

Centro Studi "C.E. DI FO.P."











PRESS RELEASE

Co-organised by the 'Push' design workshop, the 'Aisa' association and 'Skills Together'

At the Cedifop Study Centre, from 17 to 19 May the 'Game jam for sustainable tourism' workshop

Scheduled at the port of Palermo, on the premises of the industrial diving training centre



Expert Barbara Marcotulli will guide participants in the creation of games that educate, inform and inspire actions in favour of a more responsible more responsible tourism

PALERMO (14 May 2024) In a world looking for sustainable solutions, 'Game jam for sustainable tourism' aims to be a creativity jam to develop games focused on sustainable tourism. From 17 to 19 May in Palermo, at Cedifop at the port of Palermo, this event combines creativity with pragmatism to promote tourism practices that respect the environment and local communities.

Co-organised by the design workshop 'Push', the association of architecture students 'Aisa' and the start-up 'Skills Together', the workshop will feature sustainable tourism expert Barbara Marcotulli, who will guide participants in the creation of games that educate, inform and inspire action for more responsible tourism. The workshop is open to all those interested in the fields of design, architecture, sustainable tourism and game design, offering a unique platform for interdisciplinary collaboration. Participation is free of charge (booking required) to encourage broad community involvement and the dissemination of sustainable tourism practices.

Push is a laboratory for social innovation and sustainability. Founded in Palermo in 2013, it carries out research activities that intersect design, social sciences and digital technologies with the aim of developing solutions to improve cities and protect the environment. Push is also a design laboratory that operates at the intersection of environmental sustainability, digital technologies and social innovation: it designs and develops solutions to improve quality of life, reduce consumption and combat climate change. Push's activities mainly focus on the following areas: applied research (service design for urban policies, edutainment, behavioural design, circular design); bottom-up activation projects; participatory and co-design pathways; organisation of dissemination events; design training.

The Push team is made up of young professionals with extremely diverse and complementary backgrounds and skills such as service design, graphic design, ICT, project management, communication, business development.

Push is a partner of World Urban Campaign, UN Habitat, EIT Climate KIC and Global Shapers Community.

<u>CENTRO STUDI CEDIFOP – Formazione professionale subacquea industriale</u>

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