

The background features abstract, overlapping green geometric shapes, primarily triangles and polygons, in various shades of green, creating a modern and organic feel.

Education enhancement in cultural, artistic and landscape heritage of a wetland

THE FUCECCHIO MARSHES

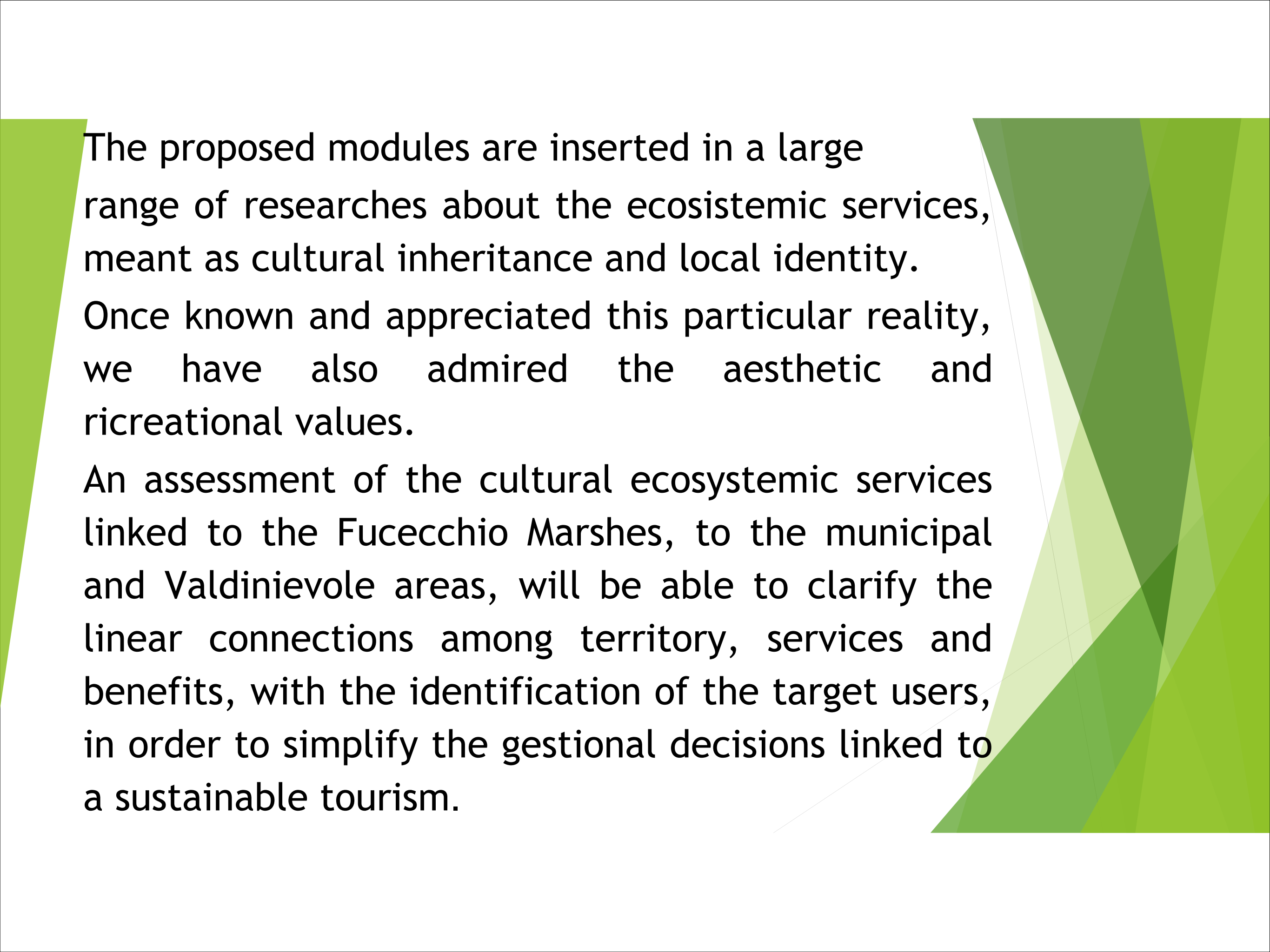
Edited by the students of the
“COLUCCIO SALUTATI”
HIGH SCHOOL

LAYOUT OF THE PROJECT

MODULE 1: WEAVING EXPERIENCES, TRADITIONS AND KNOWLEDGE.

MODULE 2: “LOCATION BASED GAMES” TO KNOW AND PROMOTE THE FUCECCHIO MARSHES.

MODULE 3: ANALYSIS AND TERRITORIAL PROPOSAL OF SOCIO-CULTURAL TOURISM AND SUSTAINABLE ENVIRONMENT.

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The proposed modules are inserted in a large range of researches about the ecosystemic services, meant as cultural inheritance and local identity.

