On multiple levels models to design geoparks

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The UNESCO has conceived geoparks as a way to conserve geological interesting sites. The interest of this work is that Cuba has important geosites and the proposal of at least one geopark. The goal of this contribution is to present a model based on data to evaluate the feasibility of a geopark and the economical efficiency of it based on data collected to declare the geosites that would integrate it. To this aim we present a game problem and analyze the use of multiobjective and bilevel problems.