

SOFT SKILL GAME - Gamification and learning games

The world's LARGEST multilingual "Soft & Life skills" training games catalogue:

270 online training games to develop transversal skills

Serious games compliant with the European Competence Framework (LifeComp EU) and international guidelines (WHO, OECD, UN)

8 languages (EN-UK, EN-USA, ES, IT, DE, FR, PT, PT-BR) - 6 areas - 28 skills -
3 levels (beginner, intermediate, advanced) - 3 assessment levels (gold, silver, bronze) -
Subtitles - Avatars and 3D settings - Open and Competence badges with blockchain technology

1. COGNITIVE AREA

1. CONTEXT AWARENESS AND INNOVATION ORIENTATION

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| 1. UNDERSTANDING THE WORK ENVIRONMENT | Being aware of tasks and expectations (beginner) |
| 2. ADAPTING TO ORGANIZATIONAL CHANGES | Recognizing stakeholders (beginner) |
| 3. BEING PROACTIVE IN CHANGE | Adapting to the work of the future (intermediate) |
| 4. UNDERSTANDING HOW THE ORGANIZATION WORKS | Knowing what to do and who to talk to (intermediate) |
| 5. INDIVIDUAL IMPACTS ON CORPORATE GOALS | Everyone can be decisive (advanced) |
| 6. TRANSACTIVE MEMORY AND SHARED KNOWLEDGE | Who knows what? (advanced) |
| 7. BEING CONSISTENT AND RESPONSIBLE | Business guidelines and values (advanced) |

2. PROBLEM-SOLVING

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| 1. TRAINING ATTENTION AND FOCUS | Focus <i>Mind</i> (beginner) |
| 2. SOLVING PROBLEMS | CEO for a day (beginner) |
| 3. TO THINK OUTSIDE THE BOX | Lateral work (beginner) |
| 4. CREATIVE SOLUTIONS | Enigma (beginner) |
| 5. BRAINSTORMING AND DIVERGENT THINKING | Brains in a storm (intermediate) |
| 6. CREATIVITY AND LATERAL THINKING | Six hats (intermediate) |
| 7. ADDRESSING COMPLEX PROBLEMS | innovative solutions (intermediate) |
| 8. UNDERSTANDING THE CAUSES OF PROBLEMS | Collecting useful information (intermediate) |
| 9. PROBLEM SOLVING STEPS | TPN Analysis and Matrix Analysis (advanced) |
| 10. ADVANCED PROBLEM SOLVING | The "5 Whys" technique (advanced) |
| 11. FINDING VIABLE ALTERNATIVES | Mysterious basement (advanced) |
| 12. BEING ABLE TO MAKE GOOD DECISIONS | How to set the ultimate goal and choose the right option (advanced) |

3. SYSTEMS THINKING AND STRATEGIC VISION

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| 1. CREATIVE AND STRATEGIC THINKING | Free your mind (beginner) |
| 2. CRITICAL THINKING AND OPEN-MINDEDNESS | Amnesia (beginner) |
| 3. THINKING SYSTEMICALLY | Interrelated processes (beginner) |
| 4. CRITICAL THINKING | Train your mind (intermediate) |
| 5. STRATEGIC PLANNING | Looking at the wider picture (intermediate) |
| 6. COMPREHENSIVE OVERVIEW AND NEW PRODUCT DEVELOPMENT | Connections, impacts and experimentation (in) |
| 7. CRITICAL AND SYSTEMS THINKING AND STRATEGIC VISION | The intern (advanced) |
| 8. SYSTEMS THINKING AND CIRCULAR ECONOMY | Holistic sustainability (advanced) |
| 9. SYSTEMIC LEADERSHIP | Focusing on the whole rather than details (advanced) |
| 10. ANALYTICAL AND REFLECTIVE SKILLS | Tackling complex issues (advanced) |

4. LEARNING ORIENTATION

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| 1. INFORMATION SHARING | Learning organization (beginner) |
| 2. I KNOW THAT I KNOW NOTHING | Socrates in the office (beginner) |
| 3. LIFELONG LEARNING | Learning to learn (beginner) |
| 4. LEARNING ORIENTATION | Feedback, change and growth (intermediate) |
| 5. LEARNING OPPORTUNITIES | Questioning yourself (intermediate) |
| 6. LEARNING NEW THINGS | Learning by learning (intermediate) |
| 7. THERE'S ALWAYS SOMETHING TO LEARN | Training ground to learn (advanced) |
| 8. TEAM TRAINING | Together you learn better (advanced) |
| 9. LEARNING TO GROW | Mentoring (advanced) |

