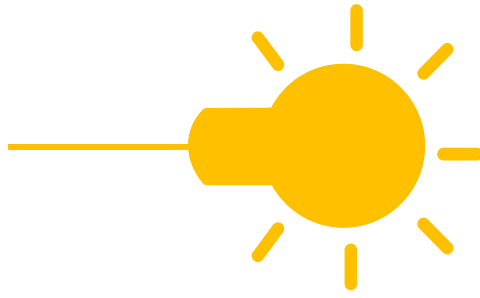




GEMMA Financial Capability Game Design Competition

Brief to Student Teams
Study unit - ARI3216 Web Data Mining
Department of Artificial Intelligence
University of Malta

Strategy for Retirement and Financial Capability



VISION

improving the personal financial capability of
Maltese citizens during life-events and
retirement to enable them to reach better
informed financial decisions that fit their
individual circumstances

What is Financial Capability?



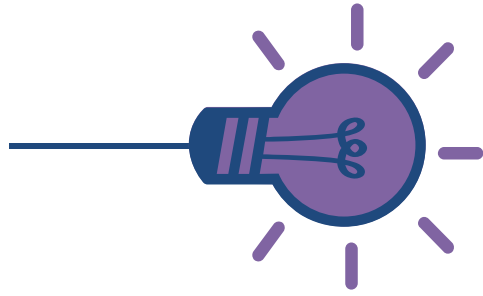
A financially capable person:

- Sees the value in actively managing their money
- Knows how to make sound money decisions and act on them
- Has confidence in their own ability to make decisions about money

Why is financial capability important?

Financial capability – or the lack of it - has a profound effect on a person's overall well-being. Many of do not manage money well, with far-reaching consequences for them, their families and society.

