Money Mavericks

Team Supernova

Vision *

Complete this slide last, replace this text with a summary of the impact you want to create and how you're going to do this.

Problem Statement *

For the average young person, financial literacy is often attained by way of learning from simple but at times detrimental mistakes made due to lack of knowledge. However what if there was a way to learn financial literacy in a fun and engaging way without the trial and error process?

Customer *

Our target demographic are young adults with low financial literacy. Our customer needs an easy to understand and access solution for financial concepts.

Our customer does not want simple advice or "get rich quick schemes" but wants to learn practical financial skills in a safe environment to allow for their money to grow.

Solution *

- Using gaming to teach financial literacy rather than using longwinded lectures and wordy articles, we would instead use less intellectually intensive scenarios and gaming challenges.
- This would promote an easier learning experience
- Aims to give a totalistic educational experience, touching on several topics related to financial literacy

Collaboration *

Our key partners are:

- UNDP United Nations Development Programme
- ☐ SDGC Sustainable Development Goals

Our key suppliers are:

- MOEYI Minister of Education, Youth & Information
- Virtual Reality Jamaica
- BOJ Bank of Jamaica
- Access to development tools, researchers, monetary management

Passion (empathy) *

For many years, young adults see there parents and grandparengts struggle with bad financial decisions made in their youth. The youths want to make a change but don't know how to. They understand that the get-rich-quick-schemes do not work. They want to learn money management in a practical, safe and easy way. This will ease their worries about their financial future once they gain the confidence experience and knowledge.

Proof of Concept *

This is a mock-up of our design concept.



Costs*

Capital Expenditure			
ITEM	PER UNIT	QUANTITY	TOTAL
Desk	\$35,000.00	5	\$175,000.00
Chairs	\$28,000.00	10	\$280,000.00
Shelving	\$1,799.00	7	\$12,593.00
Screens	\$17,000.00	1	\$17,000.00
Flat bed scanner	\$7,000.00	1	\$7,000.00
Personal Computers	\$120,000.00	5	\$600,000.00
Developing software	\$300,000.00		\$300,000.00
Research and Development	\$50,000.00	N/A	\$50,000.00
Testing	\$150,000.00	N/A	\$150,000.00
Refine and implement	\$100,000.00	N/A	\$100,000.00
Education and Marketing	\$200,000.00	N/A	\$200,000.00
Maintenance	\$200,000.00	N/A	\$200,000.00
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		TOTAL	\$2,091,593.00

SDG Goals Aligned To *







