

Save the Castle: Saida Sea Castle Phy-gital Gamification Experience

The Saida Sea Castle is a historical fortress situated in the Lebanese Southern City of Saida. It is located at the edge of the Mediterranean Sea and has a long and rich history dating back to the Crusader period.

The castle's historical significance and stunning architecture have been brought to light by the gamification experience "Save the Case" - a digital and physical (phy-gital) game that engages visitors and takes them through a historical battle reenactment. The players save the castle from attacking ships through a game that integrates a historically accurate trebuchet that works as a controller with a digital arcade gaming mechanism. The two-player game has cooperation at its core where one player will control the trebuchet with direction from the second player who is able to see the attacking ships being displayed on a monitor augmented over a digital model of the castle and the surrounding sea. The objective of the game is to sink as many ships as possible within 3 minutes while making sure the castle survives the incoming cannon attacks.

The Save the Castle gamification experience is intended to attract tourists and provide educational benefits through the historically accurate battle machines and the historical prompts that are displayed during the tutorial phase of the game. By interacting with the Saida Sea Castle gamification tourism experience, tourists get the chance to learn more about the history and culture behind the castle in an innovative way.

Target Groups: Locals and visitors, Families

