



GAMIFICATION STRATEGY

DESTINATION: ALGERO CITY CENTRE

6.1.1 Current Tourist Site Situations

DESTINATION OVERVIEW:

With its 44,000 inhabitants, Alghero is the 5th largest city of Sardinia. It is the island's main harbor town, home to Fertilia airport and one of its best-loved cities for the popular walkway along the port's bastions and the gorgeous natural bay that flows into the emerald sea. The shoreline is some 90 km long and known as the Coral Riviera, home to a major colony of the finest coral. Red coral is more than just a valuable local product for Alghero: it is an expression of the culture and tradition of the town, as reflected in the name. Craftsmanship and high-value business is tied to this extraordinary product.

Alghero is included in the programmes for the protection, promotion and enhancement of historical linguistic minorities: the Catalan language in its Alghero variant, still spoken by about 22% of the population, is in fact a very important element in understanding the cultural identity of the city.

The origins of this phenomenon date back to the Catalan-Aragonese domination of the 14th



century and, after about six centuries, characterize the specificity of the immaterial and material heritage of Alghero, considered for this reason an island within the island.

The close contact between Catalan and Sardinian culture can still be seen today in the historic buildings that line the cobbled streets of the city's historic center, such as the Gothic-Catalan churches and the magnificent palaces full of arcades and mullioned windows with two lights. Crossroads of cultures and landing point of many populations over the centuries, in addition to the beautiful beaches, crystal clear sea and unspoiled nature preserved as Regional Park of Porto Conte, Alghero preserves an ancient history, protected by the imposing walls that still today, despite their partial demolition, embrace the city.

List of sites in the destination

Museums

MACOR Coral Museum

MŪSA Archaeological Museum

Diocesan Museum

Historic Buildings

Monumental complex of San Francesco

The Fondazione Alghero, in collaboration with the Municipality of Alghero, the Regional Natural Park of Porto Conte and a consolidated network of public and private partners, has planned and implemented a series of interventions aimed at enhancing the cultural heritage of the city and the territory:

Executed projects:

- **Alghero Ticket. Un passo verso la bellezza** (“Alghero Ticket. A step towards beauty”) is a single ticket allowing easy access to the main places of interest in Alghero and its territory. The aim is to create a territorial system capable of guaranteeing a rich, varied but unified offer. In addition, Alghero Ticket aims to set up a permanent discussion forum for the creation of a single, shared cultural and tourist proposal, to be implemented through the direct participation of the various operators active in the area, generating development opportunities and profits from a cultural tourism perspective.
- **Alghero Experience**, the e-commerce platform of Alghero Turismo, the city of Alghero's tourism promotion portal, which enables secure booking of access to cultural sites and supports the entire travel experience through technology.



Foreseen Projects:

- **Patrimonio connesso. Nuove forme di fruizione del circuito museale di Alghero** (“Connected heritage. New forms of fruition of the Alghero museum circuit”) The project, funded by the Italian Ministry of Culture, proposes the regeneration of the MŪSA Archaeological Museum and the MACOR Coral Museum of Alghero through a series of interventions that fall under three macro actions:
 - programming of educational activities designed for different types of targets;
 - implementation of interventions aimed at upgrading the current museum layouts;
 - digitisation of heritage, cataloguing, virtual reconstructions.

The project actions will be complemented by the implementation of a structured and effective communication plan.

6.1.2 Suitable Sites for Gamification

LO QUARTER MONUMENTAL COMPLEX

Site Overview

From 1300 to 1600, there was a large cemetery in the Quarter area, which was used by Ligurians, Sardinians and Catalans over three centuries. This cemetery area belonged to the Church of San Michele and was bordered to the south-east by the medieval walls and the Tower of San Giovanni, initially called San Michele. The redevelopment of Lo Quarter began in 2009 thanks to emergency archaeological excavations led by the University of Sassari: many collective burials arranged in trenches came to light, testifying to a particular burial system adopted during the plague period, in particular the one that struck Alghero in 1582-83. Among the findings is the world's oldest amulet of Santiago de Compostela, dating from the second half of the 16th century and found on the skeleton of a woman who had died during the plague and had walked the Pilgrim's Way to Santiago. The find is now kept in the Archaeological Museum of Alghero.

