

Students4Cooperation

Srednješolsko Interreg tekmovanje

2. izvedba

PRILOGA 2 – Obrazec za projektno idejo

Slovenščina in angleščina

September 2025



Obrazec uporabite pri pisanju vaše projektne ideje. Pri ocenjevanju se upošteva, ali so vsa polja izpolnjena.

Obrazec mora biti izpolnjen bodisi v slovenščini kot v angleščini. Besedilo naj bo dolgo vsaj 1000 besed (font: Times New Roman 11) v vsakem jeziku.

0. Osnovne informacije:

Šola: DRŽAVNI IZOBRAŽEVALNI ZAVOD JOŽEFA STEFANA

Šolska smer: KEMIJA, MATERIALI IN BIOTEHNOLOGIJE

Razred: 4. (DE VINCENZI, FORTUNA, GRILANC IN PAHOR)

Izbrana tema [Izbirate lahko med naslednjimi: 1. Okoljska vzgoja in zaščita območja; 2. Trajnostna mobilnost; 3. Aktivno državljanstvo; 4. Medkulturni dialog in socialna vključenost; 5. Vrednotenje skupne kulturne dediščine (glej Smernice, razdelek 2.1)]:

5. VREDNOTENJE SKUPNE KULTURNE DEDIŠČINE

Akronim projekta [Lahko izberete samo krajši akronim ali akronim + naslov]:

TBT – The Before Times

1. Opis projektne ideje.

O čem govori projekt? Kateri je glavni cilj projekta? Kako projekt vključuje akterje iz obeh držav ob meji (Italija in Slovenija)? Zakaj je čezmejna značilnost projekta ključnega pomena? Ali je projekt dolgoročno vzdržen? Ali ga je mogoče ponoviti v drugih okoljih?

Projekt TBT – The Before Times se osredotoča na raziskovanje in predstavitev skupne slovensko-italijanske zgodovine čezmejnega prostora. Zajema temo kulturne dediščine celotne dežele Furlanije Julijske krajine in pokrajine Benetke v deželi Veneto na italijanski strani ter Primorsko-notranjske, Osrednjeslovenske, Gorenjske, Obalno-kraške in Goriške regije na slovenski strani. Glavni cilj projekta je razviti inovativno videoigro odprtega sveta, ki bo izboljšala poznavanje bogate in prepletene slovensko-italijanske kulturne dediščine ter spodbudila medkulturni dialog in sodelovanje v čezmejnem prostoru.

Ime TBT – The Before Times se navezuje predvsem na minule čase – zgodbe, navade in stike, ki so oblikovali današnji čezmejni prostor, a jih pogosto poznamo samo po delih ali vsak iz svoje nacionalne perspektive. Ime je privlačno za mlade, ker se navezuje na uveljavljen digitalni izraz TBT (Throwback Thursday), ki označuje vračanje v spomine in odkrivanje preteklih zgodb. Deluje torej kot povezovalac med sodobno digitalno kulturo in zgodovinsko tematiko. Izbrali smo angleški naslov, ker projekt nagovarja mednarodno občinstvo ter omogoča lažji prenos in prepoznavnost tudi izven slovensko-italijanskega okolja.

Namen projekta je povečati poznavanje slovenske in italijanske kulturne dediščine, izobraziti ljudi in spodbujati dialog, razumevanje ter trajno sožitje med sosednjima državama, saj je znanje najmočnejše orožje proti nesmiselnemu sovraštvu. Z videoigro kulturna dediščina ne bo ostala samo v učilnici, temveč bo mlade (pa tudi starejše, saj je videoigra namenjena vsem generacijam) pritegnila tudi v prostem času. Ob igranju bodo uporabniki mimogrede in na zabaven način nadgradili svoje znanje o prostoru, v katerem živimo. Ker projekt

vključuje igralce z obeh strani meje, spodbuja tudi neposredno sodelovanje in izmenjavo pogledov med slovenskimi in italijanskimi uporabniki. Ko bomo Slovenci in Italijani spoznali, kako veliko skupnih točk skrivata naši kulturi, se bomo bolje razumeli in bolj spoštovali drug drugega. Nezanje se bo zmanjšalo, projekt pa bo omogočal več stikov in iskrenega dialoga. Čezmejna narava projekta je ključnega pomena, ker bomo s spletno komunikacijo uspeli vzpostaviti resničen stik med ljudmi, ki si bodo med igro lahko izmenjevali ideje in informacije. Poskrbeli bomo tudi za varnostni sistem, ki bo blokiral rabo žaljivih besed in preprečeval vsakršno obliko nestrpnosti. Tako bodo uporabniki igrali v varnem, prijaznem in spodbudnem okolju, v katerem bodo lahko brez strahu delili svoje poglede.