2. EMOTIONAL AREA

1. MANAGING EMOTIONS

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| 1. AWARENESS AND EMOTIONAL MANAGEMENT | E-motion (beginner) |
| 2. EMOTIONAL INTELLIGENCE | Empathy and emotional quotient (beginner) |
| 3. UNDERSTANDING AND EXPLORING EMOTIONS | Plutchik's wheel of emotions (beginner) |
| 4. ASSERTIVE, AGGRESSIVE AND PASSIVE BEHAVIOURS | Office, not battlefield! (intermediate) |
| 5. MANAGING NEGATIVE EMOTIONS | Anger management (intermediate) |

6. EMOTIONAL STATES AND COMPONENTS
7. REMOTE WORKING AND EMOTIONAL INTELLIGENCE
8. INTROSPECTIVE AND SOCIAL EMOTIONAL INTELLIGENCE
9. TUNE IN TO YOUR EMOTIONS AND THOSE OF OTHERS

2. STRESS AND ORGANIZATIONAL WELL-BEING

1. STRESS MANAGEMENT
2. PREVENTING *BURNOUT*
3. THE BASIC PRINCIPLES OF *MINDFULNESS*
4. ORGANIZATIONAL WELL-BEING
5. IMPROVING THE ORGANIZATIONAL ENVIRONMENT
6. *MINDFULNESS*
7. UNDERSTANDING AND MANAGING STRESS
8. WELL-BEING AND THE NEUROBIOLOGY OF ORGANIZATIONS
9. *WELL-BEING*
10. *STRESS MANAGEMENT*
11. *BURNOUT AT WORK*

- Mens sana in corpore sano* (intermediate)
 Remote feelings (advanced)
 Positive and constructive relationships (advanced)
 Empathetic leader (advanced)

- Mr. *STRESS* (beginner)
Awareness (beginner)
 Fostering resilience and well-being (beginner)
 Feeling good to work better (beginner)
 See which way the wind is blowing (intermediate)
Zen mind (intermediate)
Anti-stress strategies (intermediate)
 A matter of chemistry (advanced)
Mindfulness practices (advanced)
Mindfulness and awareness (advanced)
 Management and gratitude strategies (advanced)

3. RELATIONAL AREA

1. LISTEN AND COMMUNICATE

1. ACTIVE LISTENING
2. *PUBLIC SPEAKING*
3. ASSERTIVENESS
4. COMMUNICATING WITH PROVOCATION
5. STRATEGIC COMMUNICATION
6. EFFECTIVE COMMUNICATION
7. NON-VERBAL COMMUNICATION (NVC)
8. LANGUAGE AND INTERNAL COMMUNICATION
9. LISTENING AND COMMUNICATING WELL
10. PERSUASIVE COMMUNICATION

- Dimensions of listening (beginner)
 An excellent performer (beginner)
 Self-confidence and trust in others (beginner)
 Humor and coffee (beginner)
 Persuasive ability (intermediate)
 Treasure hunt (intermediate)
 Special dictionary (intermediate)
 Magic aquarium (advanced)
 Making a difference in relationships (advanced)
 Laws and principles of persuasion (advanced)

2. TEAMWORK AND COLLABORATION

1. TEAMWORK
2. COLLABORATION AND TRUST
3. WORKING TOGETHER
4. TEAMWORK AND COOPERATION
5. MANAGING MEETINGS
6. *TEAM BUILDING AND TEAM WORKING*
7. ENNEAGRAM TYPES AND PERSONALITY
8. SHARED GOALS AND ACTIVE ENGAGEMENT

- Collaborating within a team and improving relationships (intermediate)
Checklist for a perfect meeting (intermediate)
Top team! (intermediate)
 Enneagram *team* (advanced)
 Nuclear warning (advanced)

3. SERVICE ORIENTATION

1. SERVICE ORIENTATION
2. OFFERING HIGH-QUALITY SERVICES
3. IMPROVE YOUR APPROACH TO USERS
4. A USER-CENTRED APPROACH
5. A *CHECKLIST* TO IMPROVE SERVICE QUALITY
6. OPTIMIZING CUSTOMER AND USER EXPERIENCE
7. DEALING WITH TOUGH CUSTOMERS
8. ANTICIPATING NEEDS AND REQUIREMENTS
9. USER EXPERIENCE AND DIGITAL EMPATHY

