

The European Erasmus + **FINMAN** project aims to improve the financial skills of adults who do not have the appropriate knowledge in this field, such as low-income people, women, young people, less educated adults, the elderly, etc. The main goal of the project is the training and the clearer understanding of adults in financial definitions, concepts and processes through an interactive game of Augmented Reality and an online platform with interesting modules related to financial literacy.

COORDINATOR



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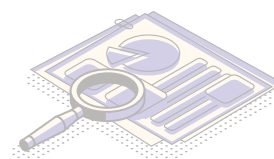
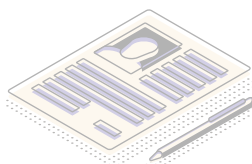
Personal Finance Management Program



Co-funded by the
Erasmus+ Programme
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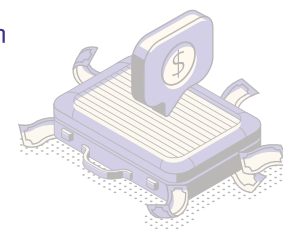
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Submission Number: 2020-1-BG01-KA204-079069
ERASMUS+ KA2 STRATEGIC PARTNERSHIP IN ADULT EDUCATION



"The number one problem in today's generation and economy is the lack of financial literacy"

– Alan Greenspan –



Finman Project



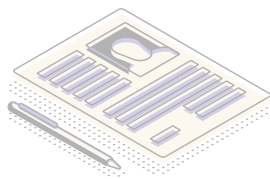
www.finmanproject.eu



academy-finman.eu

RATIONALE

In Europe, virtually every adult citizen has to operate with money in some capacity. However, it is evident that along the years, financial literacy is not improving at the rate at which financial instruments are becoming available for the general public. In addition, the topic of financial literacy is absent from many school curricula which results in more financially illiterate individuals.

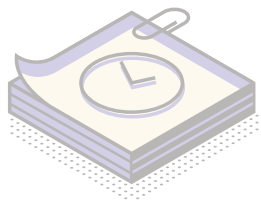
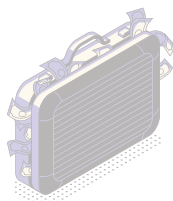


AIMS AND OBJECTIVES

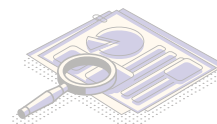
- To improve financial literacy skills of adults and to make it more accessible.
- To engage learners through the active use of digital tools and gamification elements.
- To provide a better connection between financial experts and the people in need of advice.

TARGET GROUPS

- Vulnerable groups (young students, women, low-income individuals or unemployed, less educated, older adults and other disadvantaged groups).
- Trainers and teachers with interest in financial literacy.



PRODUCTS



- An online learning environment which will provide a public database of experts and the FINMAN training materials.
- An interactive virtual game through simulation in order to make the training content more engaging.
- The FINMAN blueprint which will contain practical guidelines for those interested to develop or improve financial literacy training programs.

EXPECTED IMPACT

Through the project, participants will develop a clear understanding and decision making skills with regard to personal finance. Their knowledge and confidence will be enhanced and they will feel more comfortable around economic notions and definitions. Moreover, trainers and teachers interested in this topic will be provided with innovative methodology and tools for blended learning and for more interesting and efficient courses.

