



#### The ARCHEODANUBE Strategy

for Successful Archaeological Tourism -

#### **Lessons Learned from European Good Practices**

T2.1 Strategy for the implementation of archaeological tourism
Deliverable D.T2.1.1 Good Practices Catalogue
Deliverable D.T2.1.2 Infographics

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#### December 2021

































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#### 1.0 Introduction

Archaeological tourism is a part of cultural tourism and it is not much different from what we already know from cultural tourism: There are icons that belong to the "must see" sites and there are lesser known sites that are nevertheless of outstanding value and relevance from a professional point of view or enjoy great popularity among locals and visitors for various reasons. In this respect, the selection of so called "good practices" is a subjective one, even though in this case it was based on clear criteria and guidelines.

The **ArcheoDanube** partnership brings together an extraordinary amount of archaeological knowledge, and the good practices identified and presented in detail in a separate attachment were selected on the basis of this expertise. As **ArcheoDanube** is supported by the INTERREG Danube Programme, the first focus was on outstanding examples from the Danube countries, but this did not prevent us from looking at other countries as well. A total of 29 examples were identified and after critical review 17 of them were included in this report. Not all of them meet all the selection criteria and some important archaeological sites and parks might be missed. However, the final decision was based on the qualitative and quantitative information available and the impact of the sites on their local and regional environment in general and tourism specifically.

Experience shows that there are sites of outstanding importance in the archaeological context, but they have only a very limited impact on their immediate surroundings. You will miss them in this publication. Here, however, impacts were important to us in order to be able to analyse under which conditions an archaeological park can develop as many positive touristic, social, cultural and economic effects as possible.

Finally, it should be noted that the collection and analysis of the good practices was not a scientificempirical work, but was rather about recording experiences that give practical support to the pilot cities in the **ArcheoDanube** project in the implementation or further development of their archaeological parks. We assume that many other archaeological parks can benefit from this practical approach.

In attachment 1 (separate document) you will find the **ArcheoDanube** Good Practices in full lengths with detailed information which is partly based on desk reserach, partly on informatin provided by each operator. Data was verified or provided by the operators.

Attachment 2, integrated at the end of attachment 1, shows the **ArcheoDanube** Good Practice recording template, which makes it clear under which criteria the assessment was carried out. This template can also be used by other archaeological sites as an instrument for recording success factors and impacts, and is made available to them here.



# 2.0 What is meant by 'good practice' for archaeological tourism?

The aim was to gather information about good practices of archaeological sites where archaeological tourism can be regarded as a success story. The information gathering focused likewise on success factors as well as impacts (including impact indicators). It is possible that a good practice is not a good practice overall - then the decision was based on those factors which qualifies it as an ArcheoDanube Good Practice in certain, maybe outstanding terms.

The more a practice has to tell about successful tourism activities and respective good solutions, the more it qualifies as a good practice. The identification of the success factors was crucial in order to create "learning benefits" for our **ArcheoDanube** partnership and beyond.

The five most important success factors for a good practice in order to have positive impact on archaeological tourism crystallised across all good practices:

- Political support, which can be seen both financially and ideally
- Sustainable cooperation with the tourism sector and its diverse stakeholders
- Promotion of and integration into networks
- Conceptual involvement of citizens, and
- Scientific quality of research activities onsite.

With these preconditions, considerable impacts can be achieved that go far beyond the preservation of the archaeological heritage and make an archaeological park an engine of local development.

#### 3.0 ArcheoDanube Good Practices – the final choice of 17 European sites

	Good Practice	Country
1	Pavilion for the presentation of the archaeology of Celje https://www.celje.si/en/card/tourist-information-centre-tic	Slovenia
2	Pompeii <a href="https://www.pompeionline.net/en/">https://www.pompeionline.net/en/</a>	Italy



