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Strategic Innovative Marketing and Tourism

8th ICSIMAT, Northern Aegean, Greece, 2019



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This volume and every of our ICSIMAT COMMUNITY volume is dedicated to Prof. Belch, Prof. Buhalis, Prof. Morgan, Prof. Gretzel, Niki, Diamantis Kitrides, Prof. Avlonitis, Prof. Kitchen, Prof. Zotos, the scientific and organizing committee, the editors who kindly offered space in their prestigious journals and all the ICSIMAT community, which have contributed to our success. All for one, one for all!

Preface

Aims and Scope of the Conference

The International Conference on Strategic Innovative Marketing and Tourism (ICSIMAT) 2019 was held from 17 to 21 July 2019 at the Northern Aegean while the conference included parallel sessions and workshops in three different Greek areas (Chios, Oinousses and Lesvos).

ICSIMAT provided a timely and interactive international platform for academics, government and industry practitioners in order to discuss and develop new perspectives in the field of marketing, innovative technologies and tourism. They were able to discuss and debate issues that affect the future direction of marketing research and practice in a digital and innovation era. ICSIMAT community includes worldwide well-known scholars, faculty members, doctorate students, researchers and business practitioners who network and exchange research work and inter-institutional cooperations.

More than 280 pre-registered authors submitted their work in the conference. ICSIMAT finally accepted and hosted 150 original research papers, after a double-blinded peer review process. Fifteen were part of the established industry session that is organized during ICSIMAT conferences. Seventeen sessions in total were held in order to advance and contribute to specific research areas in the field of strategic innovative marketing and tourism.

The sessions that were created under ICSIMAT were chaired by

Stephen Havlovic, Laurentian University, Canada, on POLICIES/STRATEGIES RELATED ISSUES IN MARKETING, MANAGEMENT, ECONOMICS, EDUCATION AND HOSPITALITY

Nikos Grammalidis, Information Technologies Institute, Centre for Research and Technology, Greece, on IT TECHNOLOGIES IN MARKETING, MANAGEMENT, TOURISM AND CULTURE

Victor-Alexandru Briciu, Transilvania University of Brașov, Romania, on HUMAN RESOURCES PERSPECTIVES

viii Preface

Eda Yasa, Mersin University, Turkey, and Emel Yarimoglu, Yaşar University, Izmir, Turkey, on CUSTOMERS'/TRAVELLERS'/AUDIENCES' PERSPECTIVES AND ROLE

Flavio Tiago and Teresa Borges Tiago, University of the Azores, Portugal, on MANAGEMENT/RELATED ISSUES IN MARKETING AND HOSPITALITY

Sofia Asonitou, University of West Attica, Greece, and Natalya Totskaya, Laurentian University, Canada, on SKILLS AND COMPETENCIES

Pinelopi Athanasopoulou, University of Peloponnese, Greece, on BRANDING RELATED ISSUES

Spyridon Nomicos, University of West Attica, Greece, on SMART APPROACHES

Alexios-Patapios Kontis, University of the Aegean, Greece, on MOTIVATION IN TOURISM/SPORT/MARKETING

Aikaterini Stavrianea, National and Kapodistrian University, Greece, on COMMUNICATION/ADVERTISEMENT PERSPECTIVES.

Maria Lekakou, University of the Aegean, Greece, on BLUE DEVELOPMENT AND MARITIME TOURISM

Hatice Ulusoy, Sivas Cumhuriyet University, Turkey, and Maria Tsirintani, University of West Attica, Greece, on HEALTH MANAGEMENT/TOURISM RELATED ISSUES

Kostas Fouskas, University of Macedonia, Greece, on IT TECHNOLOGIES, MOBILE AND WEB APPLICATIONS

Dorothea Papathanasiou, Hellenic Open University, Greece, on ENTREPRENEURSHIP PERSPECTIVES AND INNOVATION IN ORGANISATIONS, COMPANIES, COUNTRIES

Chara Agaliotou, Loukia Martha and Maria Vrasida, University of West Attica, Greece, on SUSTAINABLE TOURISM

