

SnailVille

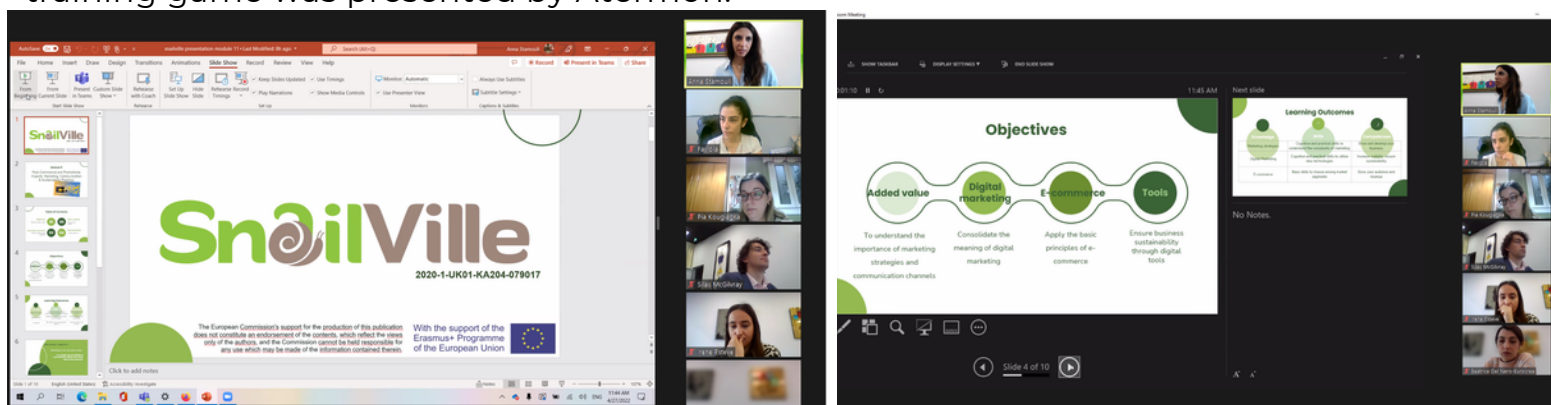
What about?

The Snailville project was funded by the ERASMUS+ Program. The project aims at supporting and breaking down barriers to successful and sustainable snail farming across Europe through a training game. The Snailville project offers you the opportunity to discover ways to make your snail farm more profitable and successful!

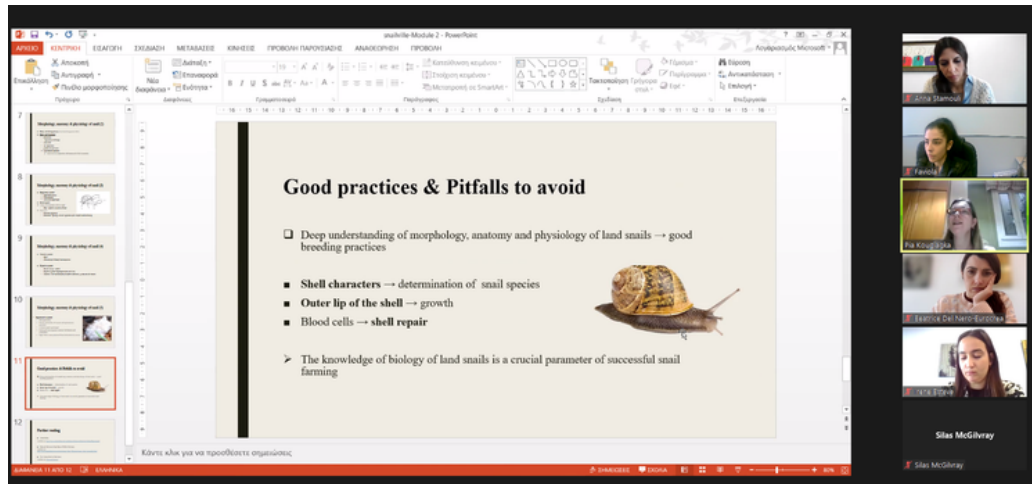
Stakeholders could develop their skills and enhance their knowledge by downloading the training game. Detailed and specialized information on starting, managing and successfully running a snail farming business will be provided throughout a player's experience. This will be achieved by completing all the mini-games with a high enough total score and collecting the badges that the game has to offer for each of the modules. In the end, players have to complete the top game [final assessment] to successfully finish the SnailVille game.

