2022 Global Forum for Financial Consumers (GFFC) (Hanoi, Vietnam)



Panel Discussion Session "Alternative Ways to Enhance Financial Literacy and Financial Education"

(Friday August 5th, 2022)

The Role of FinTech and "Edutainment" in Financial Education



University of Rome "Tor Vergata" (Rome, Italy) Faculty of Economics

Gianni Nicolini*, PhD

What we do know...





Available options for Financial Education





On site courses/classes

Pro Con

- Interactive
- Flexible

- Not for massive targets

- Organizational cost
- Time consuming

Available options for Financial Education





On line courses/classes

Con

Pro

- Scalable
- Cost effective
- 24h/7 access
- Easy to access (e.g. rural areas)

- Need of infrastructures
- No interaction
- No Flexibility

Available options for Financial Education





Are there alternative options to do Financial Education?



Nicolini G. Cude B. (eds.) (2021) The Routledge Handbook of Financial Literacy. Routledge (ISBN 9780367457778)

Chapter 16 - *Fintech, Financial Literacy and Financial Education*

(Morgan, P.J.)

Chapter 17 - Education or Entertainment? On the Potential of Games in Financial Education (Kalmi P., Sihvonen T.)

FinTech and FE



"Financial technology (Fintech) refers using software, applications, and digital platforms to deliver financial services to consumers and businesses through digital devices such as smartphones"

Morgan (2021)





1 FinTech can help you to make financial decisions more easily/clearly

2 FinTech can help you to learn "what you need, when you need"

3 FinTech can help you to remind you to keep track of your finances

4 Fintech can help you to learn

FinTech and FE





1 FinTech can help those who need... the less

"...studies of Fintech adoption in the People's Republic of China (PRC), Japan, and Viet Nam showed that individuals in higher-income groups are significantly more likely than those in low-income groups to adopt Fintech services, and that men are significantly more likely than women to adopt Fintech services (Huang et al., forthcoming; Morgan & Trinh, 2020; Yoshino et al., 2020)" Morgan (2021)

2 FinTech and financial exclusion (FL and Digital Financial Literacy)

FinTech and FE



Conectadas

"Building Financial Capabilities and Entrepreneurship Skills among Latin American Women and Girls via Mobile Technology."

The strength of women + the power of technology.

Donate Today





Education, Entertainment, Gaming

- **1** Effectiveness of games in education (Harter & Harter, 2010; Kalmi & Rahko, 2020; Maynard et al., 2012)
 - **2** From Knowledge to Skills and Attitudes
- By-pass the diffidence and the lack of motivation to learn about finance

