



UNIVERSITY
OF ICELAND

Soft skills development through video gaming

FIVE-DAY PHD-COURSE IN ICELAND + ONLINE GAME PLAYING



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Course topics:

This is 5 ECTS course where students (PhD or late master students) will learn about and enhance three types of their own soft skills, i.e., Cognitive Flexibility, Team Management skill, and Judgement and Decision-Making skill.

Students attend a five-day session in Reykjavík, Iceland **August 8–12, 2022** that includes instruction, student presentation of own research project and participation in coaching sessions for each soft skill. Following, students have homework including 12 hours of online game playing for each soft skill (total of 36 hours) and answering two short surveys for each soft skill.

Application deadline is March 20, 2022
online at [Aurora Soft Skills course Application](#)

AURORA

Organizers: Dr. Auður Pálsdóttir, University of Iceland &
Dr. Lára Jóhannsdóttir, University of Iceland
Supported by: Erasmus+ (The Blended Intensive Programme)



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Course information

Course topics:

Students will learn about and enhance three types of own soft skills. These are, first, Cognitive Flexibility, defined as the ability to see patterns and generate different options to analyse and solve problems in new situations. Second, is the Team Management skill, i.e., the ability to motivate, develop and direct people as they work, identifying the best people for the job. Third, the Judgement and Decision-Making skill, i.e., considering relative strengths and weaknesses of the possible actions and to choose the most appropriate one.

Course working methods:

The course includes a five-day kick-off meeting in Reykjavík, Iceland on August 8–12, 2022. During these days students will get instruction, do presentation of own research project and participate in coaching sessions for each soft skill. After the kick-off, students do homework of 12 hours of online game playing for each soft skill (total of 36 hours) and answer two short surveys for each soft skill.

The video games will be available for free on the “Steam platform” and the created data, from the surveys and the games, will be anonymized and used for research. Students must bring their own laptops (the games run only on PC-computers using Windows system). If participants do not have a suitable Windows computer, the coordinators need to know in advance.

Learning outcomes:

- At the end of the course students should be able to:
- possess clear abilities to adapt to new situations and improve their thinking “outside the box”
- show leadership skills and values
- analyse how individual and collective actions can be guided
- argue and issue valid judgments based on the collection of reliable information
- take the initiative in actions proactively

Funding: Students need to organize and pay for own travel, food, and accommodation. They can apply for grants from their universities (e.g., through Erasmus+).

Overlap with former courses:

The course is run in collaboration with the VERSA-project. Students that have taken similar courses at Aurora Universities at Tarragona in Spain, Innsbruck in Austria or Vrije University Amsterdam on above mentioned soft skill cannot participate in this one and receive credits.

Application Deadline:

March 20 2022 online at [Aurora Soft Skills course Application](#)
Applicants provide their own name, the name of their university and faculty and the topic of you research. Also, applicants need to tell how far they are in their studies, why they should be accepted and how the course will be of benefit for them.

Two attachments are needed (see application form):

- A letter of confirmation of being a PhD-student (or in late master studies)
- A clear copy of own passport