

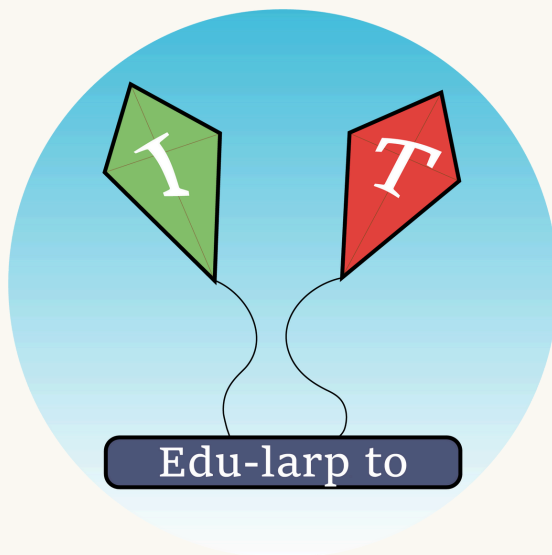


Co-funded by  
the European Union

# TRAMAS AGENCY

## Edu-larp to IT

Project **Educational live action role play to Italy Turkey**



The project was implemented with the  
EU contribution of the  
Erasmus+ program

**By**

Studio L&P e BAŞ-Arı

**Project n°**

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# INTRODUCTION

In these specific Edu-larps created as part of the Erasmus+ Edu-larp to IT project, the designers introduced rules and mechanics that are not normally included. *Suspense* was incorporated as an approach to maintain high motivation, leading the young people involved to attend the project's program without asking too many questions, simply relying on the organization and the Erasmus+ *brand*.

The young people, the project's target, know they are going to Turkey and that they have to play, but they have no other resources. They will be given some details a week before leaving, in order to share their recipes and any expertise **[1]** they may have in the field.

The Edu-larps in this project are a sort of experimental business "incubator."

As professor G. Nardone says, emotions are the foundation of our performance, and any change that has an impact must act on those emotions. Drawing on internal resources that are sometimes greater than those we think we possess, channeled and/or supported by experiences we've had but are no longer aware of.

This is why Edu-larp, for us, is a powerful tool for bringing out our emotions, specifically our fears, but also dormant forces. In any case, facing a reality also means shifting one's personal paradigm (from being a victim, I can become the architect of my life and/or vice versa) and learning that one can also change one's approach to oneself and others.

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**[1]** This doesn't mean we'll adapt roles to emerging skills; we might even decide to do exactly the opposite to "test" our young people's problem-solving and adaptability skills (specifically, we might decide to have someone who can't cook become a chef).

# NON-PLAYER CHARACTERS

It may be necessary to include people who, at least initially, are part of the game to get it going and create the necessary atmosphere that helps establish the setting. This may be necessary if there are hesitations and/or blockers, but once these are resolved, any characters not officially included should leave the game.



# PARTICIPANTS

They play the roles of chefs or aspiring chefs with different stories. Role assignments are usually done by encouraging each player to play a role that is far removed from their personal characteristics, but this isn't always necessary.

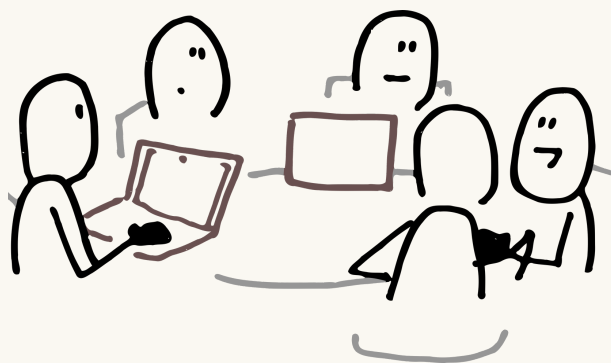
The narratives that characterize these roles are varied: people who want to stand out because they want to prove themselves great, people who want to change roles to free themselves from their current situation, people who are very self-confident but still convinced they are always the best.

# PARTICIPANTS

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It often happens that a participant's emotions or feelings influence those of their character (bleed-in) and, vice versa, that the character's in-game moods influence the player (bleed-out). These phenomena can be regulated by the social contract presented before the game begins. Among the rules presented in the introduction is the agreement that every action performed must be considered in a character-to-character/counter-character relationship, while leaving participants free to interpret their own roles.

In any case, the facilitator's role is to recognize when it is necessary to intervene to restore harmony and/or contain conflict.



All characters have a small background and personal motivation, but they must still work together to make the team work.

# FACILITATORS/ GAME LEADERS

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The facilitators, one Italian and one Turkish, coordinate and lead the game. They assign roles based on skills, temperament, experience level, and/or the desired objectives.

During the game, the facilitators maintain a global vision, are always present in the group scenes, and assume a coordinating role (e.g., office manager, commander, etc.) to move freely and supervise the progress of the scene, as well as the well-being and safety of the participants.

If they notice any anomalies and/or discomfort among the participants, they can and must intervene, but according to a protocol. They initially approach the participant respectfully, attempting to understand how they are feeling and whether it is possible to interact with them without being out of play and/or violating the shared rules.