After the plague of 1583, the Jesuits were called in by Bishop Andrea Bacallar to provide education in the city. The ambitious project involved a boarding school run initially by eight Jesuit fathers, and the construction of their building on the cemetery grounds.

The construction of the entire Jesuit complex went on for over a century, with three blocks built in three different phases.

1) The first block was the boarding school, and was started on 11 November 1589 thanks to the legacy of John Sarrovira, and the bequest of the cemetery and church by Bishop Bacallar.

2) The second block included the Jesuit schools, and was built after the purchase of two-storey houses on today's Via Carlo Alberto thanks to a donation from Gerolamo Ferret.



3) The third block included various rooms on the ground floor: goods storage rooms, oil mills where they produced oil, and a grain store.

The Jesuits were expert farmers and taught agricultural techniques to local peasants, communicating in Sardinian. They produced malvasia, moscato, red wines, oil, vegetables, cereals, honey, and had a fishpond in the Calich lagoon. They were skilled investors and money lenders; they also engaged in theatrical activities.

During the 18th century, the Jesuit order grew economically, so much so that it was hated both by other orders and by powers such as Portugal, which expelled the Society of Jesus in 1759, while Spain did so in 1767. Pressure on the Church began, leading in 1773 Pope Clement XIV to dissolve the order, which also left Alghero after two centuries of activity.

In 1788, a fourth building was erected on the left side of the Church of San Michele, which was used as a Carabinieri barracks, and stables were also built on the square of the Quarter.

In the 19th century, the rest of the complex was converted into barracks, from which it took its name 'Lo Quarter' (Barracks), and the fourth block was converted into a prison.

At the beginning of the 20th century, the demolition of the city's land-side walls began, including the Cortina di San Giovanni, which had always delimited the south-eastern area of the Quarter.

In the rest of the 20th century, military use continued, until it housed evacuees from the 17 May 1943 bombing. The rest of the complex had various uses, including a state secondary school, gymnasium and library.

Occupation of the area ended in 2009, when the post-war cottages were demolished and the former Jesuit complex was renovated.

In 2013, Lo Quarter was inaugurated as a multi-purpose centre, the headquarters of various organisations and the beating heart of Alghero's cultural activities, still maintaining its nature as a constantly evolving place.

Location on Google Maps

[Lo Quarter](#)

Importance of the Site

The Quarter is a multi-layered architectural complex that has undergone several transformations over the centuries and is now an artistic and cultural centre that hosts exhibitions, conferences, presentations, debates and cultural events, as well as the headquarters of the Fondazione Alghero and the Società Umanitaria of Alghero, a cultural organization active in the field of education and promotion of film culture. Lo Quarter (pronounced Lu Qualté in Alghero Catalan), is a large architectural complex built from 1589 onwards in the south-eastern area of Alghero's historic centre, and over the centuries has undergone various transformations and uses. Today's area has its main entrance on 'Largo Lo Quarter', where the most important palace faces, with other premises around it. Behind the palace, there is the inner



courtyard next to the Church of San Michele, and bordered by a long building overlooking Via Carlo Alberto, where the workshops are located. After the redevelopment work begun in 2006, studies and renovation of the spaces, the complex was inaugurated in 2013, becoming a multipurpose centre, hosting various events and acquiring socio-cultural importance for the entire community.

The architectural complex of Lo Quarter, with its wealth of history, located in a strategic point of the city, widely accessible, constitutes the ideal scenic gateway to Alghero's art, craftsmanship, nature and environment where citizens and tourists can immerse themselves and enjoy multimedia content to discover this rich territory.

Suggested Individual Game applications

- Games related to the themes of plague, history, social memory, citizens' stories, cemetery, archaeological excavations, art and architecture, Jesuit order.

SAN FRANCESCO COMPLEX

Site Overview

The church of San Francesco, since ever officiated by the Friars Minor Conventual, order founded by St. Francis of Assisi, is located in the heart of the historic center of Alghero together with the adjoining convent, cloister and bell tower, which make this monumental complex a unique example of its kind. Probably built in the second half of the 15th century on a previous little church, in 1593 the church suffered a partial collapse due to static problems related perhaps to the presence of underground aquifers. The church of San Francesco, as it currently appears in the eyes of the faithful and visitors, is the result of numerous conservative and restoration interventions that have allowed to consolidate the structure, rediscover the stellar vault of the presbytery from eighteenth-century plasters, highlight the extraordinary capitals of gothic columns. From the sacristy you can access the cloister dating back to the 15th century. With its rectangular plan of low proportions and perfect geometry, the cloister consists of two planes. The open space is dominated by the agile structure of the hexagonal bell tower in gothic-Catalan style. Erected in 1632, it is concluded by a serrated spire that, with its vertical development, gives a certain impetus to the severe architecture of the cloister.

The open space is dominated by the agile structure of the hexagonal bell tower in gothic-Catalan style. Erected in 1632, it is concluded by a serrated spire that, with its vertical development, gives a certain impetus to the severe architecture of the cloister.

Location on Google Maps

[Chiesa di San Francesco](#)

Importance of the Site



The San Francesco Complex has been selected for gamification because of its historical and cultural importance.

Located in the heart of Alghero's historic centre, the building is a place where time seems to stand still.

The slender bell tower is one of the few surviving examples of the type of gugliato bell tower already widespread in Catalonia. The square plan at the base corresponds to the initial design of the 14th century. In this base, located in a room of the Convent on the ground floor (accessible from the Cloister, on the ground floor of the Monumental Complex), a small chapel has been created that repeats the iconography of the presbytery in the union of a quadrilateral with a semi-hexagon. Here, however, the vault has six radical ribs, at the junction of which, in the centre, hangs a large terracotta gemstone with St Francis receiving the stigmata. Above the gem can be seen four terracotta lozenges with the coat of arms of Aragon.

The bell tower was not built until after 1593, when the church was seriously damaged by a collapse that ruined the entire central area with most of the chapels.

The bell tower was erected in 1632, not respecting the square plan of the base, from the first floor of the cloister it develops a hexagonal shape in Catalan Gothic style. The Bell Tower is accessed from the staircase connecting the two levels of the Cloister. The construction, made entirely of sandstone, has 64 steps that lead, through a trapdoor, to the belfry, from where you can see an inhabited horizon on one side and a marine and coastal horizon on the other.

Suggested Individual Game Applications

- Games related to puzzles and mysteries to be solved can be developed
- Treasure hunts



6.1.3 Local, Cultural, and Creative Resources

Local, Cultural, and Creative Resources		
1	Name of stakeholder	Giochedù di Eleonora Cattogno
2	Country of affiliation	Italy
3	Type of stakeholder	Freelancer - Private company
4	Interests of the stakeholder	Children's fiction, reading education activities, museum heritage education activities for children
5	About the stakeholder	Eleonora Cattogno, writer and museum educator, deals with the communication of the cultural heritage of Alghero mainly to children. Giochedù di Eleonora Cattogno organizes activities within the cultural sites of the area and publishes books in which it tells adventurous stories to excite children and teenagers about the history of the city. Giochedù oversaw the creation of the guides of the city of Alghero dedicated to children in which there are games, riddles and to the deepening of themes based on the principle of playing while learning.
6	Stakeholder contact information	elecattogno@alice.it
7	Stakeholder website	https://www.facebook.com/GiocheduDiEleonoraCattogno/

Local, Cultural, and Creative Resources		
1	Name of stakeholder	Gabinetto delle curiosità
2	Country of affiliation	Italy
3	Type of stakeholder	Association
4	Interests of the stakeholder	Cultural heritage of the city and the territory of Alghero
5	About the stakeholder	The association deals with the recovery and enhancement of the history and culture of Alghero through archive research, interviews, organization of exhibitions, events and public debates, with the aim of disseminating historical events, even those little known, to a wide public.



