

2nd and FINAL PRESS ARTICLE

SUCCESSFULLY CONCLUDED STRATAGAME PROJECT

After two years of activity, the STRATAGAME project has just ended, realized with the contribution of the Erasmus + program by a partnership of 7 entities belonging to 5 European countries: the Romanian coordinator ASOCIATIA CENTRUL DE DEZVOLTARE ARAD and the other partners from Italy (Med.ORO scarl), from Spain (MARKEUT SKILLS SOCIEDAD LIMITADA and ASOCIACIÓN VALENCIA INNO HUB), from Poland (STOWARZYSZENIE NA RZECZ INNOWACJI I EDUKACJI and DANMAR COMPUTERS SP Z LIMITED COMPANY OO) and from Turkey (MKV INTERNATIONAL CONSULTING AND TRAINING COMPANY LIMITED).

With the basic objective of supporting young students in the most "performing" search for professional opportunities, directly involving the world of school and more widely of professional training, STRATAGAME has focused on activities aimed at helping young people in the acquisition and development of so-called *soft skills*, i.e. transversal skills that are particularly important for a more promising access to the labor market, and at the same time contributing to the professional development of teachers in the knowledge of suitable methodologies to include in the curricula of students the certification of their soft skills .

Thanks to STRATAGAME project, the following have therefore been created:

- **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

All three of these products have been tested and evaluated in the 5 participating countries by as many as 209 students and 247 teachers and training / guidance experts. They were subjected to appropriate evaluation questionnaires on the validity of the Test, Game and Guide and the results detected in each of the participating countries are truly encouraging: all the interviewees greatly appreciated the quality and effectiveness of these products and therefore their ability to achieve their respective goals and, consequently, those of the entire STRATAGAME project.

Another important moment of the project, which took place in its final phase, was represented by an innovative inter-partners training session in which 13 teachers and 12 students from the 5 participating countries took part. The activity in question should have taken place in Valencia last May but, due to the restrictions imposed by COVID-19, it was redesigned and implemented in online mode, engaging the participants very intensively

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for 3 hours a day and for 5 days , from 21th to 25th September 2020. During the activity the 5 soft skills developed in the Stratagame project were presented, commented, discussed and "tested" and, despite the "virtual" mode, all participants were very involved in the interactive activities and they greatly appreciated the validity of this experience which allowed them to get to know themselves better, to compare themselves with others in an international context and to improve the level of their soft skills. And so while teachers will have valid tools to integrate their educational programs, students will have greater ability to enter the job market, also thanks to obtaining the Europass Mobility certification. This experimental format of on-line training has therefore demonstrated its full validity and also its replicability and, after all, it is another "unofficial" output of the Stratagame project.

Both the Test, the Game and the Guide are available on the project website <https://stratagame.erasmus.site/> in English and also in the respective languages of the 5 participating countries.

All the partners have promoted Stratagame project also through events organized in their respective countries with the contribution of their associated partner schools and training centers and will work to disseminate the results of the project in wider contexts related to the worlds of education, training and entrepreneurship.



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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-RO01-KA202-049112 with Romanian National Agency. The implementation period of time is 24 months, between 1.10.2018 and 30.09.2020

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