- Focusing on customer and user needs (beginner)
 Meeting expectations (beginner)
 Listening skills (beginner)
User experience & personas (intermediate)
Front office (intermediate)
Customer centricity (intermediate)
 Finding solutions, avoiding conflicts (advanced)
Customer Experience Circle (advanced)
Empathy map (advanced)

4. CONFLICT MANAGEMENT AND NEGOTIATION

1. NEURO-LINGUISTIC PROGRAMMING
2. NEGOTIATION STYLES
3. WIN-WIN NEGOTIATION
4. RULES OF THE PERFECT NEGOTIATOR
5. CONFLICT MANAGEMENT
6. NEGOTIATING COOPERATIVELY
7. REDUCING TENSIONS AND AGGRESSIVENESS
8. HANDBOOK TO NEGOTIATE EFFECTIVELY
9. CONFLICT MANAGEMENT TECHNIQUES

- Managing conflicts with NLP (beginner)
 Learning to negotiate (beginner)
 Distributive and integrative strategy (beginner)
Hostage (intermediate)
 Five strategies to resolve conflicts (intermediate)
 Personalities and negotiation styles (intermediate)
De-escalation techniques (advanced)
 FBI protocol (advanced)
 Effective behaviour (advanced)

5. DIVERSITY, EQUITY AND INCLUSION

1. OPPOSING GENDER BIAS
2. EQUITY AND IMPARTIALITY
3. COGNITIVE *BIAS*
4. RESPECTING PEOPLE
5. HARASSMENT AND VIOLENCE AT WORK
6. *WORKPLACE STALKING*
7. FIGHTING OFFENCE AND HOSTILITY
8. WORK-LIFE BALANCE
9. *DISABILITY MANAGEMENT*
10. AFFECTIVE EDUCATION
11. FIGHTING MOBBING AND STRAINING

- Difficult mission, but possible (beginner)
 We are not all equal, but justice is equal for all (beginner)
 Prejudices and stereotypes (beginner)
 Unequal treatment and discriminations (beginner)
 Aggressiveness, *de-escalation* and *talk down* (intermediate)
Stalker at work and outside (intermediate)
Stop hostility (intermediate)
Work-life balance (advanced)
 Reasonable accommodations (advanced)
 Healthy and harmonious environment (advanced)
 Being aware of the consequences (advanced)

4. ACHIEVEMENT AREA

1. RELIABILITY

1. RELIABLE WORKER
2. *TIME MANAGEMENT* TECHNIQUES
3. INTEGRITY AND SENSE OF DUTY
4. FIGHTING PROCRASTINATION
5. *TIME MANAGEMENT*
6. DEALING WITH UNFORESEEN EVENTS AND DELAYS
7. EARNING THE TRUST OF OTHER PEOPLE
8. EFFECTIVE TIME MANAGEMENT

Time and quality (beginner)
Timeboxing (beginner)
 Be loyal to your organization (beginner)
 Tomorrow never comes (intermediate)
 Meeting commitments and deadlines (intermediate)
 Effective time management (intermediate)
 Reliable, honest and consistent (advanced)
 The two-minute rule (advanced)

2. RESPONSIBLE DECISION-MAKING

1. MAKING QUICK AND GOOD DECISIONS
2. MAKING GROUP DECISIONS
3. MAKING RESPONSIBLE DECISIONS
4. DECISION-MAKING *MINDSET*
5. OPEN-MINDEDNESS AND FLEXIBILITY
6. *DECISION MAKING*
7. DECISION-MAKING SKILLS
8. THE FEARS AND PARADOXING OF MAKING DECISIONS

Traits of effective decision-makers (beginner)
 Advantages and disadvantages (beginner)
 Decision-making processes and styles (intermediate)
 Aware, responsible and audacious (intermediate)
 Ability to adapt (intermediate)
 Timely and aware (advanced)
 Having the courage to make decisions (advanced)
 Overcoming obstacles (advanced)

3. ACCURACY

1. ACCURACY
2. METHODICAL AND ORGANIZED APPROACH
3. THE IDENTIKIT OF A METICULOUS WORKER
4. WORKING ACCURATELY

How great it is to be accurate (beginner)
 Say no to distractions! (beginner)
 Conscientious, neat and careful (intermediate)
 Finding errors (advanced)

4. SPIRIT OF INITIATIVE AND RESOURCEFULNESS

1. ENTERPRISING SPIRIT
2. PASSION AND NEW STIMULI
3. TEAM SPIRIT
4. ACCEPTING CHALLENGING GOALS
5. ENTERPRISING AND PROACTIVE
6. AN INTRAPRENEUR IN THE COMPANY