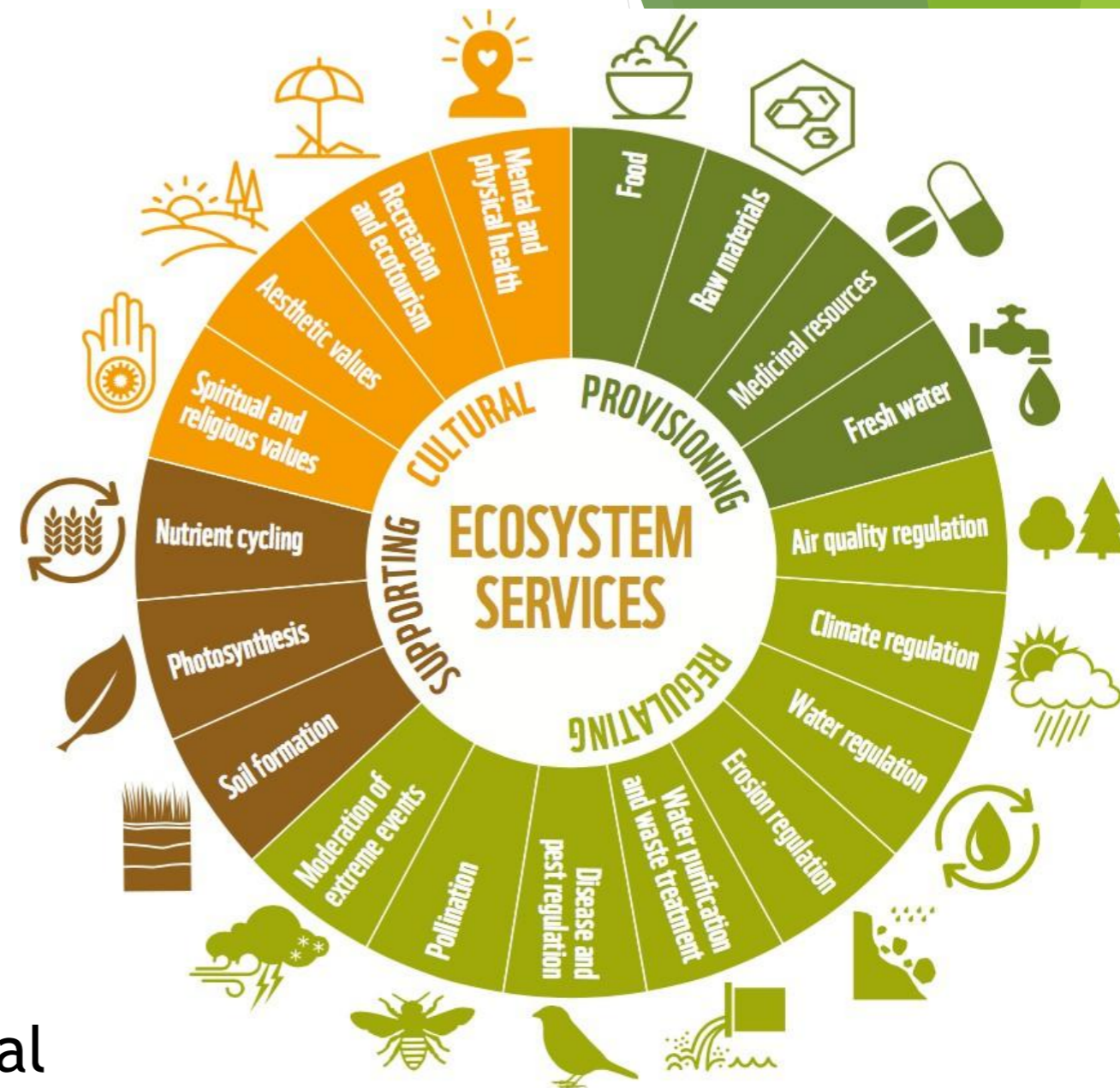
Once known and appreciated this particular reality, we have also admired the aesthetic and recreational values.

An assessment of the cultural ecosystemic services linked to the Fucecchio Marshes, to the municipal and Valdinievole areas, will be able to clarify the linear connections among territory, services and benefits, with the identification of the target users, in order to simplify the gestional decisions linked to a sustainable tourism.

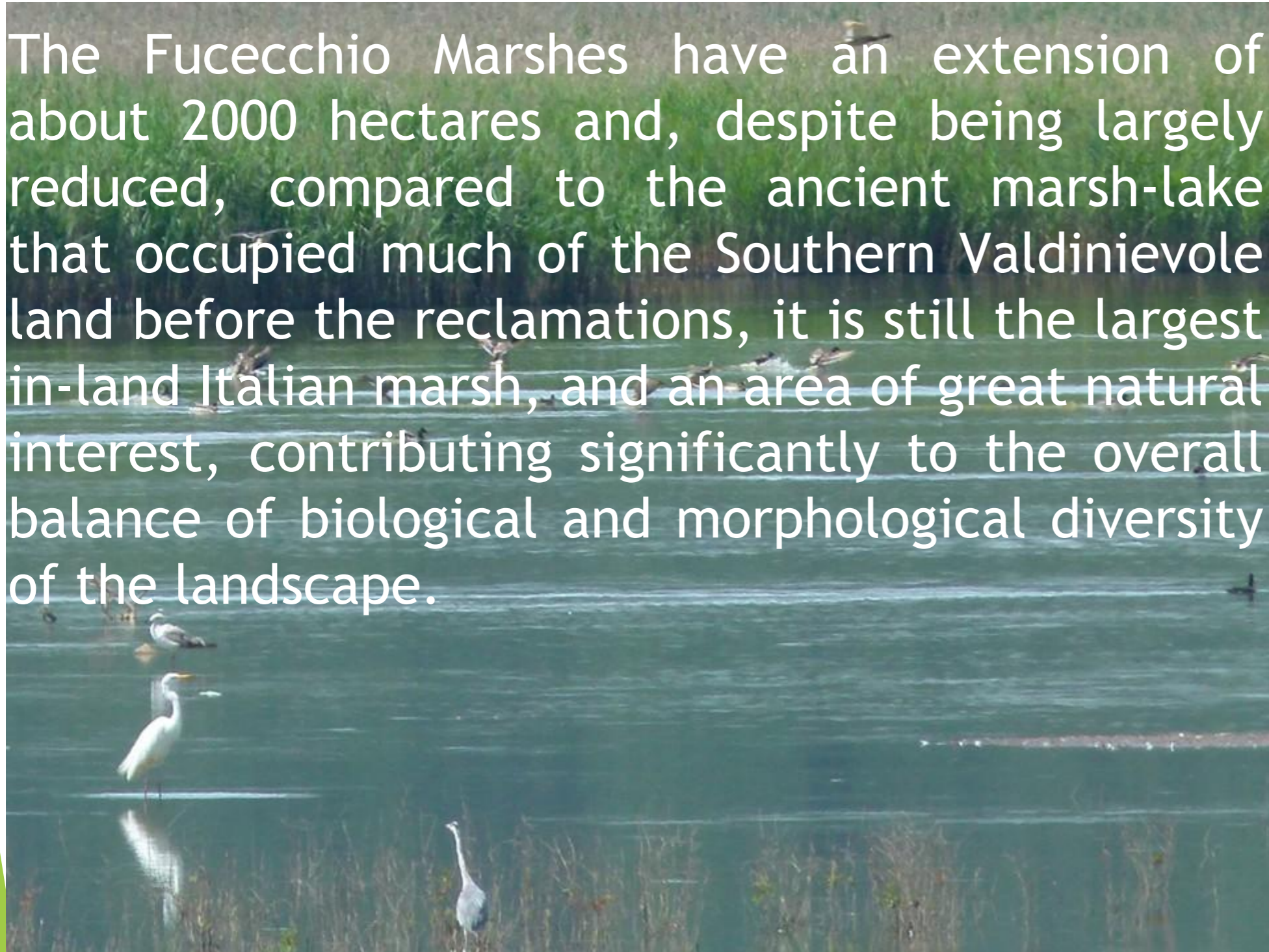
As an ecosystem the Marshes offer the community lots and various benefits .

