3rd Newsletter

Find out about the SayIT Soft Skills Trainer App

SayIt Soft Skills Trainer app is an innovative solution enabling IT professionals to raise their competencies in the area of soft skills.

Do you remember the skill areas?
Communication skills, Problem-solving skills, Teamwork skills, Organisational skills and Interpersonal skills

The learning resources are tailored to the needs of IT professionals instead of delivering generic training on soft skills. The app is divided into a practice mode and training mode.

The training is predominately based on an innovative learning methodology of a **visual novel**.

What does this mean?
The visual novel methodology is a type of game where the playable storyboards are prepared in a way where the player interacts with specific situations and therefore advances the novel to the next stages based on the choices made.

The app generates the visual novel from the database of available storyboards. The practice mode also performs the assessment of the choices made in a given visual novel and present the score along with the feedback.

The Visual Novel approach in SayIT project takes advantage of mixing different storyboards, creating a unique (randomly selected) story every time the user opens the practice mode of the app. Each of the soft skills identified has a storyboard of 5 different situations – it depends on you which competences within your skill set the situations refer to. The Visual Novel randomly selects one screen from each activity, mixing them and thus offering a possibility of unique stories to which users can react.

The Soft Skills Trainer App first undergoes testing before it is released.

Partners' Meeting in Valencia, 7th April 2022

SayIT project partners met in Valencia on the 7th April to discuss further steps in the piloting activities of the Soft Skills Trainer App and further project development.

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MORE INFORMATION ON THE PROJECT CAN BE FOUND ON DEDICATED SOCIAL MEDIA PAGES AND THE PROJECT WEBSITE

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