Index

Active Seniors tool, 122, 140
Age of acceleration, 182
Age of digitization, 182
Ageing population, 15
Airbnb Experience, 133, 236
  evaluation of creative tourism activities offer in South Europe by, 145–154
Amazon Mechanical Turk, 201
ANIMART, 81–82, 85
App creatour. pt, 207
Application Programming Interface (API), 192–193
Aqueduct Project, 188
ArcGIS Online, 192–193
Artificial Intelligence (AI), 185
Artisans, 122
Artists, 122
Athens Retro Festival, 82, 85
Augmented reality (AR), 180–181, 196, 206, 212
  app by country and capital in Southern Europe, 211
  in smart mobile devices, 195
Austria Contemporary Culture, 55

Baby boomers, 134–135
Barcelona Creativa, 25
Best practices in creative tourism
  case of Southern Europe, 111–120
  creative tourism cluster for South Europe, 120–123
  dynamics of creative tourism clusters, 103–109
  formula for building efficient clusters in creative tourism, 111–120
  research methodology, 109–111
Bibliometric method, 181
Big Data, 182–183
  dealing with, 193–196
  in environmental subject, 188
Bing Maps, 196
Blockchain technologies, 197
Boomerang Generation. *See* Millennials
BuiltWith database, 196
Bureaucracy, 17
Business events, 74

Centennials. *See* Generation Z
Cerdeira Village Art and Craft, 21
Cloud computing (CC), 193–194, 196
Cloudlet Computing (CC), 195
Cluster concept, 102, 104–105
  analysis of network and, 117–118
  differences between cluster and network concepts, 105
Cluster Istar 21, 114, 116
Cluster Tourism Azores, 111–114
Clúster Turismo de Galicia, 115
Co-creation, 12, 108
  in tourism, 8
Collaborative partnership stakeholders, 76
Collaborative platform, 234
Community
  events, 76
  festivals, 73
  map, 180
Community-based creative tourism, 26
Consumer, 133–134
Convention for Safeguarding of Intangible Cultural Heritage, 42–44
Copenhagen travel guide app, 210–212
Copernicus Project, 187–188
Cosmopolitan Commuters, 140

COVID-19 pandemic, 1–2, 17, 41, 205–206, 224–225
COVIDSafe app, 206
Creative activities in urban and rural territories of Southern Europe, 46–50
Creative Austria, 38, 55
180 Creative Camp, 81, 83
Creative class, 133
'Creative consumers', 133–134
Creative Europe programme, 73
Creative experiences, 8–9
Creative industries, 121
Creative tourism, 1, 9, 36, 229
  from complexity of tourism industry to requirements of new consumer, 10–13
  conceptual model of, 28
  creative activities in urban and rural territories of Southern Europe, 46–50
  creative tourism, sustainability and development, 17–20
  different research phases, 39
  digital economy and digital society, 188–191
  digital technology, 182–188
  evaluation of creative tourism activities offer in South Europe, 145–154
  experiences, 147
  experiences in South Europe, 20–25
  future research in, 235–236
  genesis of concept of creative tourism and general profile of tourists, 13–17
  genesis of creative tourism and evolution, 10–20
  geotechnologies and applications towards smart tourism, 191–212
  good and not-so-good practices in, 110
  good examples of creative activities offered in small cities and rural areas in Southern Europe, 50–66
  market, 224
  methodology, 37–38
  methodology, 181–182
  network, 24, 134
  new challenges for big cities and new opportunities to other territories, 39–44
  relevant facts about Southern Europe, 44–46
  rise of model to implementation, 232–234
  short-time strategies, 230–232
  steps for implementing collaborative platform, 233–234
  urban and rural territories play different role in, 38–50
Creative Tourism activities, 132–133
Creative Tourism Austria, 38, 53, 56, 59
Creative tourism cluster, 102–103
  dynamics of, 103–109
  good practices in creative tourism and competitive destination, 108–109
  model of, 121
  for South Europe, 120–123
  understanding tourism clusters, 103–108
Creative Tourism Destination Development in Small Cities and Rural Areas Project (CREATOUR Project), 2, 47, 193
Creative tourist, 134, 141
  concept and profile of, 133, 136–137
  evaluation of creative tourism activities offer in South Europe, 145–154
  international studies about profile of creative tourist, 142–143
  in Portugal, 154–169

