

European Project: SnailVille

“Training game for snail farming – Fostering the expansion of snail breeding businesses focusing on exports”

This European Project is founded by the Erasmus+ Programme under the registration number 2020-1-UK01-KA204-079017 in terms of the Key Action entitled Strategic Partnerships for Adult Education. Snail farming has attracted much interest due to its alleged profitability, rapid return on investment and low capital required for an initial investment. Nowadays snail farming in several EU countries fails due to snail diseases and problems faced by traditional farming methods such as hatching the snail eggs, formulation of the best feed for snail at whatever stage of growth and lack of farmers’ guidance etc. The two years duration SnailVille, wants to transfer serious games to heliculture training addressing new target groups and a new sector, agriculture, so as to trigger farmers’ interest and prevent them from quitting snail breeding.

SnailVille’s international partnership is composed of educational and technology organizations from all over Europe. The coordinator of the project [CIVIC COMPUTING LIMITED](#) from the United Kingdom, [University of Thessaly](#) from Greece, [EUROCREA MERCHANT SRL](#) from Italy, [INSTALOFI LEVANTE SL](#) from Spain, [ATERMON B.V.](#) from the Netherlands and [ASSERTED KNOWLEDGE](#) from Greece. SnailVille project aims to develop an online heliculture training game for low-skilled adults in order to help them face the problems occurred by traditional farming methods. This game will be designed for those stakeholders who are interested in starting a business associated with snails’ farming and in receiving a relevant training throughout a new, innovative and interactive tool.

The educational training game that is going to be developed, initially in English and then in all project languages, will be the main source of information for the potential low-skilled snail farmers. Aiming at the development of fruitful businesses main data inputs will be taken into consideration such as stakeholders’ educational and economy background, the geographic location of their business etc. It will provide information depending on his/her situation by minimizing the risks associated with traditional snail farming. Also, it will contribute to the preservation of the snail population in the wild by promoting heliculture. The minimization of the risks associated will be achieved by accomplishing several intermediate results during the project, such as the analysis of heliculture training state of play and validation of the perceived training needs and the development of training and assessment material covering all aspects of heliculture business.

By the end of the project, it is expected the SnailVille Academy to have mobilised a critical mass of target group representatives, capable of sustaining and growing the



SnailVille network for a long time after the end of the project. A large number of participants will be involved in project activities during the life of the project and an even larger number of target group representatives will receive information about the project and its results. Overall SnailVille's impact is the increase in the number of successful heliculture businesses especially in rural areas, the prevention of the endangerment of snails in areas where they are captured in the wild through the promotion of snail farming, the improvement in the quality and efficiency of snail breeding and reinforcement of key competencies among adults from rural areas bridging the worlds of education and work.