Dorin Coita, University of Oradea, Romania, on BLOCKCHAIN AND RELATED ISSUES

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Topics

Marketing, Social Media Marketing, e-Branding and Brand Experience Management, Digital marketing, Marketing Analytics, Marketing Research, Services Marketing, Integrated Marketing Communications, Consumer Behaviour, New Product Design and Development, Sports Marketing, B2B and B2C Marketing, Pricing Strategies, Art and Cultural Marketing, Mobile Services, Gaming, Gamification and Augmented Reality, Location-based Services, Internet-of-Things, Heritage and Museum Management in the Digital Era, Cross-cultural marketing, Tourism and Destination Marketing, Enogastronomic Tourism, Event Tourism, Health Tourism, Transport Industry Marketing, Social Media, Experiential and Sensory Marketing, Customer Relationship Management and Social CRM, Collaborative Marketing, Safety Marketing, Economics of Business Strategy, Accounting Marketing, Global Business, Marketing Finance, Healthcare Management, Accounting Education, Skills and Competences, Higher Education, Retail Marketing, Sales Management, Public Relations and Crisis Management, E-commerce, Marketing Strategy, Sectoral Marketing, Safety Management and Marketing, Entrepreneurship.

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xii Conference Details

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Contents

Stephen J. Havlovic	1
From a Smart City to a Smart Destination: A Case Study	7
Smart Tourism Approaches Through Intelligent Print Media	15
Smart Tourism Prospects: A Descriptive Sample Survey on a Sample of Potential Tourists	23
Intelligent Packaging as a Dynamic Marketing Tool for Tourism Athina Mountzouri, Apostolos Papapostolou, and Spyridon Nomikos	31
Intelligent Ticket with Augmented Reality Applications for Archaeological Sites	41
Visualization of Folk-Dances in Virtual Reality Environments	51
Nikolaos Bitzidis, Sotirios Dimitriadis, George Karavasilis,	61
Evangelos Kehris, and Vasiliki Vrana Mapping Island Tourism Research Flávio Tiago, Cristina Oliveira, Ana Brochado, and Sérgio Moro	71
Human Resources Role in Hospitality Service Quality	81

xx Contents

The Role of Fellow-Feelings and Organisational Harmony to Organisational Performance: A Comparative Analysis Between Two National Contexts	ç
Jashim Khan, Vivi Maltezou, Eddy M. Sutanto, and Meng Tao	
Cultural Identity, Innovation and Entrepreneurship	10
A Model of Brand Cocreation, Brand Immersion, Their Antecedents and Consequences in Café Brand Context Fulya Acikgoz and Asli D. A. Tasci	11
City Branding: Proposal of an Observation and Analysis Grid Ezzohra Belkadi	12
City Branding of Casablanca in Morocco	12
Gender Differences in Satisfaction from Hotel Room Attributes and Characteristics: Insights from Generation Z Aikaterini Stavrianea, Irene Kamenidou, and Evangelia Zoi Bara	13
Renewable Energy Matters for Tourism Industry in BRICS Plus Turkey Countries Elma Satrovic, Adnan Muslija, and Eda Yasa Ozelturkay	14
Determining of Customer's Kansei Needs and Product Design Attributes by Rough Set Theory Emel Kizilkaya Aydoğan, Esra Akgul, Yilmaz Delice, and Cem Sinanoglu	15
Transformative Role of Work-Integrated Learning in Industrial and Post-Industrial Society: The Russian Experience Natalya Totskaya and Natalia A. Bogdanova	10
What Competencies Should Be Developed in Citizenship Education in the Twenty-First Century? Analysis of Being Active Citizens in Europe and the US Josélia Fonseca and Teresa Borges-Tiago	1′
Technologies to Communicate Accounting Information in the Digital Era: Is Accounting Education Following the Evolutions? Sofia Asonitou	18
Environmental Sensitivity of Business School Students and Their Attitudes Towards Social and Environmental Accounting	19
A Comparative Approach of E-Learning Accounting Programs in Greece and China	20

on Entrepreneurial Intention	215
Alexandros G. Sahinidis, Panagiotis A. Tsaknis, Eleni Gkika, and Dimitris Stavroulakis	213
Redefining City Experiences and Thematic City Walks: The Case of "Thessaloniki Walking Tours"	225
Setting the Ground for Successful Film Tourism Practices in Greece: A SWOT Analysis	235
Selective Key Studies in Seasonality Tourism: A Literature Review Sofia Gkarane and Chris Vassiliadis	247
Importance of Teacher Training Incorporating Sustainability in their Subjects from the Life Cycle Approach in Higher School of Computation (ESCOM-IPN) Valery Viridiana Garibay Huerta, Juan Jesus Gutiérrez García, and Mónica Martínez Zamudio	257
Tourism in Mexico and the Use of Cultural Heritage as a Commodification's Product	265
Proposal of Training in Topics for the Curriculum Sustainability of the Program of Engineering in Systems of the Escuela Superior de Cómputo of the Instituto Politécnico Nacional, México	273
Customer Based Brand Equity Models in Hotel Industry: A Literature Review Kevser Çınar	281
Determinants of ICT Integration by Teachers in Higher Education in Morocco Mounir Elatrachi and Samira Oukarfi	289
Experiential Development and Cultural Tourist, Through the Example of the Settlement "Katomera" in Trikeri in the Prefecture of Magnesia Dionysia Fragkou and Garifallia Gerogianni	301
Sense of Place, Identity and Memory as Elements of the Design for Tourism	311
Anna Efstathiou	