3	Vindolanda	United
	https://www.vindolanda.com/	Kingdom
4	Gorsium-Herculia Archaeological Park and Open Air Museum	Hungary
	https://www.gorsium.org/	
5	London Mithraeum	United
	https://www.londonmithraeum.com/	Kingdom
6	Alba Carolina Fortress	Romania
	https://viziteazaalbaiulia.ro/	
7	Museikon	Romania
	http://www.museikon.ro	
8	Neolithic settlement in Tuzla	Bosnia and
	https://panonika.ba/arheoloski-park-neolitsko-sojenicko-naselje/	Herzegovina
9	Fortress of Šibenik	Croatia
	Tvrđava kulture Šibenik   Šibenske tvrđave (tvrdjava-kulture.hr	
10	Carnuntum	Austria
	https://www.carnuntum.at	
11	Archaeological Park Xanten/Niederrhein	Germany
	https://apx.lvr.de/	
12	ArcheoPark Pavlov - Czech Republic	Czech
	https://www.archeoparkpavlov.cz/en/?langselect=1 /	Republic
13	Archaeological Park Aguntum	Austria
	https://www.aguntum.at	
14	MAMUZ Schloss Asparn Zaya	Austria
	https://www.mamuz.at/en/exhibitions	
15	Bibracte	France
	https://www.bibracte.fr/en	
16	Archaeological Park Viminacium	Serbia
	http://viminacium.org.rs/arheoloski-park/	
17	Everyday Life in the Medieval Cherven	Bulgaria
	https://www.museumruse.com/en/expositions/cherven_bg.htm	



#### 4.0 Main findings in terms of success factors and impact

#### 4.1 Success factors

The success factors emerged from the analysis of the information provided by the ArcheoDanube Good Practices, studied or researched through sources such as websites, publications and interviews with park operators. Interestingly, the success factors in most of the examples are similar in cross-national characteristics and primarily affect five areas: political support, close cooperation with tourism actors, network integration, involvement of citizens and scientific quality.

The following aspects were identified in the **ArcheoDanube** Good Practices:

#### 4.1.1 Success factor 1: Political support

- Political decision in favour of investing in the park
- Willingness of local, regional or national authorities to provide continuous financial support which means planning security for the archaeological park
- Investment strategy for the development of the park using national and European funds
- Continuity in accompanying measures to increase the attractiveness of the region
- Perception of the park as a strong element of regional development
- Thinking long-term, even if it takes a lot of patience

#### 4.1.2 Success factor 2: Cooperation with tourism actors

- Inclusion of the archaeological park in the tourism strategy as a local / regional highlight
- Strategic outreach to bring tourism actors together
- Clear tourism messages
- Services which bring the park and local actors together
- Efforts to use digital media and involve the park in digital strategies
- Communication of sustainable and energy efficient measures in order to include the park in overarching activities
- Definition of quality standards for tourism linked businesses at the park
- Cross-border and trans-regional tourism activities



#### 4.1.3 Success factor 3: Network integration

- Establishment of networks of strong regional, cultural and touristic partners
- Development of a "mutual benefit strategy" for all network partners
- Outreach to national and trans-national networks and topics
- Involvement of private entities in the restoration and touristic valorisation of the site
- Cross-border activities

#### 4.1.4 Success factor 4: Citizens' participation

- Raising awareness of the local population on the uniqueness and outstanding value of the archaeological site
- Fostering identification of the local population with the archaeological heritage
- Creating trust between the site and the population, e.g. through opening up to broad sections of the population
- Taking the educational mission for all age groups serious by offers for these groups
- Focussing on building long-term relations
- Including Citizen Science activities
- Sharing responsibility for the site

#### 4.1.5 Success factor 5: Scientific quality

- Communicating research findings regularly and in an easily understandable way
- Offering exchange with scientists / archaeologists on national and transnational level
- Communication of an interdisciplinary approach which brings in topics of relevance for many people
- Citation of papers and books written by authors employed at the archaeological park
- Research and scientific work that can be perceived by visitors and which generates acceptance
- Inclusion in trans-regional activities.



#### **4.2 Creating impact**

The achievement of positive effects is assessed differently by the various disciplines: for archaeology, conservation and presentation measures are positive effects; for tourism, it is the per capita expenditure of visitors; for urban development, it is, for example, smooth traffic flows and new jobs; for citizens, it is a place of which they can be proud. Bringing all these expectations together is a complex and long-term task, the solution of which is based on intensive cooperation and mutual trust.