Marshy areas are useful for :

- water regulation during floods.
- maintenance of biodiversity.
- climate mitigation.
- regulation of air quality.
- water and food supply and also cultural services (such as tourism and cultural activities).



The Fucecchio Marshes have an extension of about 2000 hectares and, despite being largely reduced, compared to the ancient marsh-lake that occupied much of the Southern Valdinievole land before the reclamations, it is still the largest in-land Italian marsh, and an area of great natural interest, contributing significantly to the overall balance of biological and morphological diversity of the landscape.



In addition to the wonders of natural landscapes, The Marshes preserve the charm of historical events related to the great families of Medici and Lorena.



The Cappiano Bridge (1550) requested by Grand Duke Cosimo I in a photo of the fifties.



The tombstones scattered near the hunters' shacks or alongside the riverbanks of the waterways tell a more recent story instead: the tragedy of the barbaric massacre committed by the German troops on the 23rd August 1944.

MODULE 1

WEAVING EXPERIENCES, TRADITIONS AND KNOWLEDGE

- Our project began with some meetings at our school where our guide introduced the main features of the Marshes and the different activities and associations present in that area.
- Then we looked for information about various marsh plants.
- We have also visited other important locations like the Museo of Territory of Monsummano Terme and the Righetti Area Natural Reserve.



“Sarello” plants combed and assembled in “mannelli” (LOWERING) before processing

- We took part in the processing of marsh plants , trying the techniques for the realization of artefacts.
- The next step concerned other different activities, among them: the video editing about the final presentation of the manufactured goods and the documentary about the various activities



Images of the exhibition set up at our High School in which the artifacts realised with our contribution were presented .

WHAT DID WE LIKE ABOUT THIS PROJECT ?



- Opportunity to spend a lot of time with my classmates.
- Outdoor activities.
- Discovery of a reality different from ours.

- Opportunity to discover a new place.
- Historical aspects.
- Practical experiences.