xxii Contents

Analysis of Human Motion Based on AI Technologies: Applications for Safeguarding Folk Dance Performances Nikos Grammalidis, Iris Kico, and Fotis Liarokapis	321
Higher Education and Innovation in the Non-profit Sector	331
Marketing Decisions of Young Product Designers: A Study in the University Environment in the Czech Republic	341
Attractiveness of Small Cities in Rural or Abandoned Regions Lenka Lizbetinova and Vladimir Nyvlt	349
Mental Maps and Their Potential for Tourism: A Case Study of Czech Municipality Vladimír Nývlt and Lenka Ližbetinová	357
Online Engagement Factors on Posts in Food Facebook Brand Pages in Greece Ioannis Antoniadis, Symeon Paltsoglou, Georgios Vasios, and Panagiotis Kyratsis	365
Blockchain Applications in Tourism and Tourism Marketing: A Short Review Ioannis Antoniadis, Konstantinos Spinthiropoulos, and Stamatis Kontsas	375
Comparisons of Health Tourism Within the EU Countries	385
Contemporary Telemedicine Applications in the Provision of Mental Health Services in Greece Maria Tsirintani, Lamprini Andrikopoulou, and Spyridon Binioris	393
Perceptions of Hospital Quality: A Case Study from Greece	403
The Wine Lab Project Exploring the Views from Experts	411
Impression Management Through Websites: An Analysis of the Romanian Banking Industry	417
Participatory Culture and Tourist Experience: Promoting Destinations Through YouTube	425

Contents xxiii

Designing the Virtual Product Experience: Learnings from Shenzhen, China and the ESUN Solutions Arabela Briciu and Victor-Alexandru Briciu	435
Social Networking Sites: The New Era of Effective Online Marketing and Advertising Christos Papademetriou, Andreas Masouras, and Avgoustinos Ioannou	443
Winery Visitors' Experience, Emotional Stimulation, Satisfaction and Behavioral Intentions: The Role of Age and Previous Experience	449
Ifigeneia Leri and Prokopis Theodoridis Factors That Influence Tourist Satisfaction: An Empirical Study	
in Pafos	459
Cyber-Citizenship: A Challenge of the Twenty-First Century Education Josélia Fonseca and Hugo Bettencourt	467
Turkish Gen Y Customers' Visit Intentions and Word of Mouth Activities Regarding Online Travel Agencies Yigit Sebahattin Bozkurt and Emel Yarimoglu	475
Exploiting Human Cognitive Architecture to Design a New Cultural Narrative for Non-captive Audiences: The TOURIBOOST Project Dorothea Papathanasiou-Zuhrt, Aldo Di Russo, and Kevser Cinar	483
Creating a Personalised Experience for Libraries' Visitors	491
Strategic Planning to Promote the Cultural Heritage. The Business Model Canvas for the Kapodestrian Buildings of the Island of Aegina, Greece	499
Social Media Activism on Cultural Tourism: A Proposal for Paleochora in Aegina, Greece	511
The Role of Market Segmentation and Target Marketing Strategies to Increase Occupancy Rates and Sales Opportunities of Hotel Enterprises	521
Climate Change and Cultural Heritage Case Study: The Island of Chios	529
Olga Tsakirides and Sofia Theofanidi	349

xxiv Contents

Relationships Among National Tourist Destination Arrivals, Effective Governance, Environmental Performance, and Human	~
Development	541
Industrial Design in Event Tourism Marketing: The Case of Thessaloniki International Film Festival Pavilion	549
Keep It Smart and Sustainable: A Bibliometric Analysis	557
Sustainable Tourism in Europe from Tourists' Perspectives	565
Employer Branding: Innovative Human Resource Practices in Tourism Sector	575
Optimal Feature Selection for Decision Trees Induction Using a Genetic Algorithm Wrapper - A Model Approach	583
Analyzing the Brand Personality of Athens	593
Sport Motivation in Outdoor Sport Activities	601
Residents' Perceptions of Tourism Impact on Local Economic Development During the Economic Crisis: The Case of Kavala Alexios-Patapios Kontis, Maria Doumi, Anna Kyriakaki, and Konstantinos Mouratidis	609
Taxonomy of Supervised Machine Learning for Intrusion Detection Systems Ahmed Ahmim, Mohamed Amine Ferrag, Leandros Maglaras, Makhlouf Derdour, Helge Janicke, and George Drivas	619
A Detailed Analysis of Using Supervised Machine Learning for Intrusion Detection Ahmed Ahmim, Mohamed Amine Ferrag, Leandros Maglaras, Makhlouf Derdour, and Helge Janicke	629
Multispectral Monitoring of Microclimate Conditions for Non-destructive Preservation of Cultural Heritage Assets Nikolaos Bakalos, Nikolaos Doulamis, and Anastasios Doulamis	641