research methodology, 144–145
roots of concept and segmentations, 137, 139, 144
Creativity, 35–36
CREATOUR Project, 36–37, 57, 77, 88, 144, 207
Crowd4Roads, 204
Crowdsensing, 199–200
Crowdsourcing, 180–181, 196, 199–200, 206
Cultural and Creative Industries (CCIs), 210–212
Cultural associations, 122
Cultural heritage, 8
Cultural industries, 121
Cultural practices, 74–75
Cultural tourism, 15
Culture, 14
events, 74
Current tourist, 133–134
Customer Relationship Management (CRM), 212

Depopulation, 46
Desktop Geographic Information Systems, 4
Development, 17–20
Diamond Model, 104
Digital economy, 188–191
Digital Natives. *See* Generation Alpha
Digital society, 188–191
Digital technology, 180, 182, 186, 188
Digitalisation, 4
Disability-inclusive development, 80

Earth View, 196
EasyFrascati, 38, 50, 52–53
Economic expansion/economic growth, 18–19
Edge computing, 195–196
Electronic devices, 180
Emotions, 8
Encontrarte Amares, 88–89, 93
Entertainment events, 74
Entrepreneurs, creative, 103
ESRI ArcGis, 196
Ethical Travellers, 140
European Capital of Culture (ECOC), 16
European Centre for Disease Prevention and Control (ECDC), 198
European Centre for Medium-Range Weather Forecasts (ECMWF), 189
European Climatic Energy Mixes (ECEM), 187
European Cluster Collaboration Platform, 109–111
tourism clusters in, 112
European Copernicus Project, 189
European Environment Agency, 198
European Festival Association, 77, 80–81, 83
ANIMART, 85
Festival of Art, 83
Freeing Fest, 87
Sand Festival, 86
Social Machinery Film Festival, 84
European Organisation for Exploitation of Meteorological Satellites (EUMETSAT), 189
European Space Agency (ESA), 189
European Textile Crafts Network Project (EUROTEX Project), 169
European Union (EU), 13, 182
EUROSTAT methodology, 47
EuroTrip Planner, 192–193
EuroVR Association, 210
Event, 72–74, 77
Event Management, 76
Event tourism, 71–72

Facebook, 42, 182
Feelings, 8
Festival of Art, 81
Festival tourism, 77
FestivalFinder. eu, 73, 76
Festivals, 72–74

Festivals Under 500 Attendees, 77, 80, 83–84
Fog computing, 195–196
France eMotion app, 210
Freeing Fest, 87
Frugal Generation. *See* Millennials
Furkot, 192–193
Future research in creative tourism, 235–236
Future Traveller Tribes 2030, 140–141

Galicia Tourism Cluster, 114
Gen Z. *See* Generation Z
Generation Alpha, 132, 135
Generation X, 135
Generation Y. *See* Millennials
Generations Alpha, 3–4
Generations Z, 3–4, 132, 135
Geographic Information Systems (GIS), 3, 77, 180
Geotechnologies, 180–181, 196
  and applications towards smart tourism, 191–212
GeoWeb applications and strategies, 180–181, 196, 206
GetYourGuide, 236
Global Clans, 140
Global executives, 140
Global Forest Change Project, 188
Global Positioning System (GPS), 180, 196
Good practices, 102, 110
  in creative tourism and competitive destination, 108–109
Google Earth, 196
Google Maps, 196–197
Google Play, 207–208
Google Trends, 182
Google Trips, 192–193
Governance, 12
Guideo, 210

Hadoop, 183
Helsinki, 210
Heritage in Motion, 210
Horizon 2020 Programme, 46
Horizon Explorer AR, 210

