



SGAG – SKILL GENERATOR ASSESSMENT GAME

WWW.SGAG.EU

PURPOSE OF THE PROJECT:

Provide support for soft skills development among vocational school students in order to increase their chances of gaining employment after completing training

MAIN TOPICS:

- Teamwork
- Organizational skills
- Effective leadership
- Adaptability to change
- Orientation on result

RESULTS



E-Learning course

Educational Game

This course will serve as a tool for teachers to help with the implementation of curricula at vocational schools and the related development of soft skills for students.

IMPACTS



Inclusion of modern teaching techniques

Increasing the attractiveness and effectiveness of vocational training

Adaptation of training to the needs of the labor market

The game will reflect the situations in which students come into contact in everyday life so that the learning process continues in the most natural way and thus represents significant added value for students.

SGAG is an international educational project implemented by the company

Tempo Training & Consulting, as coordinator, in cooperation with foreign partners over the years 2015 to 2017.

Project Partners:



TEMPO Training and Consulting



Biedriba Eurofortis



ERFC



University of Lodz



Aregai Terre di benessere



eLearning & Software



ITS Turismo



Erasmus+