Knowledge and Skills Domains for a Maltese to be Financially Capable



Managing debt

01

Managing
daily budget

02

Building a safety
net

03

Planning for
the future

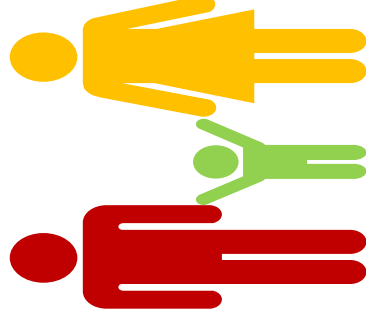
04

Understanding
the financial
landscape

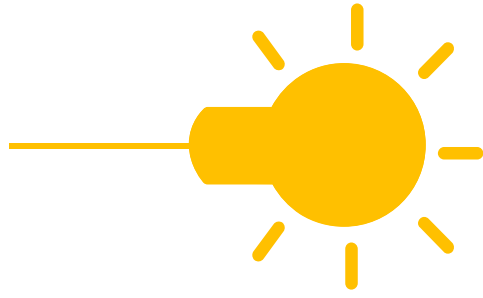
05

Understanding
basic consumer
rights

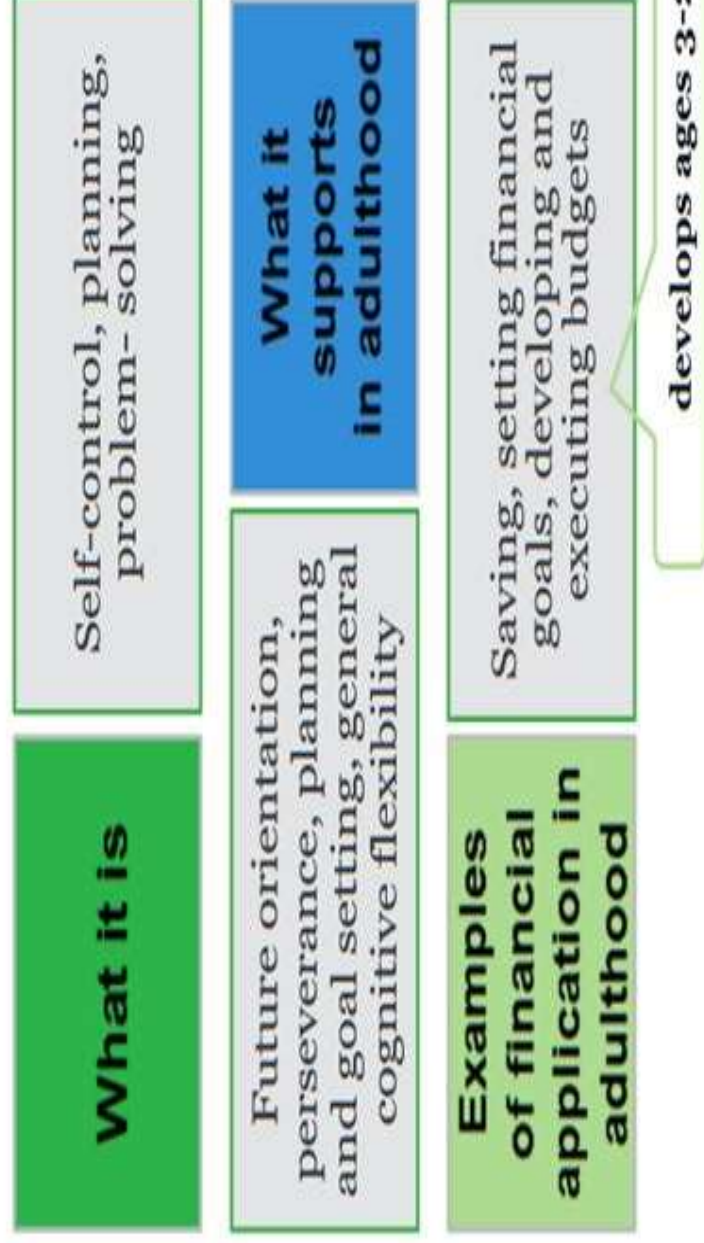
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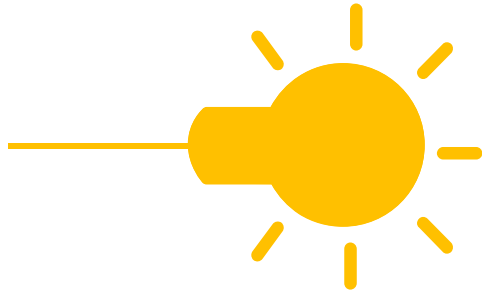
Where and when during childhood and adolescence do people acquire foundations of financial capability



EXECUTIVE FUNCTION



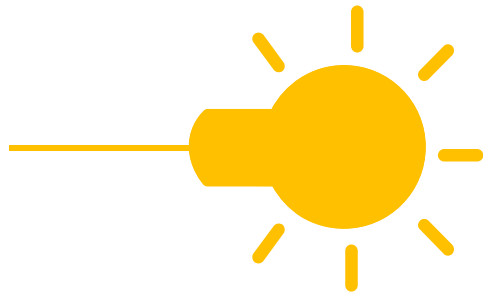
Where and when during childhood and adolescence do people acquire foundations of financial capability



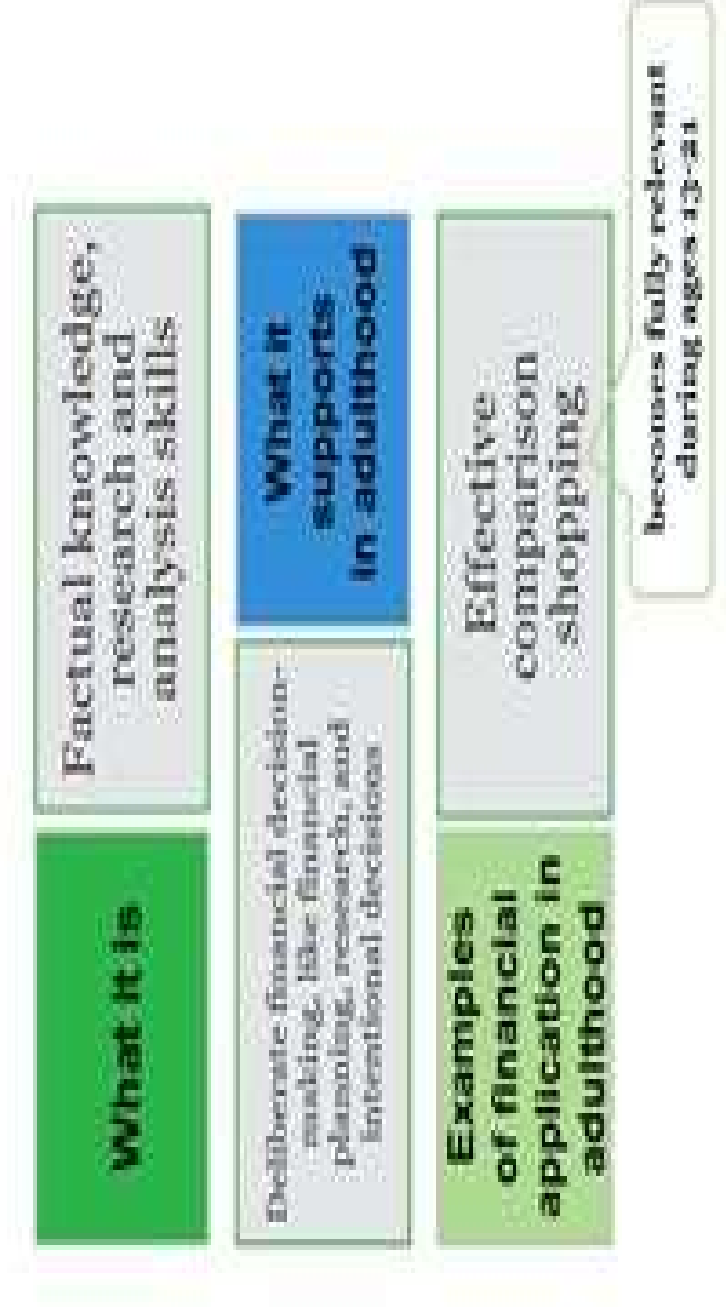
FINANCIAL HABITS AND NORMS



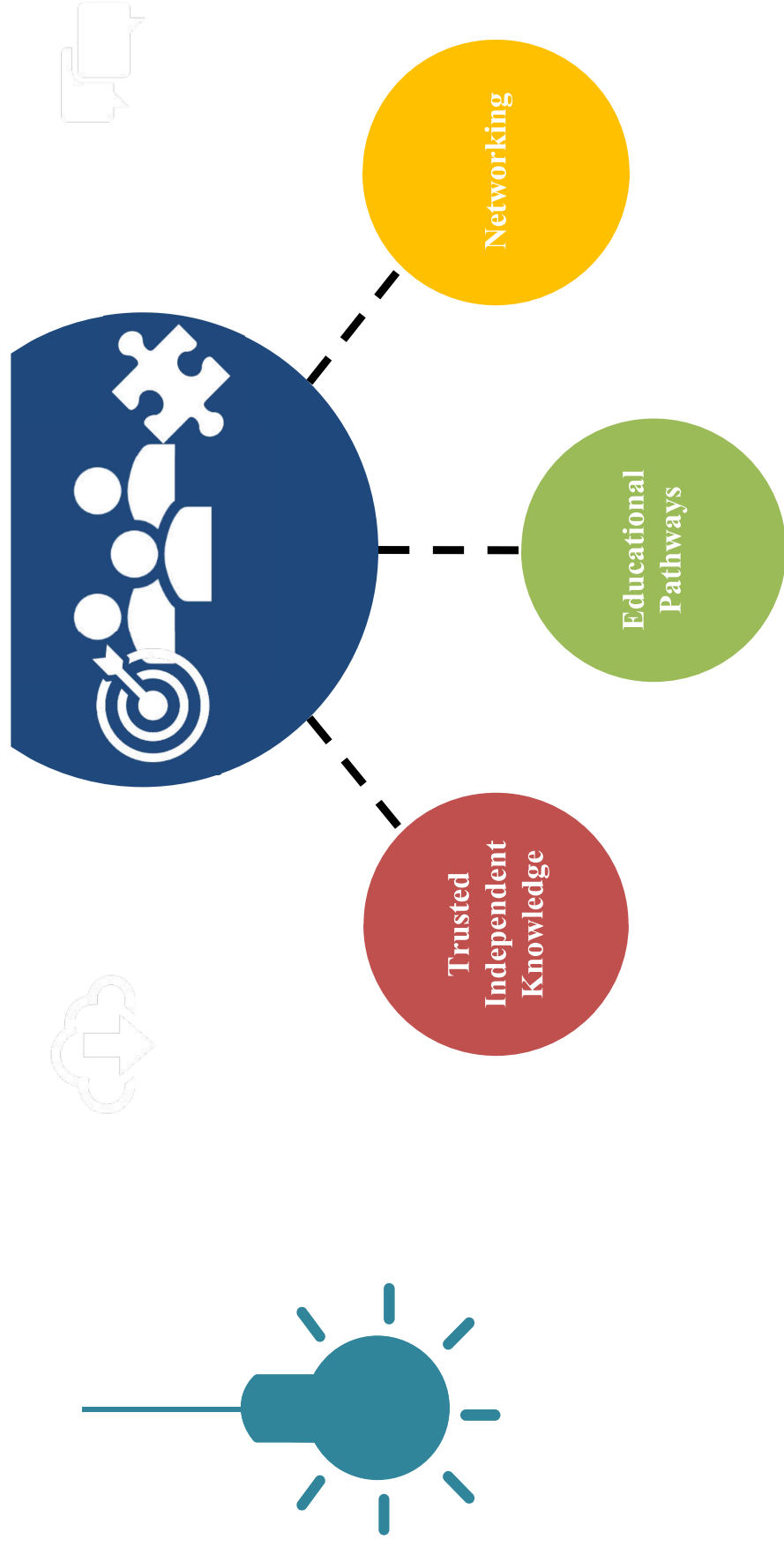
Where and when during childhood and adolescence do people acquire foundations of financial capability



