

# SGAG PROJECT



## Aim of the project

**SGAG (Skill Generator Assessment Game)** is an educational project carried out by the international partnership of six organisations. The aim of the project is to support the process of building soft skills among the students of vocational schools, which would increase their chances to find employment upon graduation. In order to attain this goal, the e-learning course will be developed and accompanied by the educational online game that will allow to develop their time management, communication, team work or problem solving skills.

## Main assumptions

- Educational game will reflect the situations that students deal with in everyday life. The goal is to make the process of education as natural as possible and provide a valuable learning experience for students.
- The e-course and the online game will serve as tools for teachers, helping them to include the soft skills development activities to their programme of teaching.

## Why is the project important?

The project will contribute to the enhancement of employability potential of the vocational school graduates as it will help to equip them in additional qualifications, improving their prospects on the labour market. The project will also create an opportunity to discuss the process of developing soft skills in the vocational education.

*Adjustment of vocational education to the realities and needs of the labour market, as well as the enhancement of the offer of vocational schools, is currently one the most important challenges for the European systems of education. Application of new technologies and media comprises a step ahead to improve the quality and effectiveness of teaching.*

[www.sgag.eu](http://www.sgag.eu)



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## Partners:

TEMPO Training and Consulting



Aregai Terre di benessere



Biedriba Eurofortis



eLearning & Software



ERFC



ITS Turismo



University of Lodz

