

# GAMMOPOLY

The project "Gammopoly - The game of life for adult education" is a project of strategic partnership in adult education field, developed by a consortium of 5 european organisations from Romania (AICSCC – Gamma Institute), Italy (CEIPES), Portugal (Check – IN Association), Spain (Aspaym Castilla y Leon) and Poland (IAiRS) on a period of 20 month.

The main aim is to facilitate the access of adults to inovative methods of nonformal education, through which they can develop key competencies and life abilities for a better insertion on the labour market, that is more and more focused on technology and continuous training.

For fulfilling this aim, the partners are focusing on 3 specific objectives:

1. The facilitation of development of key competencies on the labour market, through a boardgame that simulates reality and crises situations in lifespan.
2. Increasing working competencies of adult educators (psychologists, psychotherapists, coach, carrer counselors, trainers, human resources specialists) for developing new activities in order to integrate better adults with lower levels of key competencies.
3. Incresing the organisational capacity for the 5 european organisations for developing toolkits and instruments they can use in their daily work and extending the activities with adults with fewer opportunities on the labour market, promoting social inclusion.

Approved by Romenian National Agency of Erasmus+, with reference number: 2019-1-RO01-KA204-063821

+info: [www.gammopoly.infoproject.eu](http://www.gammopoly.infoproject.eu)



With the support of the Erasmus+ Programme of the European Union

## GET IN TOUCH

AICSCC - Gamma Institute  
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## PARTICIPANTS

Competencies & dimensions in adult education

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## SOFT SKILLS

**Problem-Solving** - no matter what the job is, eventually something will go wrong and employers want to know that you're capable of coming up with a quick and effective solution.

**Critical Thinking** - critical thinkers come up with new and better ways to work, making it an invaluable skill to put on a resume.

**Communication** - whether it's written or verbal, being able to communicate with your boss, coworkers, and clients/customers in all situations is very valuable.

**Emotional Intelligence** - refers to the ability to identify and manage one's own emotions, as well as the emotions of others.

**Interpersonal relationship** - is a strong, deep, or close association or acquaintance between two or more people that may range in duration from brief to enduring.

**Resilience** - as the process of adapting well in the face of adversity, trauma, tragedy, threats or significant sources of stress.

**Flexibility** - have a natural ability to use a variety of methods and approaches in different circumstances to get the best end result.

**Teamwork** - To work with other people at some point, and employers want to know that you can succeed in a team environment.

**Decision making** - The process of identifying and choosing alternatives based on the values, preferences and beliefs of the decision-maker.



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## TEAM

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