FINANCIAL KNOWLEDGE AND DECISION MAKING



Strategy for Retirement and Financial Capability



GAME DESIGN

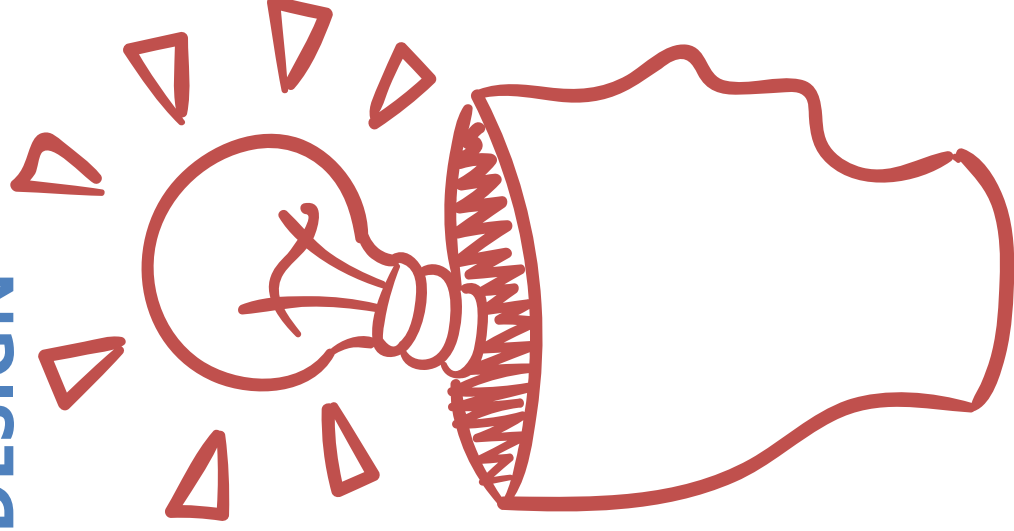
OBJECTIVES OF FINANCIAL CAPABILITY PROTOTYPE GAME DESIGN

FUN

The game should be fun and engaging

INTERACTIVE

Engages the player and links to rewards and mission goals

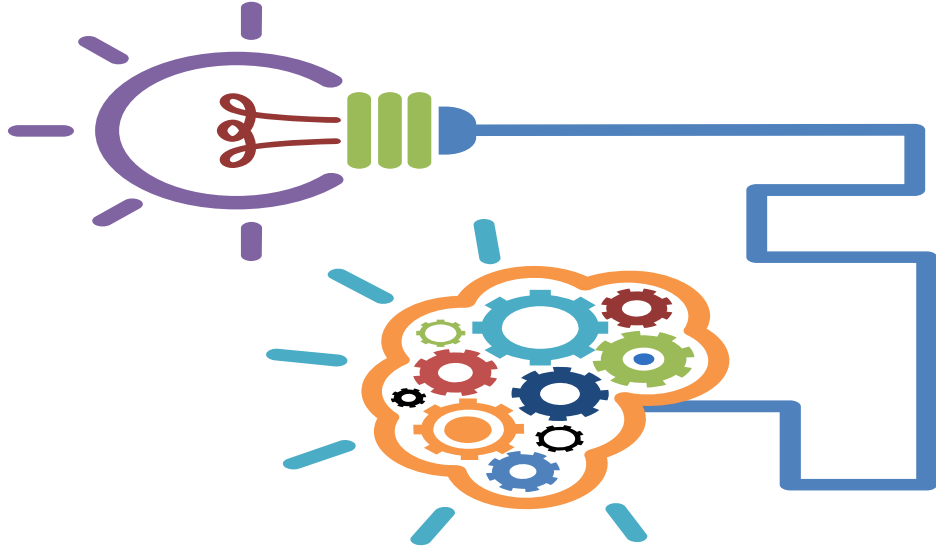


EDUCATIONAL

Designed to meet financial capability learning objectives

GEMMA FINANCIAL CAPABILITY GAME PROTOTYPE

Game Themes



Managing debt

01

Managing
daily budget

02

Building a safety
net

03

Planning for
the future

04

Understanding
the financial
landscape

05

GAME DESIGN

Target Audience

Creativity

The Designer is free to choose the game's theme and the target audience



7 to 12 years

Mid primary to junior secondary students

13 to 18 years

Senior secondary to post secondary students

YOUR INCENTIVES?



**Showcase your talent and creativity
to GEMMA'S stakeholders**

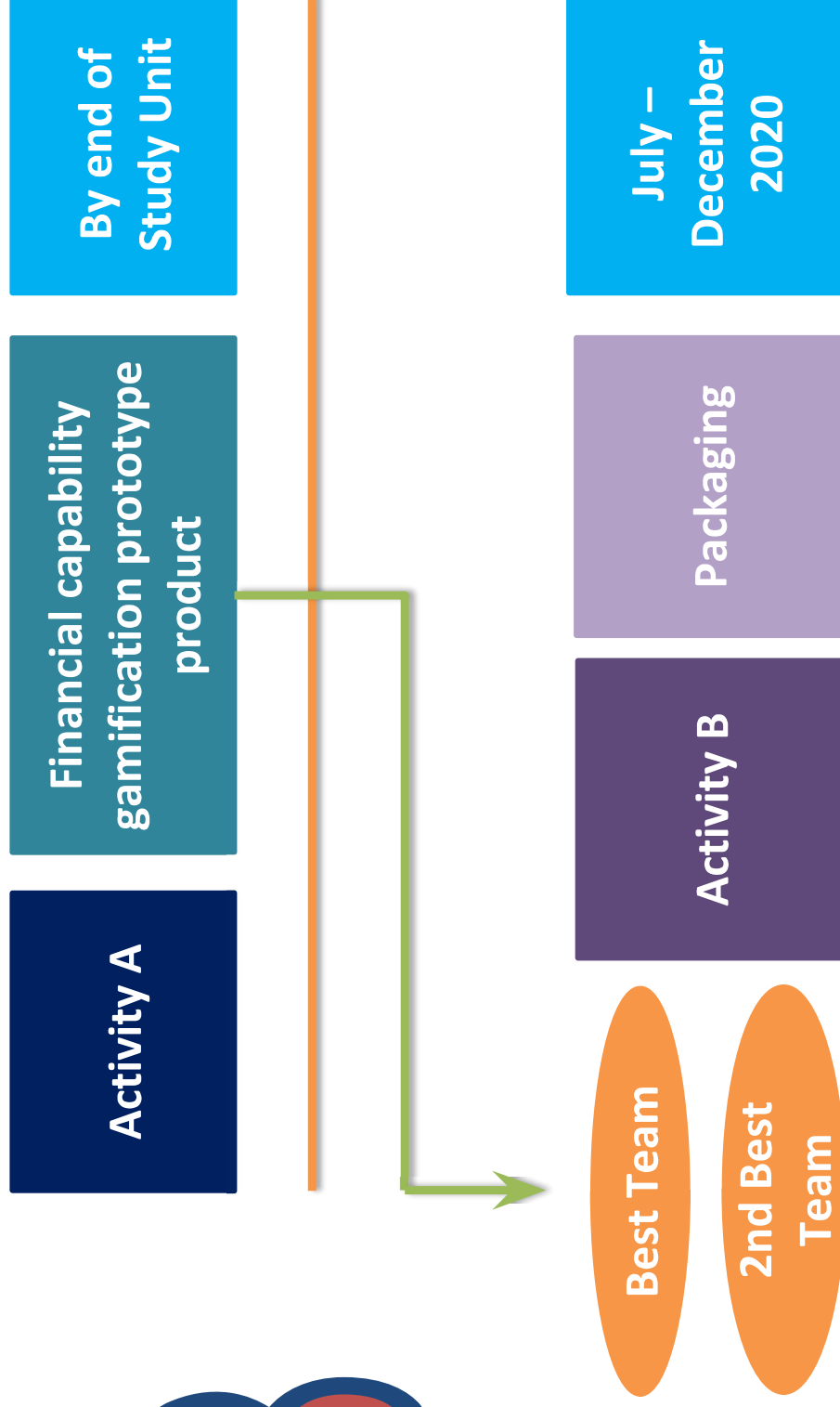
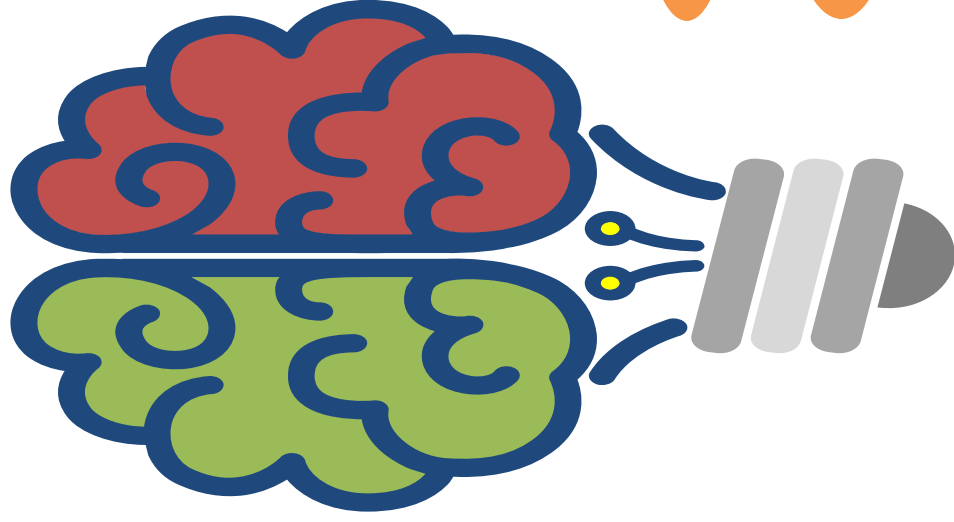
Make a difference