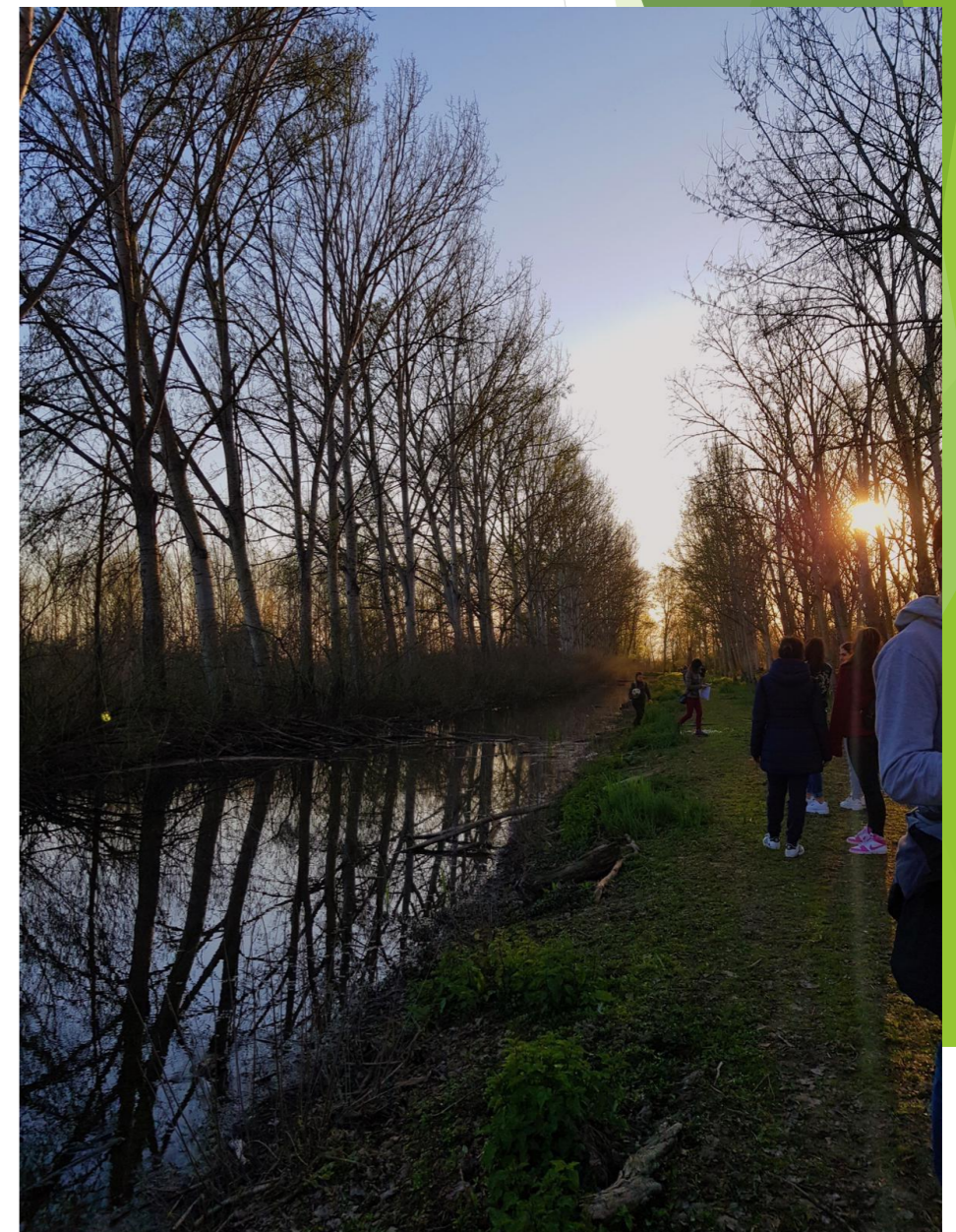
MODULE 2

LOCATION BASED GAMES TO KNOW AND PROMOTE THE FUCECCHIO MARSHERS

To be aware of our environment through technology

What did we do and what did we focus on?

We created a location based game:
a melting of real and virtual world.
Moreover, in order to apply this
game on mobile platforms, we used
the website “ARIS GAMES” to
develop the game itself.



HOW TO CREATE YOUR LOCATION BASED GAME

- ▶ Get some information about the area and visit the place where you'd like to locate your game
- ▶ Take some pictures and film some videos
- ▶ Reorganise the information you had collected before and start designing your game
- ▶ Divide your team in some working groups in order to accelerate the process and focus on every single feature
- ▶ Write about the characters, the dialogues between them and the challenges the player will have to perform
- ▶ Once you've successfully finished all of the challenges and collected all of the objects and "treasures", the game's over

THE GAME

Main characters:

- Chora
- the killer shrimps
- Giulione il gamberone
- Gagge il guardiano
- Lino l'esploratore
- Quilino il gamberino



MODULE 3

ANALYSIS AND TERRITORIAL PROPOSAL OF SOCIO-CULTURAL TOURISM AND SUSTAINABLE ENVIRONMENT.

To understand how much the Val di Nievole population considers important the Fucecchio Marshes, we created a survey with Google forms, which has been submitted to the residents and tourists.

The survey is divided into 3 parts:

- 1) General knowledge about the Fucecchio Marshes (knowledge of history and attendance), opinion about the promotion of the Marsh;
- 2) Importance of wetlands for the services that they can offer;
- 3) Personal data



Most of the 68 participants were from Montecatini and other towns in the Val di Nievole, while others came from Florence and Milan.

**HAVE YOU EVER HEARD
OF
FUCECCHIO MARSHES?**

97%



Do you know that ...

