



Press release  
25 November 2025



## MEGASKILLS Project Announces Final Results Event: Transforming Video Games into the Future of Skills Development Brussels, 11 December 2025

Brussels, Belgium - The MEGASKILLS consortium is pleased to announce the Final Results Presentation Event, marking the culmination of three years of advanced research funded under the Horizon Europe Programme. 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 will be accessible worldwide through a hybrid online format.

MEGASKILLS is a groundbreaking European initiative that set out to bridge the gap between labour market needs and education systems by using an unexpected tool: **commercial video games**. Over the course of the project, researchers, educators, and technology partners collaborated to develop a **scientifically validated methodology** that uses gaming environments to assess, train, and certify essential 21st-century soft skills such as problem solving, time management, critical thinking, and adaptability.

The research achievements include:

- Scientific identification of the "Big Three" 21st-century competencies
- A comprehensive soft skills taxonomy aligned with labour-market needs.
- Game-based training modules designed to develop competencies such as problem solving, collaboration, adaptability, creativity, and perseverance.
- Development of an AI platform with assessment system that analyses in-game behaviour to infer users' skill profiles.

Through large-scale testing across Europe, the project has involved students, jobseekers, SME employees, migrants, and vulnerable groups, ensuring that the resulting tools are inclusive, scalable, and relevant to real-world contexts. To enhance employability and mobility, MEGASKILLS also issues Europass Digital Credentials, enabling formal recognition of skills demonstrated through gameplay - an important step toward modernising skills certification systems in Europe.

By generating robust evidence, innovative tools, and policy-relevant insights, the project contributes to the EU's broader agenda on lifelong learning, employability, and the digital transformation of education and work. To ensure effective dissemination and wide visibility, the partners maintain regular updates across their communication and social media channels, reaching stakeholders at both European and national levels.





## **A Milestone Event for Policymakers, Educators, Industry and Skills Stakeholders**

The final event will bring together a wide range of actors working at the intersection of education, technology, and employment. Participants will have the opportunity to engage with the project's final outputs and explore how game-based methodologies and AI can support Europe's green and digital transitions.

The programme will feature:

- Presentation of the MEGASKILLS platform, methodology, and research findings
- Panel discussions with experts in skills development, gaming, AI, and labour-market innovation
- Testimonies from educators, SMEs, and learners involved in the project's pilots
- Hands-on demonstrations of the MEGASKILLS platform
- Networking opportunities for future collaboration

The event is designed not only to showcase results but to spark dialogue, build connections, and inspire new approaches to soft skills development across Europe.

### **Event Information & Registration**

Full details and agenda are available on the MEGASKILLS website:  
👉 <https://www.megaskills.eu/megaskills-final-event>

[Register here](#) to attend in Brussels or join online and be part of the conversation shaping the future of skills development.

