

NEWSLETTER

August 2026



RCHTECH

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



**Co-funded by
the European Union**

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.

EUROPEAN CONFERENCE

As the ArchTech approaches its finish line, different activities have been organised in all participating countries with the aim of spreading awareness of the project results and learn from other initiatives that try to promote built heritage around Europe.

An European conference was hosted by Ludicrus in Nantes, and it hosted best practices of digitalizing the cultural heritage and bringing citizens closer to it by integrating in strategies and regional policies (CHARME project), the creation of digital narratives through annotations in paintings, photographs and other visual documents (the ADNO tool), and the use of an augmented reality escape game to get to know the city of Turku better (Save Turku!)

The European Conference was finalized with a round table between the ArchTech project staff and the guest speakers discussed the presented good practices, and topics such as the relevance of narratives in built heritage, scientific rigour vs. youth accessibility,

the increasing importance and trend of heritage digitalization. The discussion also reflected on the usefulness of ArchTech-produced results such as the Building Alert! app and the perspective of being adopted in institutional systems.

The final comments reflected in the opportunity of using digital tools to recreate lost heritage in European cities as a result of war, gentrification or urban planning strategies and preserve community memory.



<https://archtech-project.eu/>

MULTIPLIER EVENTS

Multiplier events were organized in each local community of the participating organizations in Cyprus, France, Greece, Malta and Spain. Their purpose was to introduce stakeholders (such as youth workers, educators, civil servants, architects, social workers, professionals of the cultural scene and more) with the project results and encourage them to use them in their activities.

Moreover, the events integrated activities that reflected the ArchTech findings and outcomes and made use of the app. For instance a walk through the Chrysopolitissa neighbourhood in Larnaka, Cyprus used the app to tell stories and recall memories. In Albacete, talks from professionals such as sociologists, architects and educators recalled the “lost heritage” of the city and pointed out the need of citizen, especially youth, participation to safeguard and protect what is left. In Malta the participants discussed the lack of education on historical aspects of built heritage preceded by a guided tour of the gardens of Villa Frere. In Greece, the participants took part in a guided promenade through the city, identifying endangered and lesser-known buildings through the app and discuss their inclusion in the digital map.

These events also serve as a space for the creation of new synergies, projects and initiatives with a great impact not only in local community but also at European level.





MEET THE TEAM

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

KlemNa
CoLAB

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



RCHTECH

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



[https://archtech-
project.eu/](https://archtech-project.eu/)



[Facebook](#)



[Instagram](#)



[LINKEDIN](#)

**CREATIVE COMMONS – ATTRIBUTION
4.9 INTERNATIONAL - CC BY 4.0**



Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.



**Co-funded by
the European Union**