Contents xxv

Ancient Digital Technologies Using ICT Tools Anastasios Doulamis, Nikolaos Doulamis, Ioannis Rallis, and Ioannis Georgoulas	647
Greek Traditional Dances 3D Motion Capturing and a Proposed Method for Identification Through Rhythm Pattern Analyses	
(Terpsichore Project) Efthymios Ziagkas, Panagiotis Stylianidis, Andreas Loukovitis, Vasiliki Zilidou, Olympia Lilou, Aggeliki Mavropoulou, Thrasyvoulos Tsiatsos, and Styliani Douka	657
Greece, Tourism and Disability	667
Turning a Problem into an Opportunity Through Tourism and Marketing: The Case of Wild Rabbits in Lemnos Island, Greece Georgios K. Vasios, Ioannis Antoniadis, Yiannis Zevgolis, Costantinos Giaginis, and Andreas Y. Troumbis	677
A Systematic Literature Review on E-Commerce Success Factors Konstantinos Fouskas, Olga Pachni-Tsitiridou, and Chrysa Chatziharistou	687
Influencer Versus Celebrity Endorser Performance on Instagram Deniz Zeren and Nilüfer Gökdağlı	695
Displaced Due to Conservation and Tourism in the Heart of India: A Review of the Relevant Policies Zilmiyah Kamble, Pragati Kelkar, and Abhishek Bhati	705
Review of Social Media's Influence on Airbnb Accommodation's Booking Intention	715
Zilmiyah Kamble, Suchittra Namnuad, Nguyen Hoang Phuong, Nguyen Dinh Tuan, and Nguyen Hong Hanh	/13
Blockchain Technology: A Case Study from Greek Accountants Stamatios Ntanos, Sofia Asonitou, Dimitrios Karydas, and Grigorios Kyriakopoulos	727
University Pedagogy in Greece: Pedagogical Needs of Greek Academics from Ionian University Georgia Rotidi, Katerina Kedraka, Efrossini-Maria Frementiti, and Christos Kaltsidis	737
Experiencing a Museum After Dark: The Practice of 'Lates' in the Industrial Gas Museum of Athens Anastasia Doxanaki, Katerina Dermitzaki, Kali Tzortzi, Maria Florou, and Despoina Andriopoulou	745
Culture as an Instrument of Mass Construction Dorothea Papathanasiou-Zuhrt, Aldo Di Russo, and Kevser Cinar	755

xxvi Contents

Travel and Tourism Competitiveness of Economies Around the World Using Rough SWARA and TODIM Method Emel Kızılkaya Aydoğan and Mihrimah Özmen	765
E-commerce Success Factors: A Taxonomy and Application in the Fashion Industry Konstantinos Fouskas and Chrysa Chatziharistou	775
Linking Luxury Brand Experience and Brand Attachment Through Self-Brand Connections: A Role-Theory Perspective Eirini Koronaki, Prokopis K. Theodoridis, and George G. Panigyrakis	783
Revolutionizing Marketing in Tourism Industry Through Blockchain Technology	789
Consumers' Perceptions of Gender-Neutral Advertising: An Empirical Study	799
The Contribution of New Construction Technologies to Interactivity, Flexibility and Personalization in Hospitality Design, as Explored in Student Projects Stavros Vergopoulos and Anna Efstathiou	805
Exploring the Mediating Role of Interactivity Between Content Engagement and Business Performance in a Mobile-Marketing Strategy: A Quantitative Research in a Business-to-Business Context Gerasimos Ntarlas and Despina A. Karayanni	815
The Strategic Use of Social Media in the Business-to-Business Context. Two Social Media Users' Clusters Gerasimos Ntarlas, Athina Ntavari, and Despina A. Karayanni	825
Examination of the Current Literature on How Robots Can Contribute on Hotel Service Quality	835
Teaching Critical Thinking Through Tourism Advertising	843
Analysis Based on the Hotel Industry, the Lodging Market in Mexico: The Posadas Case	853

