



MAYFIN NEWSLETTER



**WORK IN
PROGRESS**

**PORTO
WORKSHOP**

WHAT'S NEXT



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WORK IN PROGRESS

FINANCIAL GAME



The Mayfin project aims to create a game that will empower disadvantaged young people by developing their key competences in financial literacy. The game will use interactive and engaging methodologies to provide crucial support in enhancing their ability to navigate unpredictable financial situations. By fostering resilience and adaptability, the game will equip learners with the confidence to trust their financial decisions as they work towards financial independence. This educational tool seeks to build not just skills, but also a mindset oriented towards proactive and informed financial management, laying a strong foundation for their future financial well-being.

Read More on our website

mayfin.erasmus.site

Porto workshop

The most recent partners' meeting was held in the beautiful city of Porto, Portugal on September 18th and 19th. This event brought together our partners from six different countries to share ideas and develop a game for young people aged 15 to 18. The meeting started with each partner presenting their prepared scenarios, followed by an analysis of the game's storyline to ensure that all scenarios are connected and coherent. Towards the end, the technical team finalized the graphics and other technical elements for implementation in the game.



FUTURE STEPS

WHAT'S NEXT

Finalization of the game-

By the end of 2024, the initial version of the game will be developed. It will include integrated learning content and immersive game scenarios. This online game aims to be accessible and engaging by being translated into each of the partner nations' languages: Portuguese, Polish, Italian, Romanian, Spanish, and Greek. This linguistic inclusion will ensure that the game can effectively reach and educate disadvantaged young people across different regions, supporting them in developing essential financial competences regardless of their native language.

Internal testing and implementation of adjustments and improvements-

Once the initial version of the game is finalized, we will conduct an internal testing phase with the participation of all partners involved. During this phase, partners will interact with the game to assess its functionality, learning content, and user engagement. Their feedback and recommendations will be valuable for potential adjustments and improvements. This collaborative effort aims to ensure that the game meets its objectives and provides an effective and engaging learning experience.

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