

Teaching Heritage through Play, Gamification, Artistic Experiences,
Urban Sketching and Creative Narratives

BIP's code: 2025-1-ES01-KA131-HED-000312649-3



Organizer: University of Almería (Almeria, Spain)	ECTS credits for participating students: 3
On line period: 1-22 May 2026 The online part of the BIP will provide foundational knowledge on the application of anthropometry in sports and will organise participants into international teams for their collaborative project.	On site period: 25-29 May 2026 Sessions will combine lectures, workshops and field visits that promote experiential learning, creativity and intercultural collaboration.
Academic coordinator: Prof. Alejandro Galindo Durán	Administrative coordinator: erasmusbip@ual.es
Academic requirements: - Undergraduate, Master and PhD students of Education, Arts, Humanities, Cultural Heritage, and Tourism. Participants are expected to show interest in creative methodologies, intercultural collaboration and sustainable approaches to heritage education.	
Language requirement for students: English B2	

LEARNING OUTCOMES

This Blended Intensive Programme (BIP) aims to combine cultural heritage with innovative pedagogical strategies, fostering creativity, intercultural collaboration and the development of transversal competences through gamification, artistic practices and collaborative educational outputs. Participants will explore the intersections between education, art, and heritage, engaging in both virtual research and hands-on workshops that culminate in a collective exhibition.

Learning Objectives:

- **To analyse and reinterpret local heritage from a creative and educational perspective.**

Students will critically approach cultural heritage, questioning conventional narratives and reimagining them through artistic practices. Through observation, dialogue and field-based artistic work, participants will strengthen their ethical, social and sustainable commitment (CT1) while enhancing innovation and critical thinking (CT5).

- **To develop innovative didactic competences for the observation, documentation and dissemination of culture.**

Participants will apply both analogue and digital methods to represent and share cultural phenomena. This fosters autonomous learning and personal development (CT3) and reinforces digital competence (CT4) through the creation of sketchbooks, digital narratives and collaborative visual media.

- **To apply gamification techniques to the fields of heritage and tourism.**

By designing and testing game-based activities, students will learn how play can foster learning, motivation and intercultural understanding, strengthening teamwork and collaboration (CT2) and promoting innovation and critical thinking (CT5).

- **To explore artistic methodologies such as storytelling and urban sketching as tools for heritage interpretation.**

Through storytelling, drawing and visual research, students will connect heritage with contemporary narratives, cultivating autonomous learning (CT3) and creative innovation (CT5).

- **To foster collaboration in creative, multidisciplinary teams.**

Participants from Education, Arts, Humanities, Cultural Heritage Studies, Architecture, and Tourism will work together in international and intercultural groups, enhancing collaborative skills (CT2) and a sense of social responsibility (CT1).

- **To generate innovative educational products with international visibility.**

Participants will produce tangible outcomes –such as a collective exhibition, artistic sketchbooks, and a digital catalogue– consolidating digital competence (CT4) and innovation (CT5). These outputs will demonstrate the impact of creativity and cooperation in promoting sustainable and inclusive heritage education.

DAILY PROGRAM OUTLINE

Date	Time	Course title	Lecturer / Coordinator	Obj & Comp / location
25 May (Mon)	08:00–09:00	Welcome and Registration	Galindo Durán & Volunteer team	
	09:00–09:30	Welcome session / opening Introduction of the course. Group photo	Galindo Durán & partner universities	O5, CT2 / University
	09:30–10:30	Workshop 1: Intercultural dynamics. Promotes intercultural dialogue and teamwork. Game On! How Gamification Can Transform the Way We Teach and Learn.	Membrive Pérez (UAL)	O5, CT1, CT2 / University
	10:30–11:00	Break		
	11:00–12:00	Conference 1: Heritage as an educational and touristic resource	Uribe Toril (UAL)	O1, O2, CT1, CT5 / University
	12:00–13:00	Conference 2: Strategies for impacting society through heritage	Lecturer partner universities	O1, O5, CT1, CT5 / University
	13:00–14:00	Lunch		
	14:00–16:00	Team work		
	16:00–18:00	Workshop 2: Urban Sketching. Hands-on artistic exploration of the city	Galindo Durán (UAL)	O2, O4, O6, CT3, CT5 / City center
26 May (Tue)	08:45–09:00	Registration	Galindo Durán & Volunteer team	
	09:00–10:00	Conference 3: The importance of Storytelling. Analysing narrative strategies in heritage	Ruiz Real (UAL)	O4, O6, CT3, CT5 / University
	10:00–11:00	Conference 4: The invisible dimensions of heritage. Hidden values and ethical interpretations	Alejo Armijo (UAL)	O1, O4, CT1, CT5 / University