Začetno različico videoigre bomo sčasoma nadgrajevali in posodabljali. Z novimi vsebinami bomo vzdrževali zanimanje uporabnikov ter igro še naprej izboljševali in razvijali.

Videoigra v slogu TBT je zlahka prenosljiva v druga čezmejna okolja. Učinkovita je lahko v katerekoli evropski regiji, kjer je treba spodbujati dialog in sožitje. Projektni model TBT je zasnovan tako, da ga je mogoče prilagoditi in razširiti tudi na druga območja s podobnimi dinamiki.

2. Kako učinkuje na skupnost? S katerimi problem, vprašanji in izzivi se sooča?

S katerimi problemi oz. izzivi čezmejne skupnosti se sooča projekt? Na kakšen način lahko pozitivno učinkuje na čezmejno skupnost? Predvidene dejavnosti spodbujajo integracijo v čezmejni skupnosti?

Projekt TBT se ukvarja s preteklostjo in pomembnimi dogodki, ki so zaznamovali italijansko-slovensko kulturno dediščino. Ukvarja se tudi z izzivi zgodovinskega in zemljepisnega izobraževanja ljudi vseh starosti, saj se pogosto zgodi, da o skupni preteklosti obmejnega prostora vemo premalo ali pa jo poznamo le iz ene perspektive. Projekt izpostavlja potrebo po boljšem razumevanju ter po preseganju predsodkov, ki se kljub minevanju časa v čezmejnem prostoru ohranjajo.

Pomemben del izziva predstavljajo tudi omejene možnosti za raziskovanje prostora v živo. Mnogi si zaradi finančnih težav, gibalnih ovir ali slabe prometne infrastrukture ne morejo privoščiti potovanj, zato bo videoigra zanje dostopna in kakovostna alternativa. Uporabniki bodo lahko raziskovali virtualni svet, ki ga bodo oblikovali kvalificirani zgodovinarji, uveljavljeni geografi in informatiki, kar bo zagotovilo verodostojno predstavitev dogodkov in prostora. Takšno raziskovanje ne bo le poučno, ampak bo lahko tudi spodbudilo zanimanje za kraje na obeh straneh meje, kar bo dolgoročno povečalo njihov turistični obisk ter prispevalo k razvoju lokalne ekonomije.

Pri oblikovanju igre bo uporabljena tudi umetna inteligenca, vendar v manjši meri. Raje se bomo naslanjali na ustvarjalno delo mladih razvijalcev videoiger iz Interreg regije. Projekt TBT bo tako ponudil nove priložnosti mladim talentom iz Slovenije in Italije ter spodbudil sodelovanje med njimi.

Osnovna različica igre bo brezplačna, dodatne vsebine pa se bodo odklenile z doplačilom. Del prihodka bo namenjen ustanovam, ki skrbijo za kulturno dediščino na območju programa Interrega, preostanek pa bo vložen v nadaljnji razvoj igre. Na ta način projekt koristi skupnosti in spodbuja ohranjanje dediščine.

Videoigra TBT bo posebno pozornost posvetila raznolikosti. Vključeni bodo liki, s katerimi se lahko poistovetijo tudi pripadniki ranljivih skupin. Med njimi bo na primer Margherita Hack, ena redkih žensk v pretežno moškem svetu astrofizike, in razsvetljenec, gospodarstvenik, mecen in mineralog Žiga Zois, ki je del življenja preživel na invalidskem vozičku. Takšna zastopanost bo spodbujala vključevanje, sprejemanje in razumevanje različnosti ter pomagala mladim, da družbo opazujejo z bolj odprte in empatične perspektive.