Organizations: The Case of Job Satisfaction at Chios Police Department	861
Maria Salamoura, Viktoras Ntamposis, and Eleni Gaki	001
Tourists' Perceptions and Intended Behavior Thanks to Celebrity Endorsement: Antetokounmpo Invites You to Santorini with Aegean Airlines	871
•	881
Strategic Management and Art Museums: The Case Study of the Historical Museum of the University of Athens Evangelos Papoulias and Theoklis-Petros Zounis	889
The Importance of the Training of Professionals Related to Tourism with Full Knowledge of the Heritage of Mexico: Case Study of the Higher School of Tourism of the National Polytechnic Institute	899
Nautical Tradition and the "Aquaman" Case: The "Hidden" Source of Inspiration from the Greek Cultural Heritage of the Sea Olga Tsakirides	909
Determinants That Influenced Mexican Cocoa Beans Exports During 1996 –2016	917
MIT Start-Ups Ecosystem and Greek Start Ups Reality: An Ecosystem Comparison	925
Analysis of Factors for the Increase Foreign Tourism to Michoacán, México	931
Research Methods on the Contribution of Robots in the Service	939
The Contribution of Wine Tourism in the Development of Rural Areas in North Greece	947

xxviii Contents

Assessing the Competitiveness of Greek Coastal Destinations	957
Internal Marketing on the Tourism Sector: Examination of How the Staff Can Develop on Greek Hotels	963
Exploratory Study of the Impact of Significant Ecotourism Experience on Voluntary Carbon-Offset Behaviour of Young Travellers in Their Long-Haul Air Travel Choices	971
Greek Embassies on Twitter and the Quest for a Strategy	981
Knowledge Management on Hotels: The Case of Greek Hotels Lambros Vasiliadis, Dimitrios Belias, and Evangelos Zaftis	991
What Can the TripAdvisor Tell Us About the Complaints Management Strategies? The Case of the Greek Hotels Dimitrios Tsiotas, Spyros Niavis, Dimitrios Belias, and Labros Sdrolias	999
Towards an Understanding of Temporary Exhibitions Through Visitor Research Katerina Koukouvaou and Kali Tzortzi	1007
The Touristic Upgrade Through Preservation and Respect of Environmental and Cultural Heritage: The Ayasi Project Emily Papapetrou and Ioanna Chatzistamatiou	1017
Visual Communication, the Evolution of Greek Tourism Development as Represented by GNTO Posters	1025
The Use of Social Media on Board: A Comparison Study Throughout Deck and Engine Cadets of Merchant Marine Academy of Macedonia, Greece Maria G. Vassiliadou and Charalampos G. Yakinthos	1035
Impact of Seasonality on the Management of Tourist Accommodation Establishments in the Azores Flavio Tiago, João Couto, Diana Verissimo, Sandra Faria, and Teresa Borges-Tiago	1043
Exploring the Relationship of Physician Practice Characteristics with Patient's Therapeutic Experience: An Exploratory Quantitative Research	1053

Contents xxix

The Effects of Workplace Well-Being on Individual's Knowledge Creation Outcomes: A Study Research Among Hotel Employees Maria Koutiva, Dimitrios Belias, Ilias Flampouras Nietos, and Athanasios Koustelios	1063
The Value of Cultural Routes in Greece: Examination of the Current Situation	1073
Developing a Tourism Destination Through Gastronomy Branding Maria Vrasida, Magda Peistikou, and Natasa Iliopoulou	1083
Personality Type and Career Preferences Among Young Adults in Post-Recession Greece Alexandros Sahinidis, Eleni Gkika, Panagiotis A. Tsaknis, and Dimitris Stavroulakis	1089
Dominance of Tourism Marketing Channels in the Global Travel and Tourism Industry: A Financial Market Perspective	1097

Exploiting Human Cognitive Architecture to Design a New Cultural Narrative for Non-captive Audiences: The TOURIBOOST Project



Dorothea Papathanasiou-Zuhrt, Aldo Di Russo, and Kevser Cinar

Abstract Heritage settings generate often a spatiotemporal gap between the object and the audience, as the tangible form is perceivable by the eye, but the meanings are codified. This particular condition, further supported by cultural and mentality differences, impedes non-captive audiences to fulfill satisfactory experiences. Following Aristotelian hermeneutics we defend that the spatio-temporal gap in heritage settings is of cognitive nature. Thus, to understand and embrace heritage values and effectively bridge the gap between the object and the observer, we need to link the audience to heritage meanings and values. The supply side, is often unaware of the human cognitive architecture, thus narratives and descriptions stay codified in the expert language, while the demand side is looking for compelling stories and multisensory experiences. The still ongoing ERASMUS + Project 2018-1-TR01-KA203-058344 (TOURiBOOST) for Higher Education builds an attempt to design and test a knowledge acquisition pattern for non-captive audiences from a human cognitive architecture point of view. In this vein, we present the design for the production of a multimedia iBook presenting 30 heritage places in TR/HU/NL/IT/GR with the principal aim to create the enabling environment for both onsite and dislocated audiences to engage in critical thinking and inspire them to replace gazing and clicking with cognition and emotions.

