



Safer seas. Smarter training. Stronger crews.

Thanks for linking in! Strong move.
Welcome to the first edition of the STARFISH newsletter, your front-row seat to the project that's shaking up fisheries training in Europe. Are you ready to modernise?



Why STARFISH?

Fishing is still one of the toughest, riskiest jobs out there. The revised STCW-F Convention sets the bar high, but let's be honest: too much training is still stuck in the past.

- Overly theoretical.
- Hard to access.
- Out of touch with the next generation.

STARFISH is here to change that.

[Learn more →](#)

STARFISH goals

STARFISH unites trainers, educators, and industry pros from across Europe. One team, one goal: modern, accessible, effective training that keeps fishers safe and future-proofs the sector.



Our mission

- Modernise training with **toolbox** of serious games, e-learning & microlearning
- Keep it **real**: scenario-based, practical, hands-on
- **Reach everyone**, think mobile-friendly, multilingual, accessible
- Balance **safety & sustainability**, because both matter on deck

What have we been up to?

The first year has been all about laying solid foundations:

- **Kick-off** in Utrecht (NL): vision aligned, impact mapped
- **Brainstorm + interviews** with educators in NL, FR, ES
- **Dossier of good practices**, packed with VR, serious games & fresh methods
- Training **priorities** nailed down: firefighting, emergency response, environmental protection, communication on board
- Visual identity locked, **website** live
- STARFISH spotlighted at the EU Social Dialogue Committee for Sea Fisheries with the European Commission. Big stage. Big visibility

What's next?

Q3 & Q4 2025 — **Content** & micro learning bubbles **development** is in progress! The serious game is in concept phase now. Expect gameplay that teaches safety without the yawns.

Early 2026 — Paying the famous Manneken-Pis a visit in Brussels, amongst others, for some **brainstorming among the project partners**. Platform mock-up and first content bubble expected in the first half of 2026. Stay tuned!

[Learn more →](#)