3. Katere dejavnosti predvideva projekt?

Katere dejavnosti bodo izvedene v sklopu projekta? So le-te atraktivne za mlade? Na kakšen način vključujejo mlade?

Projekt TBT – The Before Times predvideva niz medsebojno povezanih dejavnosti, katerih osrednji namen je mladim približati zgodovino čezmejnega prostora na sodoben in interaktiven način. Klasično učenje zgodovine pogosto ne vzbudi njihovega zanimanja, zato jih projekt namerava nagovoriti preko medija, ki je mladim domač, torej videoigre.

Osrednja dejavnost projekta je razvoj večjezične (slovenske, italijanske in angleške) videoigre odprtega sveta, ki reproducira čezmejni prostor programa Interreg. Igralci si bodo ustvarili lastni avatar, s katerim bodo raziskovali različna zgodovinska obdobja in kraje na obeh straneh meje. Začetno časovno obdobje bo umeščeno v 16. stoletje, v čas reformacije na Slovenskem, v čas Primoža Trubarja, Adama Bohoriča in Jurija Dalmatina. Igra bo omogočala postopno časovno nadgrajevanje in premikanje v poznejša zgodovinska obdobja. Virtualni svet bo oblikovan na podlagi strokovno preverjenih zgodovinskih in geografskih podatkov ter bo vključeval pomembne zgodovinske točke čezmejnega prostora.

Učenje bo poteklo skozi igranje tematsko zasnovanih misij, ki temeljijo na resničnih zgodovinskih osebnostih in dogodkih. Igralec bo z avatarjem stopal v interakcijo z zgodovinskimi liki, reševal naloge in probleme ter pri tem postopoma pridobival novo znanje.

Za lažje razumevanje zasnove videoigre v nadaljevanju predstavljamo primer dveh zaporednih misij, ki ju mora opraviti avatar.

V obdobju 16. oz. 17. stoletja avatar spozna Gregoria Alasia da Sommaripo, italijanskega katoliškega duhovnika, rojenega v Piemontu, ki se je uveljavil kot pomemben posrednik med italijanskim in slovenskim jezikovnim prostorom. Znan je predvsem po svojem delu *Vocabolario italiano e schiavo* (Italijansko-slovenski slovar). Del svojega življenja je preživel na obmejnem območju v okolici Devina, kjer sta se že tedaj intenzivno stikala slovenski in italijanski jezik. Alasia avatarja zaprosi za pomoč pri iskanju ustreznih prevodov besed, da bi lahko dokončal svoj slovar. Avatar ga spremlja skozi različne obmejne vasi in mesta, kjer srečuje lokalne prebivalce, kmete, obrtnike, trgovce in plemiče, ki govorijo bodisi slovensko bodisi italijansko. S pogovorom in reševanjem jezikovnih nalog avatar postopoma pridobiva namige o pomenu posameznih besed (npr. preko vizualnih simbolov, predmetov ali vsakdanjih opravil). Pri taki misiji je lahko pomembna tudi interakcija med igralci. Igra omogoča sodelovalni način igranja, v katerem se lahko mladi z obeh strani meje povezujejo v manjše skupine ali pare ter skupaj rešujejo izbrane misije. Igralci si lahko medsebojno pomagajo pri zbiranju informacij, izmenjavi namigov in pri reševanju jezikovnih nalog. Ko torej avatar uspešno najde vse manjkajoče izraze, je slovar Gregoria Alasia da Sommaripa dokončan, uporabnik videoigre pa se ob tem spontano nauči pomena novih besed v drugem jeziku ter razume zgodovinski pomen večjezičnosti v čezmejnem prostoru. Na koncu misije Alasia v znak hvaležnosti avatarju podari izvod svojega slovarja. Ob dotiku tega se pred avatarjem odpre portal, ki ga popelje iz obmejnega prostora v kranjsko znanstveno okolje 17. stoletja, kjer se začne naslednja zgodba.