6	Stakeholder contact information	max_fois@yahoo.it
7	Stakeholder website	/

Local, Cultural, and Creative Resources		
1	Name of stakeholder	Ginquetas
2	Country of affiliation	Italy
3	Type of stakeholder	Associazione di Promozione Sociale
4	Interests of the stakeholder	Patrimonio e intercultura, comunicazione, inclusione sociale
5	About the stakeholder	Ginquetas is made up of young professionals from the humanities, communication and social innovation sectors. The group proposes activities that involve different types of targets and generate opportunities for meeting, inclusion and participation especially through the enhancement of the cultural and social heritage of the territory. The participants of the projects are involved in workshops that provide for active participation and a non-formal educational approach.
6	Stakeholder contact information	associazione.ginquetas@gmail.com
7	Stakeholder website	https://www.facebook.com/ginquetas

Local, Cultural, and Creative Resources		
1	Name of stakeholder	TUO MUSEO
2	Country of affiliation	Italy
3	Type of stakeholder	- <i>Games developer</i>
4	Interests of the stakeholder	<ul style="list-style-type: none"> Explore human relationships through new forms of hyper-technological creativity in which the international public becomes an active part and co-protagonist of the experience



		<ul style="list-style-type: none"> • Create new cultural and tourist imaginaries
5	About the stakeholder	<p>TuoMuseo is an international collective of artists, game designers, developers, sound designers and 3D animators working at the intersection of art and video games.</p> <p>Their goal is to explore human relationships through new forms of hyper-technological creativity in which the international public becomes an active part and co-protagonist of the experience. By reworking existing heritage or creating new art, they aim to create new cultural and tourist imaginaries.</p> <p>Winner of the Cariplo Foundation Cultural Innovation call, it is currently the European leader in the design and implementation of interactive experiences with dozens of active projects for large institutions in the last two years.</p> <p>From the award-winning Father and Son for the Mann of Naples with over 4 million downloads in Firenze Game to let children discover the hidden treasures of Florence through Past for Future (Marta Taranto) elected best digital project 2018 by ArTribune magazine. Also by TuoMuseo the pioneering A Life in Music, the first transmedia project for the Teatro Regio di Parma.</p>
6	Stakeholder contact information	info@tuomuseo.it
7	Stakeholder website	https://www.tuomuseo.it/

Local, Cultural, and Creative Resources		
1	Name of stakeholder	Polygon Moon
2	Country of affiliation	Italy



3	Type of stakeholder	- <i>Games developer</i>
4	Interests of the stakeholder	Game design and development
5	About the stakeholder	<p>Polygon Moon aim to make online multiplayer games accessible to everyone. The games developed are open to everyone, simply to play, but hard to master. Their strong values are centered around equity, sociability, and transparency.</p> <p>Polygon Moon believes in small studio capability to achieve great results. They focus on staying agile, innovative, flexible, and ready for action at any time, using a strong lean development and growth hacking strategy.</p>
6	Stakeholder contact information	info@polygonmoon.it
7	Stakeholder website	https://www.polygonmoon.it/

Local, Cultural, and Creative Resources		
1	Name of stakeholder	Game maker Academy
2	Country of affiliation	Italy
3	Type of stakeholder	- <i>Games developer</i>
4	Interests of the stakeholder	<ul style="list-style-type: none"> - Training on game design and development - Share innovative ideas



5	About the stakeholder	<p>Game Maker Academy is a digital arts school where you can learn the art and technique of video game creation: from conception to design and programming.</p> <p>A factory-lab to develop new digital storytelling techniques, from videogames to cartoons and cinema.</p> <p>And more generally to explore all the arts related to interactive entertainment: graphics, music, audiovisual and narrative.</p> <p>It offers in-depth post-diploma and post-degree courses dedicated to developers, authors and artists who want to specialise in the technique of creating and developing video games.</p> <p>Younger people can take courses aimed at learning logic and computational thinking and developing creativity.</p>
6	Stakeholder contact information	info@net-press.it
7	Stakeholder website	http://www.gamemakeracademy.it/