Edutainment



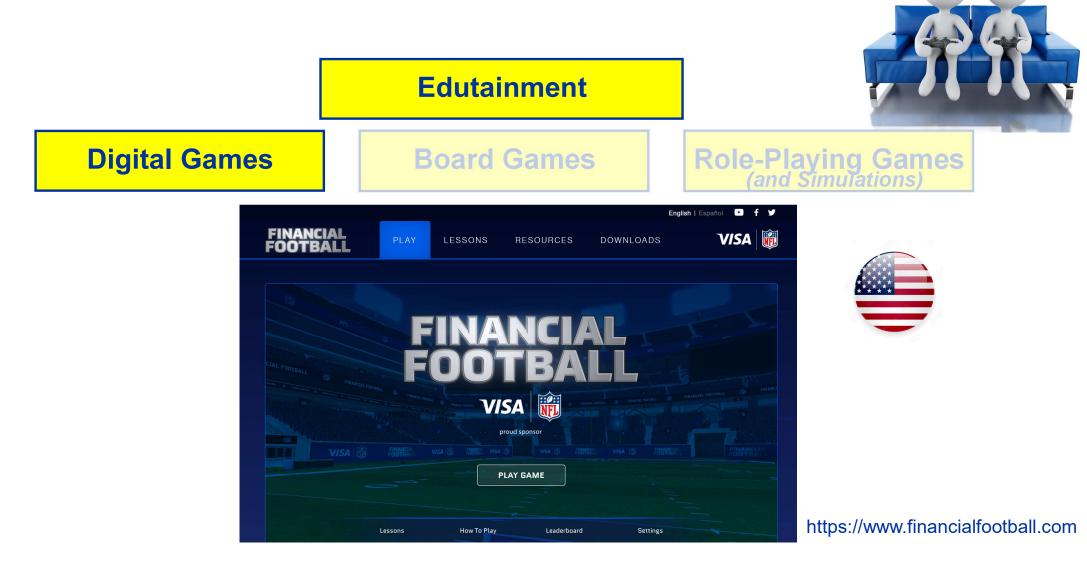
Education, Entertainment, Gaming

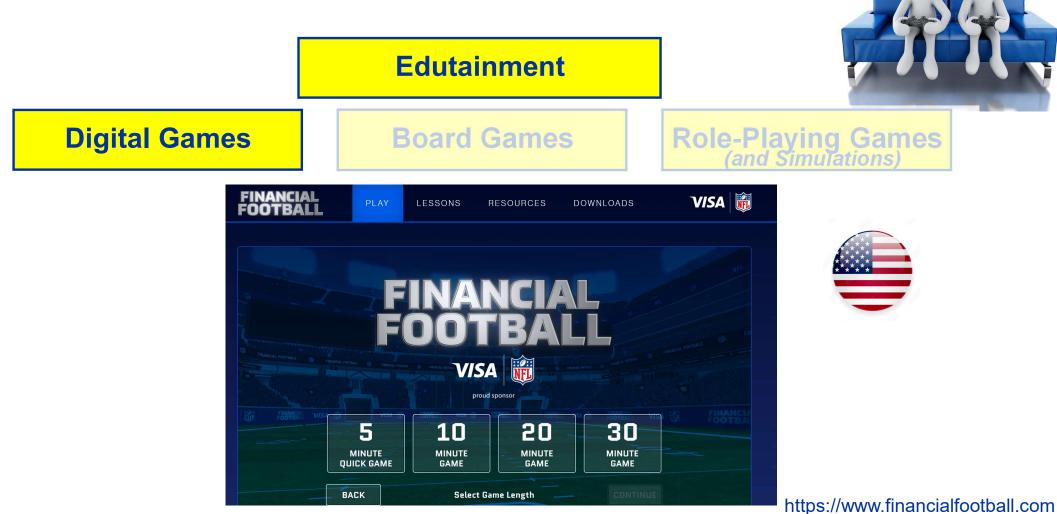
1 Big budget project

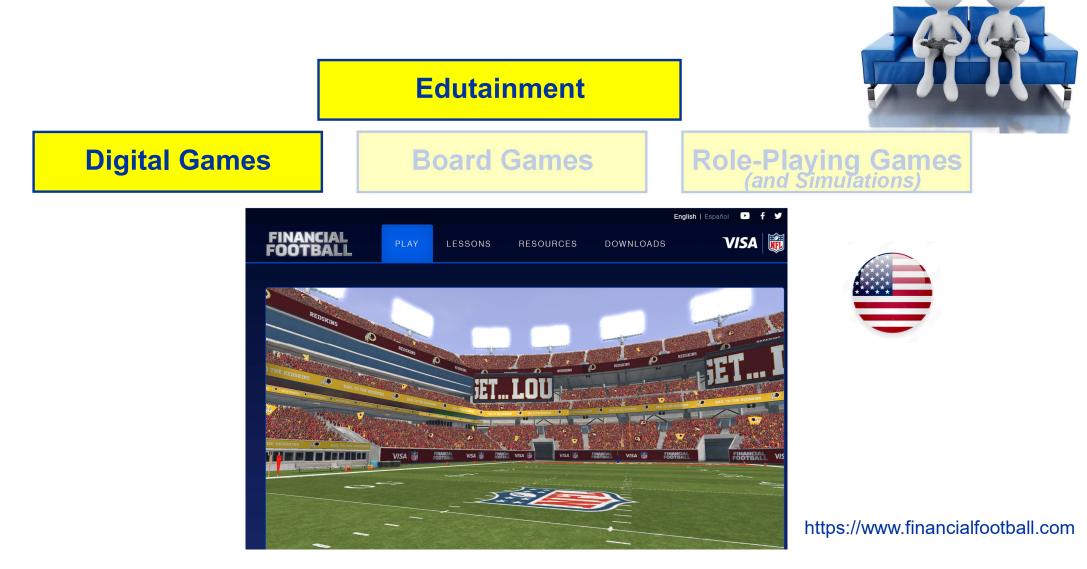
2 Need of different skills to develop (e.g. finance, IT developing skills, etc.)

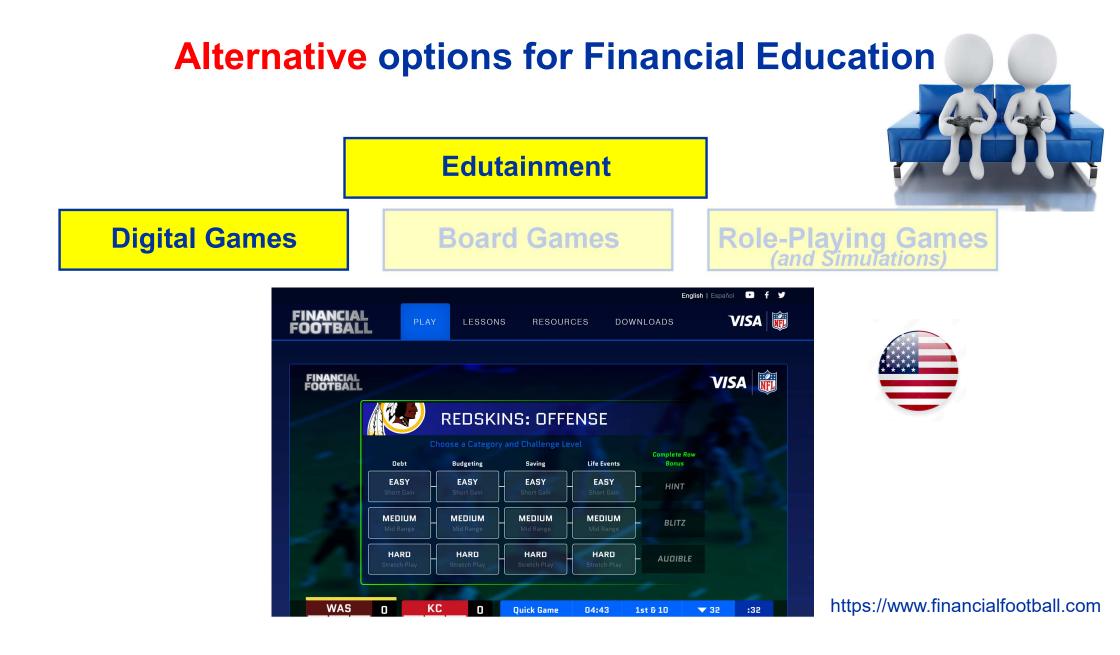


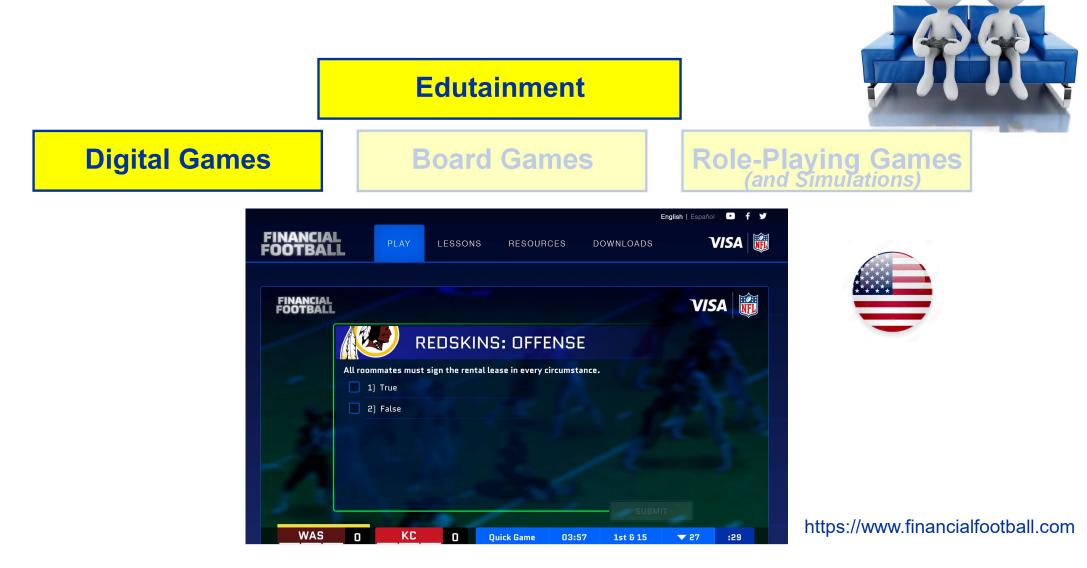


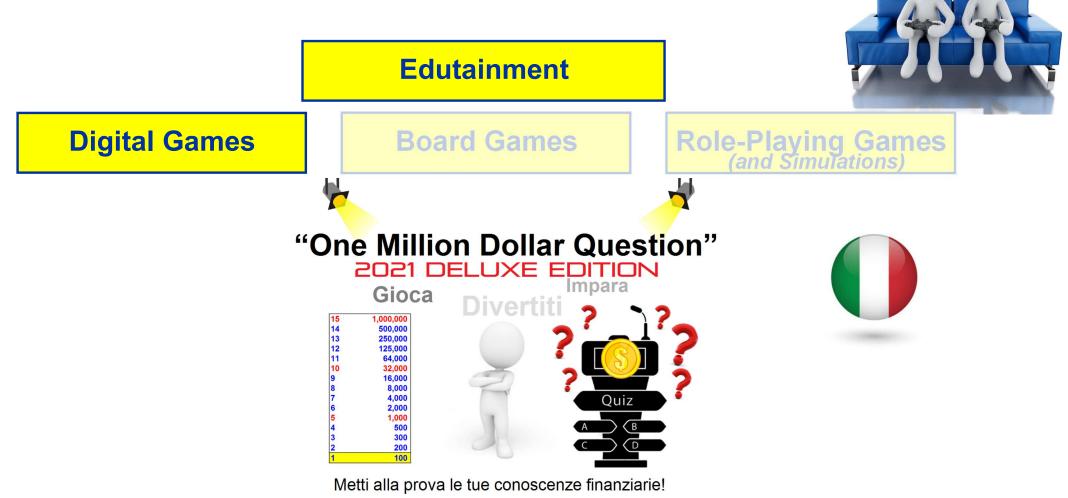






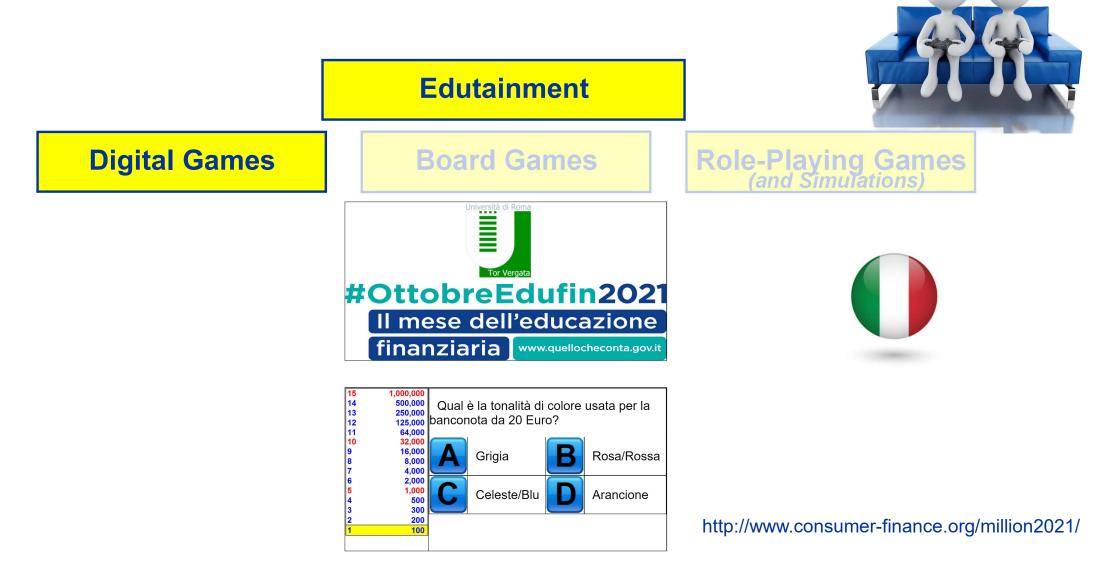


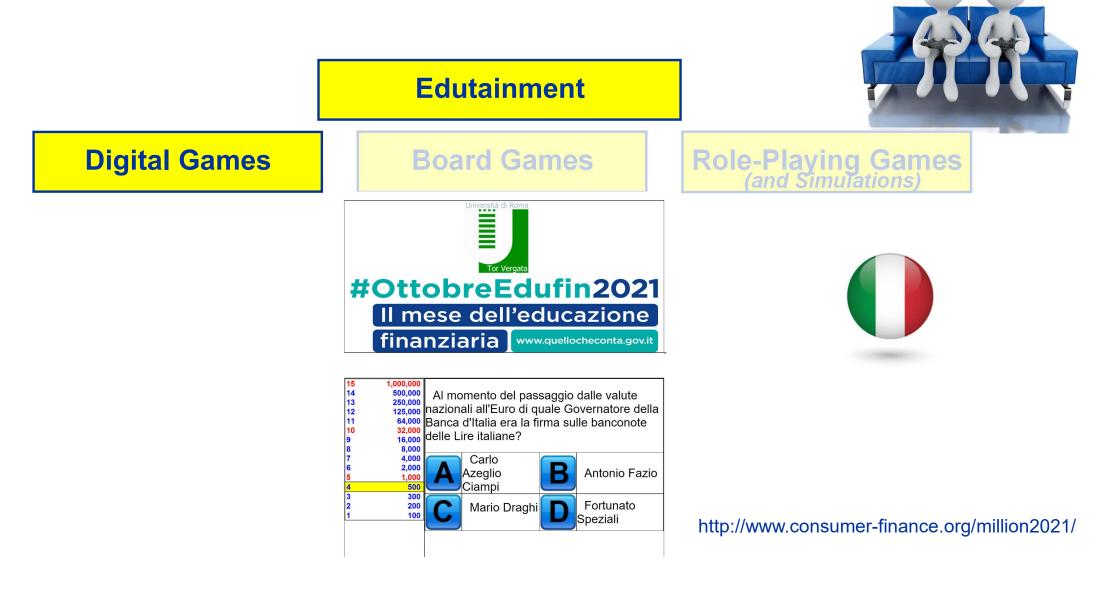




http://www.consumer-finance.org/million2021/

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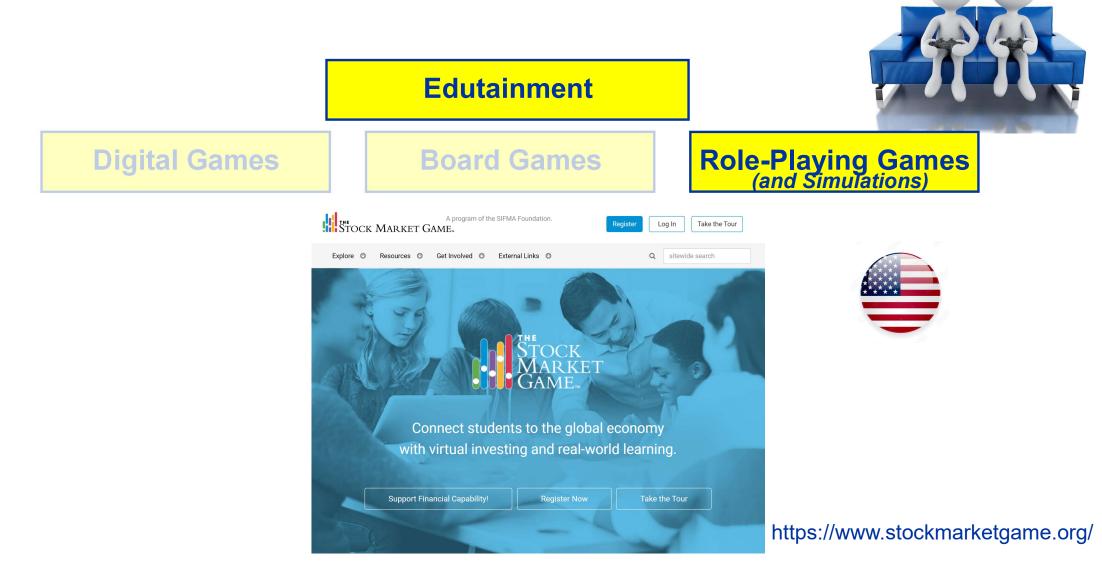




Alternative options for Financial Education **Edutainment** Role-Playing Games (and Simulations) **Board Games Digital Games** ONOPO MONOPOLY MONOPOLY 3

1000

Google Play







Children visited in Yrityskylä so far



https://yrityskyla.fi/en/





Conclusion





Different targets of consumers require different FE tools



- Technology can help us in improving the quality and effectiveness of FE
- 3
- We need studies on the effectiveness of different FE options

... and what next?





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Gianni Nicolini, PhD gianni.nicolini@uniroma2.it



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