

ANGLE

A Network Game for Life-cycle Education

An international project to enhance younger generations' financial literacy



About the project

"Tell me and I forget. Teach me and I remember. Involve me and I learn." (Benjamin Franklin)

Economic and Financial Literacy (FL) is basic knowledge possibly to be acquired early in life to make individual financial decisions better informed and more effective. However, important gaps remain to be filled particularly in relation to younger generations and educational technologies.

The main objective of the project "A network game for life-cycle education" (ANGLE), funded by the Erasmus + programme of the EU, is to promote and enhance younger generations' FL, adopting a life-cycle perspective to help the young to consider a long time horizon and to think about the future consequences of their decisions.

ANGLE focuses on ways in which knowledge can be acquired by using innovative technologies of education, such as games and on-line tools that allow learning through active involvement and participation.

PARTNERS

- CeRP-Collegio Carlo Alberto (Coordinator)
- ETLA Economic Research
- National Institute for Family Finance Information (NIBUD)
- Palermo Urban Solutions Hub (PUSH)
- SGH-Warsaw School of Economics
- ST Skills Together
- Tilburg University
- Université Paris Dauphine



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ANGLE main target group is represented by university students in the first years of higher education, differentiated by gender and socio-economic characteristics.

Output

The objectives of ANGLE will be pursued by the creation of three outputs:

Output 1. A set of booklets available both on-line and on print about life-cycle key aspects: education vs. work; saving vs. indebtedness; housing choices; retirement choices.

Output 2. A table game designed to allow players to face situations that replicate real life-cycle experiences. Players will have different in-endowment, reflecting the diverse paths and the variety of possible family backgrounds, and will be able to earn points by taking wiser choices in a life-cycle perspective, answering to quizzes and giving correct advices to other players. The basic methodology followed throughout the game will be co-design, involving the end users in the whole process of design, testing, use and improvement of the system.

Output 3. A set of learning materials, in an on-line video format, on "saving vs. indebtedness", providing the youth with the knowledge and competencies needed to better manage this crucial topic in a life-cycle perspective.

Methodology

The project will put a strong emphasis in co-creating the project outputs jointly with the students in order to use an approach consistent with their language and to best include needs, aspirations and viewpoints of the youths. For this reason we believe that, at the end of the project, the ANGLE outputs could also be of interest for high school students, young unemployed, people Not in Education, Employment or Training, thus broadening the initial audience.

Participants in the game and users of the learning tools will acquire skills to be brought to the employment market both indirectly with an improved proficiency in managing life-cycle investments (i.e. human, financial and housing wealth) and in a straightforward way, easing the transition from education to work, given the importance that financial education has for almost all jobs.



Learn more at www.angle-cerp.carloalberto.org