Naslednja misija se tako prične na dvoru polihistorja Janeza Vajkarda Valvasorja. Valvasor avatarja prijazno zaprosi za pomoč pri znanstvenih nalogah, povezanih z njegovimi raziskavami (npr. nabiranje zelišč za poskuse). Ob tem pojasni, da je njegovo eksperimentiranje del širšega cilja, in sicer postati član mednarodne znanstvene družbe Royal Society. Da bi to dosegel, mora prej dokončati svoje temeljno delo, štiri knjige, ki tvorijo *Slavo vojvodine Kranjske*.

V okviru misije se avatar odpravi do presihajočega Cerkniskega jezera, ki je v tem trenutku suho. Tam opazi ribo na suhem, ki ga prosi za pomoč. Avatar ji pomaga tako, da z dodatno mini igro poveže podzemne jame presihajočega jezera, kot da bi bile cevi. Ko se vodni tokovi ponovno vzpostavijo, se jezero napolni z vodo in ribi ne grozi več smrt. Riba v zahvalo avatarju podari kos zoisita ter mu hkrati razloži delovanje presihajočega jezera, ene od naravnih znamenitosti kraškega sveta. Po vrnitvi na Valvasorjev dvor se Valvasor avatarju zahvali, mu poda dodatne informacije o *Slavi vojvodine Kranjske* in opazi nenavaden mineral. Zoisit je portalni predmet, ki avatarja popelje v naslednje obdobje in k novi zgodovinski osebnosti, tj. Žigi Zoisu,

bogatemu razsvetljenemu mecenu, ki kljub gibalni oviranosti pomembno zaznamuje kulturni in znanstveni razvoj prostora. Tudi on avatarju zaupa novo nalogo.

Za uspešno opravljene naloge bodo igralci nagrajeni z virtualnimi dobrinami, kot so cekini, surovine in druge dobrine, ki jih bodo lahko avatarji uporabili za gradnjo in nadgradnjo bivališč, menjavo dobrin, odklepanje novih pustolovščin in zgodovinskih zgodb ipd. Tak sistem spodbuja dolgoročno igranje, samostojno raziskovanje in aktivno učenje o zgodovini in dediščini čezmejnega Interreg območja.

Pomembna dejavnost projekta bo testiranje igre v srednjih šolah in na univerzah na obeh straneh meje. Učitelji, dijaki in študentje bodo sodelovali kot testni uporabniki, sooblikovalci povratnih informacij, kritični ocenjevalci razumljivosti in didaktične vrednosti vsebin. S tem bodo mladi neposredno vključeni v razvoj projekta, igra pa bo prilagojena tudi za uporabo pri pouku zgodovine, zemljepisa in državlanske vzgoje.

Po začetnem lansiranju bo projekt TBT – The Before Times deležen rednih vsebinskih in tehničnih posodobitev ter dodana bodo nova zgodovinska obdobja in liki.

4. Kateri partnerji (združenja, društva, šole, univerze, ustanove, itd.) bi lahko bili soudeleženi pri projektu?

Kateri partnerji bi lahko bili soudeleženi v projektu? Je predvidena soudeležba organizacij ali društev iz obeh strani meje? Zakaj so bili izbrani ti partnerji? Katero dodano vrednost bi lahko prispevali pri projektu?

Projekt TBT bo vključeval veliko različnih partnerjev z obeh strani slovensko-italijanske meje. S tem bo zagotovljen uravnotežen in enakovreden pogled na slovensko in italijansko preteklost. Pri raziskovanju zgodovine, še posebej občutljivih obdobj, kot je npr. čas fašizma ali istrski eksodus, je namreč zelo pomembno, da sodelujejo strokovnjaki iz različnih okolij. Tako lahko projekt ponudi celovit, objektiv in spoštljiv prikaz dogajanja.

K sodelovanju bomo povabili razne izobraževalne ustanove, predvsem srednje šole in univerze, raziskovalna središča, muzeje, arhive, kulturne centre in zgodovinska društva. Njihova vloga bo ključna pri izbiranju in preverjanju zgodovinskih dejstev, oblikovanju vsebin in gradiv, ki bodo vključena v videoigro. Tehnološka podjetja, ki delujejo v Interreg regiji, bodo poskrbela za tehnično izvedbo, programiranje, grafično zasnovo in testiranje iger. S tem bodo v projekt vključeni tudi mladi strokovnjaki s področja informatike in oblikovanja, kar bo dodatno spodbudilo gospodarsko povezovanje obeh držav.

