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# PALIMPSEST CITIES

PALIMPSEST CITIES: GAMIFICATION AND STORYTELLING FOR ARCHITECTURAL HISTORY AND CULTURAL HERITAGE AWARENESS  
ÇOK KATMANLI ŞEHİRLER: MİMARLIK TARİHİ VE KÜLTÜREL MİRAS FARKINDALIĞI İÇİN OYUNLAŞTIRMA VE HİKÂYE ANLATICILIĞI

How to use

# Timeline Travel

app as a part of Palimpsest Cities Course?





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**Are you ready to make a “Timeline Travel” to delve into your city’s past?**

In this module of the Palimpsest Cities course, we will use Timeline Travel mobile app ([iOS](#) & [Android](#)) to learn about the people, events and buildings of our city through a self-research. Following the field trips and after discovering some of the landmarks of the city on site, as well as the significant events and notable people of the past, now it’s time to gather them on a digital platform, as if playing a game.

Need some help on how to use the Timeline Travel app? [Here it is.](#)

**Guidelines to adapt this module/activity to your needs:**

How can you adapt this app to your lectures or activities as a part of Palimpsest Cities course or workshop? Here are the guidelines:

1. Ask your students to download the app on their mobile devices. Timeline Travel mobile app is freely available on [App Store](#) and [Google Play](#).
2. Following the field trips (previous weeks’ activity), ask your class/group to explore available timelines on the app, particularly the starred ones, newly created to provide a base for their research.
3. Divide your class/group into three teams. Each group will create their own timelines: one for the buildings, one for the people and one for the events of the city’s past. Alternatively, you may divide your group into more teams according to different layers/periods of the city’s past.
4. Ask them to find out the most remarkable people, events and buildings for their timelines. These will be the elements of each timeline.
5. Ask them to make a research about those specific elements, to collect trustworthy information and license-free images.
6. Then, they will integrate their findings on Timeline Travel mobile app by creating three new timelines with their corresponding elements.
7. In the second week of the activity, all groups will get together in the classroom again to present their timelines to each other.
8. During and following presentations, instructors and students are expected to point out correlations among events, people and buildings; and make conclusions about their impact on the city.



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### Need an example? Here you are:

Let's take "Palimpsest Cities: Alanya" course as an example. After the field trips in the Alanya Castle, our students would have got an idea about the Hellenistic, Roman/Byzantine, Seljuq and Ottoman periods of their city. Then, they will make their individual research about these periods, but not only about buildings dating from these eras but also about the significant social, political or economic events that shape the flow of history, and notable people who left a stamp on time. Let's assume that the class is divided into three groups to prepare those timelines: Buildings in Alanya, Events of Alanya, People of Alanya. Members of each group will work on one of these timelines to prepare corresponding entries, roughly 15 to 20 items for each, based on their individual research. Then, in the following week, students will make a presentation of their timelines to each other in the classroom.

**As they create timelines about their city's past, you will witness how they learn by doing...  
Or rather, playing with a time machine!**