Fucecchio wetland is an important wetland

76%

The surface of the Fucecchio wetland has decreased over the years

50%

Fucecchio wetland counts more than 200 bird species

53%

Fucecchio wetland is the widest inner wetland in Italy

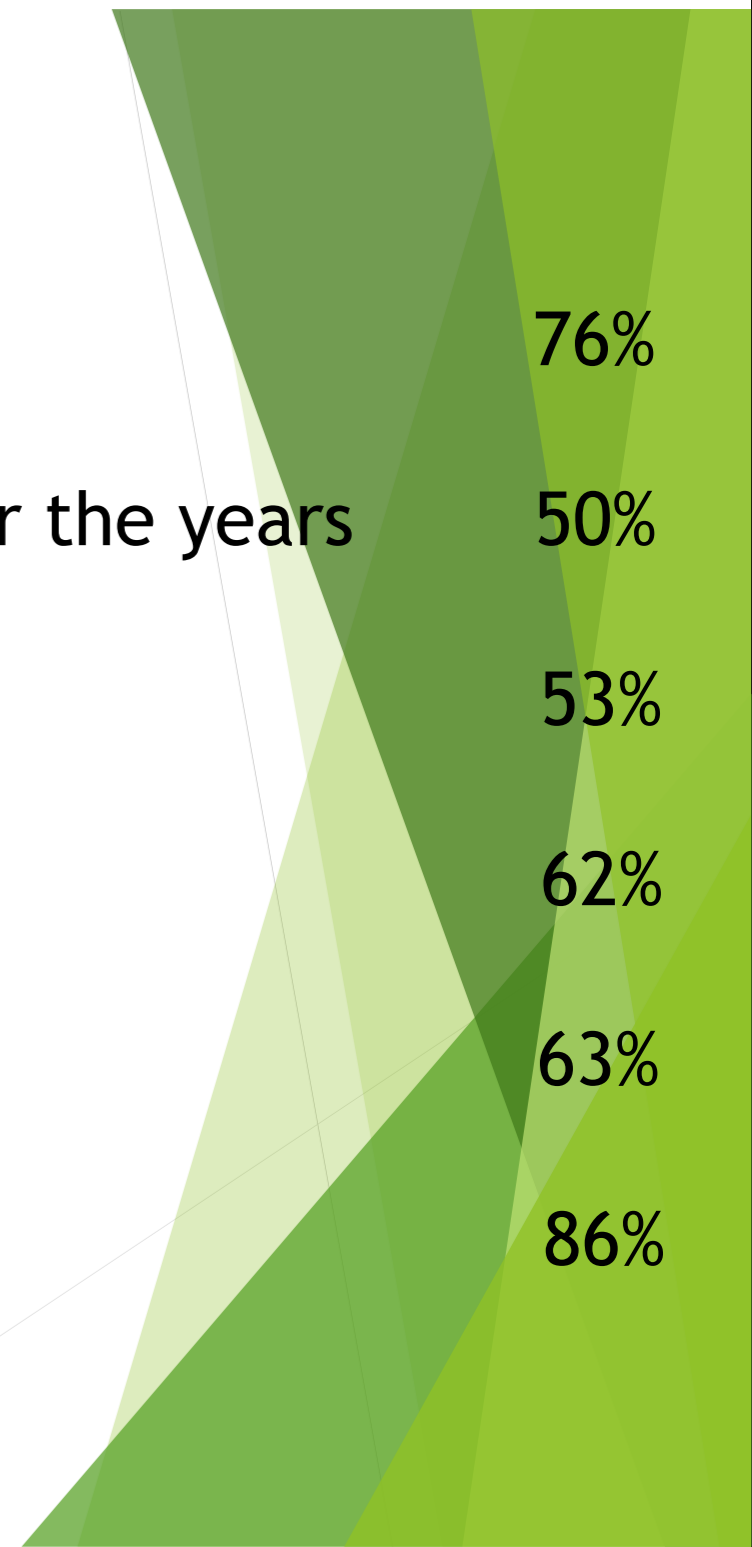
62%

