



Grant Agreement No.: 825147
Call: H2020-ICT-2018-2020

Topic: ICT-24-2018-2019
Type of action: CSA



TRANSVERSAL COMPETENCE AND SOFT SKILLS TRAINING PACKAGE

Partners

Civitta | ESN - European Startup Network |
Startup Division | IPIL | Q-Plan | FVA New
Media Design | Pedal | LOBA | BIC Bratislava



This project has received funding from the European
Union's Horizon 2020 Research and Innovation
programme under Grant Agreement No 825147

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TC&S package

The following package can be used inside your organisation to do a training on Transversal Competence and soft skills, such as:

- Critical thinking, problem solving, reasoning, analysis, interpretation, synthesizing information
- Design thinking
- Creativity, artistry, curiosity, imagination, innovation
- Flexibility/adaptability, uncertainty management and innovation management
- Full stack competences
- Initiative, proactivity, enthusiasm
- Perseverance, self-direction, planning, self-discipline
- Communication, public speaking and presenting
- Leadership, teamwork, collaboration, cooperation

FVA have designed and implemented the **training package related to Transversal Competence and soft skills** (TC&S) to be delivered within the organization's team. The module goal is to train the team on most of the TC&S, with a special focus on specific needs of SMEs and Startups.

The methodological approach is based on using **experiential learning with a gamified approach**, to make the experience **collaborative** (social motivation, knowledge sharing and mutual learning), **participative** (everyone to contribute proactively), **reflective** (the facilitated debriefing stimulates discussion and reflection), **situated** (practical and easily transferable to other domains).

The package is complemented by **two serious games** that an organisation can use to engage the teams during the activity.



The first game is an “ice breaker” game to highlight the skills needed from a start-up providing inspirational examples during the debriefing phase. The game is called “**App2thesky**” and the scope of the game is to combine different geometric figures to build a tower as high as possible.

At the end of the game each participant can measure the height of the tower. In the game there is also an unexpected event to test the flexibility and uncertainty management of the participants.

The game is a metaphoric representation of a design process of an innovative product/service for a start-up where different kinds of expertise is key. This is represented by the geometric figures, very different from one another. The columns appearing from the ground, which are unexpected events in the game, represent a new innovative idea that may come up and push the innovators to restart the design process from scratch; or may represent a disruptive change (as the Covid-19 pandemic) that even if negative, can generate new opportunities.

The game can be also used to select a team leader for the next step of the TC&S module (Design thinking activity).

Link to the [App2TheSky](#) game (use session code 1006).



The second serious game designed, “**The Wallet game**”, is **based on the Stanford Design Thinking learning experience** and touches the principles of the methodology. The game is designed to be used **face to face or online**. As per the online version, it can be delivered using the online collaborative tools (e.g. “miro”).

The Wallet game package contains a presentation for the facilitator, a video explaining the use of the [miro platform](#) and all graphical elements to set up the online collaborative board.

[Link to the deployment package](#)

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