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Optimizing Financial Education for Portuguese Youth: An AHP-Based Analysis



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1. Introduction / Context

- Portugal is the second-worst EU country in terms of financial literacy, according to the 2024 study "The State of Financial Knowledge in the European Union.".
- Financial literacy is critical for youth, influencing financial well-being and inclusion.
- Results from a recent study conducted in 2024 on first-year students at ESTGV reveal:
 - Portuguese youth show low financial literacy levels; average score: 44.36/100, down from 47.5 in 2022.
 - 63% had no financial education during compulsory schooling; 3 out of 4 believe it should be mandatory.
 - · Financial literacy self-assessment: aligned with actual results.
- The inclusion of financial literacy in compulsory education has been proposed and appears to be highly relevant, yet its implementation faces several obstacles

2. Research Objective

Use the **Analytic Hierarchy Process (AHP)** to evaluate and rank the most effective alternatives to improve youth financial literacy in Portugal.

3. Methodology

•AHP structure:

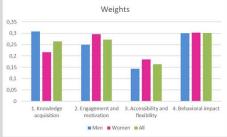
•Criteria:

- 1.Knowledge acquisition
- 2.Engagement and motivation
- 3.Accessibility and flexibility
- 4.Behavioral impact

Alternatives evaluated:

- 1.In-person courses
- 2.Online courses
- 3. Videos and digital content (posts)
- 4.Books
- 5.Games / apps

•Weights of criteria: determined via student pairwise comparisons •Sample: 42 Students, 52% male, age average = 20



•Alternative evaluations: provided by expert judgment.

4. AHP Results

Final priority ranking: 1. In-person courses 2. Online courses 3. Videos / posts 4. Books 5. Games / apps A3 - videos and digital content (posts) A4 - books (physical and digital) A5 - games and other applications A5 - games and other applications 0.42 0.42 0.42 0.42

References

Bruegel. (2024). The State of Financial Knowledge in the European Union. Report prepared at the request of the Belgian Presidency of the Council of the European Union. Retrieved from https://www.bruegel.org

5. Key Findings

- The potential "behavioral impact" is the most valued criterion by students, while "accessibility and flexibility" is the least valued one.
- New approaches, such as games/apps, score highly in "accessibility and flexibility" (the less important criterion).
- For this reason, games and apps are the least favorable option.
- There are not many differences between genders. Still, female students value "engagement and motivation" more, while male students place greater importance on "knowledge acquisition".
- . Best alternative: in-person courses.

6. Conclusion & Recommendations

- Financial education must go beyond content engagement and real-world application are crucial.
- While innovative methodologies like games and apps are appealing, the more traditional approach remains the most effective option.
- Thus, given that 'behavioral impact' is the most valued criterion among students, it appears more relevant to focus innovation on content rather than on delivery methods.
- Further involvement from educators and policymakers is essential to improve current strategies.