



Press release
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Feedback to Policy Event Session on Skills and Education

Brussels, Belgium – Recently, the MEGASKILLS project participated in the Feedback to Policy event, organised by the European Commission's DG EMPL, DG EAC, DG RTD, and the European Research Executive Agency.

The event gathered Horizon Europe projects focused on education and skills to share research results and policy recommendations supporting the EU's skills agenda. It aimed to strengthen the link between research and policymaking, highlighting innovative approaches that address the evolving demands of Europe's labour market. By fostering inter-project collaboration, the event underlined how research can help tackle skills shortages and mismatches through evidence-based, forward-looking solutions.

Event Overview

Moderated by Bartek Lessaer (Unit A4: Evidence-Based Policy and Evaluation, DG Education, Youth, Sport and Culture), the **Education session** explored key challenges such as underachievement and early school leaving, the innovative use of technology in education and training, and effective investment in high-quality learning systems. The discussion showcased six pioneering projects that are shaping Europe's education policies:

[Effect](#) (*Enhancing Efficiency and Effectiveness in Education*) | aiming to enhance the quality of education in the EU by providing evidence-based policy recommendations and conducting rigorous research on the education policies of individual EU member states.

[LEARN](#) (*Longitudinal Educational Achievements: Reducing iNequalities*) | examining patterns in nine carefully selected and contrasting European countries, providing evidence-based interventions, mapping existing data and developing tools to empower policymakers in their quest to reduce educational disparities and forge a more equitable future.

[MapIE](#) (*Mapping of Longitudinal Data of Inequalities in Education*) | exploring the mechanisms driving educational inequalities and analyses the policies, practices, and interventions that can reduce them across schools, regions, and education systems, conducted in Finland, Sweden, Norway, Germany, and Hungary.

[SCIREARLY](#) (*Reducing Early School Leaving and Underachievement*) | aiming to help all children, especially those from disadvantaged backgrounds, succeed in school by identifying the social and educational factors behind underachievement and early school leaving and promoting inclusive, high-quality teaching practices across Europe.





[e-DPLOMA](#) (*electronic, Didactive and Innovative Platform for Learning based On Multimedia Assets*) | aiming to take e-learning to a new level of quality by integrating Augmented and Virtual Reality, Artificial Intelligence, interactive technologies, chatbots, and gamification into a newly designed digital learning platform. Drawing on innovations from the broadcasting, gaming, and eSports industries, the project adapts proven technologies to education through co-creation with teachers, learners, families, and policymakers.

[Extend D.T.2](#) (*Extending Design Thinking with Emerging Digital Technologies*) | exploring to use Emerging Technologies to enhance the pedagogical value, sustainable digitization and potential for wide deployment of Design Thinking.

The **Session on Addressing Skills and Labour Shortages, and Skills Mismatches**, moderated by Simone Rosini (Unit F3: Fair, Green and Digital Transitions, Research – DG Employment, Social Affairs and Inclusion), featured contributions from six Horizon Europe projects, highlighting innovative approaches to building a more resilient and adaptable European workforce, included:

[TRAILS](#) (*Enabling Data Analytics for Actions Tackling Skills Shortages*) | seeking to build on current data in skills mismatches and create novel tools and databases, harnessing the power of Artificial Intelligence, and empowering Vocational and Adult Education training to match employers with educational opportunities to reallocate workers efficiently.

[SkilMeet](#) (*Skills for labour markets in the digital and green transition*) | exploring how the digital and green transformation of European economies are changing the demand for skills, and analysing the scope of skills shortages and mismatches, identify their drivers and propose innovative ways to reduce skills gaps.

[SKILLAB](#) | aiming at delivering an open-source skill demand/supply identification, analysis and prediction hub for citizens, enterprises, academia, and policy makers.

[SkillsPULSE](#) (*Skills-predicting, understanding and locating shortages in Europe*) | aiming at strengthening Europe's skills intelligence by analysing the causes and future trends of skills shortages, developing measurement tools like a Skills Shortage Index, and providing evidence to guide education, training, and labour market policies across Europe.

[SKILLS2CAPABILITIES](#) | aiming at understanding how skill systems need to develop if they are to assist people in making labour market transitions - i.e. between jobs, employers or sectors – and thereby reduce the level of skill mismatch which might otherwise arise. The study is about the capabilities individuals will increasingly need to acquire if they are to effectively manage labour market transitions.

The MEGASKILLS project showcased its vision to bridge the gap between education and labour market needs through gameplay, enabling stakeholders to rethink how soft skills are developed, measured, and validated for the digital and green transitions.





The discussion concluded with **policy recommendations** emerging from the project:

- Adopt a Unified Framework at EU level centred on the project's list of soft skills
- Integrate gamified learning in educational curricula and corporate training programs
- Promote integration of soft skills into national and EU educational strategies and enhance collaboration between educational institutions and industries to bridge the gap;

Discover more in our [Policy Brief](#) and stay tuned as we present the final project recommendations at the [Final Event](#) in Brussels on 11 December.