When necessary, they remove the player from the stage, remove their stage clothes, introduce themselves under their real name, and create an out-of-play situation. The approach to participants who request interruption or termination of the experience must always be attentive, empathetic, and non-judgmental. If necessary, the facilitator may involve other support figures (psychologist and/or relevant teacher) if deemed necessary.

# TRAMAS AGENCY

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## Narrative context

A small group of foreign bloggers and journalists travel to discover slow tourism in Sardinia. The group's goal is to reach Sant'Antioco, an island in south-western Sardinia that specialises in responsible and sustainable tourism and has gained a certain international fame.

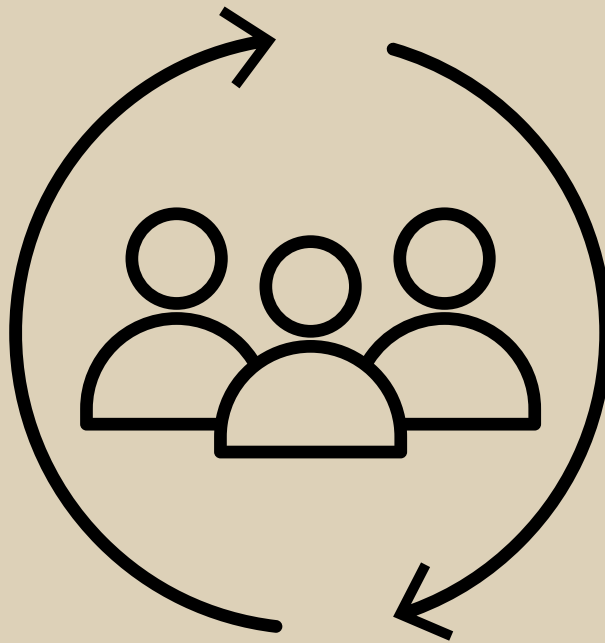
The leader of the foreign group is called Nisanur, a young graduate in *Tourism Marketing* from the University of Ankara. Nisanur is on her first job assignment and is somewhat inexperienced.

At Rome Fiumicino airport, she will realise that she has not confirmed the tour to Sant'Antioco with the Italian travel agency. Panicking, she will think of contacting her Italian friend, Gabriella Casu, to ask for help. Her Italian friend is the owner of a new travel agency in Cagliari that focuses on slow tourism, walking and cycling.

Nisanur will describe the emergency situation she finds herself in and entrust her with the task of supporting them during their journey to discover Sant'Antioco.

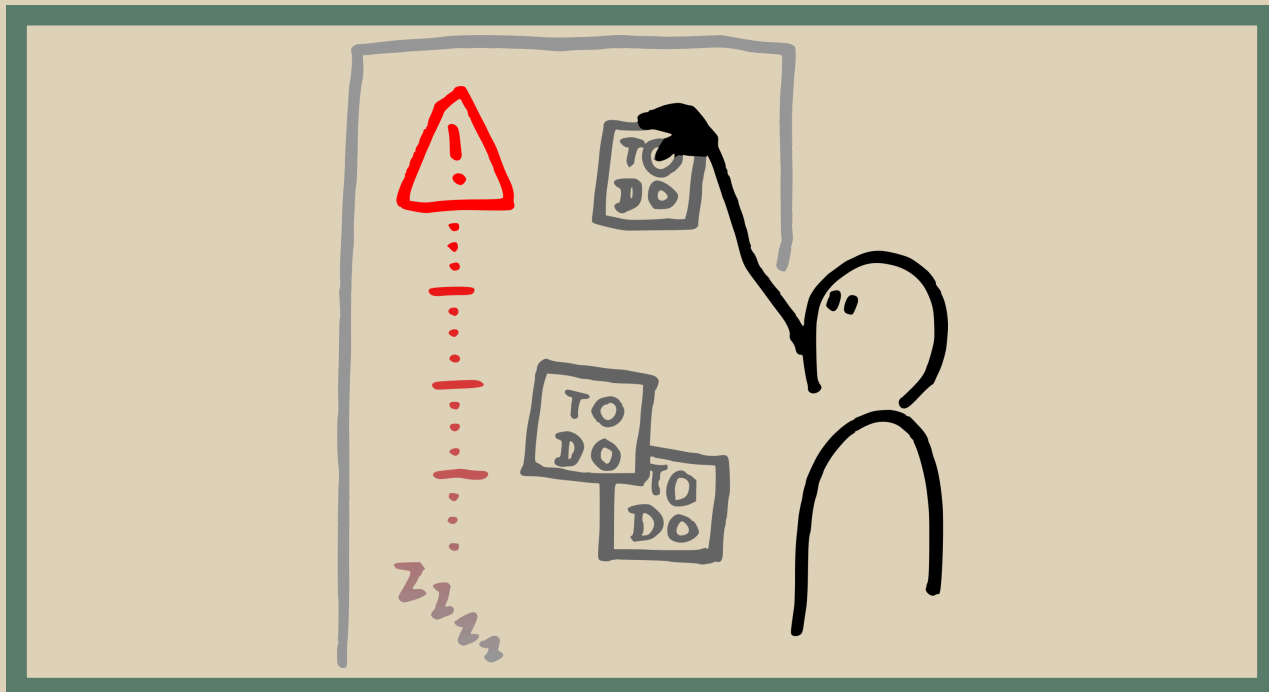
Among Nisanur's papers, there are some traces of the bookings made for the tour, but she herself does not remember all the details of the trip.

