



2018-1-ES01-KA202-050943 - *training of Soft Skills for Surgical teams using an immersive Serious Game*



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Introduction



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About the project

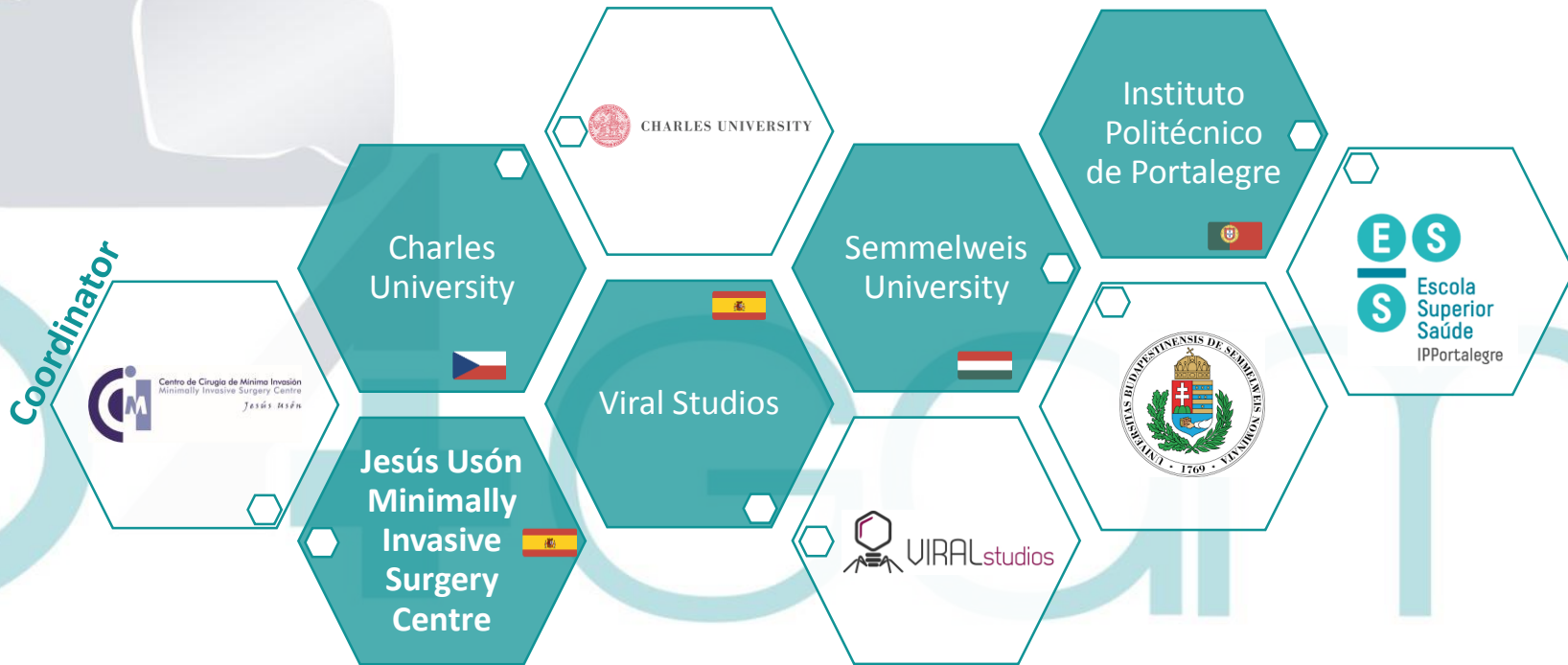
AIM

provide health professionals with an innovative approach to acquire and develop soft skills to foster their professional development

- Erasmus+ project – KA202 Strategic partnership
 - Through the Spanish National Agency: SEPIE
- Running for 24 months