Fucecchio wetland counts species at risk of extinction

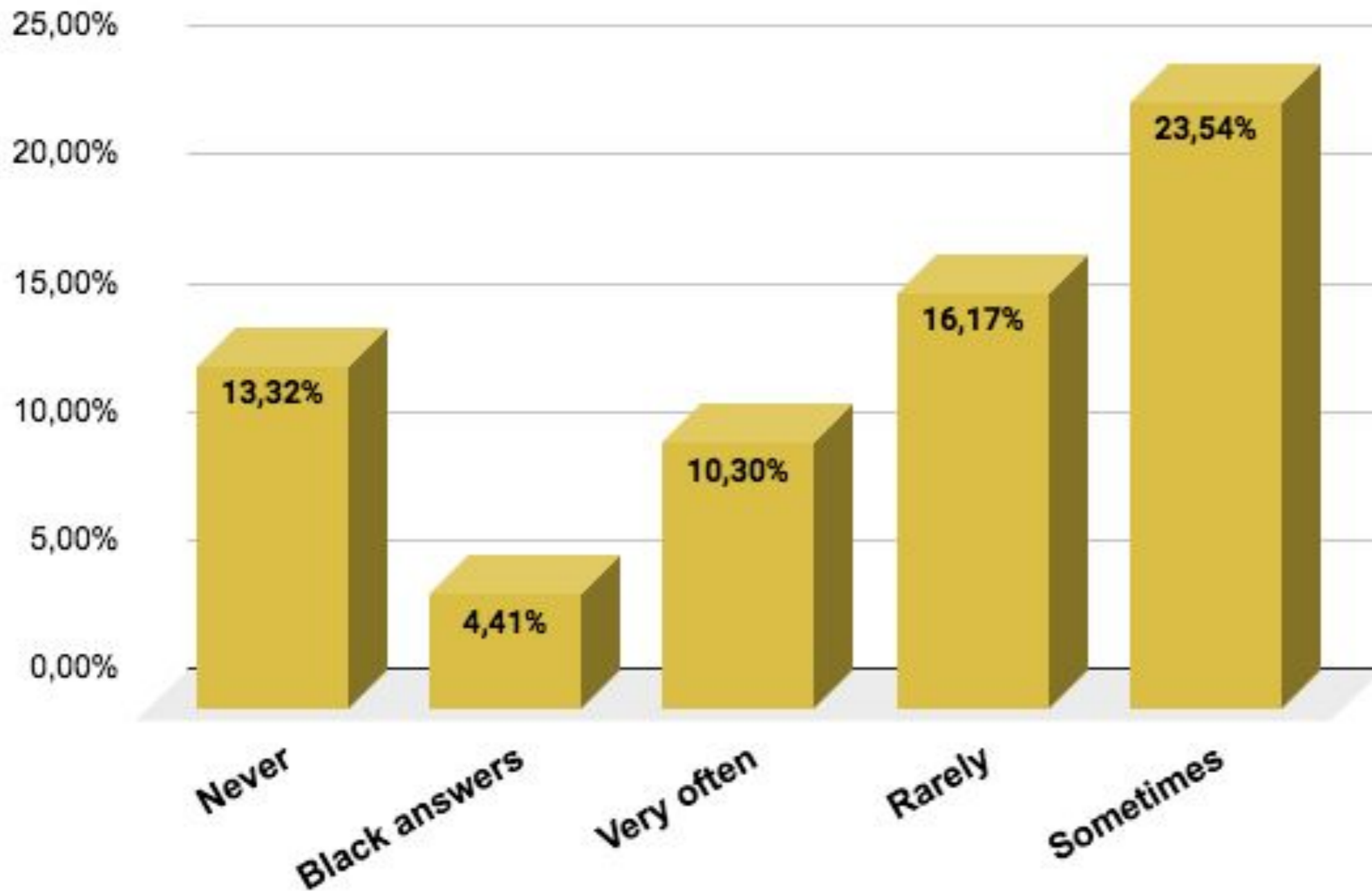
63%

Fucecchio wetland hosted a cruel massacre in the II WW

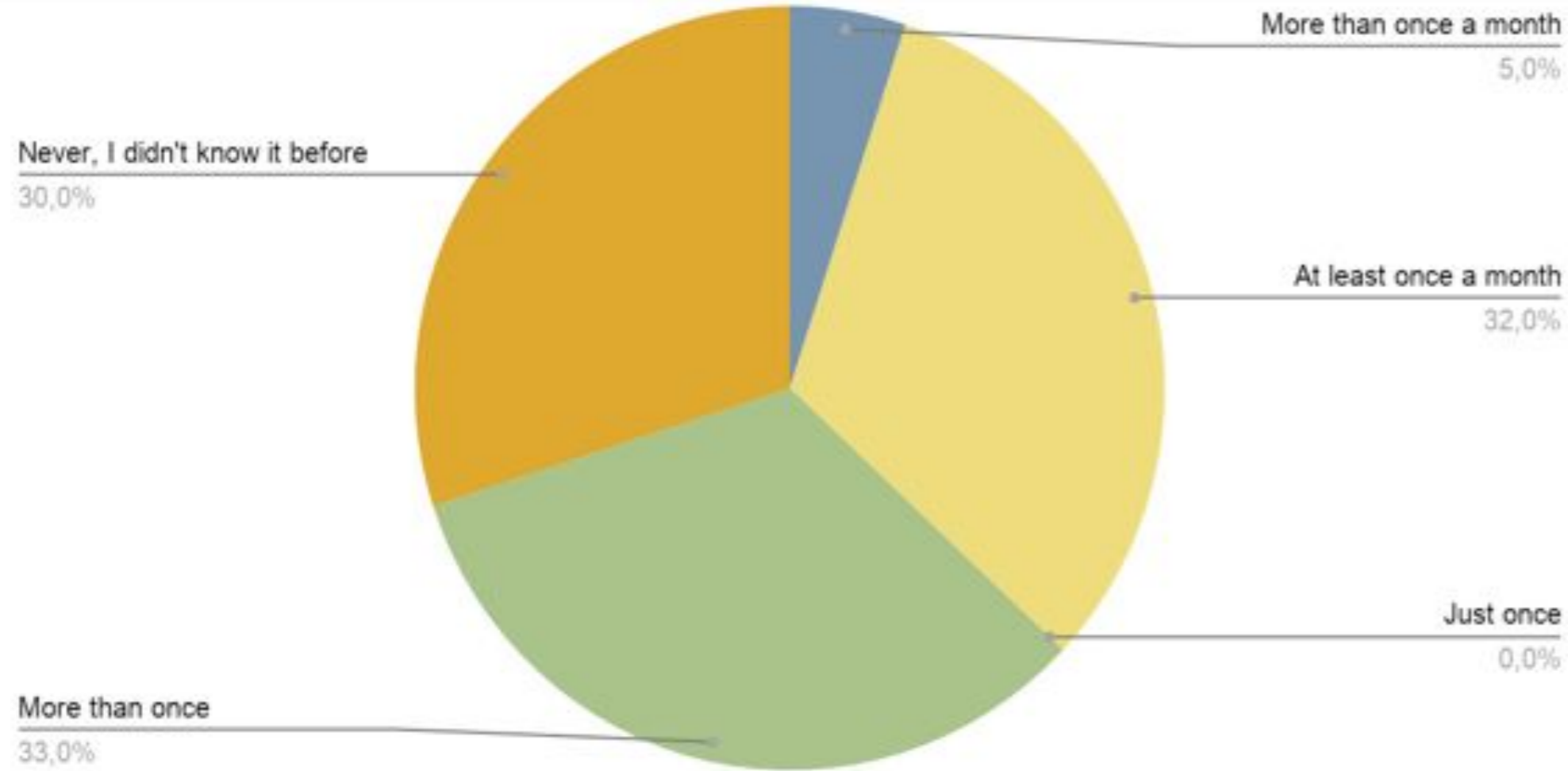
86%



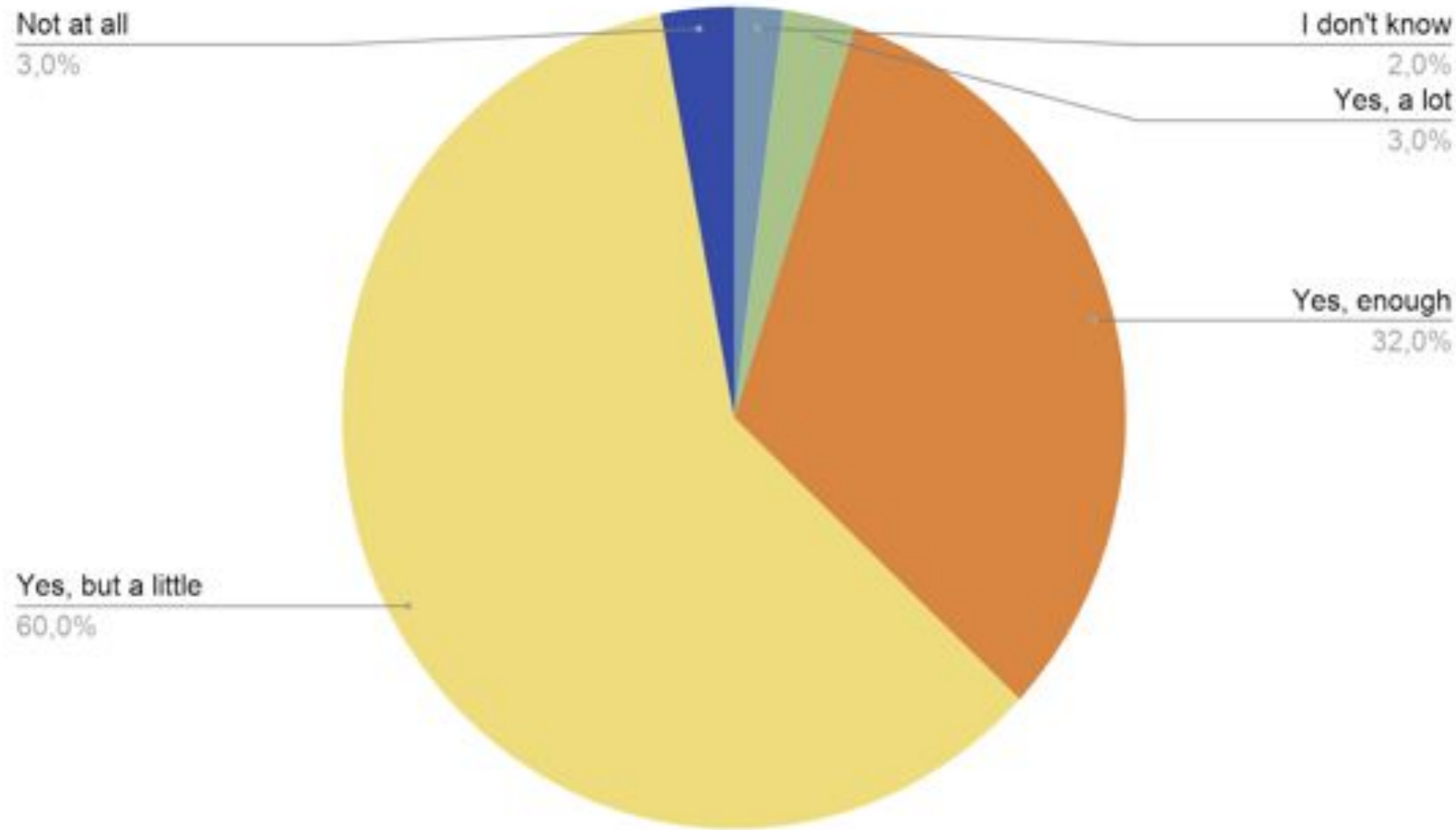
Have you ever been to Fucecchio Marshes?