## AIM OF THE GAME



- 01 | Experience a realistic work situation (*a sort of personal business incubator*)
- 02 | Overcoming prejudices by working together with people of different nationalities
- 03 | Understanding how work dynamics function
- 04 | Direct contact with what Europe does for young people (Erasmus+)
- 05 | Understanding that you can learn while having fun
- 06 | Strengthening transferable skills

# EDUCATIONAL OBJECTIVES



- 01 | How to work in a travel agency: rules, network, creativity and teamwork
- 02 | English language
- 03 | Sardinian culture, specifically Cagliari and Sant'Antioco
- 04 | Problem solving, team building, team working, negotiation, logical reasoning, communication, organisation, strategic thinking



# MESSAGE FOR THE ITALIAN GROUP

Good morning, everyone! Your Edu-Larp begins here.

Each of you will be assigned a character. We ask that you read all the information about your character and immerse yourselves in the role, acting it out until the end of the game.

In the envelopes we are giving you, you will find some items that may be useful for getting into character.

As mentioned above, you will have to “transform” yourselves into a travel agency to accompany your foreign colleagues to Sant'Antioco. It is up to you to imagine what it means to set up a tourist agency.

You have two days to organise the trip and stay on the island. **The trip must begin on XXXX and end by XXXX at 4 p.m.**

**IMPORTANT NOTE:** as soon as you are ready, do not forget to tell your Turkish friends the departure point from Cagliari to Sant'Antioco.

**Throughout the game, we ask you to always play the role of your character, leaving your true identity aside!**

In the coming days, subject to coordination with Associazione Studio L&P, you will have the opportunity to use the Association's headquarters to organise your travel agency before departure.

# MESSAGE FOR THE TURKISH GROUP

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**\*NOTE:** to be read when meeting the Turkish group at the hotel in Cagliari, after arrival at the airport. Studio L&P will go to the hotel. During these first hours of the game, the groups of young people from the two countries will be kept separate.

Welcome to Sardinia!

Your Edu-Larp begins here!

Each of you will be assigned a character. We ask you to read all the information about your character and try to get into the part.

In the envelopes we are giving you, you will find some items that may be useful for getting into character.

**The game will last two days and will end at 4 p.m. on XXX.** Until then, we ask you to always play the part of your character, leaving your true identity aside!

You have a few hours to “get into” the character and study their main traits.

Your Italian colleagues will let you know when to meet them in the next few hours.

Have a good rest, good night and enjoy yourselves!

# RULES OF THE GAME

- The journey to Sant'Antioco must begin by the morning of xxxx and end by 6 p.m. on xxxxxx, when there will be a sharing and reflection session (*deroling and debriefing*) in Sant'Antioco.
- During the game, it is important that everyone remains as faithful as possible to their character to allow the game to develop naturally.
- **During the game, it is important to carry out activities together. If necessary, you may divide into a maximum of two groups.**
- **The budget available for the trip has been quantified** by Studio L&P at XXXX euros to be used for the expenses of both groups.
- **Bonus cards:** in case of difficulty during the game, participants may obtain, after passing a test, a BONUS CARD that will be assigned by Studio LP.

# SAFE WORDS

We will play seriously, but the game must remain an opportunity for learning and fun. That is why it is important that all players know these safety words, which are used to:

1

## STOP

- Stop the game (if it goes too far beyond the player's tolerance/values, etc.): **STOP**

2

## IS THAT ALL?

- Let your fellow players know that they can “dare” more: **IS THAT ALL?**

3

## TAKE IT EASY

- Let someone know that they are about to cross a line: **TAKE IT EASY**

Each participant must read their card, identify with the character and act it out. Unless expressly indicated, they may not reveal their characteristics to the other players. They may only do so by acting out their role.

# CHARACTERS - 6 ITALIANS

## Italians Characters

The gender of characters can be changed on the participants. For the purpose of the game nothing change

Characters	Name and surname
The owner of the travel agency and friend of the foreign group leader	Gabriella Casu
The group's tour leader (and translator)	Carla Floris
The reservations office manager	Francesca Atzeni
The agency's communications manager and photographer	Andrea Mascia
Graphic designer responsible for the agency's brand identity	Sonia Stara
Budget Administrator/Accountant	Marco Spano



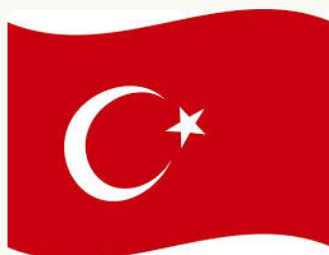
# CHARACTERS -

## 6 TURKISH

### Turkish Characters

The gender of characters can be changed on the participants. For the purpose of the game nothing change

Characters	Name and surname
The group leader	Nisanur Serrenti
Travel blogger	Fatma Azman
The cyclist	Ela Hikmet
The journalist specialized in archaeology	Nazim Safi
The lover of traditions	Cengiz Arslan
The cousin of the group leader	Momo Kara



