

Newsletter 2. CIRCULAR4Hospitality

Welcome to the second edition of the C4H newsletter.

In this issue, we are pleased to present an overview of the progress made during the second Transnational Project Meeting in Thessaloniki, Greece, along with important updates on project activities, ongoing collaborations, and upcoming events.

Transnational meeting in Greece:

TPM Highlights

The second TPM of the C4H project took place on May 29-30, 2024, in Thessaloniki, Greece. Hosted by the European Institute for Local Development (EILD), the meeting brought together partners from Spain, Turkey, Greece, and Italy, both in-person and online.

Key Collaborations and Discussions:

1. Project Progress and Milestones

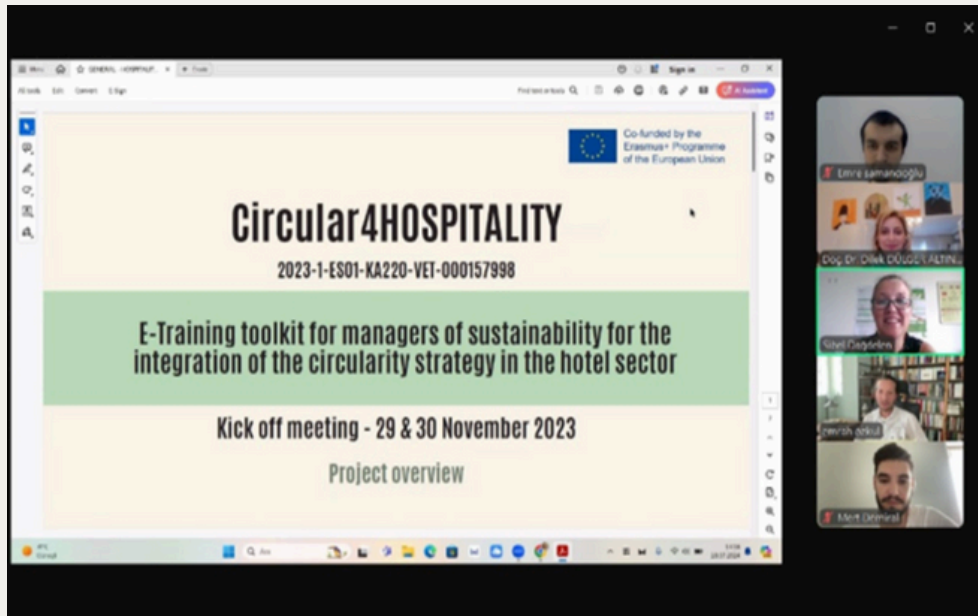
The primary focus of this in-person meeting was to review the project's journey so far, including the significant milestones achieved. It also provided an opportunity to assess ongoing activities and discuss the upcoming phases of the project.

2. E-Training Toolkit and Applied Game Development

A detailed update was presented on the E-training toolkit, which includes digital resources designed to help hotel operations implement circularity strategies. The team also discussed the Applied Game prototype, aimed at training hotel staff on sustainability practices through engaging and interactive challenges. Partners finalised the game script and design, emphasising user engagement and practical use.

3. Collaboration with Kocaeli University and Travel2Fit

The meeting benefited from the expertise of stakeholders such as Mr. Sarp Kumlu and Mrs. Evin İpek Coşkun from Kocaeli University (Turkey), and Mrs. Alexandra Aslanidou from Travel2Fit (Greece). Their knowledge in tourism and hospitality added valuable insights to the development of the E-training toolkit for sustainability managers in the hotel sector.



4. Stakeholder Engagement and Feedback

Interviews were conducted with stakeholders in Greece and Turkey to gather input on the project's impact and identify areas for improvement. Discussions highlighted the challenges and opportunities of adopting circular economy models in hospitality. This feedback will be crucial in refining the training materials to better meet industry needs.



Current activities

1. Development of the Circularity Plan:

Partners are now focused on finalising the Circularity Plan, which outlines strategies to reduce waste and enhance resource efficiency in hotel operations. This plan will be a core element of the E-training toolkit, offering actionable guidance for hotel managers and staff.

2. Progress on the Applied Game:

The gamification team has completed the initial script for the Applied Game, which will include interactive modules on key sustainability topics like energy conservation, water management, and waste reduction. The game is scheduled for pilot testing in early 2025.

Social Media and Dissemination:

Our social media platforms have been actively sharing updates and insights from the C4H project. Follow us on Instagram, Twitter, and LinkedIn for the latest news and resources.

- [Instagram](#)
- [Twitter](#)
- [LinkedIn](#)

The Circular4Hospitality project is making significant strides in promoting sustainability and circularity within the hospitality sector. We are excited to continue this journey and look forward to sharing more updates in the next newsletter.

The project continues to make great strides in advancing sustainability and circularity in the hospitality sector. We are excited about the journey ahead and look forward to providing more updates in our next newsletter.

Thank you for your continued support! For more information, please visit our [website](#) or contact us at circularforhospitality@gmail.com.

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