**Fin-Ed project**

| **Program** | Erasmus + |
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| **Call** | KA220-YOUTH |
| **Budget** | €120.000 - €250.000 |
| **Deadline** | October 2025 |
| **Project Promoter** | Euside |
| **Title** | **Fin-Ed Ready – Empowering Youth through a Transnational Financial Literacy Game** |
| **Horizontal Priorities** | * HORIZONTAL: Common values, civic engagement and participation * YOUTH: Promoting active citizenship, young people’s sense of initiative and youth entrepreneurship including social entrepreneurship |
| **Topics** | * Key competences development * Economic and financial affairs (including funding issues) |
| **Project Proposal** | |
| **Objectives** | * **Develop an Innovative Tool:** To design and launch an interactive game platform (app/web) for financial education. * **Improve Skills:** To increase young people's financial literacy on topics such as budgeting, saving, investing, and debt management. * **Empowerment and Safety:** To provide young people with the tools to recognize and protect themselves from scams, fraud, and the dangers of digital finance. |
| **Target Group** | * Young people aged 15-25, with a focus on those who do not receive formal financial education. |
| **Needs Analysis** | * **Lack of Formal Financial Education:** Many European youths lack formal financial education in school curricula, leaving them unprepared for real-world economic challenges like budgeting, taxes, and savings. * **Vulnerability to Digital Fraud:** The rise of digital finance has exposed young people to new risks. Without proper training, they are highly vulnerable to online scams, phishing, and fraud. * **Complex and Unengaging Content:** The world of finance is often perceived as boring and filled with inaccessible jargon. Traditional teaching methods fail to capture the attention of a young, digital-native audience. * **Absence of Practical Tools:** Current educational resources are often theoretical and do not provide an interactive way for young people to apply their financial knowledge in a practical, hands-on manner. * **Gap in Critical Thinking:** Beyond just knowledge, young people need to develop critical thinking and decision-making skills. This project aims to bridge that gap by teaching them how to make informed choices in a fun and competitive setting. |
| **Work Packages** | WP1 – Project Management & Quality assurance  WP2 – Game Content & Curriculum Development: Creation of quizzes and educational content.  WP3 –Digital Platform Development: Technical development of the app/game platform.  WP4 – Pilot Testing & Refinement: Testing phase and feedback collection for game optimization.  WP5 - Dissemination & Sustainability: Activities for promotion, launch, and creation of a model for the tool's future use. |
| **Impact** | **Short-Term:**   * Creation of a fun and interactive financial education app, available in multiple languages. * Engagement of at least 50/100 young people in the testing phase and in the "Fin-Quiz Challenge" events.   **Long-Term:**   * Increased level of financial literacy among young Europeans. * Contribution to reducing the risk of debt and financial fraud among the youth population. * Creation of an innovative and transferable learning model for financial education, reusable by schools and youth organizations across Europe. |