



Comhpháirtíocht Leader Waterford Leader
Phort Láirge Partnership

Decision of Evaluation Committee

Project ID	IE31WAT101416
Project Type:	Investment & Other Supports
Project Name:	The Lismore Castle Experience Upgrading of Equipment
Promoters Name:	Lismore Heritage CLG
Address:	Lismore Heritage Centre, Lismore, Co Waterford
Description:	1. Upgrade of virtual reality equipment: •Virtual Reality Headsets: The current headset used for the Lismore Castle Experience will be upgraded to newer models with improved resolution, performance and comfort. •Storage and management: A secure cabinet will be provided to store the VR headsets, ensuring they are well-maintained and easily accessible. •Technical Expertise: Specialist will transfer the current virtual show onto the new headset, ensuring compatibility and optimal performance. 2. Expansion of Offerings with Virtual Escape Room Games •The upgraded equipment will enable the introduction of Virtual Escape Room Games.
Theme:	Theme 1: Economic Development and Job Creation
Sub-theme:	Sub-theme 1C: Rural Tourism and Recreation
Link to LDS	Strategic Action 1.3: Support and Develop Activity Tourism Products
Is the project at Stage 10 on the IT System Y/N	Will be at Stage 10 following Admin Check by the LAG

Total Project Costs	€35,104.20
Eligible Project Costs	€28,540.00
Funding sought by promoter:	€21,405.00
State one of the following: - First Review / Previously Deferred or Not Recommend	First Review
Funding recommended by Evaluation Committee:	€21,405.00
Details of private funding:	€7,135.00 cash in bank account
Voluntary Labour: YES / NO (If yes provide detail)	No
Synopsis of project:	This project is to upgrade the Lismore Castle Experience virtual reality equipment headsets, a secure cabinet to store and charge headsets as well as technical support to transfer the current show. The equipment will also be upgraded to accommodate virtual games.

Detail exactly what WLP will be funding (List items from Project Assessment Report)	Detail	Total Cost (Expenditure excl VAT)	Grant Aid recommend by the Evaluation Committee @ 75 %
Total Funding	Upgrade Lismore Experience SDK to a version that will run on new headsets	€1,000.00	
	Unpack, activate headsets and install Lismore Experience software on all 20	€750.00	
	Upgrade tablet remote control App	€750.00	
	Upgrade the current FMETP networking	€750.00	
	Loop Stress Testing	€500.00	
	Delivery and installation	€500.00	
	Supply of Meta Quest 3@ €642 - 20 headsets	€12,840.00	
	Silicone facial interface for Meta @€60	€1,200.00	
	Meta Quest elite strap with battery @€175	€3,500.00	
	Supply of 1 Far-UVC Cleaning Storage Unit	€6,750.00	
		€28,540.00	€21,405.00
Was an assessment completed?: Date:	Yes. 11 th of March 2025.		
Are detailed costings provided for the project? Were the costs for the project considered reasonable and how was this measured?	Yes		
Where the procurement process resulted in less than 3 quotes, the EC must show the additional steps taken to ensure the reasonableness of costs:	Three quotes were requested but only one were received. The quote received is within the available funding.		
Innovative Element of the project:	The upgrading of equipment at the Lismore Castle Experience is a crucial step in preserving and sharing the rich history and ancient stories of this rural town. By investing in modern, innovative technology, the experience will remain engaging and relevant for visitors of all ages, ensuring that Lismore's unique heritage continues to thrive for future generations.		
Added Value – How will the added value of LEADER funding be demonstrated in the delivery of this project?	The investment in upgrading the Lismore Castle Experience and introducing Virtual Escape Room Games is a strategic move that will enhance the sustainability and impact of the Lismore Heritage Centre as a social enterprise. This initiative goes beyond improving visitor attractions as it will directly support the Lismore Heritage Centre's ability to contribute to the local community by increasing traded income, expanding employment and strengthening community engagement.		
Consideration of Deadweight:	Promoter: The project will go ahead on a reduced basis. Project Officer: Without support there is a risk that the project will not go ahead. This will seriously impact on the Lismore Heritage Centre's ability to generate an income from the virtual reality experience.		
Consideration of Displacement:	There are no similar facilities/attractions in the area.		
Economic justification for project:	Under the Enterprise Strategy the objective is to provide a compelling experience that encourages all sectors of the community to access their		