# ITALIAN CHARACTERS SHEETS

## GABRIELLA CASU

Owner of the travel agency and friend of the foreign group leader

### ● Description:

Gabriella Casu, 31, is the founder of the travel agency and a friend of the foreign group leader. A young visionary, ambitious, persuasive and open to collaboration, she loves tourism and wants to grow in this sector. She is practical and always has a solution ready for everything, and her colleagues recognise her as the leader of the group. She has a great ability to engage people and also to take stock and make decisions. She has her sights set on the future: she believes in investment, in the potential of her company and would like to expand it. She is not afraid of challenges and wants to do everything in the best possible way. She dreams big. She wants to be informed about everything related to her agency's activities but also gives her colleagues freedom. If she detects tensions within the team, she tends to bring them out immediately and tries to guide her colleagues towards a peaceful resolution of the conflict.

Gabriella met the foreign parent company through an online forum dedicated to alternative travel. The two started talking about Sardinia and a virtual friendship was born. When Nisanur organised the trip to Sardinia and then found herself in difficulty without an agency, she immediately called Gabriella for help.



### **GABRIELLA CASU**

Owner of the travel agency and friend of the foreign group leader

#### **Tasks**

Mainly, he wants the first trip organised by his travel agency to be a success, so that it will serve as an excellent calling card for future work. Another of his goals is to forge stronger ties with the foreign parent company and integrate into the foreign group, proving himself to be reliable.

#### **Interaction with other characters**

Discussions with his team are often heated. He dreams big: he would like to constantly make new purchases, invest in gadgets and new work tools, but his colleagues often have to bring him back down to earth so that he uses the few resources available within the young company more wisely. Accountant Marco often reminds him not to bite off more than he can chew.

#### **Kit**

- Pc
- Note book
- Hard cover folder
- Map and guide of Sant'Antioco

# ITALIAN CHARACTERS SHEETS

## CARLA FLORIS

Turistic guide of the group

### ● Description:

Carla is 29 years old and is an experienced tour guide and hiking guide. She is not an employee of the agency. She is an external collaborator and works on a VAT basis.

She conveys confidence and professionalism. She is skilled in group management and time management. She speaks two languages. She has worked hard on herself and her professional and personal goals. She does not like to work in a hurry or in an approximate manner. She prepares in advance and with great commitment before each tour. She is a very professional and precise person and demands the same precision from the agencies she works with, from whom she requests timely and adequate payments. She has no problem talking about money; in fact, she talks about it often.

### ● Tasks

- At the beginning of the trip, shortly after the first meeting with the group from Turkey, Carla is tasked with giving a brief geographical and historical overview of Sant'Antioco, its history and ancient traditions in English. She will have to identify the best time to do this, coordinating with her colleagues at the agency
- Support the group with translations and excursions and make a good impression on the new agency she is working with

## CARLA FLORIS

Turistic guide of the group

### ● Personal goal

She has worked for years in the food and wine sector, which she is still very passionate about. In Sant'Antioco, she would like to meet some Carignano wine producers or at least learn more about this ancient grape variety.

### ● Interaction with other characters

- She will clash with the group leaders (Gabriele and Nisanur) because she does not like working in emergency situations and under pressure. The travel itinerary is unclear, and she accuses the agency of communicating things to her too late, at the last minute
- She will vent her frustration to Andrea, the social media manager

### ● Kit

- Guide and map of Sant'Antioco
- First aid kit
- Hiking backpack

# ITALIAN CHARACTERS SHEETS

## FRANCESCA ATZENI

Reservations manager

### ● Description:

Francesca, 28, was involved in Gabriella's new travel agency venture and is responsible for bookings, i.e. hotel reservations, restaurants, museums and places to visit. She is very organised and precise. She loves to do her part within the group with a sense of responsibility and care, without drawing attention to herself. She is focused on the success of the trip.

Francesca is very budget-conscious. She loves numbers. She tries to keep up with the flights of fancy of Gabriella Casu (whose creativity she certainly admires) and, together with Marco Spano, they try to keep things under control because, if it were up to her/him, the wallet would be bottomless and they would have to buy all sorts of things just to make a good impression on customers. She helps him find cheaper, sometimes ingenious solutions in order to save money.

## FRANCESCA/FRANCESCO ATZENI

Reservations manager

### ● Tasks

- Francesca is responsible for booking an eco-hostel on the Sant'Antioco seafront, with an adjoining maritime museum and environmental education centre (this recommendation was given by Nisanur to Gabriella Casu, given the interests of the Turkish group). Nisanur also has a photo of the facility in her kit but cannot remember its name.
- Francesca is responsible for finding out about transport to and from the island of Sant'Antioco, coordinating with her Italian colleagues to organise the trip, booking museum visits and experiences on the island, and booking restaurants, taking everyone's needs into account.

### ● Interaction with other characters

She cares deeply about the agency (which she helped to found), even though the financial management sometimes drives her crazy!

Francesca tries to keep up with Gabriella Casu's instructions, which are numerous and sometimes confusing: she helps him organise his long "to-do list" and supports him in his decision-making by bringing numbers and facts to his attention.

She frequently interacts with Marco Spano, with whom she has an important friendship and working relationship.

### ● Kit

- Note book
- Guide and map of Sant'Antioco
- Information about trip (Tips for transportation to and from the island)
- List of restaurants of Sant'Antioco
- Brochure Archaeological museum of Sant'Antioco

# ITALIAN CHARACTERS SHEETS

## ANDREA MASCIA

Communications Manager and Agency Photographer

### ● Description:

Andrea is self-employed. He works for several companies. He is a highly skilled professional with excellent listening skills and an excellent ability to summarise. He immediately hit it off with the agency staff. Andrea is able to tune in to and thoroughly understand the various projects, even though he only receives periodic updates on them. His intelligent and attentive external perspective allows him to grasp the essence of each project and communicate it effectively. He plays an important role for the agency by communicating with the outside world. He is often distracted by phone calls from other organisations he works with.

Andrea is also an experienced graphic designer and is responsible for the agency's *brand identity*. He/she enjoys interacting with others, even if he/she then needs to work alone when formulating a graphic proposal. He/she is able to propose various technical solutions, depending on the communication needs.



## ● **Tasks**

- Manage the agency's social media page (Instagram). Work professionally and strive to do your best in all the work you do to support yourself.
- Build the agency's *brand identity* by gathering and summarising the group's proposals. Support the agency team in producing material for internal and external communication.

## ● **Interaction with other characters**

- Coordinates with Gabriella on the tone and content of posts.
- Understands Fatma's needs, which are somewhat similar to his own (in terms of social media management). He will bond with her
- Is intrigued by Nazim Safi's quiet and different gaze – the journalist is interested in knowing what he finds different in Sardinia compared to Turkey. He talks to him to find out more
- He is intrigued by Nisanur, who somewhat moves him with the organisational burden she carries on her shoulders!
- He will necessarily interact with all the Italians to find a brand for the new agency that everyone can identify with

## ● **Kit**

- Pc
- Note book
- Guide and map of Sant'Antioco
- Smartphone



# ITALIAN CHARACTERS SHEETS

## SONIA STARA

Agency graphics

### ● Description:

23 years old, newly hired by the travel agency to support Andrea Mascia, photographer, social media manager and graphic designer. Drawing has always been her passion since she was a child. She collects manga and comics from which she draws inspiration. Imaginative, intuitive and unconventional, she enjoys interacting with others, even if she then needs to work alone when it comes to formulating a graphic proposal. She is able to propose various technical solutions, depending on the communication needs. For her, graphics and communication are a life mission in which she strongly believes.

### ● Tasks

Collaborate with Andrea Mascia to build the brand identity of the new agency, gathering and synthesising the group's proposals. Support the agency team in the production of material for internal and external communication (logos, images for social networks, through to simple layout of texts/travel programmes).

## ● Interactions with other characters

- Works closely with photographer and social media manager Andrea Mascia
- Will interact with all agency colleagues to find the best way to communicate the values and distinctive features of the new travel agency

## ● Kit

- Pc
- Smartphone
- Note book



# ITALIAN CHARACTERS SHEETS

## MARCO SPANO

Accountant

### ● Description:

25 years old, experienced accountant. He is very budget-conscious (perhaps too much so). He loves numbers. He tries to keep up with Gabriella Casu's flights of fancy, whose creativity he certainly admires (which he lacks) but which, at the same time, needs to be kept in check because, if it were up to him, the wallet would be bottomless and the most diverse services/items would have to be purchased just to make a good impression in front of customers. He helps her find cheaper, sometimes ingenious solutions in order to save money.

### ● Tasks

- Manage the budget for this trip, which is XXXX euros
- Handle payments at cultural sites/museums, restaurants, and related invoicing, together with the owner, Gabriella Casu

### ● Interaction with other characters

He works well with Francesca, with whom she often discusses both work and personal matters. He feels a common language with her. In general, he cares deeply about the agency (which he helped to found), even if the way they manage money sometimes drives him crazy!

### ● Kit

- PC to manage money control on Excel
- Billing data of Associazione Studio LP
- Smartphone
- Note book

# TURKISH CHARACTERS SHEETS

## NISANUR SERRENTI

Group leader

### ● Description:

Nisanur is a young woman of about 26, enterprising but a bit of a scatterbrain. A recent graduate in *Tourism Marketing* from the University of Ankara, she loves Sardinia because her grandfather was Sardinian (as can be deduced from her surname), from Sant'Antioco to be precise.

Sardinia has always had a strong influence on her, thanks to her roots. Nisanur has always kept up to date with what was happening on the island. The internet has helped her a lot in this regard: Nisanur has many Italian friends she met online but has never been to Italy or Sardinia.

Nisanur's grandfather moved to Turkey in the 1950s to work in the bakery sector. Before moving to Turkey, he worked in the oldest bakery in Sant'Antioco, the Calabrò bakery. Once in Turkey, her grandfather built his entire life in Ankara. He never returned to Sardinia, but he passed on to his son and grandchildren his love for the island, the sea and his passion for traditional foods, including, in particular, **tomato bread!** This is a very vivid, almost mythical memory for the Serrenti family... their grandfather's *tomato bread*, with all the aromas of Mediterranean cuisine. Nisanur will do everything she can to find the best tomato bread in Sant'Antioco!

