# SnailVille Newsletter

November 2021

Snailville Game

The Snailville project aims to develop a heliculture training game for low-skilled marginalised adults that can help them set up cooperatives in rural areas. This training game will function as a single information point guiding a potential snail farmer on how to start a profitable business depending on their situation (financial capability, business skills, geographical location, etc.) by minimising the risks associated with traditional snail farming (snail diseases, egg hatching, formulation of the best feed, mortality rate).
The project also hopes to contribute to the preservation of the snail population in the wild by promoting heliculture.

The SnailVille game will engage adult learners with mini games to support the acquisition of skills related to sustainable snail farming, snail preservation and the creation of snail farming businesses.
The game aims at developing the professional profile of the Snail Farmer for sustainable businesses.

For that purpose, 10 training modules have been developed addressing the different aspects of sustainable snail farming, namely:

1. Morphology, anatomy and physiology of land snails
2. Where to Rear Snails
3. Snail breeding and reproduction
4. Selection of Foundation Stock
5. The risk of snail breeding
6. Entrepreneurship
7. Starting and growing a business in Heliculture
8. Legislative aspects in Europe
9. Financial & technical aspects for setting up and operating a snail farm
10. Commercial and promotional aspects
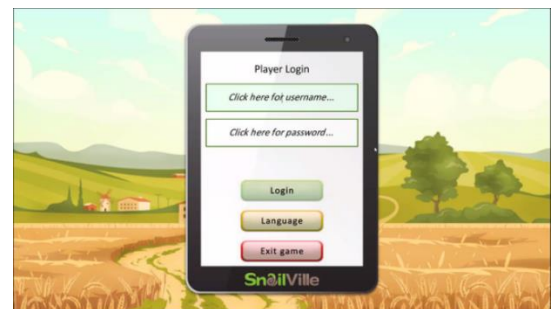
Throughout the game, players will be able to develop their skills in starting, managing and successfully running a snail farming business. This will be achieved by completing all the mini games with a high enough total score and collect the badges that the game has to offer for each of the aforementioned modules. At the end, players have to complete the top game [final assessment] in order to successfully finish the SnailVille game.

Meet the Partners

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

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

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

Eurocrea (IT) – *a management consultancy that works to improve European competitiveness*
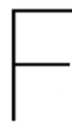
FYG (ES) – a *Spanish training enterprise working in education and employability*

University of Thessaly – *a University with undergraduate and postgraduate programs*

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