

NEWSLETTER

#2

MINECROP

What's new in the project?

In recent months, the consortium has been working intensively on the development of the project, focusing on the creation of comprehensive educational materials and tools. As part of the activities, a curriculum, specialized thematic modules, and case studies have been created, which show both the perspective of experts and the experience of farmers. All of these materials will soon be available on the project website in the languages of all partner countries.



Module Topics

- Introduction to Sustainable Agriculture
- Sustainable fertilization, pesticide and chemical free agriculture
- Organic farming methods
- Resource management in agriculture: optimizing the use of water, soil and energy
- Biodiversity in agriculture
- Integration of animals into crop and production systems
- Sustainable management of organic residues and composting

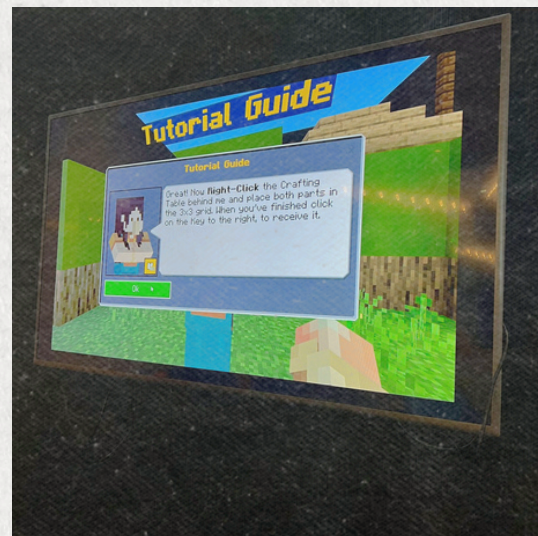
Project partners





Second meeting of the consortium

In October, a project partners meeting took place in Rotterdam, during which we summed up the work so far and set out the next steps. We discussed the entire game and all its elements in detail, focusing on their development and adaptation to the needs of users. The meeting was also an opportunity to exchange experiences and strengthen cooperation within the consortium.



What's next?

The next phase of the project (WP3) aims to achieve the following goals:

- To explore the educational potential of Minecraft to increase responsible behavior towards crops; thus achieving the overall objective of supporting ICT/game based learning to address a major challenge facing the agricultural world today.
- Introducing an innovative response to agricultural education for current/potential/future vocational school students.

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