



MAYFIN

Release of the online game



PLAY NOW!

The innovative online game is now available. Designed to improve financial literacy among young people, the game offers 25 interactive scenarios inspired by key European historical events linked to skills development. It combines engaging storytelling with practical decision-making activities, helping users apply financial knowledge to real-life situations. Covering essential topics like budgeting, saving, and responsible spending, the game uses a gamified approach to make learning both effective and enjoyable. It supports young learners in gaining the confidence and skills needed for a successful financial future.

Final steps of the project

The MAYFIN project is entering its final phase, with partners completing the last key activities. A major result at this stage is the Methodological Guide, developed to support educators and youth workers in using the project's tools - particularly the online learning game - in their work with young people. The guide includes practical methods, learning activities, and insights that connect financial education with real-life situations and historical events that shaped financial mindsets across Europe. To close the project, a final workshop will be held in Florence, where partners will come together to review the project's achievements, exchange experiences, and explore ways to make the results useful beyond the project's lifetime.



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