Keywords Cultural heritage · Human cognitive architecture (HCA) · Spatio-temporal gap

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1 Introduction

In his seminal work The Past is a Foreign Country, David Lowenthal indicates the variety of attitudes towards the past from early periods to the present [1]. Indeed, different people in different historic periods have different views of the past and their conceptions of it depend on many variables—visitors at heritage places are no different—thus the question arises how to interpret the past in places with cultural significance. In his opus magnum, Truth and Method, Hans-Georg Gadamer deploys the concept of philosophical hermeneutics to explain understanding as interpretation with a temporal distance. To Gadamer, hermeneutics is not a method for understanding, but an attempt to clarify the conditions in which understanding takes place [2: 263]. Among these conditions are, crucially, prejudices and foremeanings in the mind of the interpreter. Understanding is therefore interpretation, which uses one's own preconceptions so that the meaning of the object can really be made to speak to us [2: 358]. One of the main problems is how to distinguish 'true prejudices', by which we understand, from the 'false' ones, by which we misunderstand. Gadamer suggests developing a 'historical' self-awareness which makes conscious of one's own prejudices and allows one to isolate and evaluate an object on its own. Another important condition in which understanding takes place is the temporal distance. For Gadamer, present and past are firmly connected and the past is not something that has to be painfully regained in each present, if the interpreter has the tools to decode it [2: 254].

By applying hermeneutics to illuminate the learning conditions in the cultural landscape we can easily trace a gap that disables the decoding (of the heritage) of the past: it is the missing link between the *code* and the *understanding*, which is both of emotional and cognitive nature. This happens when visitors are not given the chance to relate the contents of a site, collection or a monument to their previously acquired experiences, staying attached to 'pre-understanding' and 'prejudice' as Gadamer defines these terms. Not being able to decipher cultural content and derive satisfaction from their experience, the audience, especially the digitally innate youth, acquires lesser opportunities for meta-cognition and critical thinking. Examples of museums or portals rich in information but contextually sterile, is the proof that the cultural heritage system fails to activate the cognitive process of its members [3: 28–29]. This lack of understanding is not addressed by providing information through a standard descriptive apparatus, because the human cognitive system is very complex and because low abstraction capabilities interrupt the knowledge assimilation process.

2 Literature Review

The term *experience* regains contemporary understanding from the reference work *Experience Economy*, where Pine and Gilmore demonstrate that there is a fourth level of economic value called *experience* and that customers are willing to pay a

premium for it [4]. An experience is multi-sensory, emotional or spiritual (or all together), but it is a cognitive process de facto. Experiential travel is rooted already in the antiquity with testimonies from Herodotus, Xenophon and Pausanias. Johann Wolfgang von Goethe's famous travel account and the emblematic painting of him by Tischbein in 1787 led to the promotion of Italy as a must-see destination among the elites [5].

In modern-day the digital revolution has altered the communication pattern impacting the common sense through the interpretation of visual codes and thus the generation of personalized and multimedia travel accounts. This semantic shift is generating new cultural consumers who wish to be intellectually challenged, understand, appreciate and be involved at heritage places: [6: 548, 7: 55-57, 8: 2, 9: 378-382]. Along the lines, 84% of the Europeans declare cultural heritage as personally important, 90% as nationally important, while 80% perceive it as bonding tissue of the EU [10: 7]. Despite that scholarly research suggests that cultural attachment is based on cognitive, affective and conative attributes and personalized perceptions, access to culture is not satisfactory: Fernandez, Garcia and Prieto establish a cultural consumption pattern of adolescents in 28 OCD countries, where only movies and theater is the prevailing preference [11: 4]; Hanquinet and Savage surveyed 1900 visitors in Belgium demonstrates that visitors perceive museums as educative leisure, but a successive study notes that the inability to decode meanings is keeping the audience away [12: 7, 13: 67]. In sum 2% of the citizens in Europe enjoy a ballet/opera performance, 12% visit a monument and 46% make use of TV to access culture [14: 36]. It is very probable that inability of the audience to decode meanings at heritage settings is caused by the spatiotemporal gap: while the tangible object is perceivable by the eye, meanings and values are not interpreted. In this way non-captive audiences are disabled to grasp and derive satisfaction from their visit. We suggest that presentations to the public, as authored by the supply side, are not designed from a human cognitive architecture perspective. It seems that these particular conditions that regulate cognitive processing, perception and understanding in the informal learning environment are not considered as indispensable ingredients for the design and delivery of the cultural heritage experience.