**Meet your course
objectives**

**Learn about financial
capability**

Win a prize

ABOUT THE PROJECT



AWARDS

€2,500

Best Team: Prototype

€3,000

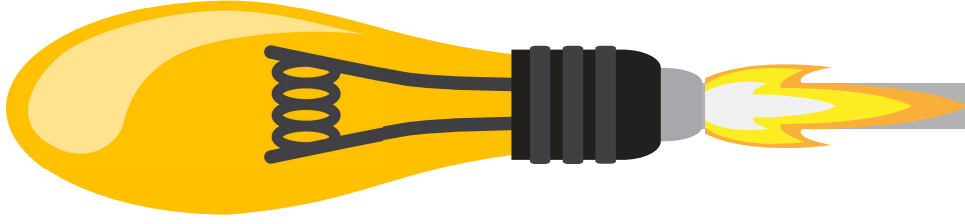
Packaging

€1,750

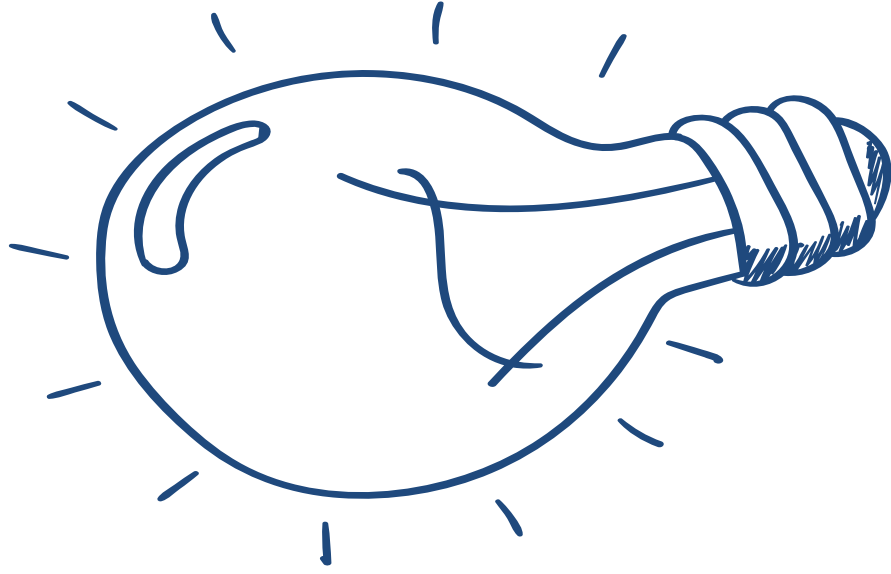
Best Team: Prototype

€2,000

Packaging



IDEAS



- <https://natwest.mymoneysense.com/students/students-8-12/the-budget-game/> **shweet**
- <https://www.slideshare.net/mfcsmalta/the-natwest-budget-game-guidebook>
- http://practicalmoneyskills.com/play/peter_pigs_money_counter
- http://practicalmoneyskills.com/play/financial_football
- <http://www.genirevolution.org/>
- <http://www.richkidsmartkid.com/>
- <https://www.usmint.gov/learn/kids>
- <https://www.themint.org/>
- https://www.practicalmoneyskills.com/play/countdown_to_retirement#
- https://www.practicalmoneyskills.com/play/money_metropolis

IPR

- Of Best and Second Best
Teams rests with GEMMA

