

5° PRESS RELEASE

LAST MULTIPLIER EVENT IN SPAIN

On September 24th took place the last Multiplier Event of the STRATAGAME Project, carried out in Spain.

Although the event was initially expected to be carried out face-to-face, the latest restrictions and fears coming from COVID-19 made impossible for the event to take place physically, and an online event was carried out instead. Around 45 people took part of the event, including three representatives of the two Spanish organisations in the consortium, MEUS and INNOHUB.

Among the main outcomes of the event, it can be highlighted that the 3 Spanish participants in the STRATAGAME Learning, Training and Teaching Activity were also present in the Multiplier Event, and they were able to provide an insight of the project from the point of view of a student or a teacher. This was highly positive to increase the interest of the attendants in the project outcomes and products, and some of them expressed their intention of trying out in the next academic course some of the project products.

The attendants also commented that doing this type of event online was not as engaging as doing it face-to-face. It was however agreed that the structure of the STRATAGAME products, and especially the fact that the game is played online, made it easier to use in online classes, which are probably the future of education in this new course. Teachers and trainers who attended the event highlighted this positive impact of the project products.

To finalise the event, there was a short debate regarding the role of serious games in the future of the education. Comments from participants were in the majority towards the same line as the previous statement, highlighting how they can be useful to engage students now that many times they will be attending online classes.

The main project results

- an on-line self-diagnosis test for the evaluation of the main 5 key soft skills most requested by the labor market: communication, teamwork, flexibility / adaptability, creative thinking and problem solving
- an interactive online game aimed at developing the 5 soft skills considered in an attractive but equally effective way
- a digital guide for teachers on teaching methods to incorporate the diagnostic test and online game on soft skills into their school curricula

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Consortium

The project is named **Strategic Partnership for Soft Skills Building through Gamification**, with its acronym STRATAGAME, and it's co-financed through the program Erasmus+, Strategic Partnerships, Key Action 2, Sector: Vocational Education and Training program, under the Agreement no: 2018-1-R001-KA202-049112 with Romanian National Agency. The implementation period of time is 24 months, between 1.10.2018 and 30.09.2020, and the budget is 187.216 EUR.

The project will be realized by an European partnership composed by the Romanian ASOCIATIA CENTRUL DE DEZVOLTARE ARAD (leader) and other 6 entities coming from Italy (Med.O.R.O. scarl), Spain (MARKEUT SKILLS SOCIEDAD LIMITADA and ASOCIACIÓN VALENCIA INNO HUB), Poland (STOWARZYSZENIE NA RZECZ INNOWACJI I EDUKACJI and DANMAR COMPUTERS SP Z O.O) and Turkey (MKV INTERNATIONAL CONSULTING TRAINING AND TRADE COMPANY LIMITED).



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