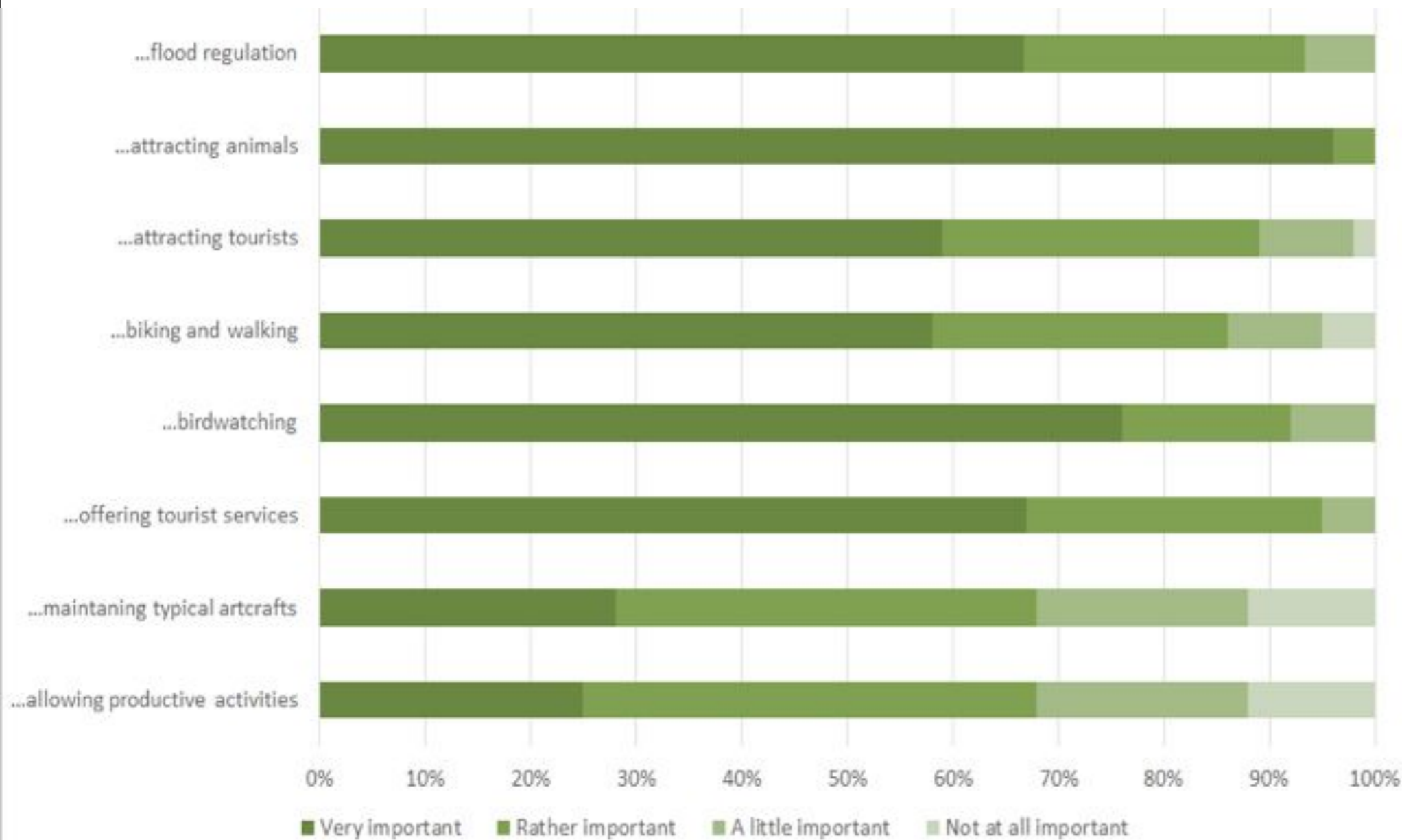
How often do you participate in the activities organized by the Research Centre of Fucecchio Marshes?