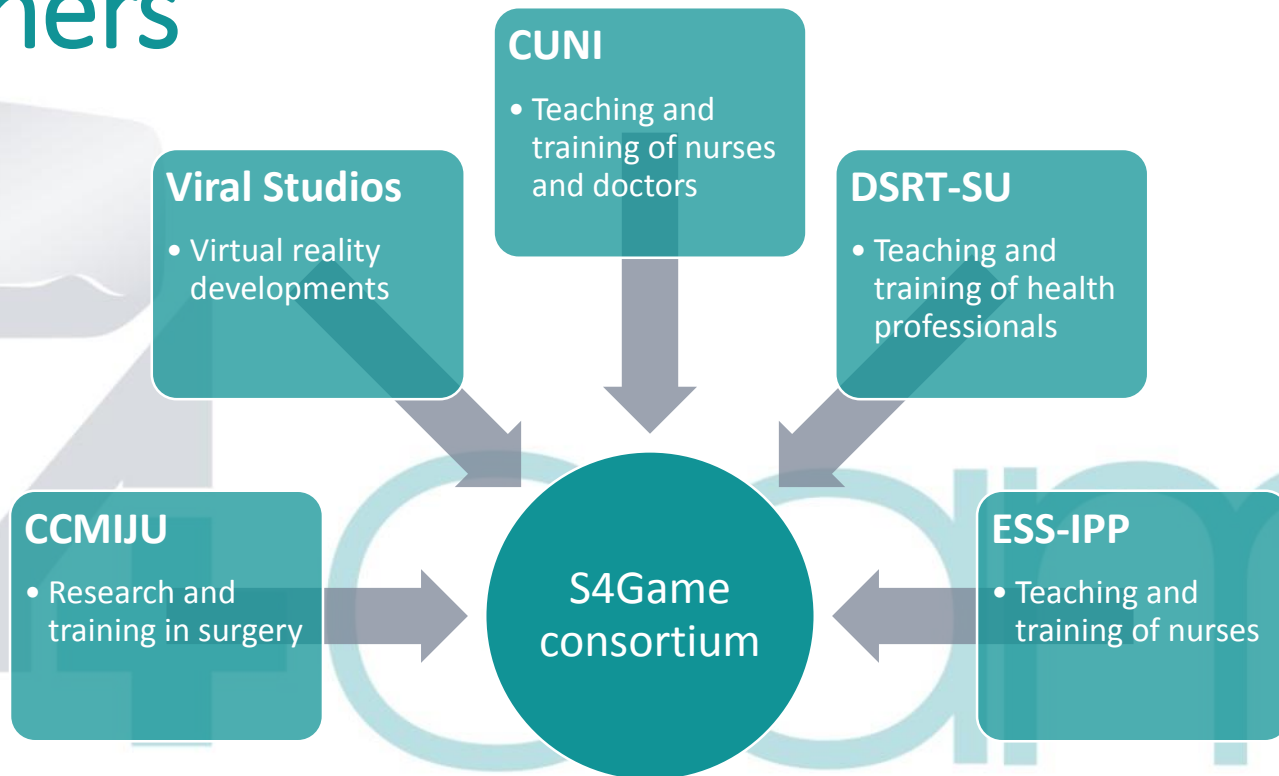
Partners



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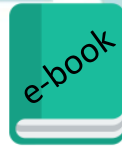
Partners



Expected Results

Handbook of soft skills training using VR and SG for surgical teams in the OR

- Part 1. Methodological Guidelines
 - Learning objectives and competencies
 - Assessment criteria and rubrics
 - Recognition and validation of outcomes
 - etc
- Part 2. Practical cases



S4Game

- Including
 - Basic concepts of soft skills for surgical teams
 - User manual and demos



Multiplier events

- E1. Importance of soft skills training for surgical teams. Can virtual reality and serious games used? 🇵🇭
- E2- E5. S4Game: call for participants 🇪🇸 🇵🇭 🇵🇹 🇮🇪
- E6. Presentation of the S4Game 🇮🇪
- E7. S4Game project closing workshop 🇵🇹

For further information



<https://s4game.eu/>



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[@S4Game1](https://twitter.com/S4Game1)



[@sforgameproject](https://www.instagram.com/sforgameproject)



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Thanks for your attention

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