3 Research Methodology

There is a consensus among cognitive psychologists that human working memory is limited in capacity with respect to the number of elements it can handle simultaneously and that rehearsal is necessary to prevent information loss [15–19]. This condition cannot be met with time-scarce non-captive audiences at heritage places. In order to restructure the learning paradigm and the methodological approach to attract the audience in heritage settings, we focus on: (a) the human ability for categorical knowledge; (b) the limitations and interactions of working and long-term memory and their implications for learning in non-formal and informal

environments; (c) the particularities of informal learning in heritage settings esp. the short time-budget and knowledge gaps correlation and (d) the rising desire of the audience for experienced-based products and services.

Following previous research undertaken by Papathanasiou-Zuhrt and Weiss-Ibáñez in 2014 and Papathanasiou-Zuhrt et al. in 2016, heritage assessment was undertaken in the Project Area and 30 Statements of Significance are produced on the basis of six intrinsic qualities: inherent values, visibility in the landscape, spatial importance, social recognition, accessibility, interpretive potential, and carrying capacity [20: 307–308, 21: 20–21].

A field research followed, to investigate heritage supply in TR52/HU101/EL41. Three successive study visits took place in December 2018 (TR52); in March 2019 (EL41) and in April 2019 (HU101) to explore the perceptions of 90 respondents on heritage services offered in Konya and Sille (TR); Chios (GR) and Budapest (HU) including an evaluation of guided visits; information panels; museum labels; multimedia and AV contents liaised to the Konya Archaeological Museum/TR; the Sille Museum/TR; and the Acquincum Museum and Archeological Park in Budapest/HU and the Chios Mastic Museum/GR. Via qualitative interviews the views of 90 participants have been explored after each study visit. It was observed that 79% of the respondents have disengaged their attention, where parallel processing was required for complex visual and auditory stimuli. 21%, mainly composed by adults over 35 years, has attempted to assimilate new cognitive content by re-reading labels and panels and re-watching explanatory short films however without success, due to: (a) barriers in understanding terminologies; (b) long text blocks; (c) poor quality in graphic design; (d) external factors like noise and bad lighting; (e) inflexible time frame of the study visits. After the onsite experience was completed, the corpus of the respondents was presented three audiovisual narratives accessible via portable devices. The contents are not linked to the onsite experiences made in situ, but present three different stories in three different heritage places, however designed in the exact same fashion: storytelling is supported by multivision technologies, animation, narrative and auditory text. 78% of the sample—independently of age and nationality—has devoted attention to the audiovisual narratives, which they found 'compelling', and 'revelatory' compared to the onsite experience, which was evaluated as 'tiring'. The minor part of the sample (22%) has explicitly stated that learning outcomes are paramount to their recreational objectives, e.g. they have enjoyed the audiovisual narratives, not necessarily intending to 'learn'. These preliminary findings indicate, that also non-formal learning is a traumatic process and requires a special mental effort, more conditioned by external factors than the intrinsic motivation to learn and that heritage presentation requiring recipients to engage in complex reasoning and involve combinations of unfamiliar elements with high interactivity degree, lead to the disengagement of the audience.

4 The Experience Design

The Cognitive Load Theory has guided the process to develop an alternative learning paradigm that facilitates knowledge transfer in heritage settings [22–24]. Six planning considerations guided the design: (1) which experiences shall take place during the heritage visit; (2) how to facilitate visitors without prior knowledge bridge the spatiotemporal gap; (3) how to embed technical and socio-historical information into a compelling narrative; (4) how to create a hermeneutic and participatory paradigm, where non-captive-audiences think contextually and act autonomously in a self-directed learning modus; (5) how to exploit the technology intense experience to impact the cognitive paradigm.

