



Application forms – Part 1

„COMPETITION FOR FINANCIAL SUPPORT FOR PROJECT OF JUNIOR RESEARCHERS – 2016”

**Administrative description of the project**

<b>Competition:</b>
Competition for financial support for projects of junior researchers – 2016
<b>Main research/thematic area, of the project:</b>
Mathematics and informatics science
<b>Additional research/thematic area – for interdisciplinary projects:</b>
Social studies; Humanities
<b>Project title:</b>
Models and concepts of serious educational games through related multimedia resources of military and historical heritage
<b>Type of the planned research (fundamental or applied):</b>
Fundamental research
<b>Applying organization:</b>
Institute of mathematics and informatics, Bulgarian academy of science
<b>Coordinator of the research team (academic position and degree, name):</b>
Assist Prof., PhD, Nikolay Genchev Noev
<b>Coordinator's address (postal, electronic, phone):</b>
1113, Sofia, Bulgaria acad. Georgi Bonchev street, block №8, 2nd fl., cab. 278 phone: 088 54 05 966, e-mail: nickey@math.bas.bg
<b>Requested budget for accomplishment of the project (in BGN, 1.00 EUR = 1.95583 BGN):</b>
<b>19 300.00 BGN</b>

**Coordinator of the research team:**

(signature)

/ Assist Prof. PhD, Nikolay Noev /

**For applying organization (position):**

(signature and stamp)

/ Acad. Prof. Julian Revalski /



***Abstract of the project:***

The main objective of the project is the realization of fundamental research by junior researchers in a field of informatics, information and communication technologies (ICTs), humanities and social sciences in order to acquire new knowledge of the fundamental causes of events and observable facts in these areas without any direct commercial application or use. The project in particular oriented to search of new knowledge and achieve fundamental results in the area of: artificial intelligence, visualization techniques, eLearning, serious games/gamification and etc. It aims to create models and tools for context-based apply of digital cultural resources for educational use through serious educational games.

The actuality of fundamental research in the project – “The creation of models of semantic-based connection of digital multimedia cultural resources to create serious educational games” in the field of cultural heritage are indisputable. Learning in the field of cultural heritage through serious educational games has incredible potential by offering of free choice of place to learn, flexibility in manage, choice of time and speed of learning, autonomous learning in game context, self-controlled learning, problem solving, systems thinking and readiness for cooperation. The significance of the considered scientific problem is an absorbing of new knowledge, provoking interest to culture, the construction of cultural skills and language learning through modern methods.

In the project, the main goal will be achieved by performing the following tasks:

- Research of approaches, tools and methods for creating and modeling of contextually related multimedia resources;
- Building a model of semantic-based connection of digital multimedia cultural resources for a specific area;
- Research of global experience in the field of serious educational games and their application to cultural heritage;
- Building a model of serious educational game by using related multimedia resources in the field of cultural heritage.

The expected result of the research is to develop new models and tools for context-based use of digital cultural resources for educational application through serious educational games. Also is expected to increase of scientific capacity of the applying organization by raising the qualification of the members of the research team, by acquiring new knowledge and achieve fundamental results.

***Total amount of project implementation (in BGN):***

**19 300.00 BGN**



## Members of the research team

<i>Organizations/team members<sup>1</sup></i>	<i>Note<sup>2</sup></i>	<i>Signature</i>
<b><i>Applying organization:</i></b>		
Institute of mathematics and informatics, Bulgarian academy of science		
<b><i>Coordinator of the research team</i></b>		
Assist Prof., PhD, Nikolay Genchev Noev	JR, PD	
<b><i>Team members:</i></b>		
Maxim Krasimirov Goynov	JR	
Vladimir Iliev Sapundjiev	PS	
PhD, Iliya Zheliazkov Valev	JR, PD	

<sup>1</sup> Please, include the academic position and degree of each team member.

<sup>2</sup> Please, include the following notes: JR for junior researchers, PD for post-doc, PS for PhD student, ST for student, or RA for researcher from abroad.