

LIST OF WORKSHOPS (November 20)

Explore and Play: Let's dive into the Wikifin Lab

- *The Wikifin Team – FSMA (Belgium)* - Step into the shoes of teens and explore the exciting world of the Wikifin Lab!

Immerse and Interact: Designing for memorable experiences

- *Vanessa Offen and Thomas Meyer, Ralph Appelbaum Associates (Germany)* – Designers of the Ekonomiska Museet in Stockholm share their knowledge, tools and practice for interactive learning in museum and cultural settings.
- *Riccardo Finozzi - MUDEM Virtual Exhibit (Italy)* – Take a test-drive of an innovative, gamified digital space to engage diverse audiences which addresses the challenges and opportunities of virtual financial education.

Experiment with Gamification & Storytelling: Participatory financial learning in action

- *Ulrick Rosseaux, Bundensbank (Germany)* – Learn how the Bundensbank created an exciting escape-room game where teams tackle real-life financial challenges through age-tailored characters.
- *Giovanni Carrada, Studio MIZAR (Italy)* – A behind-the scenes glimpse into how Mizar's external perspective and cross-domain insights have shaped the innovative design of the new Bank of Italy Museum (MUDEM).

Include and Engage: Creating accessible, engaging spaces for general audiences

- *Roberto España, Bank of Spain* – Get a sneak peek into the early design phase of a new innovative, interactive educational space that aims to engage citizens with the bank's vital role in financial education and well-being.
- *Chris Mozier, Solid Light Inc. (USA)* – Learn how designers create inclusive, hands-on museum experiences that make complex finance easy to grasp, and design exhibitions to engage all visitors through innovation and accessibility.

Create and Inspire: Using Art as a portal to financial and economic education

- *Stacy Wakeford (Bank of Canada) and Cecilia Van den Horne (Ekonomiska Museet Stockholm)* – Explore the many ways that fine art and art practice can be employed to attract audiences, open minds, and make surprising and lasting connections with museum visitors.

Test, Try, and Consult: Programming trends & evaluation methods

- *Stacy Wakeford, Bank of Canada and Alessio D'Ignazio, Bank of Italy* – Explore the many ways to use visitor evaluation to promote innovation, from simple in-gallery voting games to formal statistical methods.

