



PROFIT NEWSLETTER



From Research to Tool: Development of the GDN

International Learning, Teaching and Training Activity (LTTA) in Poland

One of the key milestones of the PROFIT project during the last six months was the Learning, Teaching and Training Activity (LTTA) held in Poland. Partners gathered to review and refine the educational and narrative foundations of the project, focusing on the development of the Gamified Digital Graphic Novel (GDN), the innovative learning tool at the heart of PROFIT.

During the LTTA, participants explored the storytelling approach adopted by the project, discussing how financial literacy concepts can be effectively integrated into engaging narratives that resonate with young people.

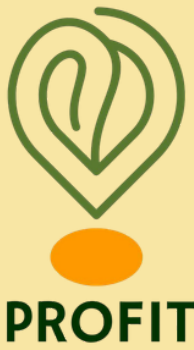
Particular attention was given to the development of the project's stories and the educational pathways embedded within them.

The meeting also featured the presentation of the main characters who will guide learners through the different storylines. Partners discussed character profiles, motivations, visual identity, and their role in supporting learners' engagement with financial literacy topics. This collaborative work ensured consistency across all narratives while maintaining a diverse and relatable cast of characters.

The LTTA provided an important opportunity for partners to exchange ideas, test concepts, and strengthen the educational value of the GDN before moving into the next stages of development.



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International Online Event: Presenting Research and Story Development

In March 2026, SERVIN coordinated an international online event bringing together more than 60 participants from across Europe to explore the latest developments of the PROFIT project.

The event opened with the presentation of the project's research findings and the Financial Literacy Framework, providing an overview of the key competencies, challenges, and educational needs identified during the research phase. Participants gained insights into how these findings have shaped the project's pedagogical approach and learning objectives.

A second session focused on the transition from research to practice through the development of the Gamified Digital Graphic Novel (GDGN). Partners explained how financial literacy concepts are transformed into interactive narratives that combine storytelling, decision-making, and gamification.

Participants also had the opportunity to discover two of the project's storylines and meet the characters that will accompany learners throughout their financial literacy journey. The presentation generated significant interest and valuable feedback regarding the educational potential of narrative-based learning.

The high level of participation and engagement demonstrated the strong interest in innovative approaches to financial education and highlighted the relevance of the PROFIT project for young people across Europe.



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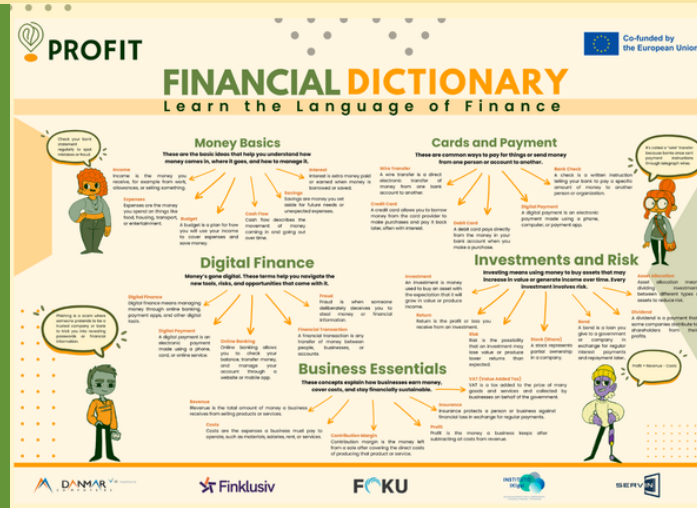




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Finalisation of the PROFIT Financial Dictionary



Another important achievement during this reporting period was the completion and presentation of the PROFIT Financial Dictionary.

The dictionary serves as a common reference framework for all project activities, ensuring that financial concepts are presented consistently and accessibly throughout the educational materials. It includes key terminology related to budgeting, saving, investing, debt management, digital finance, entrepreneurship, and financial decision-making.

The dictionary was developed collaboratively by project partners and is closely aligned with the Financial Literacy Framework and the content of the Gamified Digital Graphic Novel. By providing clear and learner-friendly definitions, it supports participants in understanding financial concepts and applying them in real-life situations.

The completion of the dictionary represents a significant step towards ensuring coherence, quality, and accessibility across all PROFIT learning resources.

What's next

As the PROFIT project enters its next phase, partners are finalising the storylines of the Gamified Digital Graphic Novel and continuing the development of the digital platform.

Upcoming testing activities will involve young people and stakeholders, whose feedback will help refine the learning experience. By combining storytelling, gamification and financial education, PROFIT aims to equip young people with essential skills for informed financial decision-making.



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