



Switch on

supporting people aged 55+

The Switch On Project





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The Switch on Project is an educational program, devised by four European organizations, Spread your Wings from Poland, VIONE CONSULTANCY from Netherlands, INDEPCIE from Spain and AKADIMOS from Greece. Core aim of the project is the confrontation of the menace of the professional and social exclusion among Europeans aged 55+, in today's modern labor market.

The social and professional exclusion is a result of the prolonged isolation, due to the imposed lockdowns, forced by the emergence of the pandemic.

Moreover, the Europeans aged above 55+ are facing difficulties of adjusting to the mandatory requirements of the modern labor market, established by the newly developed technologies and methods of working.

In order to fulfill and achieve the desired outcome of this educational venture, the partnership develop a comprehensive educational program and innovative educational materials, tools that will be able to promote and support the effective professional, social development and integration of Europeans aged 55+.

The target group of the Switch on Project comprised of educational leaders, educational trainers, coaches, Human Resources specialists, employers and people over 55+, as well as employees who work alongside people over 55+ years of age.

The Role of AKADIMOS

As a member of the consortium and as an organization, we have been entrusted with the developing of an educational digital platform, within which there will be a service called **Game Room**. It will have the format of online team entertainment activity, capable of being used remotely by any potential work group.

The digital platform, **Game Room** included, will not require any subscription, while being capable of enabling the development and creation of digital games and quizzes, like knowledge testing on various fields of expertise, like geography and sport for example.

Through the digital platform, the units participating in the educational venture of Switch on, will be able to create their personal online game and will be allowed to resolve themselves on who will participate in these activities.

Preparing Results



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Through the Game room and the processes it includes, we are preparing the amplification of the promotion of the healthy rivalry and positive atmosphere, among any member of a potential work team and the achievement of the effective integration of multicultural and multigenerational members, inside any working environment. This procedures will also lead to strengthening of the relations between the members of a work group.

Moreover, through the activities that the Game room will provide, we are preparing the effective integration inside the modern labor market, of Europeans aged over 55. Additionally, due to the nature of the activities that the digital platform will provide, the effective interaction between the older workers and other, much younger employees will be achieved, meaning that the older Europeans workers will have more chances of including themselves, inside any potential team or work group.

