

ANTONIOS TRIANTAFYLLAKIS

Playful Learning Architect

MY PROFILE

I use experiential learning, gamification, and play-based learning for social and environmental impact.

MY VALUES

- Social Equity
- Environmental Sustainability

MY STRENGTHS

- Creativity
- Love of Learning
- Humour

MY SPECIALTIES

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

MY SKILLS

- Training & Facilitation
- Social Entrepreneurship
- Meaningful Game Design

CONTACT ME

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CAREER BACKGROUND

CO-FOUNDER

Gamification Global | 2024-present

Leading an innovative social enterprise that harnesses the power of **gamification** and **game design** to drive positive **impact**.

HEAD OF LEARNING

All for Climate | 2023-present

Coordinating learning strategies on **sustainability** and climate justice. Currently leading the award-winning "Climate for All" Erasmus+ project (2023-2026), crafting games that build green skills, and workshops that turn those skills into local climate action.

CHAIR

Unconditional Basic Income Europe | 2023-2026

Board member, advocating for the recognition of **Unconditional Basic Income** as a human right in Europe. My personal focus has been on youth and local basic income pilots.

ADJUNCT PROFESSOR

GBSB Global Business School | 2020-2022

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

TRAINING SPECIALIST

IFMSA | 2018-present

Co-designed the **Training of Advanced Trainers** of the world's largest medical students' organisation and held courses around the globe, combining Experiential Learning with Gamification for the first time at a training of trainers in international youth work.

COORDINATOR

AEGEE-Europe | 2010-2019

I've held 5 (remote) coordinating positions with international teams, related to **transversal skills development** and **youth mobility**, tripled the capacity of AEGEE-Academy (the official pool of trainers), and bridged the NGO's European and local dimension through 3 local board positions in Greece and Romania.

OTHER POSITIONS

- **European Climate Pact Ambassador**
- **Education for Climate Coalition Advisor**
- **4WARD City Lead for Krakow**
- **L&D Shakers City Lead for Krakow**
- **Podcaster** @ Future Diaries, Ludogogy, sensecast

EDUCATION

Technological Educational Institute of Crete

Bachelor Thesis on Creation Methods of Computer Viruses and Worms (awarded top grade) during Applied Informatics degree

NOTABLE ACHIEVEMENTS

- Awarded by the European Commission's Education for Climate Coalition for my project "Climate for All" (2024)
- Awarded twice (2016 and 2019) 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?

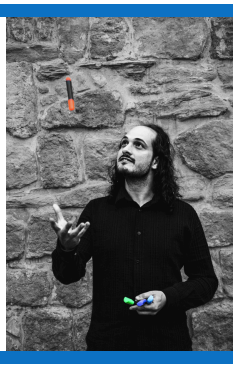
- **Experiential Learning** means learning through experience or, more specifically, "learning through reflection on doing".
  From Aristotle to Kolb, the main premise is that the learner plays an active role in their own learning process.
- **Gamification** stands for "applying game-design elements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

THERE'S A THIRD PAGE? WHY IS THERE A THIRD PAGE?

SCAN ME

Let's change the world together!

MEET ME



Antonios Triantafyllakis

certified by Gyfted

Personality

Openness

Cautious — **Curious**

Conscientiousness

Spontaneous — Organized

Extraversion

Reserved — **Energetic**

Agreeableness

Independent — **Friendly**

Emotional Stability

Empathetic — **Confident**

Communication style

Open I enjoy being surrounded by other people, and I share my emotions easily.

Personable I value warm and personal relationships and tend to make everybody feel welcome and appreciated.

Company culture

People-oriented where it is important to maintain a healthy work-life balance. New hires get numerous benefits and working overtime is uncommon.

Flexible where people can bring their true selves to work and there is freedom of how work is done.

Key strengths



1. **Curiosity** I'm constantly seeking new knowledge and experiences to improve my skills.
2. **Adaptability** I can quickly adapt to new situations, and I'm not bothered by external clutter and uncertainty.
3. **Sociability** I tend to be outgoing and friendly with others and can build positive relationships.

Motivators

Cooperativeness & Self-appreciation

Emotionality & Temperamental

Desire to learn & Mastery

I appreciate **teamwork and cooperation**. **Attention to detail** keeps me away from mistakes. **Learning new things and constant self-development** are important to me.

Work values

Independence

Relationships

Achievement

I appreciate **personal accomplishment**, the possibility to **work with others**, and **freedom**. I may be ready to sacrifice recognition and personal comfort and be able to find support myself. To find satisfaction, I take care to pick a **challenging job**, that provides enough **interaction with others**, and have enough room for **autonomy and creativity.**

The above traits are the results of assessments completed by this individual - validated, psychometric personality, ability, preference and motivational tests. Visit **www.gyfted.me** where Jobs meet Personalities.