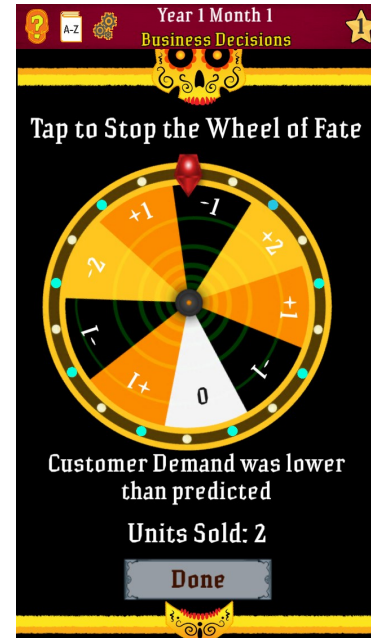


FEFE Project Newsletter Number 2: March 2018 Beta Version of Mobile Digital Game Now Available

The 'Financial Education for Future Entrepreneurs' (FEFE) project is led by Aston Business School and is funded by the Erasmus+ programme of the European Union.

The aim of the project is to create a mobile digital game and other educational resources which support the development of accounting and finance skills for business.

Whilst the outputs of the project are targeted at learners in both Vocational and Higher Education contexts, we expect them to also be relevant to anyone seeking to develop their accounting and finance literacy, including business managers and entrepreneurs.



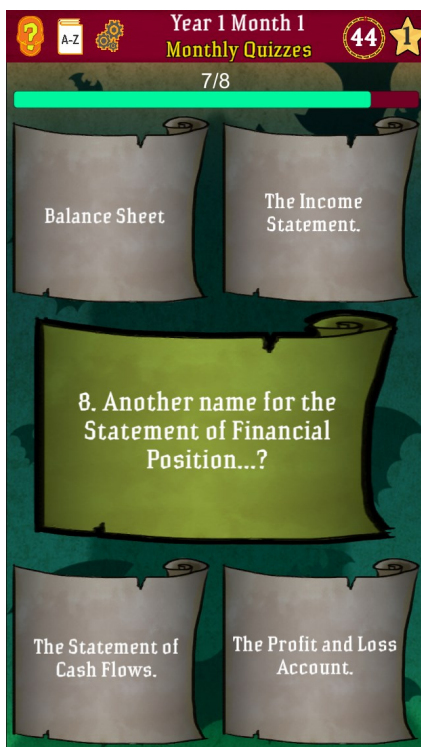
The FEFE Game puts the user in the role of the owner-manager of a retail start-up business, who is required to make business decisions, interpret financial information and solve accounting and finance questions and challenges.

The growth of the user's business is dependent on the user's responses to the accounting and finance challenges posed during The Game.

As the user's financial literacy improves, new Levels of The Game are 'unlocked' introducing new business features, new decisions and new accounting and finance challenges.

The Game has an optional 'Bookkeeping Mode' making it suitable for those who want to develop their ability to record the business' 'debits and credits' for themselves.

Game Level	Business Structure	Examples of the Accounting and Finance Topics Covered at Each Level
1	Sole Trader	Financial statements, cash transactions, drawings, tangible non-current assets and depreciation, accounting jargon
2	Sole Trader	Credit transactions, accruals and prepayments, accounting treatments under International Financial Reporting Standards, financial ratios
3	Limited Company	Share issues, dividends, intangible assets and amortisation, company taxation, bad debts, provisions, capitalise and expense decisions, financing choices, accounting measurements and cash flow



A suite of resources has been developed to support the use of The Game including an Educator Guide and a Social Learning Platform.

A beta version of The Game is now available for testing and the project team are looking forward to feedback from educators, students and anyone else interested in how The Game might help develop accounting and finance skills for business.

If you would like to know more about the project or would like to try out the latest prototype version, please email the Project Lead, **Matt Davies**, at: m.i.davies@aston.ac.uk.

Further information is also available via the project website: <http://fefeproject.eu>.

The FEFE Project Partnership:

The project brings together a consortium of the following partners from UK, Austria, Cyprus and Spain with complementary expertise and experience:

Aston Business School (UK) –

Project Lead, subject matter expertise and game content



Aston Business School

BEST (Austria) –

Development of Educator Guide



CARDET (Cyprus) –

Development of Country Guides



Elearning Studios (UK) –

Game development



Hi Iberia (Spain) –

Development of project Social Learning Platform



University of Barcelona (Spain) –

Educational needs analysis and evaluation