**NISANUR SERRENTI**

Group leader

### ● **Secret:**

Nisanur embarked on this adventure without being prepared. Being a travel organiser is her first job and, in fact, she has made a mess of things. Nisanur already knows that no agency will be waiting for them in Cagliari because she knows she hasn't confirmed the booking. In a panic, in view of her imminent arrival in Sardinia, at Fiumicino airport, through personal contacts, she traces an Italian friend to whom she asks for help (Gabriella Casu), CEO of a brand new travel agency in Cagliari focused on slow and responsible tourism, walking and cycling.

During the game, Nisanur will have to juggle the needs of all the participants and compromise with each of them. With her inexperience, she has made another serious mistake: she has put together a group of participants with very different needs. On the other hand, it is too late to turn back now! She will have to find a solution at any cost!

### **\*IMPORTANT**

As expected, Nisanur will have to call her Italian friend, Gabriella Casu, and ask for help. The phone number will be provided by Associazione Studio L&P.

Nisanur will then need to contact the travel agency, describe her emergency situation and ask them to help her organise her trip to Sant'Antioco.

Nisanur will ask the agency to book her a sustainable accommodation on the Sant'Antioco seafront, with an adjoining maritime museum and environmental education centre.

**NISANUR SERRENTI**

Group leader

## ● Tasks

Making the trip go well and bringing your customers back to Türkiye satisfied!!

## ● Personal goals

1. Find the best tomato bread in Sant'Antioco and eat it with the group (in memory of their grandfather)
2. Find at least one member of the Espa family in Sant'Antioco and meet them

**At least one of the above objectives must be achieved by the end of the game**

## ● Interaction with other characters

- Nisanur brought her cousin **Momo** to Sardinia partly to give herself strength and partly because she wanted an accomplice in her secret goal of returning to her roots, to the land of their ancestors
- Nisanur does not get along very well with **Ela**, the cyclist, because she is a very nervous and rigid person, hypercritical and uncooperative. She, on the other hand, likes to take life more philosophically... sometimes the two clash
- Nisanur is friends with **Gabriella Casu**, who belongs to the Italian group

## NISANUR SERRENTI

Group leader

### KIT

Nisanur's kit will include:

- The phone number of her Italian friend Gabriella Casu (available from Associazione Studio L&P). Calling her friend Gabriella is essential to starting the game
- A map of the island of Sant'Antioco
- A photo of the hotel she chose for her stay in Sant'Antioco, the name of which she doesn't remember. Nisanur will have to take her group there





# TURKISH CHARACTERS SHEETS

## FATMA AZMAN

Travel blogger

### ● Description:

Fatma Azman is a young *influencer* who is very successful on social networks as a travel blogger/content creator. Her profile has more than 150,000 followers and her focus is on *slow and responsible tourism*. She recently discovered the phenomenon of walking tourism in Europe and was the first to talk about this topic in Turkey, which is why her followers follow her. She is unique in her country.

### ● Personal goals

Fatma wants to grow her business and needs to produce material for social media. Fatma started in Turkey with **a list of the 10 best panoramic spots in Sant'Antioco, and her goal is to check off at least three of them to take photos/videos for social media.**

### ● **List of the 10 best panoramic spots in Sant'Antioco**

- Town waterfront
- The underground village
- Torre Canai (terrace)
- Maladroxia Beach
- Salina di Santa Caterina - salt mounds
- Giants' Tomb Su Niu 'e su Crobu
- Calasapone Rocks
- Along the lagoon, Sa Barra kite surfing area
- Island coast near the Mangiabarche lighthouse
- Capo Sperone traffic light

Fatma also wants to learn everything about walking tourism and experience it. Fatma wants to walk... practically all the time!

### ● **Interaction with other characters**

Fatma is full of enthusiasm for her work. She's marked the island's 10 most scenic spots on the map of Sant'Antioco and will repeatedly ask group leader Nisanur to accompany her there to take photos. Her insistence could cause some discontent among the group. Some will be happy to follow her, others less so.

### ● **Kit**

- Paper map of the island of Sant'Antioco
- Paper guide "*Sant'Antioco – 10 Unique Experiences*"

# TURKISH CHARACTERS SHEETS

## ELA HIKMET

La ciclista

### ● Description:

Ela is the eldest of the group. She's 33 years old. She's a very sporty woman, especially fond of cycling. She's very careful about her diet. Ela is a very individualistic person, nervous and hypercritical, with a very rigid personality and accustomed to a high level of control over herself and others.

Ela saw an advertisement for the trip organized by Nisanur in a cycling magazine. It featured a photo of a woman cycling in the mountains in Sardinia. This inspiration led her to purchase the trip. Ela, however, doesn't speak English, which is why she doesn't like traveling alone abroad.

### ● Tasks

Ela is celiac and can't start the day without eating at least one egg and a piece of fruit. She'll insist on having this type of breakfast at the hotel.

Ela was placed in a triple room with Fatma and Nisanur. She'll fight hard to get the single room she'd requested from the very beginning. One of Nisanur's many oversights...

## ELA HIKMET

La ciclista

### ● Personal goals

Her main goal is to ride a bike

### ● Interactions with other characters

Ela is a rather closed and individualistic person. She doesn't have many interactions with the other characters, and if she does, they're often of an adversarial nature.

