## **Theme Analysis**

| Learning through mistakes: |  |
|----------------------------|--|
|                            | Behavioural science has shown that people learn through nistakes   |
|                            | Jsers will be able to make mistakes without being scared and vill be shown clearly where the mistake was made. |
| Safe exp<br>with cu        | perimentation<br>rrency:   |
|                            | hrough the use of a fake currency, users will learn how to use   |
| Gamific                    | neir real ones   |
|                            | oifferent levels giving users different dilemmas to solve  |
|                            | same elements make the app more engaging and familiar to sers  |
| Empow<br>young p           | ¥  |
|                            | Piving young people the power of finance and financial nowledge  |