Be interested in your job (beginner)
 Give your all in your job (beginner)
Concurrence and cooperation (intermediate)
 Proactive mindset (intermediate)
 Optimism at work (intermediate)
Corporate intrapreneurship and *hackaton* (advanced)

5. GOAL ORIENTATION

1. WORKING WITH ENERGY AND COMMITMENT
2. RESULT ORIENTATION
3. ENTHUSIASM AND COMMITMENT TO WORK
4. RESILIENCE AND DETERMINATION
5. STRIVING FOR RESULTS TO IMPROVE QUALITY
6. *ACHIEVEMENT*
7. OPTIMIZING RESULTS WITH AI

Persevering with tenacity and persistence (beginner)
Goal oriented (intermediate)
Kaizen: continuous improvement (intermediate)
 I bend, but I don't break (intermediate)
 Leading by example and motivating employees (advanced)
 Channel your energy (advanced)
 Artificial intelligence and human control (advanced)

6. POTENTIAL, SOFT SKILLS AND SELF-DEVELOPMENT

1. AREAS OF POTENTIAL
2. RECOGNISE YOUR OWN POTENTIAL
3. INDEPENDENT WORK AND PERSONAL EFFECTIVENESS
4. *EMPOWERMENT* AND HUMAN CAPITAL
5. SELF-ESTEEM AND SELF-EFFICACY
6. SELF-AWARENESS
7. ENHANCING POTENTIAL WITH SELF-DEVELOPMENT

Differently unique (beginner)
 Self-discovery (beginner)
Self-efficacy: an independent employee (intermediate)
 From extras to leading characters (intermediate)
 Improving self-confidence (advanced)
Empowered worker (advanced)
Locus of control (advanced)

5. MANAGEMENT AREA

1. PROCESSES MANAGEMENT

1. PROCESS MANAGEMENT
2. WORKING WITH PROCESSES
3. MONITORING AND ADJUSTING PROCESSES

Tasks, phases, goals (beginner)
 Value chain (intermediate)
 Anticipating unforeseen events and issues (advanced)

2. LEADING A TEAM

1. *MODERN LEADERSHIP*
2. *LEADER OR MANAGER?*
3. TEAM LEADING
4. A LEADER WHO EXEMPLIFIES INTEGRITY
5. WHAT DOES LEADING A GROUP MEAN?
6. BUILDING TRUST
7. ASSIGNING TASKS
8. GROUP IDENTITY AND SHARED VALUES
9. CHECKLIST FOR LEADING A TEAM

Self-leadership (beginner)
 Both is better (beginner)
Top leader (beginner)
 Being a role model (intermediate)
 Sharing, including, facilitating (intermediate)
 The team leader's handbook (intermediate)
 Assessing competences, aptitude and skill (advanced)
Highest purpose (advanced)
G.O.L.F. method (advanced)

3. EMPLOYEE DEVELOPMENT, FEEDBACK AND DELEGATION

1. THE ABILITY OF DELEGATING
2. MANAGING FEEDBACK
3. MOTIVATE THROUGH DELEGATION
4. DELEGATION AND CONTROL
5. PLAN FOR EMPLOYEE DEVELOPMENT

Trying to do everything, you risk getting it wrong (beginner)
 Neither good nor bad (beginner)
 Trust, autonomy, and responsibility (beginner)
 Management levers (intermediate)
 Areas for improvement (advanced)

