

lectures, online practice exams and online books to approximately 52,000 students in Efeler that are well-suited for kindergarten, primary, secondary, high school and university preparation. This project, carried out to ensure continuity in education, had and has an impact on children and youth. In this process, children who need to be supported the most are supported both with face-to-face education at EFESem and with distance education with the digital education platform EFEDERSTV. This project helped to meet the learning needs that arise with the ever-evolving technology. Realizing educational tourism in the digital environment helps to prevent this problem has also been a solution to the global problems experienced in recent years. The EFEDERS project was carried out by Efeler Municipality to create equal opportunities in educational activities and to eliminate the deficiencies in education.



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Find out more at :

<https://www.efeler.bel.tr/guncel/haberler/efesem-de-yeni-egitim-yili-basladi>

<https://www.cumhuriyet.com.tr/haber/dijital-egitim-platformu-efederstv-yarin-kamuoyuna-tanitolacak-1769432>

The Fairy Tale Castle, in a thematic park; Eskisehir: The Fairy Tale Castle is one of the thematic areas in Sazova Science Culture and Art Park, that is one of Eskisehir's thematic parks. Activities with the robotic legendary heroes are offered to visitors, in order to enable children to grow up as individuals. They can also express themselves through interactive games, that will allow them to get to know life, people, and to develop problem solving and creative thinking skills by using fairy tales, creative drama and current education methods.

Find out more at: https://www.eskisehir.bel.tr/sayfalar.php?sayfalar_id=57

“ReinventoPorto” Project; Porto: The “ReinventoPorto” project was launched with the original intention of providing digital training and assistance to 120 small and medium sized businesses in Porto. This was in direct response to the digital transformation of the tourism industry and the global COVID-19 pandemic. The project finished with having trained 204 SMEs in their transition to the digital economy and successfully enabled a more digitalised tourism industry in Porto.



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Find out more at:

<https://www.investporto.pt/en/news/reinventaporto-supported-more-than-200-companies-in-digital-transition/>

4.3.3.4 Digital Access to Information: Padova

MEB, all museum offers in one place; Padova: The MEB is a web portal that gathers all the museum offers of Padova. Users can find information, booking and ticketing, displays of collections, artworks, and main features of each museum. It is integrated with the management system of MABI catalogues of cultural heritage.

Find out more at: <https://padovamusei.it/it>

4.3.3.5 Being an Incubator for Digital Solutions: Palermo

A SmART City Vocation; Palermo: Palermo has developed a SmART City vocation, with the aim of designing a city that defines smart, as a “public commodity”, the ethical before the aesthetic and a new way to talk, connect, confront and be resilient. The city is then implementing innovation policies and wants to be able to redesign itself in a variable and dynamic way in the present day. Thanks to the potential of arts and new technologies, Palermo is finding new forms of life, with the creation of services, jobs, and economic opportunities. The administration wants the city to be an open-air laboratory of technological and social innovation, to transform it and the territory into a smart community.

Find out more at :

https://www.comune.palermo.it/js/server/uploads/_15052020140904.pdf

4.3.4. INNOVATIVE MOBILITY THROUGH DIGITALISATION

4.3.4.1 Autonomous Driving Public Transport: Aalborg