Immersive technologies, 181
Impact analysis on development of small cities and rural areas, 84–95
In-depth approach, 38
Inclusiveness, 12, 227–228
Industrial Creative Tourism of São João da Madeira, 58
Information Technology (IT), 182
Infrastructure-as-a-Service (IaaS), 194–195
Instagram, 42, 182
Institutions, 229
International Telecommunications Union (ITU), 182
Internet, 188–189
Internet Live Stats, 188–189
Internet of Everything (IoE), 181–184, 188
Internet of Human (IoH), 183
Internet of Nanotechnology (IoNT), 183
Internet of Things (IoT), 181, 183–184
Italian National Institute of Statistics (ISTAT), 50–51

Karlsruhe app, 212
Knowledge, 44
Knowledge and skills learners, 139
Koroni Arts Festival, 85

Laval Virtual, 210
Leading players, 107
Least developed countries (LDC), 190
LikeaLocal, 236
Little Islands Festival, 86
'Little Islands Festival', 82
Ljubljana app, 212
Local accommodation, 121
Local community, 120
Local community-based events, 72
Local council, 121–122
Local events, 76

Local festivals, 73
Local services, 122
Local tourist offices, 122
Local/regional scale, 9
Location, 204–205
Location-based tourist information access, 192–193
Loulé Criativo, 22–23
Luigi Nono Festival in Giudecca, 84

Machine-to-Machine communications (M2M communications), 184
Map Making, 199
Map mashups, 180
MapQuest, 192–193
Mediterranean region, 78
Mega event, 75
Millennials, 3–4, 132, 135
Mobile Cloud Computing (MCC), 195
Mobile Crowdsensing (MCS), 203
Mobile Edge Computing (MEC), 195
Mobile gadgets, 180
Municipal Master Plans, 17

National Institute of Standards and Technology (NIST), 194
National Statistical Institute, 38
Neogeography, 180
Network
  analysis of clusters and, 117–118
  differences between cluster and network concepts, 105
Next Generation Internet (NGI), 187
Nice tourist office deliver several app, 212
NoSQL databases, 183
Novelty-Seekers, 139

Obligation Meters, 140
Operating system (OS), 207–208
Organisation for Economic Co-operation and Development (OECD), 183–184

Pandemic crisis, 76
Partnerships, 44
Paxos Festival, 85
People-to-machine communication (P2M communication), 184
People-to-people communication (P2P communication), 184
Perceptive Sentinel Project, 188
Peter Pan. *See* Millennials
Planned events, 74
Platform-as-a-Service (PaaS), 194–195
'Porter Diamond's Model, 106
Porter's model, 104
Portugal, 78, 144
  180 Creative Camp, 83
  Barcelos, 119
  creative tourist in, 154–169
  CREATOUR Project in, 207
  Encontrarte Amares, 93
  Festival of Art, 83
  impact analysis on development of small cities and rural areas, 84–95
  L Burro i L Gueiteiro' Festival, 92
Post-Millennials. *See* Generation Z
Post-tourism, 228–229
Predominantly rural area, 38
Predominantly urban area, 38
Presential creative experiences, 109
Producer, 133–134
Property speculation, 40
Prosumer, 133
Public, 75

'Qualified consumers', 134
Qualitative method, 36–37
Quality of tourist destinations, 193
Quantitative method, 36–37

Radio-frequency identification (RFID), 183–184
Relationships, 44
Relax and leisure type travellers, 140
Reward Hunters, 140–141
Roadtrippers, 192–193

'Roman Hight Culinary', 227–228
Rural area, 38
  impact analysis on development of, 84–95
Rural territories
  location of, 48
  role in creative tourism, 38–50
  of Southern Europe, 46–50