Local, Cultural, and Creative Resources		
1	Name of stakeholder	CRS4
2	Country of affiliation	Italy
3	Type of stakeholder	Institutional
4	Interests of the stakeholder	game design and development



5	About the stakeholder	<p>CRS4 is an interdisciplinary research center, founded by the Sardinia Autonomous Region on 1990, whose sole shareholder is the regional agency Sardegna Ricerche. The center promotes the study, development and application of innovative solutions to problems stemming from natural, social and industrial environments. Information Society and Technology and High Performance Computing are the supporting foundations. Since 2003, the center is located within Science and Technology Park (Polaris), a point of attraction for high-tech research in the Comune of Pula, about 40 km from Cagliari. The mission is to help Sardinia to build and support a layer of modern high tech industries considered essential to its economic and cultural development. CRS4's efforts in technological development and scientific research focus on state-of-the-art computational technologies and on their application to several areas: biosciences, information society, energy and environment. The center is running a specific programme on GAME-BASED INTERACTION AND TECHNOLOGIES . The aim of this program is to investigate gaming in order to explore and evaluate how games technology, methodology and algorithms may be effectively applied to other sectors. Areas of research investigation include AI, robotics and HCI.</p> <p>The activities focus on innovative approaches and solutions in the following areas:</p> <ul style="list-style-type: none"> - Rapid prototyping on game and wearable interfaces; - design innovative digital media based on videogames tech - gaming and its derivations (gamification) to conduct research in other areas (i.e. tourism, training, edutainment, marketing) <p>Source: Crs4 website</p>
6	Stakeholder contact information	Massimo Deriu – Head of the programme mderiu@crs4.it
7	Stakeholder website	https://www.crs4.it/it/



Local, Cultural, and Creative Resources		
1	Name of stakeholder	SJM TECH
2	Country of affiliation	Italy
3	Type of stakeholder	Company
4	Interests of the stakeholder	Software solutions based on our 3D display technology
5	About the stakeholder	<p>Established in 2005, SJM TECH is focused on web design, innovation, and 3D applications. Our mission is to experiment new visual communication formats and tools, making them available on smartphones, tablets, PC/Mac and any other media, as stand-alone or web applications. Already selected by Bentley for The Extraordinary Infrastructure Projects of 2012 Be Inspired Awards, category "Innovation in mining and metals".</p> <p>Our solutions are optimized for interactive experiences by the means of touch and vision and augmented reality, particularly suitable for: museums, exhibitions, company presentations and so on. We work in the fields of cultural heritage, industrial, medical, architectural, engineering, construction, multimedia and entertainment.</p> <p>Some of our international customers are: Microsoft, University of Bern, Mediaplanet.</p> <p>We are involved in several partnership projects with: University of Cagliari (Faculties of Engineering, Architecture, Archaeology), University of Bern (Medical Science Faculty), CRS4 Research Center (I-CT Information Society).</p> <p>Source: SJM TECH website</p>