The generation of long-term effects and impact is still not taken into account enough in city planning. This has mainly to do with the fact that the different disciplines are not trained enough in interdisciplinary cooperation and in the implementation of visions for many different interest groups. This is why the ArcheoDanube approach is so important, because it emphasises that stakeholder groups and their different interests come together and develop a common vision including implementation steps.

There are numerous publications and informative case studies <sup>1</sup> and excellent tools for interdisciplinary planning processes<sup>2</sup> that aim to develop and promote additional effects. Many of these have been developed in European projects or by European networks. The ArcheoDanube Good Practices show in an impressive way what far-reaching effects an archaeological park can have on a city. Not every good practice has all the desired effects as the local and regional conditions can be very different, but a good practice always shows several positive effects, which are recorded in the following impact table linked to the selected ArcheoDanube Good Practices.

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<sup>&</sup>lt;sup>1</sup> E.g. see the ENCATC publication: Cécile Doustaly. 2020. Heritage, Cities and Sustainable Development – Interdisciplinary Approaches and International Case Studies.

<sup>&</sup>lt;sup>2</sup> E.g. see the training material developed by the HERITAGE-PRO project, funded by the European ERASMUS+ funding scheme 2018-2021: <a href="https://heritage-pro.eu">https://heritage-pro.eu</a>



# 4.2.1 Table of Impacts

			Significant in	npact on					
	Good Practice	Country	Scientific archaeological community				Local and regional development	Built environment	Ecology and sustainability
1	Pavilion for the presentation of the archaeology of Celje	Slovenia	Х	Х	Х	X	Х	Х	
2	<u>Pompeii</u>	Italy	Х	Х		X	Х		
3	<u>Vindolanda</u>	United Kingdom	Х	Х	Х	Х	Х		Х
4	Gorsium-Herculia Archaeological Park and Open Air Museum	Hungary	Х	Х	Х	Х	Х	X	Х
5	London Mithraeum	United Kingdom	Х	Х		Х	Х	Х	Х
6	Alba Carolina Fortress	Romania	Х	Х	Х	Х	Х	Х	
7	Museikon	Romania	Х	Х	Х	Х	Х		Х
8	Neolithic settlement in Tuzla	Bosnia and Herzegovina	Х	Х	Х				



			Scientific archaeological community	Citizens and city life	Local identity	Employment and economy	Local and regional development	Built environment	Ecology and sustainability
9	Fortress of Šibenik	Croatia	Х	Х	Х	Х	Х	Χ	Х
10	<u>Carnuntum</u>	Austria	Х	Х	Х	Х	Х	Χ	Х
11	Archaeological Park Xanten/Niederrhein	Germany	Х	Х		Х	Х	Х	
12	ArcheoPark Pavlov - Czech Republic	Czech Republic	Х	Х	Х	Х		Х	Х
13	Archaeological Park Aguntum	Austria	Х	Х	Х	Х	Х	Х	Х
14	MAMUZ Schloss Asparn Zaya	Austria	Х	Х	Х	Х	Х		Х
15	<u>Bibracte</u>	France	Х	Х	Х	Х	Х		Х
16	Archeological Park Viminacium	Serbia	Х			Х	Х		
17	Everyday Life in the Medieval Cherven	Bulgaria	Х	Х	Х		Х	Х	



#### Impact linked to the scientific archaeological community

The results of ongoing research are published in several publications of the German Good Practice 11 Archaeo Park Xanten. A more direct line to current research work is offered by the lectures given by proven experts at the Roman Museum of the site. On the third Monday of every month, archaeologists report on the latest results of their investigations. The lectures last about an hour and do not require any special knowledge. Afterwards, there is an opportunity to talk casually with the experts.

It is of course part of the work of archaeological parks that they work scientifically and share the results of their research with the professional world. The constant examination of research results benefits one's own park and promotes the important international exchange of experiences and techniques. In addition, the exchange offers diverse communication opportunities that can have the character of confidence-building measures towards the public. For locals as well as tourists some archaeological parks offer new formats to bring research results closer to the public, e.g. virtual and onsite "lunch breaks with a researcher".

#### Impact linked to citizens and city life

The effects of an archaeological park on citizenship can be immense if planned wisely and it can have a positive impact on urban development. An archaeological park should never be a closed shop, but should give citizens the opportunity to participate. It depends on national practices how this involvement is organised: This could be cultural events on the park grounds, educational programmes for local schools, open days or discounted tickets for the local population. Most important is the experience of the citizens that the park is not an elitist place of scientific discourse but belongs to them all and that they have a say in the further development of such a site.

