

# NEWSLETTER #4

JUNE 2023



The project "**Palimpsest Cities: Gamification and Storytelling for Architectural History and Cultural Heritage Awareness**" is a higher education project that aims to protect every historic and multilayered city and also to make everyone embrace their cities through getting familiar with them, knowing them and above all meeting them.

The consortium of the project recently met in **Bucharest, Romania**, from 21-23 June, for the long-awaited **2nd Transnational Project Meeting**. The meeting was hosted by the partner association **De-a Arhitectura**.

## MORE ABOUT THE MEETING...

The consortium diligently established the project's forthcoming actions and corresponding deadlines, with the aim of completing the **design phase** of the "**Palimpsest Cities Curricula**" by the end of August.

As part of the TPM, an insightful **field trip** was organized for partners to witness the diverse layers of Bucharest's Jewish Quarter. Also, our host organized a **role play** activity named "**City on Trial**". Additionally, the **Istanbul Technical University** conducted a **workshop** where partners actively engaged in modeling the various layers of the city block surrounding the meeting venue.

