

MAYFIN FINAL STEPS AND IMPACT

FINALIZATION PHASE

Work Package 4 focuses on the implementation, testing, and dissemination of the project results. This stage ensures that the knowledge, tools, and skills developed throughout MAYFIN are put into real practice with measurable outcomes.



STEP 01- TESTING THE ONLINE GAME

All partners will carry out pilot testing of the online game with young people (ages 15–18) from disadvantaged backgrounds, each partner involves 20 young people and 5 educators.

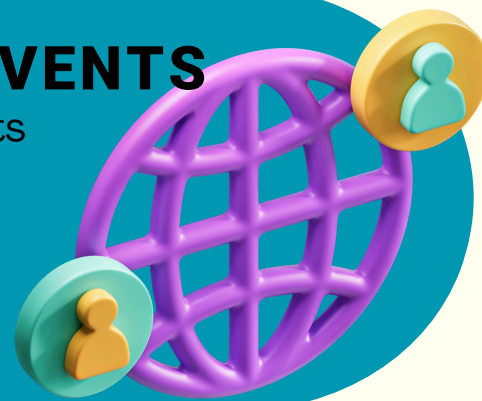
👉 Feedback will be gathered to improve usability, content relevance, and engagement.



STEP 02- DISSEMINATION EVENTS

Each partner organizes local or national events to present the project, the game, and the methodological guide.

📍 Involves educators, youth workers, schools, NGOs, and public bodies.



STEP 03 - FINAL GUIDE AND RECOMMENDATIONS

A consolidated Methodological Guide will be finalized, incorporating the feedback from testing.

📄 It includes:

- Practical advice for educators
- Guidelines on how to use the game
- Strategies to enhance financial literacy and soft skills



STEP 04 - SUSTAINABILITY AND TRANSFERABILITY

The project ends with a clear strategy to scale and replicate MAYFIN tools in other regions or sectors.

📍 Includes a transfer plan for schools, local agencies, and EU networks.



IMPACT EXPECTED

- Increased financial literacy among disadvantaged youth
- Strengthened soft skills like decision-making and critical thinking
- Empowered educators with innovative tools
- Long-term influence on youth education strategies in Europe