Zgodovinarji in geografi bodo torej zagotovili strokovnost vsebin, kulturne ustanove bodo pomagale pri dostopu do arhivskega gradiva, šole in univerze bodo poskrbele za vključevanje mladih, testiranje prototipov in sledenje rezultatom projekta. Tehnološki centri bodo poskrbeli za izdelavo videoigre, ki je v samem jedru našega projekta.

Raznolika skupina partnerjev prinaša projektu veliko dodano vrednost: večjo verodostojnost, kakovostno izvedbo in močno povezovanje skupnosti na obeh straneh meje. Njihova soudeležba omogoča, da se projekt razvija dolgoročno, ker bo vanj vključenih več institucij, ki si delijo interes za ohranjanje in predstavitev skupne zgodovinske in kulturne dediščine.

*Polja od 1 do 4: skupaj **VSAJ 1000 besed** (glej smernice razdelek 2.2).*

1. Explain your project proposal.

What is your project about? What is the main goal of the project? How does it involve actors from both countries along the border between Italy and Slovenia? Why is the cross-border nature of the project essential? Is the project sustainable in the long term? Can it be replaced in other contexts, different from the original one?

The TBT – The Before Times project focuses on exploring and presenting the shared Slovenian–Italian history of the cross-border area. It addresses the cultural heritage of the entire Friuli Venezia Giulia region and the Province of Venice in the Veneto region on the Italian side, as well as the Primorsko-notranjska, Osrednjeslovenska, Gorenjska, Obalno-kraška, and Goriška regions on the Slovenian side. The main objective of the project is to develop an innovative open-world video game that enhances knowledge of the rich and intertwined Slovenian–Italian cultural heritage and encourages intercultural dialogue and cooperation in the cross-border area.

The name TBT – The Before Times refers principally to the past — the stories, customs, and interactions that have shaped today's cross-border space, yet are often known only fragmentarily or viewed from a single national perspective. The name is particularly appealing to young people, as it alludes to the well-established expression from the social media TBT (Throwback Thursday), which denotes revisiting memories and rediscovering stories from the past. In this way, the title creates a bridge between contemporary digital culture and historical themes. An English title was chosen in order to address an international audience and to ensure greater transferability and identifiability beyond the Slovenian–Italian area.

The main purpose of the project is to increase awareness of the Slovenian and Italian cultural heritage, to educate, to foster dialogue, understanding and lasting coexistence between the two neighbouring countries, as knowledge and understanding represent the most powerful antidote to pointless hatred. Through the video game, cultural heritage will no longer remain confined to the classroom but will also engage young people — as well as older generations, since the game is intended for users of all ages — in their leisure time. While playing, users will naturally and enjoyably expand their knowledge of the region in which we live.

As the project brings together players from both sides of the border, it actively promotes direct cooperation and the exchange of perspectives between Slovenian and Italian users. By discovering how many common elements our cultural heritages contain, Slovenians and Italians will be able to develop greater mutual understanding and respect. Ignorance will be reduced, and the project will facilitate interaction and open, sincere dialogue. The cross-border nature of the project is therefore essential, as online communication will enable meaningful contact between users, who will be able to exchange ideas and information during gameplay. A dedicated safety system will be implemented to filter offensive language and prevent any form of intolerance, ensuring that users can play in a safe, inclusive, and supportive environment in which they feel free to express their views without fear.

The initial version of the video game will be gradually expanded and updated over time. New content will be introduced to maintain user interest and to further improve and develop the game.

The TBT-style video game is easily transferable to other cross-border contexts. It can be effectively applied to any European region where dialogue and peaceful coexistence need to be actively promoted. The TBT project model is designed to be adaptable and scalable to other areas with similar dynamics.

2. How does it affect the community? Which problems, issues and needs does it tackle?

What needs and challenges of the cross-border community does it address? How can it benefit the cross-border community? Do the activities encourage integration within the cross-border community?

