

NEWSLETTER

May 2026



RCHTECH

**EMPOWERING YOUTH TO REDISCOVER
EUROPE'S ARCHITECTURAL LEGACY**

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THE ARCHTECH PROJECT

ABOUT

ArchTech addresses the growing neglect of Europe's architectural heritage while reconnecting young people with their cultural environment. Through digital innovation, civic education, and creative participation, the project empowers youth and youth workers to explore, protect, and promote Europe's built heritage in inclusive and engaging ways.



OBJECTIVES

- Raise awareness about the historical and cultural value of
- built heritage
- Equip youth workers with digital and civic engagement tools
- Promote active citizenship and European values
- Develop a mobile app to map and report endangered
- buildings
- Encourage inclusion through co-creation and peer learning



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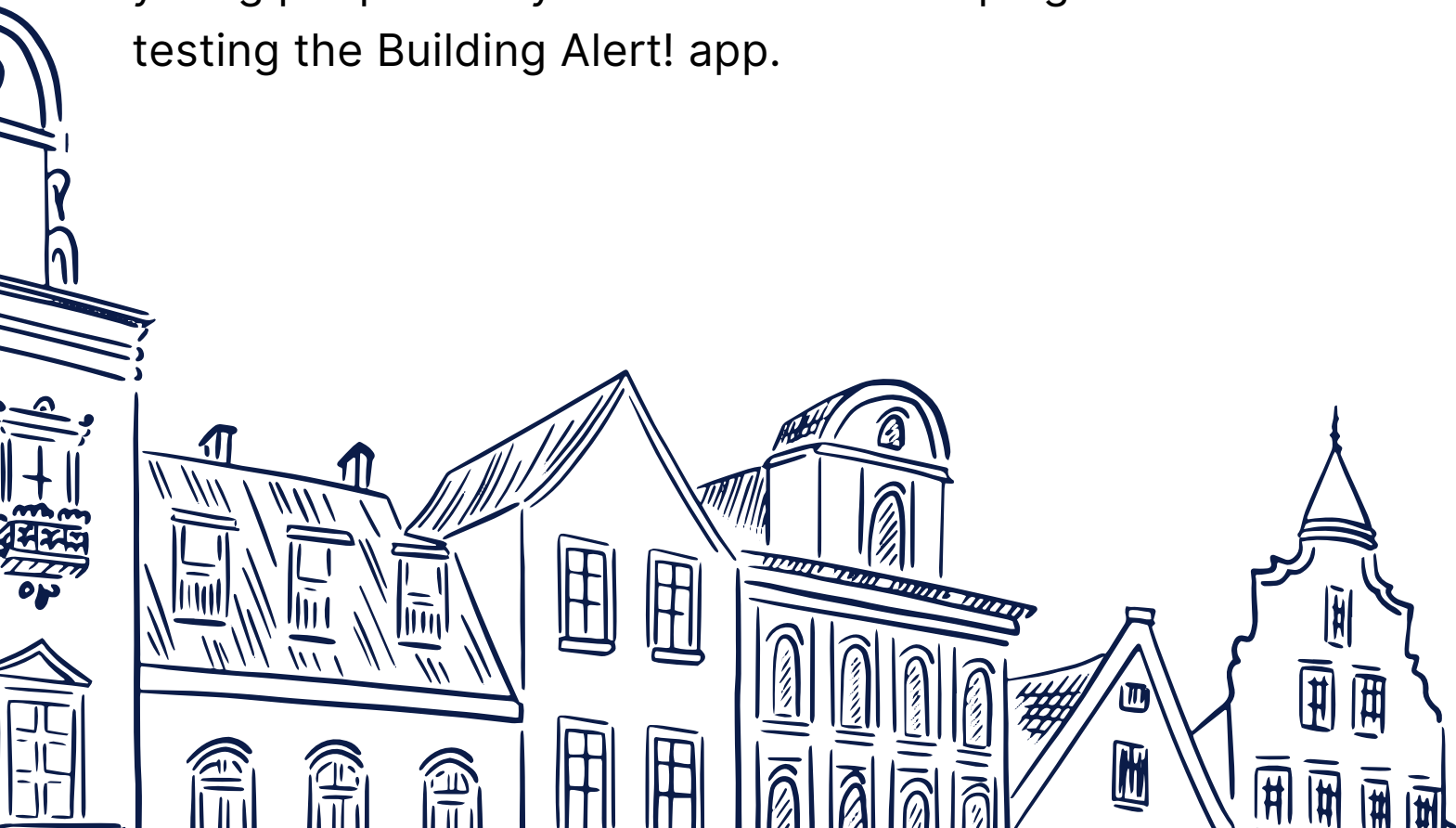


**THE ARCHTECH
PROJECT**

NEWS & UPDATES

The ArchTech partnership has successfully completed the 3-day virtual training activity, where partners and stakeholders tested and refined the project's educational and digital tools.

The project is now moving into the next phase with local roundtables and beta testing activities, engaging young people and youth workers in shaping and testing the Building Alert! app.





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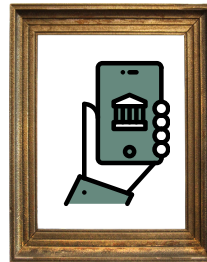


**THE ARCHTECH
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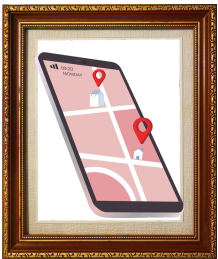
WHAT HAVE WE DONE? KEY ACTIVITIES AND WORK PACKAGES



WP2 – ArchTech
Modular Training for
Youth Workers



WP4 – ArchTech
Mobile Application:
“Buildings Alert!”



WP3 – Digital
Guided Visits to
Heritage Buildings

All results will be
available on project's
website **SOON**

Primary Target Groups:

- Youth workers in NGOs, municipalities, and youth centers
- Young people aged 18–30, especially from marginalized or multicultural backgrounds

Secondary Target Groups:

- Heritage and urban planning authorities
- Educators and cultural institutions
- Local and European policymakers
- Start-ups and SMEs working on digital innovation and urban resilience



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MEET THE TEAM



**THE ARCHTECH
PROJECT**

COORDINATOR / FRANCE



ludicius
INTERACTIVE

Specialising in serious games, creates educational and immersive digital experiences for learning and engagement.

PARTNER / CYPRUS



**CITIZENS
IN POWER**

NGO in Cyprus focused on innovative education, youth empowerment, and civic participation through digital tools and non-formal learning

PARTNER / GREECE



Innovation Hive

Based in Greece, Innovation Hive is a social innovation organisation dedicated to inclusive education, youth entrepreneurship, and community development.

PARTNER / MALTA



**L-Università
ta' Malta**



The University of Malta is the country's premier academic institution, with strong expertise in built heritage, spatial planning, and participatory education.

PARTNER / SPAIN

KlemMa
CoLAB

Spanish NGO blending social research, digital storytelling, and creativity to foster innovation and sustainability in youth and community projects.



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