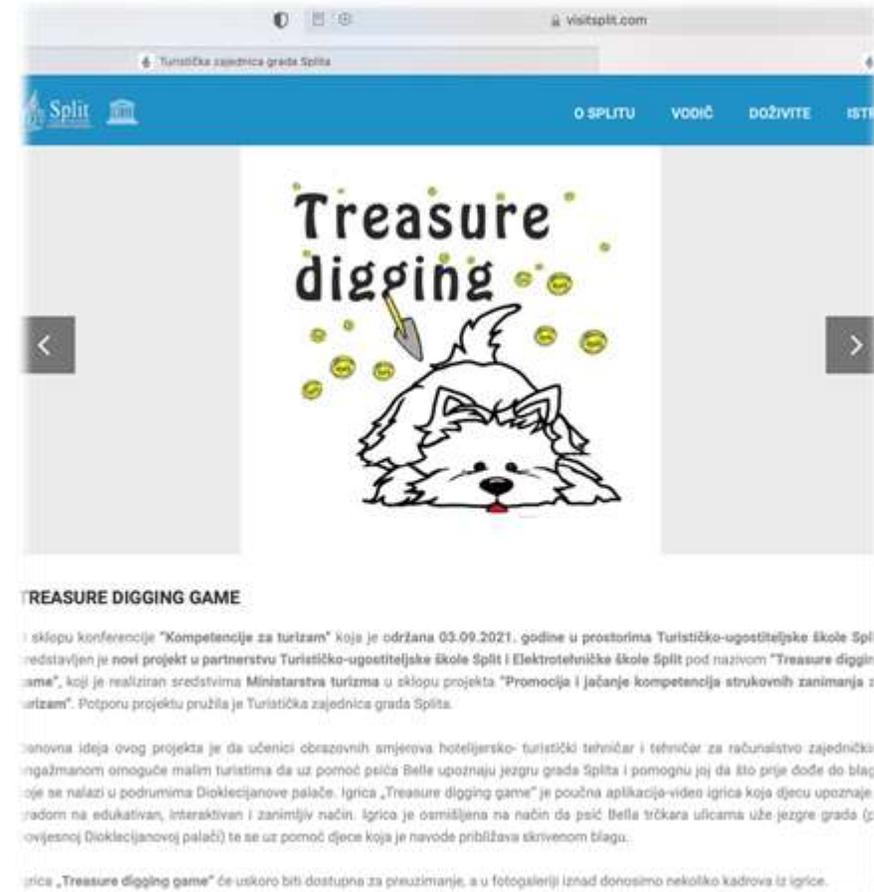
The basic idea of this project is that students of the hotel-tourism technician and computer technician occupations jointly enable young tourists to get to know the historical core of Split with the help of puppy Bella and help her get to the treasures in the cellars of the **Diocletian's Palace** as soon as possible. The game "Treasure digging game" is an educational video game application that introduces children to the city of Split in an educational, interactive, and interesting way. The game is designed so that the puppy Bella runs through the streets of the city center (through the historic **Diocletian's Palace**) and, with the help of the children who guide her, finds the hidden treasure.

The game **"Treasure digging game"** will soon be available for download, while in the meantime, in the photo gallery above, we bring you a

<https://tus-st.hr/2021/09/07/predstavljen-je-projekt-treasure-digging/>



Support from the Tourist board



<https://visitsplit.com/hr/5286/treasure-digging-game>



From media...

- <https://slobodnadalmacija.hr/split/splitski-maturanti-osmislili-videoigricu-namijenjena-je-malim-turistima-da-uz-pomoc-kujice-belle-upoznaju-dioklecijanovu-palacu-ali-tko-vam-brani-da-i-sami-zaigrate-1125896>

SPLITSKI MATURANTI OSMISLILI ZANIMLJIVU APLIKACIJU

Učesnici koji su osmislili aplikaciju s nastavnicima Andreom Bilandžić i Marinom Ivančićem



Upoznajte palaču s Belleom

Mali turisti uz pomoć kujice Belle upoznaju Dioklecijanovu palaču

Igrica je poučna, edukativna i interaktivna aplikacija za djecu. Osmisljena je na način da psić Bella trčkara ulicama uže jezgre grada, po povijesnoj Dioklecijanovoj palači, te se uz pomoć djece koja ga navode približava skrivenom blagu

Zanimljiva aplikacija - videoigrica pod nazivom "Treasure digging game" osmislili su učesnici splitske Turističko-ugostiteljske škole i Elektrotehničke škole pod vodstvom svojih mentora Andreo Bilandžić i Marina Ivančića.

MERENJE IŠĆE JAKOVI FIKIĆ/CROFEX

Namijenjena je djeci turistima koji upoznaju Dioklecijanovu palaču, a tim da je ideja projekta da maturanti snajmu hoteljersko-turistički teh-

nički i snajmu telefonizirani računalo i/ili pametni telefon. Zadaci su mješoviti - od općih pitanja o gradu i pojedinačnim lokalitetima materijalne baštine, pa do jednostavnih slagalica u tipu puzzle ili memory kartica pri lagodnim različitim dječjim uzrocima.

Medalje za istraživače

Ova je aplikacija, na hrvatski, realizirana i na još četiri strana jezika: engleskom, talijanskom, njemačkom i francuskom, za što su se pobrinuli svi članovi i njihovi mentori projekta u Turističko-ugostiteljskoj školi. Svakim točnim odgovorom psić je korak bliže blagu, a osoba koja vodi Belle kroz njegovu avanturu bogatije je za nova saznanja. Igrica je svojevrsan nastavak na turističkim slikovni-



ci "Bella upoznaje svoju domovinu" u izdanju Turističko-ugostiteljske škole Split iz 2016., u kojoj Bella provodi dječvici uz pomoć hrvatske materijalne i prirodne baštine. Logičan slijed je da nakon što je originalna priča došla jela i prijevodi na nekoliko jezika u 2017. godini, dobije i svoj digitalni oblik ugravo u 2021. godini digitalne tehnologije.

Imaće, ovaj projekat provodi se pod pokrovom Ministarstva turizma RH i projekta "Jačanje kompetencija stručnih radnika u turizmu". Ivi koji žele "okusiti" igricu moći će to napraviti za nekoliko dana na otvorenom tržištu: www.treasuredigginggame.com. Jednako dobra vijest je da su za najsigurnije istraživače palače osigurane medalje. ■



From media...

- <https://www.radiodalmacija.hr/splitski-maturanti-osmislili-zanimljivu-aplikaciju-treasure-digging-game/>



NAVIGATE



Splitski maturanti osmislili zanimljivu aplikaciju – Treasure digging game

DENI PRODAN FILIPOVIĆ - 10. RUJNA 2021.

IZ PROGRAMA

Foto: PR



Učenici Turističko-ugostiteljske škole Split i Elektrotehničke škole Split pod vodstvom svojih mentora Andree Bilandžić i Marina Ivandića uspješno privode kraju projekt Ministarstva turizma RH "Jačanje kompetencija strukovnih zanimanja za turizam" u sklopu kojeg su zajedničkim snagama, a uz



You can find us on...



[Treasure digging game](#)



[@treasuredigging](#)



Thank you for your support!



Project team & Bella