The TBT project addresses the past and the key events that have shaped the Italian–Slovenian cultural heritage. It also relates to the challenges of historical and geographical education for people of all ages, as knowledge of the shared past of the cross-border area is often limited or presented from only one national perspective. The project brings forward the need for deeper understanding and overcoming prejudices that, despite the passage of time, continue to persist in the cross-border space.

A further significant challenge lies in the limited opportunities for exploring the region in person. Due to financial constraints, mobility limitations, or inadequate transport infrastructure, many people are unable to travel. The video game therefore offers an accessible and high-quality alternative. Users will be able to explore a virtual world created by qualified historians, established geographers, and IT professionals, ensuring a credible and accurate representation of historical events and geographical space. Such exploration will not only be educational but may also stimulate interest in locations on both sides of the border, which in the long term can increase tourist visits and contribute to the development of the local economy.

Artificial intelligence will also be used in the design of the game, albeit to a limited extent. Priority will be given to the creative work of young video game developers from the Interreg region. In this way, the TBT project will provide new opportunities for young talents from Slovenia and Italy and actively encourage cross-border cooperation among them.

The basic version of the game will be available free of charge, while additional content will be unlocked through paid upgrades. Part of the generated revenue will be allocated to institutions responsible for preserving cultural heritage within the Interreg programme area, while the remaining funds will be reinvested in the further development of the game. In this way, the project will benefit the local community and actively support the preservation of cultural heritage.

The TBT video game will place particular emphasis on diversity. It will feature characters with whom members of vulnerable groups can identify. These will include, for example, Margherita Hack, one of the few women in the predominantly male field of astrophysics, and Žiga Zois, an Enlightenment-era intellectual, entrepreneur, patron, and mineralogist who spent part of his life using a wheelchair. Such representation will promote inclusion, acceptance, and understanding of diversity, and will help young people perceive society from a more open and empathic perspective.

3. Which project activities are foreseen?

What activities will be carried out as part of the project? Are they attractive to young people? How are young people involved in the activities?

The TBT – The Before Times project foresees a series of interconnected activities with the main objective of bringing the history of the cross-border area closer to young people in a modern and interactive way. Traditional approaches to learning history often fail to capture their interest; therefore, the project seeks to engage young audiences through a medium that is familiar and appealing to them – the video game.

The core activity of the project is the development of a multilingual (Slovenian, Italian, and English) open-world video game that recreates the cross-border area of the Interreg programme. Players will create their own avatars, through which they will explore different historical periods and locations on both sides of the border. The initial time setting will be the 16th century, during the period of the Reformation in the Slovenian lands, associated with figures such as Primož Trubar, Adam Bohorič, and Jurij Dalmatin. The game will allow for gradual chronological expansion, enabling players to progress into later historical periods. The virtual world will be designed on the basis of professionally verified historical and geographical data and will include key historical sites from the cross-border area.

Learning will take place through gameplay, via thematically designed missions based on real historical figures and events. Through their avatars, players will interact with historical characters, solve tasks and challenges, and gradually acquire new knowledge.

To facilitate a clearer understanding of the video game concept, an example of two consecutive missions that the avatar must complete is presented below.

In the 16th–17th century period, the avatar encounters Gregorio Alasia da Sommaripo, an Italian Catholic priest born in Piedmont, who became an important mediator between the Italian and Slovenian linguistic spheres. He is best known for his work *Vocabolario italiano e schiavo* (Italian–Slovenian Dictionary). Alasia spent part of his life in the border area around Devin, where Slovenian and Italian were already in close contact. He asks the avatar for assistance in finding appropriate translations of words so that he can complete his dictionary. The avatar accompanies him through various border villages and towns, encountering local inhabitants – farmers, craftsmen, merchants, and nobles – who speak either Slovenian or Italian. Through dialogue and the completion of language-based tasks, the avatar gradually gathers clues about the meanings of individual words (for example through visual symbols, objects, or everyday activities).

