



ANTONIOS TRIANTAFYLLAKIS

Learning Designer & Gamification Coach

MY PROFILE

I combine experiential learning with gamification. This ensures a holistic, playful and impactful approach to capacity building, adaptable to the learners' needs.

MY VALUES

- Equality
- Sustainability

MY STRENGTHS

- Creativity
- Love of Learning
- Humour

SPECIALISATIONS

- Skills for the 21st Century
- Experiential Learning
- Gamification of Learning

CONTACT INFORMATION

Tel: +306945897120

Email: antonis@mytrainer.cc

MYTRAINER

c/o Factory Works GmbH
Lohmühlenstraße 65
12435 Berlin Germany

CAREER BACKGROUND

TRAINER/FACILITATOR/CONSULTANT

Freelancer/Social Entrepreneur | 2012-present

- **LinkedIn:** [linkedin.com/in/itsantonis](https://www.linkedin.com/in/itsantonis)
- **Trainer profile:** trainers.salto-youth.net/AntonisTriantafyllakis
- **International youth worker** since 2009;
- **Soft skills trainer** since 2012;
- Over 700 hours of training/facilitation to over 1900 learners.

HEAD OF LEARNING

All for Climate | 2022-present

I'm coordinating the creation and management of educational projects and programmes on environmental sustainability and climate activism for the organisation. I also coordinate "Artists for Climate", a collective that uses art to raise awareness of the climate emergency and assist the organisation in fundraising and various administrative tasks.

VISITING PROFESSOR

GBSB Global Business School | 2020-2022

I taught the course "Enabling Gamification through Digital Technologies" at the Fall Quarter of the Online Master in Digital Business of GBSB.

TRAINING SPECIALIST

IFMSA | 2018-present

I co-designed the **Training of Advanced Trainers** of the International Federation of Medical Students Associations (the world's largest medical students' organisation) and held TAT courses around the globe, combining Experiential Learning with Gamification for the first time in a training of trainers in youth work.

COORDINATOR

AEGEE-Europe | 2010-2019

I've helped put the vision of the NGO (one of Europe's largest interdisciplinary students' organisations) towards a borderless Europe in action. I've held 5 (remote) coordinating positions with international teams, related to **soft skills development** and **youth mobility**, tripled the capacity of AEGEE-Academy (official pool of trainers) as Speaker, and bridged the NGO's European and local dimension through 3 local board positions in Greece and Romania.

COMMUNITIES I WORK WITH

- **Captain of Educational Technology Circle** @ [Factory Berlin](#)
- **Vice-Chair** @ [Unconditional Basic Income Europe](#)
- **Podcaster** @ [Future Diaries](#), [Voices of Basic Income](#), [Ludology](#), [A Call to Adventure](#), [RQM](#) & [sensecast](#)

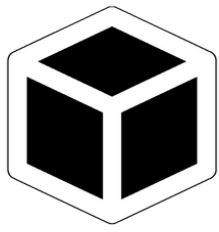
EDUCATION

Technological Educational Institute of Crete

Bachelor's on Applied Informatics and Multimedia

NOTABLE ACHIEVEMENTS

Awarded twice in the Youth Innovation Competition on Global Governance (Fudan University - China)



CLARIFICATIONS YOU DIDN'T ASK FOR (and didn't know you needed)

Why Values & Character Strengths on a CV?

I believe that a meaningful and productive collaboration stems from a common vision and a team motivated to work together to achieve it. Awareness of what we believe in and how we work towards it can be the first stepping stone on that common journey.

What are "Skills for the 21st Century"?

The advent of the 21st century has met with an accelerating pace of change in economy and technology, severely affecting work and education. 21st century skills are skills, abilities, and learning dispositions identified as critically important for success in today's world. Many of them are also associated with deeper learning, which is based on mastering skills such as analytic reasoning, complex problem solving, and teamwork.

What is Experiential Learning & Gamification?

- **Experiential Learning** means learning through experience or, more specifically, "learning through reflection on doing". From Aristotle to Kolb, the main premise is that the learner plays an active role in their own learning process.
- **Gamification** stands for "applying game-design elements & game principles in non-game contexts". It can improve engagement, productivity and flow. I specialise in applying it on learning and development.

Let's change the world together!

Over the past few years I've developed my expertise on the above and I'm ready to share!

MEET ME