	11:00–11:30	Break		
	11:30–12:30	Workshop 3: Gamification applied to heritage. Pedagogical innovation through game-based learning	Ortega Jiménez (UAL)	O3, O5, CT2, CT5 / University
	12:30–14:00	Workshop 4: Two groups: Escape Room – The Indaliano Movement. A gamified activity on local identity	Galindo Durán (UAL)	O1, O3, O5, CT2, CT5 / University
	12:30–14:00	Lunch		
	14:00–16:00	Team work		
	16:00–18:00	Workshop 5: Collective Street Mural. Collaborative artistic creation in public space	Artist Berlinger	O4, O5, O6, CT1, CT2 / Seafront Almería
27 May (Wed)	08:45–09:00	Registration	Galindo Durán & Volunteer team	
	09:00–11:00	Visit 1: Tour of the city centre. Guided tour of Almería. Introduction to architectural and urban heritage	local guides	O1, O2, CT3 / City center
	11:00–11:30	Break		
	11:30–13:00	Workshop 6: Gamified cinema heritage route. Experiential learning through the film history of Almería	Mora La Orden	O3, O4, O5, CT2, CT5 / City center
	13:00–14:00	Lunch and free time to visit the city		
28 May (Thu)	08:45–09:00	Registration	Galindo Durán & Volunteer team	
	09:00–15:00	Visit 2: Trip to Cabo de Gata (Níjar). Kayak trip in Cabo de Gata. Observation of the coastal landscape, drawing and recording.	local guides	O1, O2, O4, O6, CT1, CT3, CT5 / Cabo de Gata (Níjar)
26 May (Fri)	08:45–09:00	Registration	Galindo Durán & Volunteer team	
	09:00–9:30	Share the results	Galindo Durán & partner universities	O6, CT2, CT4, CT5 / University
	09:30–10:30	Workshop 7: Memory Printing – artistic stamping. Creating graphic artefacts inspired by the BIP experience	Anguita Argáiz	O2, O4, O6, CT3, CT4 / University
	10:30–11:00	Break		
	11:00–13:00	Workshop 8: Bookbinding and public presentation of results. Collective assembly of artistic sketchbooks and final exhibition	Reyes Nuche	O5, O6, CT2, CT4, CT5 / University
	13:00–13:30	Closing session. Group reflection and evaluation	Galindo Durán & partner universities	O5, O6, CT2, CT4, CT5 / University
	13:30–15:30	Closing cocktail with local products	All participants	University



VIRTUAL COMPONENT (21 hours – A/Synchronous)

The virtual component will be held from 1 to 22 May 2026, serving as a preparatory and collaborative phase before the physical mobility. Participants will work in international teams to research and design educational and creative projects on heritage interpretation and gamification. This online stage combines synchronous lectures, workshops and coordination meetings with asynchronous tasks, such as readings, reflections and teamwork. It concludes with an online presentation and defence of group projects, ensuring full integration with the on-site activities in Almería.

The virtual phase also includes a specific work package dedicated to the creation and dissemination of results. A digital repository and project website will be developed as an open-access platform where all materials generated throughout the BIP—both during the virtual and physical components—will be archived. This site will host:

- A gallery of images and videos showing the development process and final student projects.
- Descriptions and documentation of the workshops, activities, and artistic or educational outputs.
- Downloadable resources and teaching materials, ensuring visibility and reusability across institutions.