

# MAYFIN NEWSLETTER



## MAYFIN GAME RELEASE

## PILOTING EXPERIENCES

## WHAT'S NEXT

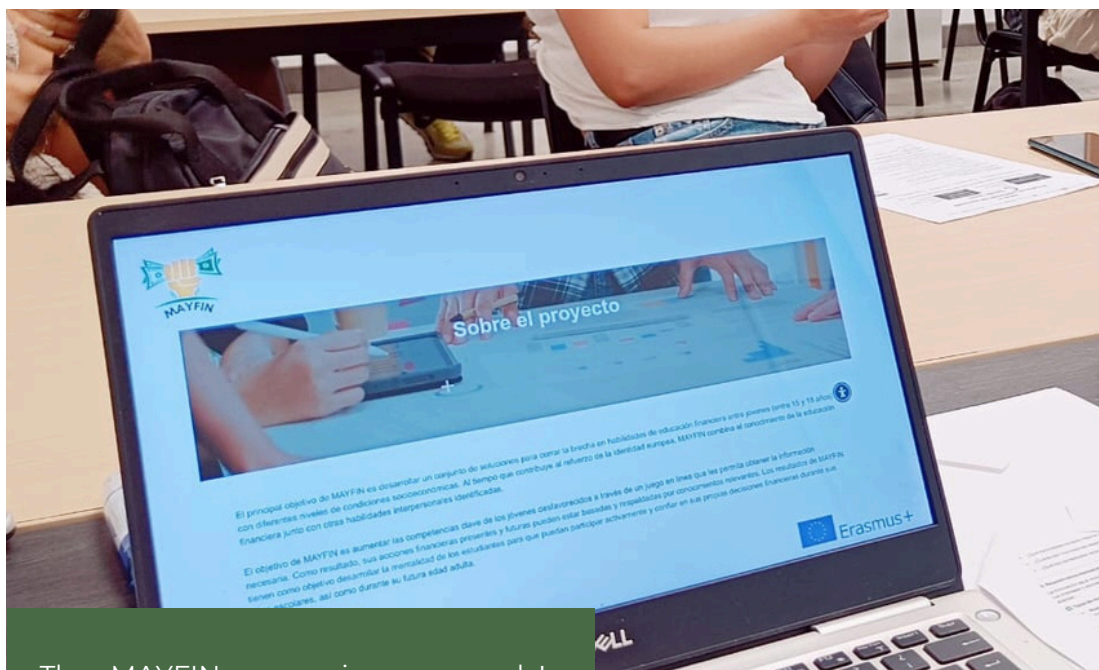


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WORK IN PROGRESS

# MAYFIN GAME RELEASE



The MAYFIN game is now ready! Through the development of their core financial literacy competencies, this game aims to empower youth. The game employs engaging and interactive techniques to offer vital assistance in improving their capacity to handle erratic financial circumstances. As learners strive for financial independence, the game will give them the confidence to trust their financial decisions by encouraging resilience and adaptation. In order to provide a solid basis for their future financial well-being, this teaching tool aims to develop not only abilities but also a mindset focused on proactive and financial management. Ready to try it? We are waiting for you!

**Read More on our website**  
**[mayfin.erasmus.site](https://mayfin.erasmus.site)**

## Piloting experiences

During the last month, our partnership has focused on testing the project in each country of the project (Poland, Portugal, Spain and Cyprus). It was the opportunity for us to collect feedback from users, and identify needs for improvement. This entire experience was extremely positive, with both young people and student generally finding that our scenarios are accurate, applicable in their daily life, and the format attractive, supportive for a useful learning experience in the financial field. We would like to thank again all our participants for their interest and time!



## FUTURE STEPS

# WHAT'S NEXT

**Last transnational project workshop in  
Florence, Italy**

On September 15th and 16th, 2025, partners will meet a last time to review the project final outcomes. They will review the completed result activities, with a specific focus on the methodological guide. Each partner has prepared innovative learning activities for the guide, and we will test them in Florence. Then, they will finalise all small pending details to enable the final official release of the MAYFIN full products!

**Reinforcement of our stakeholders for  
enhancing the mainstreaming of our  
tools.**

This last phase of the project is also focused on the exploitation of our results. Now that we have achieved qualitative and validated tools, tested internally and externally, we want to offer them to the largest audience to benefit from this initiative. This is why partners have started to identify key stakeholders, and will contact with them within the next weeks to introduce the project and foster its' use among youth.

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