The three study visits in TR/GR/HU have clearly demonstrated that that main difference between learners in formal education and non-captive audiences is the possibility to rehearse material. As the human working memory is limited in capacity with respect to the number of elements it can handle simultaneously, rehearsal is necessary to prevent information loss [15]. This condition cannot be met with time-scarce non-captive audiences. In order to create a mental bridge to selected phenomena, and make the novel seem familiar by relating it to prior knowledge and/or universal concepts in a much shorter time period and more entertaining way, the three audio-visual narratives used as a proxy, presupposed a limited working memory capacity to deal with visual, auditory and verbal material and an almost unlimited long term memory [25]. Scholarly research demonstrates that visitor endurance in the first phase of the visit is high but an acceleration of interest loss in the middle visit-phase is to be observed, due to work memory fatigue and inability to process more novel elements than the working memory is capable to process [26, 27]. Foreign language(s), crowded environments, noise, high/low temperatures and other location-related inconveniencies nourish visitor-fatigue as the heritage visit is progressing. During the three study visits in TR/GR/HU it has been observed that time allocated to reading labels was between 45 s. While and 60 s. This observation led to a planning decision: namely that information chunked with max. Three novel concepts per unit, below the limit proposed by Miller [15], could decongest WM as meanings communicated through the use of universal concepts differ substantially from transmitting formal knowledge.

5 Conclusion

Storytelling enhances leisure experiences by incorporating educational elements in recreational settings, meeting an audience's demand, which prefers educational interactive entertainment to passive observation. Learning objectives are met if enthusiasm is created among visitors for heritage meanings. In leisure settings, however, learning experiences are not imposed by conventional instruction methods. Learning in recreational environments is tailored to non-captive audiences, a fact

that differentiates instructional design from formal academic settings. In contrast to formal education, where learning motivation is often dependent on fear of punishment or on forfeiture of reward, learning content must rather be willingly embraced by visitors. In leisure settings audiences select freely to attend or ignore communication content; in addition, visitors' perspective regarding the experience and the learning outcomes may be paramount to recreational objectives. Cultural heritage experiences should therefore offer enjoyment and relevance to audiences based on clearly organized message nuclei, if they are to attract the audience. A mismatch in skills supply of the CH Sector to address the constantly uprising connected experience seeker market is evident. Further research is required to the understanding of the limitations of heritage institutions as cultural providers, the assessment of the production-consumption fashion of the cultural industry and the understanding of cultural heritage as a participatory public space, that promotes critical thinking, intercultural dialogue with more educated and sensitized citizens. Facilitating access to unfamiliar environments in places with cultural significance, e.g. opportunities for connections to visitors as well as memorable experiences, is a task that requires diverse skills. Brain literacy is an indispensable factor to facilitate meta-cognitive awareness. Heritage contents should therefore adjust to the principles of human cognitive architecture: eye scan path movement, a limited working memory (WM) and an infinite long term memory (LTM), the innate cognitive ability g, category learning etc. We have attempted to design and deliver heritage narratives that reduce the working memory load and reinforce the association by exploiting the powers of schema construction and automation. A cognitive-driven strategy has been adopted to structure a knowledge acquisition pattern for non-captive audiences and facilitate knowledge transfer in cultural heritage settings. The knowledge acquisition pattern tested in situ has considered three types of cognitive loads (CL) to repurpose the heritage visit according to the findings obtained by empirical evidence. A first attempt was made to address the temporo-spatial gap between the *object* (heritage place, asset, item) and the *observer* (tourist, visitor, consumer, prosumers, recreationist) in the cultural heritage settings aforementioned. We have exploited the powers of storytelling to link the audience with the intangible dimensions, symbols, meanings and values of heritage places. The heritage audiovisuals created to test the visitor satisfaction tell a story and users are given the tools to decode this story. Still we don't know if self-transfer of skills works or not, because we are in front of a spontaneous literacy proposed by the technical possibility, disordered, rhapsodic and still tied to the default procedures offered by the software and hardware seller. Where this process will lead us is a balance between building new procedures for the processing of meaning and the repetition of low profile self-models. What is certain is that these possibilities have a significant weight in the processes to create abstractions and propose new skills, and are crucial in cultural heritage as they can lead to the cognitive reconstruction of an appropriate context, e.g. they are fostering the (further) development of cultural capital. This exciting opportunity for the development of knowledge should not be lost. However, there is a risk that this great opportunity is abandoned with no vision on final results or thinking the result is a technology that is properly working by itself: people with no technical skills, people with no digital capabilities, people risking their life to reach the civilized world, they have stories to tell, their stories can be the starting point of the process to participate as content creators, together with a senior and expert author, step by step, abandoning any idea that the process can be automatic, spontaneous, procedural. ICT and AV Technologies are indeed a good gateway to produce and disseminate the arts, but creation, is strictly connected to what is unexpected [28, 29].

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