3rd Transnational Project Meeting, 27 April 2022

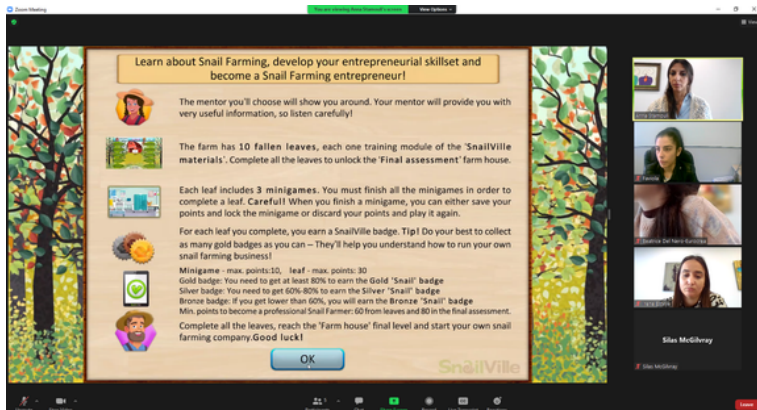
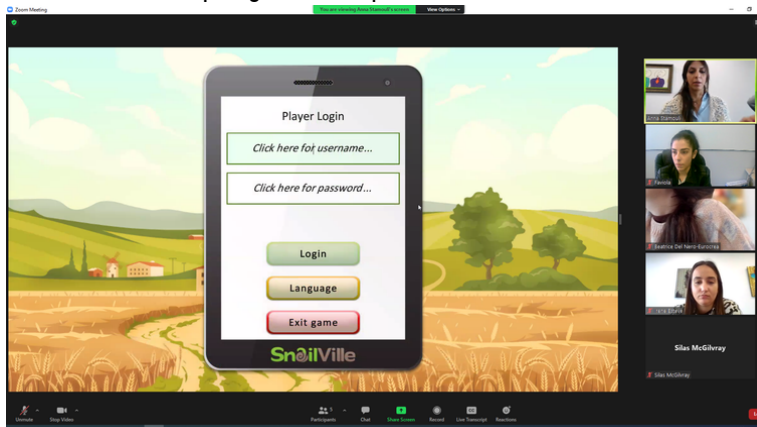
The 3rd Transnational Project Meeting of the Snailville project was hybrid and took place in Rotterdam, on the 27th of April 2022. The consortium allowed presentation and discussion of the Modules that have been developed. Moreover, a draft version of the training game was presented by Atermon.



What is currently going on in Snailville?



During the 3rd meeting of the consortium, timeframes were set by the partners, for each activity and task. Meanwhile, the partnership agreed on having the pilot testing of the training game in the summer by each partner. The feedback that will be provided is going to be crucial for the game's finalization and improvement of the player's experience.



The training game will be played in a single-player mode along with the guidance of mentors, who will be providing information about snails and snail breeding. After the pilot testing, the contents of the game are going to be translated into each partner's language.



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HOW FAR HAVE WE GONE?

Heliculture Training State of Play

The partners conducted new research on the problems related to snail farming in their country to confirm the research that emerged during the project writing phase. At this stage, people interested in snail farming or established farmers were involved to validate perceived needs.

A heliculture glossary

The partners collected a list of vocabulary related to the world of heliculture. The vocabulary used in this type of activity is indeed specific and full of complicated terms for those starting to breed snails. Being familiar with the appropriate terminology is necessary to understand the information you need to know about snail farming.

Training Methodology and Training Programme Structure

The methodology and the training manual aim to develop a reference guide to provide the knowledge and skills needed to start a business in heliculture or to consolidate an existing snail farm.

The partners have decided to create eleven thematic modules that can cover all useful topics and provide the necessary resources and tools for a snail farmer:

<p>1 Educational Game (Developed by ATERMON)</p> <p>What are educational games and how are they used in the Snailville project?</p>	<p>2 Morphology, anatomy and physiology of land snails (Developed by UTH)</p> <p>What are the snail body structure and its function?</p>
<p>3 Where to Rear Snails? (Developed by UTH)</p> <p>What are the categories of snail farming systems?</p>	<p>4 Snail breeding and reproduction (Developed by UTH)</p> <p>What to know about snail breeding and reproduction?</p>
<p>5 Selection of Foundation Stock (Developed by CIVIC)</p> <p>How to select raw materials and prepare the soil or cages for raising snails?</p>	<p>6 The risk of snail breeding (Developed by FYG)</p> <p>Learn more about snails and the risks of breeding them.</p>
<p>7 Entrepreneurship (Developed by FYG - AKNOW)</p> <p>What strategies to follow in this type of business?</p>	<p>8 Starting and growing a business in Heliculture (Developed by AKNOW)</p> <p>The first steps to follow in heliculture.</p>
<p>9 Legislative aspects in Europe (Developed by EUROCREA MERCHANT)</p> <p>What legislative aspects need to be considered in heliculture?</p>	<p>10 Financial & technical aspects for setting up and operating a snail farm (Developed by CIVIC)</p> <p>Financial and technical aspects to be handled in this type of activity.</p>
<p>11 Commercial and promotional aspects (Developed by ATERMON - EUROCREA MERCHANT)</p> <p>What to do before and after starting a snail-farming business?</p>	

We are finalising the material and hope to share it with you soon!

www.snailville.eu

@snailvilleproject @Snailville1

This project has been funded with support from the European Commission. This communication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

Infographic



Meet the Partners



CIVIC Computing (UK) –
an Edinburgh-based
digital agency and
project coordinator



ASSERTED KNOWLEDGE
THE ICT EQUALISERS

Asserted Knowledge
(EL) - a technical
consultancy and staff
sourcing company from
Greece



ΔTERMON
EDUCATIONAL PLAY

Atermon (NL) – a
Dutch company
specialising in
gamification and
educational
technology



eurocrea merchant
consulenza direzionale d'impresa



UNIVERSITY OF
THESSALY



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