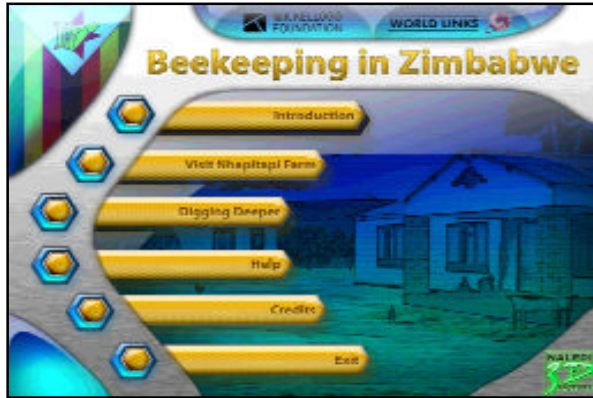


the Naledi3d Factory Virtual beekeeping in Zimbabwe (2004)

Purpose: To teach basic beekeeping skills to the community land (small-holding) farmer who aspires to keep bees as a new source of income, as well as existing apiarists who can improve their returns by avoiding obvious mistakes. The learning system places the learner in a 3D world that represents a typical small-holding farm. Through the interactive nature of the medium, learners are allowed to explore and discover for themselves (using either **SHONA** or **ENGLISH**) the main "do's and don'ts" of African beekeeping.



Partners:
Kellogg Foundation &
World Links



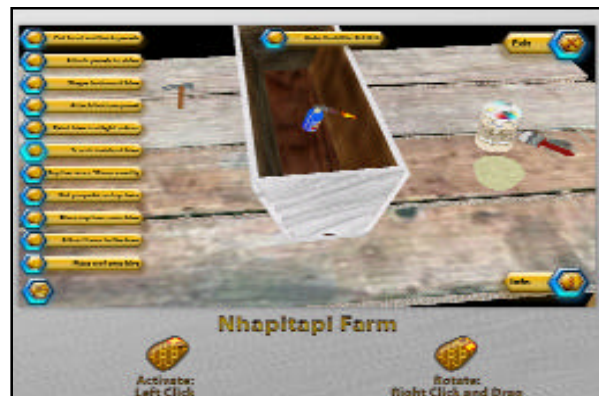
With graceful acknowledgment of the IDEAA programme, Harare

In a Nutshell:

An interface links to Nhapiitapi Farm where users learn (interactively) how to start up & manage the swarm, protect bees from enemies, correctly use equipment and clothing and how to extract honey. Marketing issues are also briefly addressed. A "Digging Deeper" section provides more detailed information in the form of reports and manuals, offline webpages as well as links to other websites.

Exploring Nhapiitapi farm:

On the farm, the learner can move around and explore the main activities involved in beekeeping. Hives are placed at five points around the farm - four of which are in the wrong location and one ideally situated. Learners also discover why water is so important to bees. The farm also provides a number of "gateways" to other learning outcomes which address other detailed elements of beekeeping where users explore and have fun at the same time.



More detailed learning:

In addition to the farm, other more specific areas address detailed learning outcomes. In the toolshed, the learner can build a Kenyan Top Bar Hive, and also **SEE** how to protect the bee colony from predators and other enemies. The workroom **SHOWS** the user what type of protective clothing is required - and how to use it, as well as how to lift the combs and extract the honey. The farmstall looks at packaging. The simulation records where the user has been, and on exiting, shows those areas missed.

