





GENERAL INFORMATION	
INITIATIVE ID	LU 1
COUNTRY	Luxembourg 
INFORMATION ON THE INITIATIVE	
NAME AND DESCRIPTION	Financial Game of Life The Financial Game of Life (FinGoL) is a dynamic educational game in the form of a 'chatbot' developed by students at the Luxembourg Tech School.
SUBJECT MATTER	Financial literacy and personal finance management
MAIN ORGANISER	Central bank or competent authority
CO-ORGANISER	n/a
FEATURES AND CONTENT	
FORMAT	Chatbot Game
START DATE	19 November 2019
END DATE	Ongoing
OBJECTIVE	FinGoL is aimed at a young audience and simulates, in a fun way, an adult's financial life as well as the situations he or she faces in real life. During the game, users will have to find a job, manage their budget, make different financial choices and assume their consequences. They will receive information, notably on the need to maintain a budget, the notion of credit and the risks of easy credit and will be able, through responsible management, to access higher levels of the game and thus unlock other features.
TARGET GROUP	School students
LANGUAGES	German, French, English
TYPE OF OUTPUT PRODUCED	Chatbot game

GENERAL INFORMATION	
INITIATIVE ID	LU 2
COUNTRY	Luxembourg 
INFORMATION ON THE INITIATIVE	
NAME AND DESCRIPTION	Lätzfin Budget app Keeping a monthly budget is the most important tool for preventing financial difficulties that may lead to over-indebtedness. This risk is significantly reduced if the consumer has a clear view of his or her income and expenses.
SUBJECT MATTER	Financial literacy and personal finance management
MAIN ORGANISER	Central bank or competent authority
CO-ORGANISER	n/a
FEATURES AND CONTENT	
FORMAT	App
START DATE	19 November 2019
END DATE	Ongoing
OBJECTIVE	The app allows users to establish and manage their budget, identify unnecessary expenses and plan their future financial situation. It plans to broaden the choice of languages and integrate additional features in line with consumer needs and technological developments.
TARGET GROUP	Consumers in general
LANGUAGES	German, French
TYPE OF OUTPUT PRODUCED	App

GENERAL INFORMATION	
INITIATIVE ID	LU 3
COUNTRY	Luxembourg 
INFORMATION ON THE INITIATIVE	
NAME AND DESCRIPTION	Lëtzfin website Dedicated website on financial education
SUBJECT MATTER	Financial literacy and personal finance management
MAIN ORGANISER	Central bank or competent authority
CO-ORGANISER	n/a
FEATURES AND CONTENT	
FORMAT	Website and online tools
START DATE	19 November 2019
END DATE	Ongoing
OBJECTIVE	The information portal (www.letzfin.lu) contains essential information on topics to which most of citizens are exposed in their private and professional lives: 'Your money', 'insurance', 'credits', 'saving and investing', 'pension', 'precautions to be taken' and 'over-indebtedness'. Its purpose is to educate and protect consumers by providing them with basic financial information to help them analyse and understand their financial situation and make appropriate and informed choices. This website also offers practical tools enabling users to: simulate credit calculations, establish a personal budget, test their knowledge with 'quizzes' or watch explanatory videos. The 'lëtzfin' information portal will continue to be developed and will form the backbone of all initiatives launched as part of this national strategy.
TARGET GROUP	Consumers in general
LANGUAGES	German, French
TYPE OF OUTPUT PRODUCED	Online information, simulators, calculators, games

GENERAL INFORMATION	
INITIATIVE ID	LU 4
COUNTRY	Luxembourg 
INFORMATION ON THE INITIATIVE	
NAME AND DESCRIPTION	<p>Lëtzfïn pocket money App</p> <p>The 'Lëtzfïn pocket money' app aims to make young people aware of the importance of managing their personal finances by actively involving parents.</p> <p>The app allows young people to better track their use of pocket money or other income. Parents assume the role of banks to guide young people in managing their personal budgets. This type of learning takes place through a dialogue with parents and helps to break the taboo of money issues. The smartphones of young people and their parents can be linked through a QR code but parents are unable to view the details of the data entered by young people.</p>
SUBJECT MATTER	Financial literacy and personal finance management
MAIN ORGANISER	Central bank or competent authority
CO-ORGANISER	n/a
FEATURES AND CONTENT	
FORMAT	App
START DATE	19 November 2019
END DATE	Ongoing
OBJECTIVE	Through this application, young people actively learn to manage their personal budget and better appreciate the value of money.
TARGET GROUP	School students
LANGUAGES	German, French
TYPE OF OUTPUT PRODUCED	App

GENERAL INFORMATION	
INITIATIVE ID	LU 5
COUNTRY	Luxembourg 
INFORMATION ON THE INITIATIVE	
NAME AND DESCRIPTION	Lätzfin videos https://www.youtube.com/watch?v=wRvR2rdCJdc https://www.youtube.com/watch?v=2Ah6qw4elf8 https://www.youtube.com/watch?v=OIUU4J2SIFQ https://www.youtube.com/watch?v=gfNox2_M6Ks
SUBJECT MATTER	Financial literacy and personal finance management
MAIN ORGANISER	Central bank or competent authority
CO-ORGANISER	n/a
FEATURES AND CONTENT	
FORMAT	Website and online tools
START DATE	19 November 2019
END DATE	Ongoing
OBJECTIVE	Protect people against over indebtedness and raise awareness of the need to keep a private budget
TARGET GROUP	Consumers in general
LANGUAGES	German, French
TYPE OF OUTPUT PRODUCED	Media (TV, radio, video), simulators, calculators, games