



We are delighted to invite you to the **Final Results Presentation Event** of the [MEGASKILLS](https://l42.be/home) project, a Horizon Europe initiative that aims to enhance employability by bridging the gap between labour market needs and education through an innovative game-based approach to soft skills training. The event will take place on 11 December 2025 from 9:00 to 16:00 (CET) at the L42 Business Center & Conference in Brussels, and online in a **hybrid format**.

This event will bring together policy makers, researchers, SME representatives, educators, and skills enthusiasts to discuss the project's key insights and outcomes, and to explore future directions for innovative approaches in skills development. It is an opportunity to connect, exchange perspectives, and draw inspiration for your own work.

L42 Business Center & Conference, Rue de la Loi 42, 1040 Bruxelles

<https://l42.be/home>

For any last minute requests, please email: play@megaskills.eu

Agenda

Thursday 11 December 2025, 09:00 to 16:00

09:00 – 09:30 | Registration

09:30 – 09:45 | Welcome & Opening Remarks by the Host Organisations All Digital and CEA-PME followed by project presentation by Leire Bastida
TECNALIA, Project Coordinator

09:45 – 11:15 | From Research to Reality: The MEGASKILLS Journey - Scientific Presentation by the Consortium

11:15 – 11:30 | Coffee break

11:30 - 12:30 | Panel Discussion – Bridging Evidence and Policy: MEGASKILLS Methodologies in Focus moderated by David Kosina with:

- **Frank Siebern-Thomas** (DG Employment, European Commission)
- **David Timis** (Generation)
- **Pekka Nebelung** (Nebelung Collective)
- **Thomas François** (UCLouvain University)
- **Emilio Dogliani** (EfVet)

12:30 – 13:30 | Networking Lunch & Platform Testing

Afternoon Session

13:30 – 13:45 | The People Behind MEGASKILLS: Stories from the Field

13:45 – 14:45 | Panel Discussion – What's Next: Advancing Sustainability and Scaling Opportunities moderated by Flavio Escribano with:

- **Kris Vandevoorde** (Belgian Esports Federation)
- **Ann Becker** (Video Games Association)
- **Konrad Adamczewski** (11BitStudios)
- **Dayana Mejias Roman** (Viblio)

14:45 – 15:00 | Final Insights and Way Forward

15:00–15:45 – Networking & Platform Testing at the Gaming Stand

15:45-16:00 - Closing

Guest Speakers



Frank Siebern-Thomas is Head of Unit of the “Fair Green and Digital Transitions, Research” unit in the European Commission's Directorate-General for Employment, Social Affairs and Inclusion, in charge of policy development and analysis related to the employment and social dimensions of the green and digital transitions (e.g. Council Recommendation on ensuring a fair transition towards climate-neutrality) and links with the European research & innovation programme Horizon Europe.



David Timis is the Global Communications & Public Affairs Manager at Generation, one of the world's largest skilling and employment nonprofits, where he leads global storytelling and EU-level advocacy. A recognised voice on the societal impact of artificial intelligence, David speaks internationally about the opportunities and challenges AI brings for people, businesses, and institutions

<https://www.davidtimis.com>



Pekka Nebelung is an accomplished international business professional with deep expertise in sales, business development, market expansion, and leadership. As the 11th employee of a rapidly growing tech company, he played a pivotal role in scaling the organisation to nearly 180 employees across Germany, the Netherlands, the United States, and Canada, serving in key COO/CCO roles and helping build operations across two continents.



Thomas François is an Associate Professor in Applied Linguistics and Natural Language Processing, attached to UCLouvain since 2018. His research focuses on the automatic assessment of text readability, automatic text simplification, efficient communication in professional contexts, and automatic essay scoring. Thomas François received the best Ph.D. Thesis award by the ATALA in 2012 and has been a B.A.E.F. and Fulbright Fellow. He is the author or co-author of over 100 publications and book chapters. He is also a team leader of the sister Horizon Project iRead4skills.



Emilio Dogliani is the Advocacy and Project Manager at the European Forum for Technical and Vocational Education and Training (EfVet), where he is in charge of strengthening relations with the European institutions and partners, as well as coordinating the advocacy and policy strategy of the organization. His previous experience in the European Commission and the Commission of the Bishops' Conferences of the European Union (COMECE) allowed him to hone his skills in institutional relations, project management and public

speaking. He has contributed to EU policymaking in various other formats on intergenerational dialogue and fairness, inclusive and sustainable vocational education and training, religious education, skills and cultural heritage.



Kris Vandevoorde is a project lead and innovation manager driving the development of a pioneering Esports Campus in Flanders, created in collaboration with HOWEST and Scholengroep Impact. He also serves as a Board Member of the Belgian Esports Federation (BESF), where he acts as Commissioner for Institutional Relations and helps shape national esports policy while strengthening the links between esports, education, government, and societal partners.



Ann Becker is the Head of Policy and Public Affairs at Video Games Association, the European Federation representing the video game industry in Europe. Ann brings over two decades of strategic experience at the intersection of digital policy, media, and interactive entertainment. Before joining Video Games Europe in 2017, she served as Senior Adviser to the European Publishers Council and previously led the IP, Media, Entertainment & Sports practice at Hill+Knowlton Strategies in Brussels. Earlier in her career, Ann represented the French media group Lagardère SCA

towards the European Institutions. Ms Becker holds an MA from King's College, University of London, in UK, EU & US Copyright Law and an MA from the University of Paris in Regional Economic Development and international Cooperation.



Dayana Mejias Roman is the Founder & CEO of ApprenDO Srl, an AI-driven startup optimizing upskilling and reskilling. She is a Professional Affiliate at Scuola Superiore Sant'Anna in Pisa, Principal Expert in Negotiation and Conflict Management at The European House – Ambrosetti, Adjunct Professor at MIB Trieste (Executive MBA in Innovation), and Lecturer at SISSA (Master in Complex Actions).

She advises organizations on technology-driven transformation, organizational change, and strategic acceleration, with experience across global companies including Google, Microsoft, Ferrari, Nestlé, Unilever, and Vodafone. An accomplished author and international collaborator, she works with Stanford, Harvard, MIT, and Politecnico di Milano on negotiation and organizational communication.



Konrad Adamczewski is the Senior PR Manager at 11 bit studios, a Warsaw based video game development and publishing company internationally recognised for producing innovative, narrative driven titles that address complex social and moral themes. He is a communications strategist with nearly two decades of experience in the video game industry - first as a journalist, and now as a PR professional. At 11 bit studios, he has helped shape the communication of titles like This War of Mine, the Frostpunk series, and The Alters - games known for intertwining

gameplay with emotional resonance, reflection, and human impact. He focuses on crafting campaigns around stories that matter and games that feel relatable to players.