

Current state-of-play of Plan BEE project

PlanBEE project team is pleased to announce its progress with regards to the first Intellectual Output of the project, the **Sustainable Beekeeping Training & Trainers' Guide!**

The partners have prepared the training material which is currently being reviewed by an expert in the field of beekeeping. Next step for the successful completion of the first output will be the design and delivery of the e-learning course and the integration of the content.

What are the next steps?

With regards to the second result of the project, the **PlanBEE Serious Game**, CCSDE provided a first suggestion of the concept along with some key features with regards to the user interface and the front end of the game. The core idea of the game is based around a series of mini games, each one related to one of the taught modules.

What is a Serious Game?

A 'Serious Game' is a game whose primary purpose is other than to plainly 'entertain' the user. In most cases, it is a game developed to **train a specific skill and/or to teach a specific competence**. In the spirit of improving key competences of adults from rural areas in order to combine the worlds of education and work, the PlanBEE Serious Game will primarily focus **on engaging beekeepers to develop their skillsets** and diminish common risks met within the field of apiculture. Secondly, in accordance with promoting online sales strategies for boosting international trades, PlanBEE Serious Game **aspires to support businesses grow** and set new goals.



The 2nd transnational meeting

Due to the restrictions in effect across Europe, the second transnational meeting of the project was held online. The consortium met and went through important deadlines and upcoming milestones during the next two months. Next meeting should be taking place in Spain in February

THE PARTNERS



FIND US:  