Sand Festival, 86
São João da Madeira, 53–59
  Industrial Creative Tourism of, 58
Scientometrics, 181
Sensors, 183
Seviqc Brežice, 87
Short-time strategies, 230–232
Simplicity Searchers, 140
Small cities, impact analysis on development of, 84–95
Small-scale festivals, 74–76
  analysis of Festivals Under 500 Attendees, 77–80
  examples in Southern Europe, 77–82
  global analysis, 77–80
  impact analysis on development of small cities and rural areas, 84–95
  methodology, 76–77
Small-sized community festivals, 72
Small-to-medium enterprises (SMEs), 210
Smart technology, 192
Smart tourism
  augmented reality, 206–212
  cloud computing, 193–196
  geotechnologies and applications towards, 191–212
  GeoWeb applications and strategies, 196–206
Smartphones, 180
SmartRoadSense project, 203–204
Smittestopp app, 206
Social Capital Seekers, 141
Social evolution, 9
Social Machinery Film Festival, 84
Social media, 42, 190
Social Network Analysis methodology, 191
Social Network Service (SNS), 190–191
Social networks, 180–182
Socio-demographic characteristics of respondents, 154–157
Software-as-a-Service (SaaS), 194–195
South Europe
  creative tourism experiences in, 20–25
  evaluation of creative tourism activities offer in South Europe, 145–154
Southern Europe, 44–46
  Augmented Reality App by Country and Capital in, 211
  creative activities in urban and rural territories of, 46–50
  creative tourism cluster for South Europe, 120–123
  formula for building efficient clusters in creative tourism, 111–120
  good examples of creative activities offered in small cities and rural areas in, 50–66
  Map, 209
  small-scale festivals in, 77–82
Spark, 183
Sports events, 74
State-of-the-art mobile technologies, 181
STOP Corona! Crowdsourcing App, 202
Supporting players, 107
Sustainability, 17, 20, 108
Sustainable Development Goals (SDGs), 46, 80, 187

Teamwork, 58–59
Technologies in tourism activity, 180
Telecommunication services, 188–189
Territorial agents, 225
Territories, 47

'The Donkey and the Bagpiper' Festival, 89, 92
Think, Implement and Network model (TIN model), 4, 232
  for creative tourism integrated approach, 235
  steps for implementing collaborative platform, 233–234
Tourism, 1, 8, 192
  characteristics, 102
  demand, 11
  non-profit organisations, 122
  in postmodernity, 228–229
  segments, 107
Tourism activity, 8, 17
Tourism Area Life Cycle (TALC), 226
Tourism clusters, 102
  elements, 107
  in European Cluster Collaboration Platform, 112
  understanding, 103–108
Tourism Strategic Plans, 78
'Tourism Strategies 2027', 111
Tourists, 132
  general profile of, 13–17
TraceTogether, 206
Traditional Cretan Soap creation, 148
Transportation, 122
Trip Advisor, 236
Trip planning tools, 192–193
'Triple revolution', 180
Twitter, 42, 182

UNESCO Creative Cities Network (UCCN), 39–40
United Nations Educational, Scientific and Cultural Organisation (UNESCO), 193
Universities and tourism observatories, 120
Unmanned Aircraft Systems (UAS), 201
URBACT platform, 114
Urban area, 38
Urban territories
  location of, 48
  role in creative tourism, 38–50
  of Southern Europe, 46–50
Urbanisation in developing world, 40
User-generated content, 183

Valencia intelligent city platform (VLCi platform), 212
Vallalta Experiències, Catalonia, Spain, 63, 65–66
Vehicle-to-everything Communications (V2X Communications), 195
Viarco Factory, 58–59
Virtual creative experiences, 109
Virtual Creative Tourism, 75
Virtual Reality (VR), 197, 207
Volunteer Geographic Information (VGI), 199

Waze [online mapping], 196
Web 3. 0 technologies, 192–193, 197
Web development, 180
Web GIS, 197
Web Map, 196–206
Web mapping, 180–181, 197–198
Withlocals platform, 236
Work of Art, 227–228
World Around Me app, 210
World Championship in Olive Picking in Postira, Brač, Croatia, 60–61, 63
World Economic Forum, 41
World Health Organisation (WHO), 40
World Wide Web (WWW), 196

YouTube, 42, 236