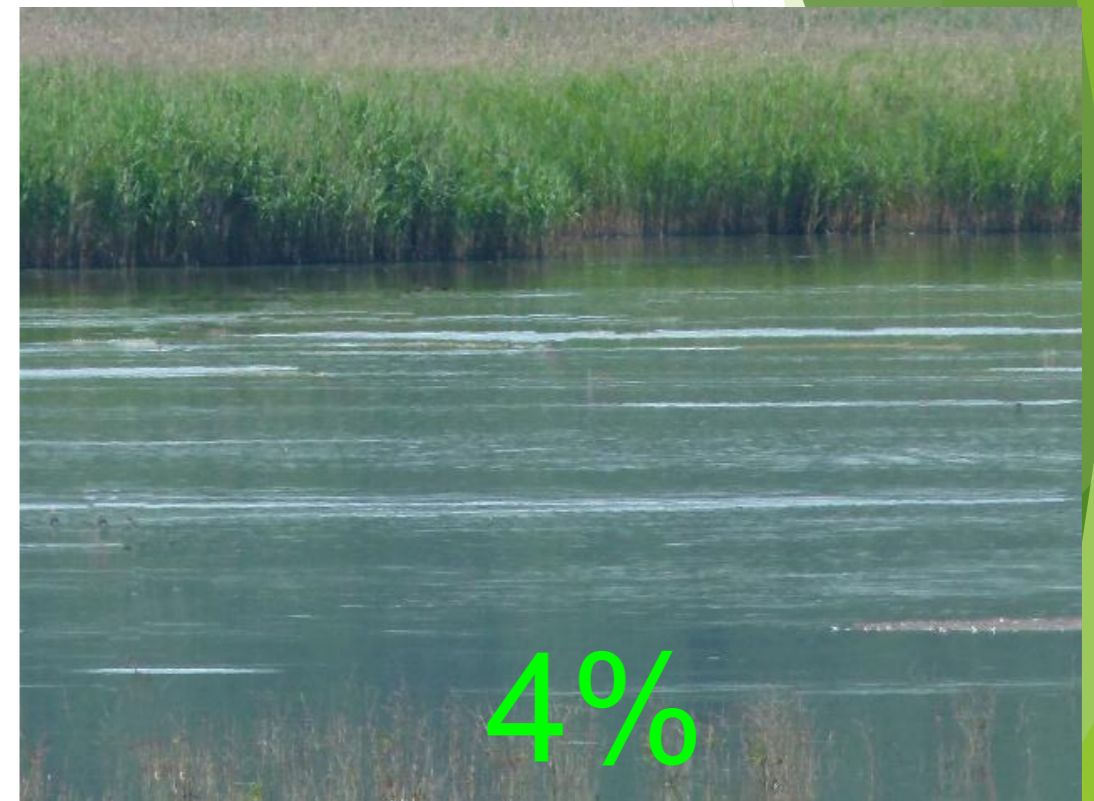
In your opinion, are Fucecchio Marshes enhanced?



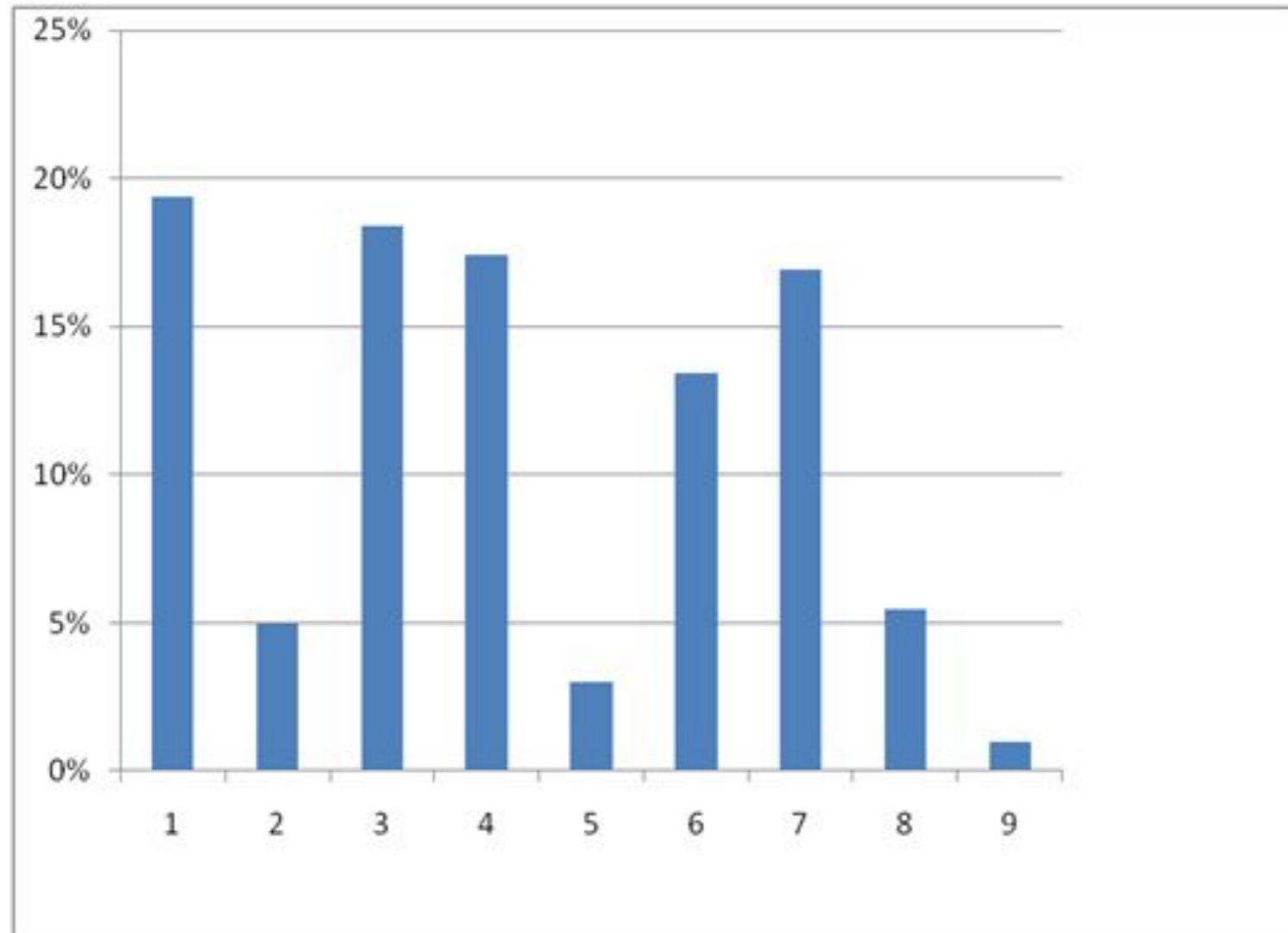
How important is the presence of a wetland for ...



A picture of Fucecchio Marshes full of birds is more appreciated than one without animals.



Which services are required for the tourist of Fucecchio Marshes?



1 binocular rental

2 audio guide

3 bike rental

4 free observatory

5 café

6 guide on the smartphone

7 monitored observatory

8 parking area

9 others

Would you be willing to pay to visit Fucecchio Marshes?