See as a Good Practice 3 Vindolanda archeo park close to the British Hadrian's Wall Unesco World Heritage site: The site had a major impact on the local citizens because many of them actively participate in their volunteer programs. Because of the increasing number of visitors, many of them started service related businesses at the park, e.g. offering accommodations, shops and catering.



#### Impact linked to local identity

The Austrian MAMUZ (Good Practice 14) is of essential importance for the regional identity and has deep roots and positive acceptance in the region. The local community supports the MAMUZ actively through an association and fosters concerts and projects of prehistoric and early historical research in the state of Lower Austria both materially and ideally. They finance the high-profile presentation of research history topics through experimental archaeological experiments as well as through scientific conferences.

Especially in rural regions, citizens identify strongly with their spiritual places such as churches or monasteries and cultural places such as castles or archaeological sites. There are often rituals and festivals that are directly linked to them. This identity is a strong factor in regional development, because places with strong identities are linked to narratives and social interaction. They demonstrate the uniqueness of a place and make them interesting for tourism, because visitors look for what is special and unique about a visited place.

#### Impact linked to employment and local economy

The impact on the local economy and on local employment is not easy to determine and many municipalities shy away from doing so. However, they should be strongly encouraged to make a try, as there are now enough proven tools from the creative industries to collect economically relevant data from heritage sites. The demonstration of financial and economic effects can be a strong argument for the operation of an archaeological park. The most important aspect is the recording of indirect profitability, i.e. the disclosure, recording and analysis of data that is indirectly related to the archaeological park.

A good example of this is the French Good Practice 15 Bibracte, which clearly records economically relevant data: Bibracte revenues of €1 million for local businesses, direct tax revenues of €0.3 million for the local authorities, spin-off revenues of at least €0.5 million for the local tourism economy (€20 per visitor to Bibracte living outside Burgundy, based on a very conservative figure of 25,000 visitors a year).



#### Impact linked to local and regional development

An excellent example of a park that has successfully established itself as a driver of local and regional development is our Austrian Good Practice 13 Aguntum: 17 partners alone are actively involved in tourism activities, be it with financial contributions, with cultural offers, as foundations, museums and universities. Diverse local and trans-national projects have been implemented with the aim to improve the quality of existing tourist offers.

Basically, all our ArcheoDanube Good Practices stand for exemplary successful local and regional development and one of the recurring factors is the integration into strong networks. Networks are based on mutual support, they share a common vision that can be touristic, social, economic or cultural with a common interest in developing a city or region. The best networks are interdisciplinary and bring together very different institutions and people. They find creative solutions to challenges and their members always have mutual benefit in mind.

#### Impact linked to the built environment of a city

Archaeological sites can have quite astonishing effects on the built environment, especially when investments are made in modern museum buildings, contemporary service facilities and green spaces in their context. This effect is well known from urban development: An old house is renovated or even just painted in a street, and other comparable actions follow because the well-kept impression encourages people to copy it. This signals an upscaling of the area and an upswing of the quarter. The same effect can also be seen in the opposite direction: an abandoned and decaying house in a street can lead to further neglect and mid-term even to the emergence of a derelict area.

An example of this development is the Austrian Good Practice 10 Carnuntum: The opening of the archaeo park led to numerous renovation activities within the surrounding villages, as the economic potential of the visitors brought new income to the villages and their inhabitants. Public and private involvement in the renovation of houses and shops became increasingly visible. In addition, it quickly became clear that an attractive design could prove to be a tangible selling point.



#### Impact linked to ecology and sustainability

Our Croatian Good Practice 9 Fortress of Culture Sibenik in cooperation with the City of Šibenik, the Association 'Youth in the EU' and the Coca-Cola Foundation, implemented the Zero Waste project in which it equipped its locations with waste sorting bins, procured huge quantities of recycled plastic packaging for use in its programs and developed an environmental workshop. They will continue with similar activities in the coming years.

