

Call for application! "Bologna si mette in gioco. Playable Bologna"



The public contest "**Bologna si mette in gioco- Playable Bologna**" is **open for applications up to November 27th 2018**.

Applicants shall develop a **videogame** aimed at highlighting the historical, artistic and cultural heritage of Bologna taking off from some ideas for narration offered by the museums [Museo Civico Medievale](#) and [Museo di Palazzo Poggi](#).

The contest is open to both professionals and companies having registered office and based in any EU member state.

The contest is co-funded by the Bologna municipality and by the [Horizon 2020](#) EU research and innovation programme (contract no. 730280) via the [Rock project](#)] (ROCK stands for Regeneration and Optimisation of Cultural heritage in creative and Knowledge cities), whose **aim is to support regeneration of old city centres through cultural heritage as a driver for sustainable development and economic growth**.

The overall amount of funding is euro 32.786,88

The deadline for applications is November 27, 2018

Participants shall deliver a running videogame, ready for on-line play no later than December 31, 2019

You can find the contest notice with all regulations and information on the [MEPA](#), the Public Administration E-market (Reference document n. 2087305)

Click [HERE](#) to download the Request for Applications (RFA) in pdf format

Click [HERE](#) to download Annex 1 Technical specifications and contract conditions

Click [HERE](#) to download Annex 2 Materials from the museum collections, to be used as narration materials

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