



## 5. FINAL NEWSLETTER

30 November 2025

### THE PROJECT HAS ENDED – BUT THE EXPERIENCE LIVES ON

Dear Reader,

The ENFORCE project officially concluded on November 30. After two years of intensive work, collaboration, field testing, pilot trainings, beekeeping workshops, innovative tool development, and partner meetings, we can confidently say: a unique, Europe-wide toolkit has been created.

Our goal was simple, yet bold:

**to rethink beekeeping as an experience, a source of knowledge, and a force for community building.**

*And we succeeded!*

### What have we achieved together?

#### 🍯 1. Europe's first experience-based beekeeping e-learning platform

The digital learning materials available at [www.honeyexperience.eu](http://www.honeyexperience.eu) were designed for beekeepers, educators, tourism and gastronomy professionals—but the platform is open to anyone with an interest in the world of bees and honey.

The training combines:

- scientific foundations
- practical beekeeping knowledge
- climate awareness
- experience-based methodology
- honey tasting techniques.



#### 📖 2. ENFORCE Training Book – From Knowledge to Experience

The ENFORCE Training Book brings together the project's key methodologies, practical tools, and real-life examples to help beekeepers, educators, and tourism professionals design meaningful, experience-based beekeeping programmes. It combines scientific knowledge, sensory learning, storytelling, and sustainability to support innovation and quality-driven business models across Europe.

🔗 **Access the ENFORCE Honey Experience Training Book here:**

<https://honeyexperience.eu/en/the-honey-experience-training-book/>

### 3. Methodological Handbook

We collected and systematized best practices for teaching experience-based beekeeping, including gamification methods and tailored guidance for the HORECA sector (hotels, restaurants, and cafés).

### 4. New, playful educational tools

Some of the project's most popular outcomes are the card games (e.g. Bees and Technology – Memory Game), which demonstrate how bees inspire modern technology. All other card games, board games, guides, and additional tools can be downloaded individually from the project website.

The games are available in multiple languages and are already being used by schools, beekeepers, and visitor centers.

### 5. Four countries – shared knowledge

Experts from Italy, Slovenia, Romania, and Hungary worked together. Our conferences, trainings, and other events engaged more than 600 participants—beekeepers, students, educators, chefs, researchers, and civil society actors.

## Why does all this matter?

*Because the world of bees is not just a biological issue.*

*It is also about:*

- education
- gastronomy
- rural development
- innovation
- and community building

ENFORCE has shown that beekeeping is more than a profession—it is an **experience, a source of knowledge, and a source of inspiration.**



THE PROJECT COMES TO AN END, BUT THE RESULTS STAY WITH US

THE FULL TOOLKIT IS AVAILABLE FREE OF CHARGE AND CAN BE DOWNLOADED FROM THE PROJECT'S OFFICIAL WEBSITE:

thematic network  
for experience  
beekeepers



HONEYEXPERIENCE  
ENFORCE PROJECT

WE WOULD LIKE TO THANK ALL PARTNERS, EDUCATORS, BEEKEEPERS, PARTICIPANTS, AND SUPPORTERS FOR CONTRIBUTING TO THIS UNIQUE EUROPEAN COLLABORATION.

THE WORLD OF BEES CONTINUES TO TEACH—AND WE WILL CONTINUE TO SHARE THIS KNOWLEDGE.



Co-funded by  
the European Union

thematic network  
for experience  
beekeepers

*Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.*