It must be said, however, that **Momo** intrigues her somewhat. Behind his apparent "*just-in-case*" appearance, he seems intelligent. Ela admires his ability to resolve the most thorny situations. She'll never admit it, but she likes him; he's the complete opposite of her.

Nisanur, on the other hand, really gets on her nerves... how could she ever have thought of becoming a travel planner? She's a total bungler! She'll be at odds with her from start to finish.

### ● Kit

- Map of the Sant'Antioco island
- Cycle touring route to choose from on the website <https://www.santantiocobikeisland.it/>.  
and:  
[https://www.santantiocobikeisland.it/dettaglio\\_itinerario.asp?l=italiano&ID=43](https://www.santantiocobikeisland.it/dettaglio_itinerario.asp?l=italiano&ID=43)
- Telephone number of Gianluca Ajò's Euromoto shop:  
347 880 3875.

# TURKISH CHARACTERS SHEETS

## NAZIM SAFI

The journalist specialized in archaeology

### ● Description:

Nazim Safi, 28, is a young journalist specializing in archaeology. He's a very reserved and calm person. He travels to discover Sardinia, a wild island with a thousand-year history. He prefers to travel in groups because he doesn't speak any languages. He's not interested in sports, hiking, or cycling.

### ● Personal goals

Visit the ***Sulci Lions*** and write an article about them, drawing a parallel with the ***Hattuša Lion Gate in Anatolia***. This will ensure the entire group appreciates these important historical relics as well as the wonderful ***Sulci Ring***.

### ● Interaction with other characters

Nazim is a rather reserved person, but when he speaks, he knows how to pique the curiosity of others with his different perspective on things. Nazim is very interested in the history of the ancient city of Sulci and will pressure the group to visit the town's archaeological sites.

### ● Kit

- Map of Sant'Antioco
- About us:  
<https://virtualarchaeology.sardegna.cultura.it/index.php/it/siti-archeologici/eta-fenicio-punica/necropoli-is-pirixeddu/schede-di-dettaglio/1050-i-leoni-di-sulci>
- Brochure of Archaeological park of Sant'Antioco

# TURKISH CHARACTERS SHEETS

## CENGIZ ARSLAN

The lover of traditions

### ● Description:

Cengiz Arslan, 24, is a young *doctorate student in Cultural Anthropology* at Istanbul University. His passion is humanity, its customs, traditions, and rituals. This trip is his doctoral gift. He chose it because he learned that Sardinia is a land of ancient traditions, and he is very happy to have arrived on the island.

Despite his young age, he has already traveled extensively. Cengiz is curious, respectful, and deeply passionate. He not only studies traditions, but is committed to living them, fully immersing himself in every culture he encounters. He is fascinated by myths and legends and often gets lost in long conversations about ancient rituals and holidays. He is *idealistic, non-combatant* (he prefers to resolve conflicts through dialogue and cultural connections rather than force) and empathetic (he knows how to behave in different environments and earn the respect of different communities). Cengiz has a prodigious memory for cultural and historical details.

**Cengiz will do everything he can to learn about the island's traditions, including:**

- The cult of Sant'Antioco martyr, the patron saint of Sardinia
- The production of *byssus*, or *sea silk*;
- He would love to wear the island's traditional costume

## CENGIZ ARSLAN

The lover of traditions

### ● Personal goals

- Ask a *local* to tell you at least one tradition from Sant'Antioco, and tell the same person about a Turkish tradition
- Report what you learned to the Italian/Turkish group
- Write down this tradition in your notebook and, if possible, include some drawings. The *local* in question cannot be a project or hotel staff member

### ● Interaction with other characters

Cengiz has a personal tradition: every time he visits a new community, he collects a local story and shares it on his next trip, acting as a bridge between different cultures. He'll do the same on this trip.

Cengiz will be the bridge between Turkey and Sardinia, between the Italian and Turkish groups, between the playgroup, the village of Sant'Antioco, and the hotel staff.

He'll have positive interactions with *content creator* Fatma, Nazim, and Momo.

### ● Kit

- Guide and map of Sant'Antioco and the island in English
- Travel diary for notes, drawings, annotations of rituals and customs
- A symbolic pendant received as a gift from a tribe or clan, which he will use as a good luck talisman

# TURKISH CHARACTERS SHEETS

## MOMO KARA

The cousin of the group leader

### Description:

Momo, 25, is Nisanur's cousin, to whom he is very close. He accompanies his cousin to Sardinia to discover their family origins.

He's not yet clear about what he wants to do "when he grows up," but all in all, he's doing quite well. Being "outside the travel organization" allows him to solve complex problems without anxiety or too much emotional involvement. He's a quiet guy, living day by day, having held a thousand jobs in his life. He has no particular ambitions, he doesn't think very highly of himself, yet on this trip he discovers his strong *problem-solving* skills. He loves women very much. He enjoys being in the company of others. On this trip, he discovers his talents as a mediator.

