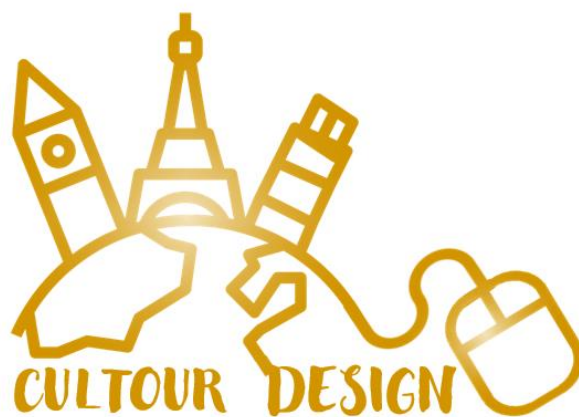


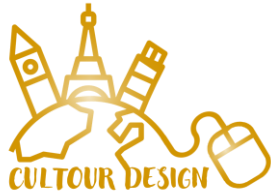
# Handbook - Implementation of Digital Design in Cultural Tourism: Case studies for a successful Digital Tourist Guide



The European Commission's support for the production of this publication does not constitute an endorsement of the contents, which reflect the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein. **Project number:** 2021-1-RO01-KA220-ADU-000033461

IRSIE  
INCDT

7/11/2022



Co-funded by the  
Erasmus+ Programme  
of the European Union



## REVISION HISTORY

| <i>Version</i> | <i>Date</i> | <i>Author</i>        | <i>Description</i> | <i>Action</i> | <i>Pages</i> |
|----------------|-------------|----------------------|--------------------|---------------|--------------|
| 1.0            | 11/02/2022  | HEARTHANDS SOLUTIONS | Creation           | C             | 10           |
| 1.1            |             | IRSIÉ                | Insert             | I             |              |
| 1.2            |             | INCDT                | Insert             | I             |              |

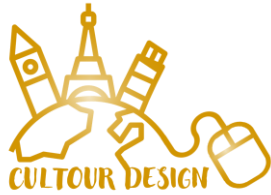
(\*) Action: C = Creation, I = Insert, U = Update, R = Replace, D = Delete

## REFERENCED DOCUMENTS

| <i>ID</i> | <i>Reference</i>                | <i>Title</i>            |
|-----------|---------------------------------|-------------------------|
| 1         | 2021-1-RO01-KA220-ADU-000033461 | CULTOUR Design Proposal |
| 2         |                                 |                         |

## APPLICABLE DOCUMENTS

| <i>ID</i> | <i>Reference</i> | <i>Title</i>   |
|-----------|------------------|--|
| 1         | R1/T1.1          | White Paper on Digital Cultural Tourism & Competence Framework |
| 2         |                  |  |

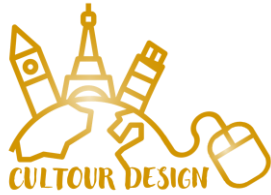


Co-funded by the  
Erasmus+ Programme  
of the European Union



## Table of Contents

|   |   |
|---|---|
| 1. Introduction.....  | 3 |
| 1.1 Learning Outcomes.....  | 3 |
| 1.2 Key words .....   | 3 |
| 1.3 Estimated seat time.....  | 3 |
| 1.4 Glossary of terms .....   | 3 |
| 1. Implementation of Digital Design in Cultural Tourism: Case studies for a successful Digital Tourist Guide..... | 5 |
| 1.1 Main content .....  | 5 |
| 1.2 Additional resources.....   | 5 |
| 2. Assessment .....   | 6 |
| 2.1 Knowledge Assessment.....   | 6 |
| 2.2 Skills Assessment .....   | 7 |
| 3. References .....   | 8 |



## 1. Introduction

Pls write down a 5-line description of what your module is about.

### 1.1 Learning Outcomes

After completing this module, you will be able to:

- Have a basic knowledge of digital design and design thinking
- Recognize how digital design principles can be implemented for the Cultural Tourism industry
- Be in position to create a new success story putting new digital ideas into action

(Pls feel free to add your own)

### 1.2 Key words

Select up to 5 keywords that address the main concepts of your module

### 1.3 Estimated seat time

- 2 hours to read the main content
- 2 hours to read the additional sources
- 1 hour to complete the assessment

### 1.4 Glossary of terms

Use an A-Z order to explain the terms and concepts that are hard-to-understand by providing a full definition/explanation. It is strongly recommended to use references for your work. For example:

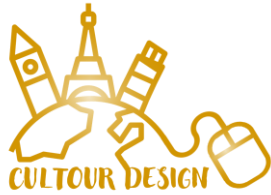
- **Design thinking:** It refers to the design process that offers a solution-based approach to problem solving. It includes understanding human needs, brainstorming sessions for conceptualization of an idea, prototyping and testing before the final release of the solution (Friis Dam & Yu Siang, 2021).