Interaction among players is another important element of this type of mission. In fact, the game enables cooperative gameplay, allowing young people from both sides of the border to form small groups or pairs and jointly solve selected missions. Players can support one another by sharing information, exchanging hints, and collaborating on language challenges. Once the avatar successfully identifies all the missing expressions, Gregorio Alasia da Sommaripo's dictionary is completed, while the player naturally learns new vocabulary in another language and gains insight into the historical importance of multilingualism in the cross-border area. At the end of the mission, Alasia rewards the avatar with a copy of his dictionary. When the avatar touches it, a portal opens and transports them from the border area to the scientific environment of 17th-century Carniola, where the next storyline begins.

The following mission takes place at the court of the polymath Janez Vajkard Valvasor. Valvasor kindly asks the avatar for assistance with scientific tasks related to his research (for example, collecting herbs for experiments). He explains that his experimentation is part of a broader ambition: to become a member of the international scientific society, the Royal Society. To achieve this goal, he must first complete his seminal work, the four books that constitute *The Glory of the Duchy of Carniola*.

As part of the mission, the avatar travels to the intermittent Lake Cerknica, which at that moment is dry. There, the avatar encounters a fish stranded on dry land, asking for help. The avatar assists by completing an additional mini-game in which the underground caves of the intermittent lake are connected as if they were a piping system. Once the water flows are restored, the lake fills again and the fish is no longer in danger. In gratitude, the fish presents the avatar with a piece of zoisite and explains the functioning of the intermittent lake, one of the defining natural features of the Karst landscape. Upon returning to Valvasor's court, Valvasor thanks the avatar, provides further information about *The Glory of the Duchy of Carniola*, and notices the unusual mineral. The zoisite functions as a portal object, transporting the avatar to the next historical period and to a new historical figure: Žiga Zois, a wealthy Enlightenment-era patron who, despite his mobility impairment, played a significant role in the cultural and scientific development of the region. He, too, entrusts the avatar with a new task.

Players will be rewarded for successfully completing missions with virtual goods such as coins, raw materials, and other items, which can be used by the avatars to build and upgrade dwellings, exchange goods, unlock new adventures, and access additional historical narratives. This reward system should encourage long-term engagement, independent exploration, and active learning about the history and heritage of the cross-border Interreg area.

An important project activity will be the testing of the game in secondary schools and universities on both sides of the border. Teachers, pupils, and students will participate as test users, providers of structured feedback, and critical evaluators of the clarity and didactic value of the content. In this way, young people will be directly involved in the development of the project, and the game will also be adapted for use in history, geography, and civic education classes.

After the initial launch, the TBT – The Before Times project will undergo regular content-related and technical updates, with new historical periods and characters added over time.

4. Which partners (organization, club, school, university, institution etc.) could be involved in the project?

Which partners could be involved in the project? Will organizations and/or associations from both sides of the border be involved? Why were these partners chosen? What added values could they bring to the project?

The TBT project will involve a wide range of partners from both sides of the Slovenian–Italian border. This will ensure a balanced and equally represented perspective on Slovenian and Italian history. When researching the past, particularly sensitive periods such as the era of Fascism or the Istrian exodus, it is essential that experts from diverse professional and cultural backgrounds work together. Only through such cooperation can the project offer a comprehensive, objective, and respectful interpretation of historical events.

A broad spectrum of partners will be invited to participate, including educational institutions—especially secondary schools and universities—as well as research centres, museums, archives, cultural centres, and historical societies. Their role will be crucial in selecting and verifying historical facts and in developing the content and materials to be integrated into the video game. Technology companies operating within the Interreg region will be responsible for the technical implementation, programming, graphic design, and game testing. In this way, young professionals in the fields of information technology and design will also be actively involved in the project, further fostering economic and professional cooperation between the two countries.

Historians and geographers will ensure the academic quality and reliability of the content, cultural institutions will facilitate access to archival sources, and schools and universities will be responsible for involving young people, testing prototypes, and monitoring project outcomes. Technology centres will oversee the development of the video game, which lies at the very core of the project.

This diverse partnership structure brings significant added value to the project, including increased credibility, high-quality implementation, and strong community building on both sides of the border. The partners' active involvement also enables the project to develop in the long term, as it will engage multiple institutions that share a common interest in preserving and presenting the shared historical and cultural heritage of the cross-border area.

*Total number of words for section 1 to section 4: **AT LEAST 1000 words.***