### Personal goals

- Help cousin Nisanur manage the group and help her reconstruct their family history
- Find the best tomato bread in Sant'Antioco and let the group taste it
- Find at least one representative of the Serrenti family of Sant'Antioco and arrange a meeting

### Interaction with other characters

Momo helps her cousin manage the group and supports her in every activity. Hikmet thinks Ela is a pain in the ass, but deep down, he's intrigued by her, who somehow attracts him with her rigor and seriousness.

### KIT

Nothing special

He is of a person who interacts/dialogues with others.



# INFORMATION ABOUT TRAVEL

## How to reach Sant'Antioco by public transport

The island of Sant'Antioco is located on the southwest coast of Sardinia, in the Province of South Sardinia (formerly the province of Carbonia Iglesias) and is connected to Sardinia by a 4 km long isthmus. Despite being an island, it can be reached by car or bus. Public transportation in Sardinia is often lacking, at least in terms of frequency, which is why having a car is always useful to fully enjoy the island's beauty.

We won't discuss how to reach Sant'Antioco by car, as we all have access to digital navigation systems of varying degrees of technology these days.

We will instead discuss how to reach Sant'Antioco by public transport.

### TRAIN

The closest station is Carbonia Serbariu, about 20 minutes from Sant'Antioco by car.

For train schedules, consult the Trenitalia website or call 070.6794635 / Call Center 89 20 21, open 24/7.

From the Carbonia train station, you can reach Sant'Antioco by bus operated by ARST, the main public transport company in Sardinia, or by taxi, which costs about €25 each way.

Taxi phone number from Carbonia: Antonello  
338 4482105 / 349 0645014

## BUS

The main point of contact for bus services in Sardinia is ARST, the Sardinian Regional Transport Company.

ARST routes to Sant'Antioco: 801, 802, 827 (timetables available online).

ARST toll-free number 800 865 042

ARST routes offer good service but often have incomplete timetables, with long periods of time lacking essential connections between towns.

ARST tickets can be purchased at dedicated ticket offices or at bars, newsstands, and tobacconists.

## SANT'ANTIOCO URBAN TRANSPORTATION

In Sant'Antioco, there is a company that provides local public transportation: Senis autoservizi e autolinee.

During the summer, and only during the day, it offers shuttle services to and from the island's main beaches.

During the summer season, you can find updated Senis bus schedules at the hostel, allowing you to reach the island's main beaches independently.

## PRIVATE SHUTTLE SERVICES Chauffeur-driven car rental (NCC)

A very convenient and affordable service, created to address the island's public transportation shortcomings, is the chauffeur-driven car rental service. This service operates primarily along the Cagliari-Sant'Antioco route, offering up to two round-trip trips per day during the week.

This is an affordable service because you share the ride with other people in a 9-seater minibus. Prices increase on weekends, when reservations are required.

The driver of these vehicles will pick you up wherever you need to go and take you directly to your destination.

Daniele Massa – 336 810432

Easy Move Transfer and Tours

by Massimo Privitera – 340 3067942

## CAR POOLING

In recent years, car-sharing platforms such as Bla Bla Car and PassaggioSardegna have become increasingly popular.

The services offered by these platforms are affordable and popular, especially among young people.

You can book directly online; simply enter your destination and check if anyone is traveling the same route at your desired time.

Bla Bla Car: the most popular car-sharing platform. In many cases, the ideal solution for reaching the island.

Passaggio Sardegna: the island's carpooling platform.

## Cycling for the more athletic

Sardinia is increasingly developing its network of cycle paths. There's still a long way to go, but every year we see more kilometers of paved paths.

There's a cycle path that leads from Carbonia to Sant'Antioco.

## On foot... only for true adventurers

### The Cammino di SANTU JACU:

a path that crosses the entire length of Sardinia, from Cagliari to Porto Torres, from Noragugume to Oristano, from Orosei to Olbia, the Sulcis region, and the islands, touching and crossing the ancient places of worship of Saint James on the island.

### The Cammino di SANTA BARBARA:

a historical, religious, and cultural path in the Geomineral Park along the ancient mining trails of Sulcis. Sant'Antioco is a milestone on this walking route.

## Hotel on the Sant'Antioco seaside located by Nisanur



## Photos of the goals in Sant'Antioco by Nazim Safi



**The Sulci Lions** and write an article about them drawing a parallel with **Lion Gate of Hattuša in Anatolia**

## BONUS CARDS FOR THE GAME

In case of difficulty/stall in the game, participants will be able to obtain, after passing a test, a BONUS CARD which will be assigned by Studio L&P.

**MuMA OFFERS YOU A GUIDED TOUR OF THE SALINA  
TO CELEBRATE ITS FIRST 10 YEARS OF OPERATION!  
GET TO THE SALINA BY BIKE!**

**THE WELCOM TO SANT'ANTIOCO ASSOCIATION  
IS PROVIDING YOU WITH 3 FREE ELECTRIC BIKES!  
CALL THE ASSOCIATION PRESIDENT  
AND ARRANGE THE PICKUP OF THE BIKES!  
TO GET THE PHONE NUMBER, YOU WILL NEED...**

**DON'T KNOW WHERE TO PLAN THIS TRIP?  
CALL THE PRESIDENT OF THE WELCOME TO  
SANT'ANTIOCO ASSOCIATION AND ASK FOR ADVICE  
AT...**



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