

# SnailVille 4<sup>th</sup> Newsletter

October 2022

## Snailville Final stages!

The **Snailville project**, which started on 1st December 2020, will end on 30th November 2022, so we are now in the final stages of the project!

These last months have been full of activities by the consortium to finalise and validate the last project results. These last months have been full of activities by the consortium to finalise and validate the last project results.

## A few details about the project

Heliculture Serious Game for the promotion of sustainable snail cultivation businesses focusing on exports – **SnailVille** is an Erasmus + project in the adult education field with the aim of creating a **Training game on heliculture** to guide low-skilled adults who are interested in starting a business in the heliculture field.

The training game should prepare low-skilled adults to minimize the risks related to this type of breeding and to maximize profits, but also increase their digital skills.

## 4th Transnational Project Meeting

27 July 2022 Athens, Greece

The **4th Transnational meeting** of the Snailville project took place in Athens, 27 July 2022 and was hosted by ASSERTED KNOWLEDGE OMORRYTHMOS ETAIREIA.

For the consortium, it was also the final project meeting and an important opportunity to discuss the final stages of the project.

The final IO2 activities were discussed, i.e. the finalisation of the Serious Game and the organisation of the pilot phases and multiplier events that each partner was in charge of organising in their country.



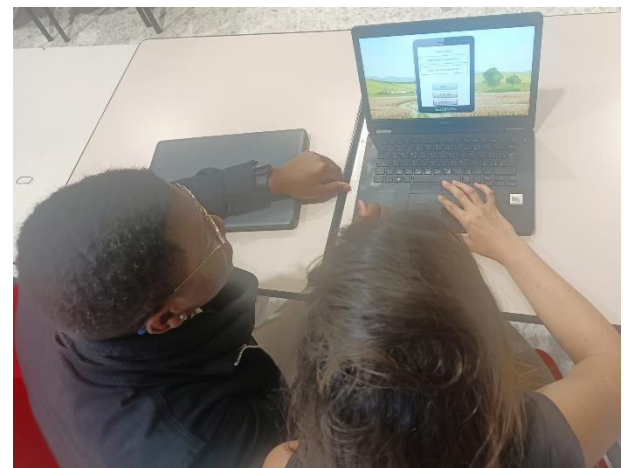
## The project's pilot phase

Under the guide of the University of Thessaly (UTH), which created a **validation plan for the organisation of the pilot phase**, the partners organised the pilot test in their countries between August and September 2022, in order to submit the Serious Game to the target group and obtain the necessary feedback to finalise the game.

Each partner was supposed to involve at least 40 trainees in this phase in order to have a sufficient number of people, who could give their opinion on the game and its usefulness. At the end of the pilot phase, questionnaires were distributed to collect feedback from the participants.



*Some pictures of the game*



*Some images of the pilot event in Italy*

## Multiplier Events

A series of Multiplier Events have been organised by the partners in the last few months. These events were an important opportunity to raise awareness among target groups and stakeholders about the project results, the training programme and the Serious Game. The partners also presented the Snailville game and gave the audience a hands-on experience. Users expressed their enthusiasm and took the opportunity to learn while having fun.

The partners are still analysing the feedback from the event. However, it seems that the event was a success and the feedback received was positive.

In order to ensure the continuity of the project results, the materials and the game will also be online after the end of the project. Thus, the project results will be used in courses and by people who want to open a new business with this activity.

To register and download the game [🔗 https://snailville.lykio.com/login](https://snailville.lykio.com/login)

*Some pictures of the Italian ME presentation*





## 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



**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**

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

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