

Press release  
Brussels, 11 December 2025



## MEGASKILLS Final Results Event Overview

Thank you for joining the MEGASKILLS Final Results Presentation Event, both in person and online, marking the conclusion of three years of research funded under the Horizon Europe Programme and bringing together policymakers, educators, researchers, SMEs, and skills professionals from across Europe.

The event showcased how commercial video games can be transformed into scientifically validated tools for assessing and developing essential 21st century soft skills, addressing persistent gaps between education and labour market needs.

Real world implementation cases confirmed measurable improvements in transversal skills and highlighted the scalability of the approach across education, training, and workforce development contexts. The event also outlined policy recommendations and a roadmap for wider adoption, reinforcing MEGASKILLS' potential contribution to Europe's green and digital transitions.

**Event materials, including presentations and the recording, are now available online:**

[Click here for the event's slides](#)

[Click here for the event's photos](#)

[Click here to view the recording of the event](#)

Explore the MEGASKILLS platform firsthand here: [https://lnkd.in/e6EDv\\_jN](https://lnkd.in/e6EDv_jN)

The event consisted of a results overview featuring interactive resources and testimonials from pilot participants, as well as two panel discussions:

The first panel explored the growing role of soft skills in Europe's future skills strategy, highlighting their importance for supporting the green transition, strengthening competitiveness, and enhancing productivity across sectors.

Speakers emphasised that transversal soft skills are here to stay, as they remain essential regardless of job role, technology, or sector. The discussion showcased the MEGASKILLS methodology as a practical and evidence-based approach to strengthening how learners acquire, assess, and demonstrate soft skills, with strong potential for real world application.

Moderated by: David Kosina

Panellists:

- Simone Rosini, European Commission DG Employment
- David Timis, Generation





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- Pekka Nebelung, Nebelung Collective
- Thomas François, UCLouvain University
- Emilio Dogliani, EfVet

The second panel focused on the real-world application of commercial video games in education and training contexts highlighted that:

- Video games naturally encourage players to problem-solve, adapt, communicate, and experiment, making them a powerful and scalable tool for education.
- Gamers are constantly dealing with failure, trying again, adjusting strategies, and improving. This mindset fosters resilience, which is key for sustainable learning and personal growth.
- Despite common misconceptions, video games can have many positive impacts, from boosting engagement to supporting learners who thrive better in game-based environments.

The takeaway: Commercial games offer real, scalable, and sustainable pathways to support soft skill development which is perfectly aligned with MEGASKILLS' mission.

Moderated by Flavio Escribano with:

- Kris Vandevenne (Belgian Esports Federation)
- Ann Becker (Video Games Association)
- Konrad Adamczewski (11BitStudios)