6	Stakeholder contact information	info@sjmtech3d.com
7	Stakeholder website	https://www.sjmtech.net/



6.1.4 Financing Structures and Procedures

Gamification Financial Resource		
1	Name of stakeholder	Azienda speciale Parco Regionale Naturale Porto Conte
2	Country of affiliation	Italy
3	Type (Public/commercial)	Public
4	<p>Overview Describe the potential financing source]</p> <p>[Specify if the funding source is acceptable for which type of sites (e.g. openness to private commercial sponsors or fees, potential availability and willingness to use public funds, existing financial incentives for startups, international grant funding</p>	<p>The management body of the Porto Conte Regional Natural Park and the Capo Caccia - Isola Piana Marine Protected Area is the Azienda Speciale Parco di Porto Conte, a company owned by the Municipality of Alghero, which is entrusted with the management of the two protected areas by the Autonomous Region of Sardinia and the Ministry of the Environment and Protection of Land and Sea. The Special Agency is based in the prestigious former penal colony of Tramariglio, where the offices of the political, administrative and technical bodies are located.</p> <p>In the spirit of an active and concrete territorial governance in its results, the Porto Conte Regional Natural Park has put in place a series of programmatic actions aimed at creating institutional relationships and creating networks of collaborations both with park authorities in Sardinia and with foreign ones, but also other institutional subjects that in various capacities deal directly or indirectly with the environment, environmental protection, sustainable development and social integration.</p> <p>In particular:</p> <ul style="list-style-type: none"> - Collaborations in the field of environmental education and participation in environmental projects. - Collaboration and synergy in the development of strategies aimed at promoting organic and traditional agri-food production in the park area. - Collaborations and assistance in environmental education, environmental protection, fire prevention activities.



		<ul style="list-style-type: none"> - Active participation in the development of forestry management strategies, forest planning, territorial promotion, extraordinary maintenance, agri-food production. - Specific environmental and sustainability education projects, support through educational projects specific to fire prevention activities.
5	Procedure (describe the procedure to access the fund) potential availability and willingness to use public funds	Porto Conte Regional Natural Park has its own funds to invest in the implementation of projects in line with its mission. Furthermore, the Park undertakes to develop strategic planning and programming access to community funding channels.
6	Stakeholder contact information	info@parcodiportoconte.it
7	Stakeholder website	https://www.algheroparks.it/

Gamification Financial Resource		
1	Name of stakeholder	Società Umanitaria
2	Country of affiliation	Italy
3	Type (Public/commercial)	Private Foundation
4	Overview Describe the potential financing source] [Specify if the funding source is acceptable for which type of sites (e.g. openness to private commercial sponsors or fees, potential availability and willingness to use public funds, existing financial incentives for startups, international grant funding	<p>The Società Umanitaria is one of Milan's historical institutions. A non-profit organisation, it was founded in 1893 thanks to the testamentary bequest of Prospero Moisè Loria, a patron of the arts from Mantua, who, by the adjective 'humanitarian', did not mean simple assistance in the form of charity, but operational assistance that was able to 'put the underprivileged, without distinction, in a position to help themselves, providing them with support, work and education'.</p> <p>Since then, L'Umanitaria has made a name for itself with over one hundred years of social battles, always</p>



		<p>at the side of the weakest, combining assistance and work, social commitment and education, progress and training, emancipation and culture: from social housing to the Schools of Arts and Trades for men and women, from the Teatro del Popolo to the Scuola del Libro, from the offices for assisting emigrants to the dozens of studies and research on every aspect of work (unemployment, health conditions, cooperation, emigration, work-related illnesses, vocational training, etc.).</p> <p>Today as then, the Humanitarian Society's imprint remains constant: 'anticipate, experiment, solve'. The organisation continues its work with an intense social and cultural activity. In order to intervene in the territory, between Milan, Naples, Rome and Sardinia, it is putting to use a diversified planning on various fronts of intervention - from scholastic discomfort to professional training, from introduction to work to the promotion of young people - thanks to a team of experts active in various sectors and to the many supporters who, ideally and materially, make their participation and support felt.</p> <p>Source: Fondazione Umanitaria website</p>
5	Procedure (describe the procedure to access the fund) potential availability and willingness to use public funds	Fondazione Umanitaria has its own funds to invest in the implementation of projects in line with its mission. Furthermore, the Foundation undertakes to develop strategic planning and programming access to community funding channels.
6	Stakeholder contact information	alghero@umanitaria.it
7	Stakeholder website	https://www.umanitaria.it/alghero