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| 6. VALUING SKILLS AND STRENGTHS | Encouraging growth, motivation, and engagement (advanced) |
| 4. MOTIVATION AND GROWTH | |
| 1. MOTIVATIONAL SKILLS | Inner drive (beginner) |
| 2. MOTIVATION AND COLLABORATION | Work escape (beginner) |
| 3. DISCOVERING AND MANAGING COMPANY'S TALENT | Talent management (intermediate) |
| 4. MOTIVATION AND GROWTH | Effective and successful habits (intermediate) |
| 5. TECHNIQUES TO BOOST MOTIVATION | Career Drive (advanced) |
| 6. BOOSTING PRODUCTIVITY | Flow & Peak performance (advanced) |
| 7. TEAM EMPOWERMENT | Shared leadership (advanced) |
| 8. MOTIVATING AND DEMOTIVATING FACTORS | Neurochemistry of Motivation (advanced) |
| 5. RESOURCES AND SUSTAINABILITY OPTIMIZATION | |
| 1. IT'S COMPANY PROPERTY, NOT PERSONAL! | Respecting policy and regulations (beginner) |
| 2. ECO-FRIENDLY BEHAVIOUR | Green nudge (beginner) |
| 3. WASTE SORTING IN THE OFFICE | Green company (beginner) |
| 4. RESPECT FOR THE WORKPLACE | Keep the toilets clean! (beginner) |
| 5. ENVIRONMENTALLY FRIENDLY EMPLOYEE | Respect for the environment in the workplace (intermediate) |
| 6. OPTIMISING CORPORATE RESOURCES | Avoid waste! (intermediate) |
| 6. PROMOTING CHANGE | |
| 1. CHANGE MANAGEMENT | Change is possible (beginner) |
| 2. ORIENTATION TOWARDS CHANGE | Not those who begin, but those who persevere (beginner) |
| 3. PROMOTING AND ENCOURAGING CHANGE | Growth opportunities (beginner) |
| 4. CHANGING PROMOTER | Change management (intermediate) |
| 5. CHANGE AS AN OPPORTUNITY | Call for innovation (intermediate) |
| 6. MANAGING THE CHANGE PROCESS | Change requires methodology (advanced) |
| 7. SUPPORTING THE ADOPTION OF NEW PRACTICES | Openness and mental flexibility (advanced) |
| 8. ALIGNING THOUGHTS AND ACTION | Cognitive flexibility and adaptability (advanced) |
| 7. COACHING | |
| 1. COACHING | Pendulum clock (beginner) |
| 2. COACH AND COACHEE | Toolbox (beginner) |
| 3. POTENTIAL AND COACHING | Types, stages and application areas (intermediate) |
| 4. HOW TO USE QUESTIONS IN COACHING | Open-ended, closed, and powerful questions (advanced) |
| 5. TRADITIONAL AND PSYCHOLOGICAL COACHING | Einstein's brain (advanced) |
| 8. PERFORMANCE EVALUATION | |
| 1. ASSESS HUMAN CAPITAL | Bi-directional evaluation (beginner) |
| 2. PERFORMANCE ASSESSMENT INTERVIEW | "3 Ps" of assessment (intermediate) |
| 3. PERSONALITY TESTS | Big Five Questionnaire (intermediate) |
| 4. ASSESSING BEHAVIOUR AND SOFT SKILLS | The SPHERE system (intermediate) |
| 5. EVALUATING ROLES AND PERFORMANCE | Performance management and appraisal (advanced) |
| 9. PERSONNEL SELECTION | |
| 1. PERSONNEL SELECTION | No stress interview (beginner) |
| 2. JOB INTERVIEW | Question to understand (beginner) |
| 3. HUMAN CAPITAL RECRUITMENT PROCESS | Techniques, dynamics and strategies (beginner) |
| 4. DISCOVERING THE LIES | Lie detector (intermediate) |
| 5. TECHNIQUES FOR ASSESSING POTENTIAL | Assessment (intermediate) |
| 6. BIASES AND CANDIDATE RECRUITMENT | The impact of cognitive biases at work (intermediate) |
| 7. SYSTEMS OF STAFF RECRUITMENT | Facial action coding system (advanced) |
| 8. INNOVATIVE SYSTEMS FOR RECRUITMENT AND EVALUATION | Recruiting gamification and learning games (ad) |
| 6. DIGITAL COMPETENCE AREA | |
| 1. DIGITAL AWARENESS | |
| 1. DIGITAL AWARENESS | New tools, new opportunities (beginner) |
| 2. DIGITAL TOOLS AND TECHNOLOGIES AT WORK | Adapt the way you work (intermediate) |
| 3. CHANGING YOUR WAY OF WORKING | People analytics and Human Resources management (intermediate) |
| 2. WEB, SOCIAL MEDIA AND ARTIFICIAL INTELLIGENCE | |
| 1. WEB & SOCIAL USE | Netiquette and social media policy (beginner) |
| 2. ADDICTION, NOMOPHOBIA AND SOCIAL DETOX | Cyberloafing and business productivity (beginner) |
| 3. THE ADVANTAGES OF SOCIAL MEDIA | Instagram strategies (beginner) |
| 4. INTEGRATING AI IN THE COMPANY | A support tool, not a replacement (beginner) |
| 5. LEARNING BY PLAYING | Narratives and serious games (intermediate) |
| 6. COMMUNICATING WITH STORYTELLING | Story experience (intermediate) |
| 7. BRANDING & SOCIAL MEDIA | Viral posts (intermediate) |
| 8. IMPROVING WORK PROCESSES WITH AI | Use cases (intermediate) |
| 9. ADVANCED STORYTELLING | Narrative steps and language styles (advanced) |