Co-funded by the  
Erasmus+ Programme  
of the European Union



- **Hybrid skills:** Such skills refer to the combination of soft skills and technical skills. For regarding a skills as hybrid depends on various factors comprising the actual job, the organization, the industry, etc (MyComputerCareer, 2021).



# 1. Implementation of Digital Design in Cultural Tourism: Case studies for a successful Digital Tourist Guide

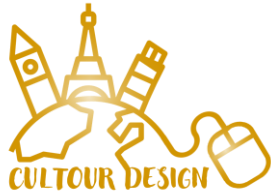
## 1.1 Main content

Please provide your content here. Include definitions, explanations, practical examples and case studies/success stories. The main content (not the whole document!!!) shall be around **15 A4 pages**, including images. Make sure that your images have a caption and their source and that there is no copyright issue. You can use websites for free downloadable images (such as [www.pixabay.com](http://www.pixabay.com)).

## 1.2 Additional resources

Add in the table below any links that readers can visit in order to find additional materials that will help them better understand the topic of the handbook.

| No. | Title of resource | Type of resource                                       | Link |
|-----|-------------------|--|------|
| 1   |                   | [Online article, post, newspaper, website, tool, etc.] |      |
|     |                   |  |      |
|     |                   |  |      |
|     |                   |  |      |



## 2. Assessment

### 2.1 Knowledge Assessment

Quiz-like assessment based on the main content. Please mark the correct answer with bold when required. Include 10 questions for your module. Increase gradually the level of difficulty.

Question 1 (multiple choice or true/false): text  
[answer 1] **[correct answer]** [answer 3]

Question 2 (multiple choice or true/false): text  
**[correct answer]** [answer 2] [answer 3]

Question 3 (multiple choice or true/false): text  
**[correct answer]** [answer 2] [answer 3]

Question 4 (multiple answers correct): text  
**[correct answer]** **[correct answer]** [answer 3] [answer 4]

Question 5 (multiple answers correct): text  
**[correct answer]** [answer 2] [answer 3] **[correct answer]**

Question 6 (multiple answers correct): text  
[answer 1] [answer 2] **[correct answer]** **[correct answer]**

Question 7 (multiple answers correct): text  
[answer 1] [answer 2] **[correct answer]** **[correct answer]**

Question 8 (matching): Match the terms with their definitions.

Term 1 name: Definition

Term 2 name: Definition

Term 3 name: Definition

Term 4 name: Definition

Term 5 name: Definition

Question 9 (matching): Match the concepts with their explanations.

Concept 1 name: Explanation

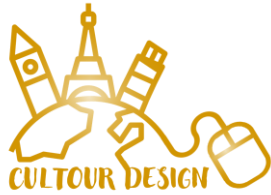
Concept 2 name: Explanation

Concept 3 name: Explanation

Concept 4 name: Explanation

Concept 5 name: Explanation

Question 10 (matching): Match the problems with their solutions.



Co-funded by the  
Erasmus+ Programme  
of the European Union

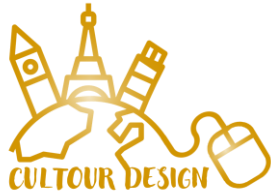


Problem 1 name: Solution  
Problem 2 name: Solution  
Problem 3 name: Solution  
Problem 4 name: Solution  
Problem 5 name: Solution

## 2.2 Skills Assessment

Assign an exercise that promotes problem solving and critical thinking related to the actual implementation of your module in Tourism. Think of it like an exercise based on which a reader has to think of a solution in an existing problem related to the digital transformation of Cultural Tourism. You can indicate the solution or provide some tips at the bottom of the assignment.





Co-funded by the  
Erasmus+ Programme  
of the European Union



### 3. References

Please use APA Style to write down your references. For example:

- Friis Dam, R., & Yu Siang, T. (2021, January 2). *5 Stages in the Design Thinking Process*. Retrieved from Interaction Design Foundation: <https://www.interaction-design.org/literature/article/5-stages-in-the-design-thinking-process>
- MyComputerCareer. (2021, October). *MyComputerCareer - Training for a better life*. Retrieved from The Rise of Hybrid Jobs and Hybrid Skills: <https://www.mycomputercareer.edu/news/the-rise-of-hybrid-jobs-and-hybrid-skills/>