Gamification Financial Resource		
1	Name of stakeholder	Diocesi Alghero-Bosa



2	Country of affiliation	Italy
3	Type (Public/commercial)	Diocese
4	Overview Describe the potential financing source] [Specify if the funding source is acceptable for which type of sites (e.g. openness to private commercial sponsors or fees, potential availability and willingness to use public funds, existing financial incentives for startups, international grant funding	The diocese of Alghero-Bosa is a seat of the Catholic Church in Italy, suffragan of the archdiocese of Sassari, belonging to the ecclesiastical region of Sardinia. In 2018, it had 109,206 baptized out of 109,760 inhabitants. It is governed by the bishop Mauro Maria Morfino. The Diocese manages part of the cultural heritage of the city of Alghero (in addition to the city churches, the Diocesan Archive and the Diocesan Museum of Sacred Art) and promotes projects in line with the values and principles of the Church.
5	Procedure (describe the procedure to access the fund) potential availability and willingness to use public funds	<p>In particular, through the "Policoro Project", the Diocese promotes and supports young people aged 18 to 35 in the search for work and offers useful tools for self-employment and integration into the world of work.</p> <p>In the Diocese, the Project, in synergy with the Youth Ministry Service, Caritas, the Office for Social Problems and Work, is committed to training and assistance. At the same time some peculiar activities are:</p> <ul style="list-style-type: none"> - The counter activity for young people who require advice. - Accompaniment in the creation and design of a business, starting from the formulation of the business idea up to the drafting of the Business Model Canvas (this is the model that clarifies the operation of the business) and the Business Plan (Economic Plan). - Activities of an informative nature on the possibilities of financing and active tenders, on the opportunities present in the territory and on the realities to contact to start your own business. <p>diocesi.alghero@progettopolicoro.it</p>
6	Stakeholder contact information	segreteria.curia@diocesialghero-bosa.it
7	Stakeholder website	http://www.diocesialghero-bosa.it/



Gamification Financial Resource		
1	Name of stakeholder	Ministry of Economic development
2	Country of affiliation	Italy
3	Type (Public/commercial)	Public
4	Overview Describe the potential financing source] [Specify if the funding source is acceptable for which type of sites (e.g. openness to private commercial sponsors or fees, potential availability and willingness to use public funds, existing financial incentives for startups, international grant funding	The "First Playable Fund", with an initial endowment of 4 million euros, is a Fund set up at the Ministry of Economic Development with the aim of supporting the development of the digital entertainment industry at national level by granting non-repayable contributions to projects which, through the development of the conception and pre-production phases, intend to create a videogame prototype intended for commercial distribution.
5	Procedure (describe the procedure to access the fund)	As of 10 January 2022, the deadline for submitting requests for the disbursement of contributions under the Fund for Digital Entertainment (FID) is open. Requests for disbursement may be submitted exclusively by certified electronic mail (PEC) to intrattenimentodigitale@postacert.invitalia.it
6	Stakeholder contact information	urp@mise.gov.it
7	Stakeholder website	https://www.mise.gov.it/index.php/it/incentivi/impres a/intrattenimento-digitale

Gamification Financial Resource		
1	Name of stakeholder	Fondazione di Sardegna
2	Country of affiliation	Italy
3	Type (Public/commercial)	Private Foundation



4	<p>Overview Describe the potential financing source]</p> <p>[Specify if the funding source is acceptable for which type of sites (e.g. openness to private commercial sponsors or fees, potential availability and willingness to use public funds, existing financial incentives for startups, international grant funding</p>	<p>The calls relate to the following sectors: "Art, activities and cultural heritage", "Public health, preventive and rehabilitative medicine", "Local development", "Volunteering, philanthropy and charity", in 2022 they envisaged a commitment of 4.345 million euros.</p>
5	<p>Procedure (describe the procedure to access the fund)</p>	<p>The Calls are addressed to public and private non-profit entities, as identified in the Regulations for Institutional Activities. Projects and proposals can be submitted according to the methods indicated through the ROL system, available on the website: www.fondazioneisardegna.it, in the "Contributions" section.</p>
6	<p>Stakeholder contact information</p>	<p>fondazione@fondazioneisardegna.it</p>
7	<p>Stakeholder website</p>	<p>www.fondazioneisardegna.it</p>

