



PROJECT PLAN: SUSTAINABLE TOURISM ENVIRONMENTS IN MINECRAFT

Objective: Collaborative online project between our high school and an Italian school to design and build sustainable tourism environments in Minecraft, incorporating energy-saving and geo-resource reduction practices. The goal is to simulate actions and behaviors to reduce the carbon footprint throughout the travel industry supply chain.

This project plan aims to engage high school students in a collaborative, educational, and creative endeavor to design and build sustainable tourism environments in Minecraft, fostering awareness and actionable solutions for a more eco-friendly travel industry.

Duration: 6 Weeks

- **Sustainable Tourism Research:**
 - **Activities:**
 - Conduct research on sustainable tourism practices.
 - Identify specific energy-saving and geo-resource reduction strategies.

Possible Concrete examples for Minecraft Actions:

- **Renewable Energy Hub:**
 - *Action:* Design and build a central hub with solar panels, wind turbines, and energy-efficient lighting.
- **Eco-Friendly Accommodations:**
 - *Action:* Construct sustainable hotels with energy-saving features and green certifications.
- **Smart Transportation System:**
 - *Action:* Create a transportation network using electric vehicles, bike-sharing stations, and pedestrian-friendly pathways.
- **Water Conservation Features:**
 - *Action:* Integrate water-saving technologies like rainwater harvesting and efficient irrigation systems.
- **Waste Reduction Centers:**



- *Action:* Build recycling stations and composting facilities to minimize waste in the virtual environment.
- **Carbon Offset Initiatives:**
 - *Action:* Develop carbon offset programs within the simulation, such as tree-planting initiatives and conservation projects.

Sustainable beaches and gardens (the school has one), sustainable parks, sustainable food (a source of pride for Italians), taking care of the beaches in the sustainable way.

Assessment and Evaluation:

- Teams will be evaluated on creativity, adherence to sustainable practices, and the effectiveness of their virtual environments in reducing the carbon footprint.
- Peer evaluations and feedback sessions will encourage collaboration and knowledge exchange.

Conclusion and Future Collaboration:

- Conclude the project with reflections on the importance of sustainable tourism.
- Discuss possibilities for future collaborations or joint initiatives between the two schools.

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