

GAME ON: Financial Literacy Game for Adults Citizens



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Project Aim

Low-skilled adults have a major share on unemployment rates. A very significant number of European citizens lack key competences: around one quarter of the total adult population have low knowledge on reading, writing, numeracy and digital skills, enhancing their risk of unemployment and social exclusion and, consequently, poverty. In an attempt to address these issues, the priorities set by the European Financial Literacy Game for Adults Citizens (Euroinvestment) project include:

- Developing of relevant and high-quality skills and competences in low skilled adults;
- Improving and extending the supply of high quality learning opportunities tailored to the needs of individual low-skilled or low-qualified adults;
- Extending and developing educators' competences related to financial literacy.

Euroinvestment project aims at designing, testing and providing a game specifically tailored and addressed to low qualified adults, fostering their knowledge and competences in key competences of financial literacy such as: compound interest and risk diversification, exploration of vulnerability and influence in the credit, savings and investments, among others.



Objectives

The specific objectives are to:

- Design and develop a set of tools and materials to explore financial literacy in low-skilled adults;
- Deliver a workshop for adult training providers so that they can use the project outputs in their own trainings;
- Develop a strategic plan for financial experts who are related to the development of programmes on financial literacy for adults' citizens;
- Design mechanism to enable an independent use of the online game for all target-groups;
- Increase competences on low-skilled adults to enhance the possibility to achieve better jobs and future;
- Increase competences on basic digital skills on low-skilled adults and training providers using the game and platform.



Target Groups

- Low skilled adults;
- Adult Education providers and professionals;
- Financial Experts.



Outcomes & Activities

- Strategic plan for financial education of low-skilled adults in Europe – report on the gaps and needs on financial education for low-skilled adults in the consortium countries, based on the European and National Frameworks developed within this theme;
- Euroinvestment model game – fun, interactive and didactic game that will respond to the needs and gaps identified, complemented by an online platform to host the game and the project's main results and achievements;
- Euroinvestment – Playing by the rules – handbook to enable the independent use of the game by low-skilled adults and training providers, as well as to deliver deeper theoretical information on the topics and themes presented in the game.



Game

An interactive game will be developed focusing on the main needs of the consortium countries regarding low-skilled adults in financial literacy. The game will be used as a tool in training programmes for adults about financial education.

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