

ANGLE

A Network Game for Life-cycle Education

An international project to enhance younger generations' financial literacy



About the project

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.

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

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



Co-funded by the
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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 online materials, in a video format, to teach you how to better manage key choices in a life-cycle perspective. Moreover, a set of online quizzes to test your economic and financial knowledge.

Methodology

The project puts a **strong emphasis in co-creating the project outputs** with the students to use an approach consistent with their language and to best include needs, aspirations and viewpoints of the youths. The ANGLE outputs can also be of interest for high school students, young unemployed, people Not in Education, Employment or Training, thus broadening the initial audience.

Read the booklets



Download the game



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