



Hackathon Challenge 2019

THE CHALLENGE

- **Create a “gamified” web app or mobile game on financial literacy for high school and college students.**
- The financial literacy game should focus on credit and debt financial concepts. Consider creating a card game that represents income and different types of debt
- Each team member must take a financial literacy survey before starting the challenge and again at the conclusion of the challenge.
- Leverage financial literacy concepts.

JUDGING CRITERIA

- **Completeness** of solution. Creating a mobile app with a user interface and the ability for users to actually make choices and play the game to conclusion would score the highest.
- **Usability** of the solution. The mobile app is easy to use and navigate and the options are intuitive.
- **Originality** of solution. Be creative!



USEFUL LINKS

- Ideas for games: <https://teens.lovetoknow.com/money-management-games-teens>

- Financial literacy education:  Microsoft Word Document

- Link to Pre/Post Survey:  Microsoft Word Document

Prizes

- **1st - \$125 Amazon Gift Card (for each team member)**
- **2nd - \$50 Amazon Gift Card (for each team member)**

For QR CODE