

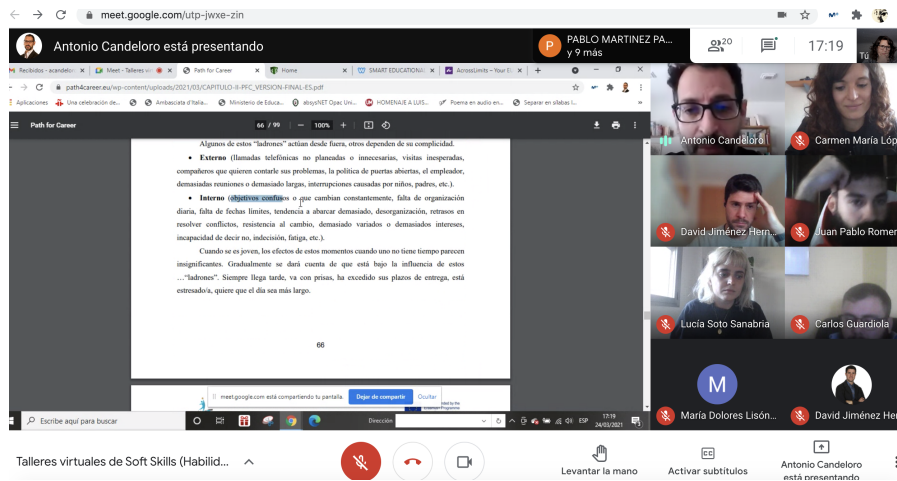


Path for Career

Closing off the final chapter

With a determination to make the project as successful as possible, the past couple of months have been very busy for us. They have involved extensive game testing, partner meetings, workshops and dissemination activities. We have worked hard to make sure that the materials that we've produced reach the right target audiences, so that the toolkit keeps being used, and the project remains sustainable.

Due to Covid-19, most workshops were still held online by each partner organization, and these were targeted towards a minimum of 15 graduates (per partner organization) who reviewed the materials, and tested out the games. A final workshop was held by each partner country, with the main aim being to give an overview of the general project, a demonstration of how the games are played, and encourage feedback and a discussion amongst those present. Within this event, presenters described how Path 4 Career would bridge the gap between graduation and the labour market, by focusing and building upon skills that are often overlooked, or taken for granted within educational institutions.



Our final dissemination event was then targeted towards a broader audience, with attendees being students, teachers, parents, job coaches.. And many more diverse professions! The sessions were interactive, with discussions held on the importance of soft skills, proactive career management, and internships. In both the workshops and the final event, participants had the opportunity to download and test the game, while also seeing the game played in real-time by the presenters.

What have we learnt?



The overall feedback has been very positive, with participants rating the information as valuable and well structured. One participant in particular commented, *"I wish I had received this type of training during my career, since the vast majority of students go out to work with uncertainty and fear."* while another said, *"This workshop is very useful when it comes to approaching the future, that is, your work experience. In addition, it is good to know how to prepare a CV, how to work on your skills, etc. It has been a good workshop and the games are a dynamic way to learn and acquire knowledge."* We are pleased that the toolkit that we have produced is bringing value to our audience.

Our Next Steps...

Although our project is coming to an end, the Path 4 Career Toolkit and resources will remain available and free to download on <https://path4career.eu/>. We encourage you to read the guides and play the games available, as well as share our project with anyone that you think might be able to benefit from it.



We are thankful for the support that Erasmus+ has given us, and for the opportunity to have had this project implemented.

"What did the PATH FOR CAREER project implementation mean for partner organizations ?

It was a lot of work, and many lessons were learnt about communication, working in international and intercultural teams, and collaborating with new partners and organizations for future projects...

I would like to thank all partner organizations for their work and collaboration, and hope that our results will be appreciated by the users of the PATH FOR CAREER Guides, and their related games."

quote by Anca Peptan, Project Coordinator

Project Partners:

