

INITIATIVE ID

LU 1

COUNTRY

Luxembourg

INFORMATION ON THE INITIATIVE

NAME AND DESCRIPTION | F

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

FEATURES AND CONTENT

FORMAT

Chatbot Game

START DATE

19 November 2019

END DATE

Ongoing

N/A

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



INITIATIVE ID

LU 2

COUNTRY

Luxembourg

INFORMATION ON THE INITIATIVE

NAME AND DESCRIPTION

Lëtzfin 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



INITIATIVE ID

LU3

COUNTRY

Luxembourg

INFORMATION ON THE INITIATIVE

NAME AND DESCRIPTION

Lëtzfin website

Dedicated website on financial education

SUBJECT MATTER | Fi

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



INITIATIVE ID

LU4

COUNTRY

Luxembourg

INFORMATION ON THE INITIATIVE

NAME AND DESCRIPTION

Lëtzfin pocket money App

The 'Lëtzfin pocket money' app aims to make young people aware of the importance of managing their personal finances by actively involving parents.

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.

SUBJECT MATTER

Financial literacy and personal finance management

MAIN ORGANISER

Central bank or competent authority

CO-ORGANISER

N/A

App

FEATURES AND CONTENT

FORMAT

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



INITIATIVE ID

LU 5

COUNTRY

Luxembourg

INFORMATION ON THE INITIATIVE

NAME AND DESCRIPTION

Lëtzfin 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



INITIATIVE ID

LU₆

COUNTRY

Luxembourg

INFORMATION ON THE INITIATIVE

NAME AND DESCRIPTION

Ech kann dat och

In order to improve the citizens' knowledge in the management of their personal finances and to make sure that everyone has the possibility to carry out their financial transactions in an autonomous way, a training programme on e-banking was set up. This programme promotes the social, financial and digital inclusion of all citizens but it is particularly aimed at senior citizens, who are more vulnerable to the potential digital divide linked to the accelerated digitalisation of the society. The training is offered as a separate module or as part of a more general Internet training. A collaboration with many organisations was put in place in order to get a broad coverage. Further a train-the-trainer program should accelerate the spread of this training, so that it can be offered on a local basis for exampgele by different senior clubs.

SUBJECT MATTER

Financial literacy and personal finance management: By participating in this course people learn how to manage their bank account from their computer in a secure way.

MAIN ORGANISER

Commission de Surveillance du Secteur Financier (CSSF)

CO-ORGANISER

A joint initiative with the Ministry of Consumer Protection, the Ministry of Digitalisation, the ABBL (Luxembourg Banking Association) Foundation for Financial Education and the non for profit organisation Erwuesse Bildung.

FEATURES AND CONTENT

FORMAT

Physical courses

START DATE

15 September 2021

END DATE

Ongoing

OBJECTIVE

To promote the social, financial and digital inclusion of all citizens and particularly senior citizens, who are more vulnerable to the potential digital divide linked to the accelerated digitalisation of society.

TARGET GROUP

Elderly people

PROMOTION CHANNELS

Traditional media, Social networks, Newsletter, the promoter's partners' network, Press conference, Flyers.

LANGUAGES

French, German, English and Portuguese

TYPE OF OUTPUT PRODUCED

No public output produced.

DIGITAL TOOLS &TECHNOLOGY USED The training is offered via 2 different operating systems (Microsoft Windows 10 and MacOS 11)



INITIATIVE ID

LU7

COUNTRY

Luxembourg

INFORMATION ON THE INITIATIVE

NAME AND DESCRIPTION

Fraud prevention in a digital world

Link 1

Link 2

Through various measures, consumers should be made aware of the dangers of fraud and advised for more security in their digital banking transactions. Further, the Strong Customer Authentication is explained and its importance illustrated.

SUBJECT MATTER

Financial literacy and personal finance management

MAIN ORGANISER

Commission de Surveillance du Secteur Financier (CSSF)

CO-ORGANISER

N/A

FEATURES AND CONTENT

FORMAT

Digital tools (website, social media, media (radio)

START DATE

01 August 2021

END DATE

Ongoing

OBJECTIVE

Protecting consumers from fraud, especially in the area of digital financial transactions.

TARGET GROUP

Consumers in general

NUMBER OF PEOPLE BENEFITING FROM THE INITIATIVE

N/A

PROMOTION CHANNELS

Traditional media, social networks, newsletter

LANGUAGES

French, German, Luxembourgish

TYPE OF OUTPUT PRODUCED

No public output produced

DIGITAL TOOLS &TECHNOLOGY USED

N/A



INITIATIVE ID

LU8

COUNTRY | Lu

Luxembourg

INFORMATION ON THE INITIATIVE

NAME AND DESCRIPTION

Self-assessment on financial literacy

The self-assessment allows testing one's own level of financial

literacy anonymously and identifying possible gaps.

SUBJECT MATTER | Financial literacy and personal finance management

MAIN ORGANISER | Commission de Surveillance du Secteur Financier (CSSF)

CO-ORGANISER N/A

FEATURES AND CONTENT

FORMAT | Digital tools website

START DATE 01 March 2021

END DATE | Ongoing

OBJECTIVE The test should help consumers becoming aware of gaps in their

 $knowledge \ and \ encourage \ them \ to \ seek \ more \ information \ on \ the see$

issues.

Due to statistics, it can be determined which questions present the

most problems for consumers.

TARGET GROUP | Consumers in general

N/A

NUMBER OF PEOPLE BENEFITING FROM

THE INITIATIVE

PROMOTION CHANNELS | Social networks, newsletter

LANGUAGES French, German

TYPE OF OUTPUT PRODUCED Online Test

DIGITAL TOOLS N/A &TECHNOLOGY USED