Ecological and sustainable commitment does not stop but begins at archaeological sites. Such a commitment is an excellent way to communicate the vision of such a site and shows it as a place where resources are used responsibly. In this way, socially relevant issues are addressed and the archaeological park presents itself as part of the social discourse. Measures for sustainability range from energy efficient lightning, waste management to the establishment of eco-friendly mobility solutions like bike routes to the site and solar-powered charging stations for mobile phones.

#### **5.0 Conclusions**

If you look at the **ArcheoDanube** Good Practices in attachment 1, you will probably be surprised by the suggestions and tangible experiences they hold. Beyond the many different public and private operator models, they are all examples of what attractive tourist places archaeological parks can be. Beyond the **success stories** listed above, which can be found in most of the **ArcheoDanube** Good Practices, there are many more that arise from local contexts.

As for the impacts of archaeological parks on the local and regional environment, these are directly related to the implemented success factors and often one can be directly derived from the other: Thus, every investment in an archaeological park also holds the chance that further touristic, social, economic and cultural effects can be generated, and on these processes this collection of ArcheoDanube Good Practices provides many suggestions.

One last point deserves special attention: Since the COVID-19 pandemic, the **need for digital offerings** has become even more obvious. Almost all of the **ArcheoDanube** Good Practices listed here articulated a need to catch up on this as the pandemic has created facts that can no longer be neglected. Even in times of limited touristic mobility, archaeological parks should be able to offer potential visitors something to keep interest in the park alive on the one hand, but also to demonstrate the attractiveness of the park. The first experiences of the summers of 2020 and 2021



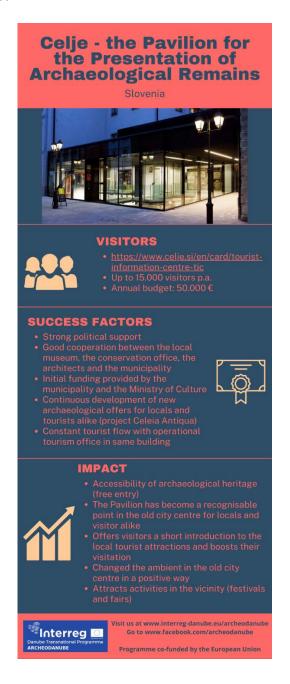
showed an increasing interest in archaeological parks. They usually offer visits outside closed rooms, spacing arrangements are easy to implement and they are usually not overcrowded. In pandemic times, these are strong arguments for visits and excursions. Often organised as open air sites, the implementation of security measures to prevent transmission of infectious diseases has turned out to be a bearable burden for their operators.

The ArcheoDanube team has prepared for your convenience the success factors as well as the positive impacts from archaeological parks in so-called info graphics that present in a nutshell the most important issues. You will find them in the following chapter. The graphics offer information why the chosen practices are regarded as good practice by providing the basics in terms of success factors and impact of each chosen site. They are intended to give inspiration for all archaeological sites which are continuously working on improvements for their stakeholders and visitors.



#### 6.0 ArcheoDanube Good Practices in a nutshell

# 6.1 Good Practice 1 – Pavilion for the presentation of the archaeology in Celje - Slovenia





#### 6.2 Good Practice 2 - Pompeii - Italy

#### Why is this a Good Practice?

# Archaeological Park of Pompeii

Italy



#### **VISITORS**



- https://www.pompeionline.net/en/
- Up to 4.000.000 visitors p.a.
- Annual revenue: up to 47 mil 4
- 70% of revenue is spent on archaeological structures and 30% on miscellaneous expenses (maintenance, services)

#### **SUCCESS FACTORS**

- World famous archaeological site (its a "check list" world heritage site)
- Visitors can freely wander through the park and interact with ruins
- Marketing, strong promotion, regula resounding events and exhibitions
- Support from the Italian government and the EU
- Close to other touristic hotspots

# IMPACT



- Enormous importance for the scientific community
- Provides employment and generates income for the local community
- Sustainable development of the
- Hosts various concerts, festivals
   exhibitions
- Prominent visual part of the city



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## 6.3 Good Practice 3 – Vindolanda / United Kingdom

