



Multiplier Event in Poland

Stowarzyszenie na rzecz innowacji i edukacji organised the Multiplier Event of **STRATAGAME** project on 28 November 2019, at the premises of the Centrum Szkoleniowo Bankietowe „Jawor”.

The aim of this activity was to disseminate the knowledge about the training offer developed under the Erasmus + STRATAGAME project, supporting innovative technologies and their transfer to the economy. The intention was also the comparison of the labour market needs with the experience in vocational education and training institutions.

The event was a dissemination activity showing the obtained results of O1 and O2. It gave the visibility to the project by showing its concrete and practical application on the ground, with the learning activity.

The task was to promote the Project and its solutions to the wider, also non-specialist audience. Multiplier Event gathered 42 participants, the representatives of VET teachers and students and schools, local companies, employees and employers interesting in further training of soft skills. There were also the participants of high schools, tertiary level and research institute. Among the participants there were also adult learners, organizations providing adult/ VET education and staff of these organizations, non-profit organizations, volunteer organizations and NGOs providing adult/VET education and persons and entities responsible for systems and strategies regarding any aspect of adult/VET education at local, regional and national level.

The agenda included presentation of the developed diagnostic test regarding the soft skills required by employers. There were demonstrated selected soft skills available on the project site: <https://stratagame.erasmus.site/pl/test-homepage/>. The analysis and the diagnosis processes of the soft skills diagnostic tool, as well as the game model were largely commented by the audience. The debates focused on the possibilities of professional development in terms of described soft skills required by the labour market.



During the event, there was also a draft presentation of the educational game with its assumptions and the scenario prepared by AFIE. The participants also took part in the panel regarding the development of the vocational education and training.



The lists of proposed soft skills and its implementation were a source of many comments and remarks from the audience. The participants of the ME were interested in the further implementation of the game which is going to be considered as the supportive tool in the development or implementation of soft skills of youngsters.

The project' results, their usefulness and usability have been positively appreciated by the majority of the participants.

Teachers appreciated in the highest way the training content and the pedagogical methods of the game and diagnostic tool, indicating as strong points of the presented platform the completeness and the correctness of the content, as well as the its compliance with the labour market needs.

The inconvenience can be the length of the diagnostic tool which cannot be used during the lessons due to the time consuming.

At the end of the Multiplier Event each participant received a certificate of attendance during the event.