	cultural heritage and better understand the history of the area. As part of the tourism-related experience the company manages and operates the Lismore Castle Experience. This virtual reality experience was developed in 2018, and enables visitors to see inside the iconic, privately owned castle providing a totally immersive experience for the visitor. The action plan envisages building upon the success of Lismore Heritage Centre as a vehicle to improve the local tourism economy by offering a world-class visitor attraction to increase the number of international visitors as well as visitor dwell time in the area. The project will meet the urgent need to upgrade the Lismore Castle Experience, ensuring it remains a leading cultural and historical attraction in West Waterford. By investing in cutting-edge technology, the centre will enhance visitor engagement, support the local economy, create jobs, and strengthen cultural heritage for future generations. This project represents a sustainable and forward-thinking investment in Lismore's history, community, and economic future.
Average Score for Project and Ranking:	77(4)
% level of aid & ceiling:	75% & €21,405.00
E. C. Executive Summary/Rationale for Funding	The Evaluation Committee agreed to recommend funding this project for the following reasons:- 1. The promoter has a demonstrated history of successfully delivering similar projects. 2. This project fits perfectly within the Local Development Plan under Theme 1 for Economic Development and Job Creation, specifically 1c Rural Tourism and Recreation, and 1.3 Activity Tourism. 3. The project will enhance the current tourism offerings by adding a new attraction, thereby increasing visitor numbers and supporting local businesses. 4. The project scored 77 /100.

Jobs Created	Jobs Sustained	Match Funding	Previous Grant Aid Received
2 Seasonal jobs (0.5 FTE)	4 full-time, 4 part-time and 3 seasonal jobs (7 FTE)	€7,135	Failte Ireland IAE Small Grants received on 31/12/2019 for €75,000 (outside De Minimis)

Confirmation on the applicant's position re De-Minimus and double funding from the relevant agencies.	Date of Confirmation	Signed By
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Not applicable		

Amount Recommended: €21,405.00	% of Eligible Project Funding: 75%
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Signed: _____

Chairperson of Evaluation Committee

Date: _____

25/01/2025

Date: _____

Issues / Queries raised by Evaluation Committee	Project Officers Response

Signed: _____

Dated: _____

26.03.2025

WLP Project Officer

Please insert photos below for reference purposes:

(for example a photo of the building to be renovated/machinery being purchased, etc)



Current cabinet for storing headsets



Current headsets



New Headsets that will be procured

Overall Evaluation Committee Scoring Record

Project Title: <i>The Lismore Castle Experience Upgrading of Equiptment</i>	Project Reference no: <i>IE31WAT101416</i>	Date: <i>11/3/2025</i>	Time: <i>11am</i>
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Q	Assessment Criteria	Objective	Evaluation Committee comments	Weighting	Score	
1	Has project development officer report indicated that any documentation / information requested has not been provided by the project promoter(s)	Ensure that the project promoter has provided all the required information / documentation requested by project development officer to progress this project.		N/A	Pass	✓
2	Displacement	Does the project comply with displacement requirements?		N/A	Pass	✓
3	Compatibility with Local Development Strategy (LDS)	Do the project proposals meet the criteria set out in the LAG's LDS for the relevant measure?				11
4	Innovation	Is the project innovative in its nature?				11
5	Project Promoter experience	Does the promoter have the training/skills, track record or experience to deliver?				14
6	Financial Viability	Do the proposed actions and associated costs appear reasonable and represent value for money, and is adequate funding available to co-fund the project?				18
7	Sustainability	Is the project viable and will the service continue to be delivered?				12
8	Requirement	Does the proposal target a specific need or address a specific gap in the market?				11
9	Deadweight	Would the project proceed without LEADER funding?	YES NO ✓	N/A	N/A	
	N.B. Prior to being recommended for approval, projects must: - pass question 1 and 2 - answer no to question 9 - receive a minimum score of 65%.			Total:	77	
Recommendation of the Evaluation Committee:			Approved			

Signature of Committee Chair:



Date:

11/03/2025