#### Why is this a Good Practice?

# Roman Vindolanda - fort and museum

**United Kingdom** 



#### **VISITORS**



- https://www.vindolanda.com/
- Up to 150,000 visitors / yea
- The site is funded by an independent charity
- The Vindolanda Charitable Trus turnover was 1,8 Mio in 2019

#### **SUCCESS FACTORS**

- Successful volunteer, excavation, and educational programmes
- Recognized as one of Europe's most important Roman archaeological site:
- Interactive involvement of visitors through volunteering
- Great efforts to reduce their environmental impact
- Long-term development orientation



#### IMPACT



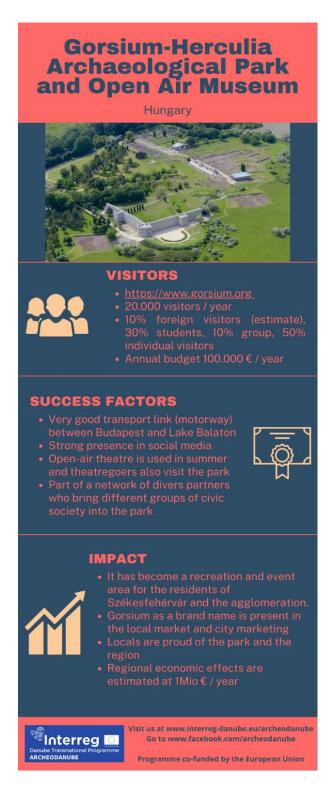
- Numerous research projects and collaborations with the scientific community
- Donation scheme that goes directly back into further site development
- Large tourism employer in the Tynedale district
- New tourism offers that contribute to regional development



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## 6.5 Good Practice 5 - Gorsium-Herculia Archaeological Park - Hungary





#### 6.5 Good Practice 5 - London Mithraeum - United Kingdom

#### Why is this a Good Practice?





#### 6.6 Good Practice 6 - Alba Carolina Fortress - Romania

#### Why is this a Good Practice?





#### 6.7 Good Practice 7 – Museikon - Romania





#### 6.8 Good Practice 8 - Neolithic settlement in Tuzla - Bosnia - Herzegovina

#### Why is this a Good Practice?

# The Archaeological park – Neolithic Settlement in Tuzla



#### **VISITORS**



- https://panonika.ba/arheoloski-park-neolitsko-sojenicko-naselje
   Investment for reconstruction was

#### **SUCCESS FACTORS**



#### IMPACT





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# 6.9 Good Practice 9 - Fortress of Culture sv. Mihovil, Barone, sv. Ivan, Šibenik - Croatia





#### 6.10 Good Practice 10 - Carnuntum - Austria





#### 6.11 Good Practice 11 - Archaeological Park Xanten/Niederrhein - Germany





# 6.12 Good Practice 12 – ArcheoPark Pavlov - Czech Republic





## 6.13 Good Practice 13 – Aguntum Archaeological Park – Austria

#### Why is this a Good Practice?

# **AGUNTUM Museum** and Archaeological **Park**

Austria





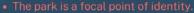
#### **VISITORS**

- https://www.aguntum.at8.000 visitors p.a.10 % domestic, 90 % international

#### **SUCCESS FACTORS**



#### IMPACT







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#### 6.14 Good Practice 14 – MAMUZ Schloss Asparn Zaya – Austria





#### 6.15 Good Practice 15 – Bibracte - France

#### Why is this a Good Practice?







#### **VISITORS**

- http://www.bibracte.fr/
- 80.000 visitors / year
- Several hundred archaeologists and students each year (access to workspaces and a resource centre)
- 40 full-time jobs

#### **SUCCESS FACTORS**

- Clear management plan for the site and
  the surrounding landscape.
- Hosting multi-disciplinary festivals related to artistic creation
- Large space for temporary exhibitions and conferences
- · Huge network of public supporters
- Varied cultural programme for the local community especially young people.



#### **IMPACT**



- Creation of a heritage communit around a shared vision of the development of the territory
- Revenues of 1 Mio € for local businesses
- Spin-off revenue of at least 0.5 Mio € for the local tourism economy
- Growing recognition as an exciting tourism destination



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## 6.16 Good Practice 16 - Archeological Park Viminacium - Serbia





#### 6.17 Good Practice 17 - The Medieval Cherven - Bulgaria

