



EUROPEAN CENTRAL BANK

EUROSYSTEM

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PRESS RELEASE

LAUNCH OF NEW EDUCATIONAL GAME

Today, the European Central Bank (ECB) and the Eurosystem national central banks (NCBs) have published a new web-based educational game called “*Top Floor – Make your way up!*”.

The game is aimed at 18-25 year olds and takes the form of an interactive quiz set in the lifts of a fictionalised version of the ECB’s future new premises.

The players’ mission is to deliver a full set of seven briefing documents to the ECB’s Governing Council for its meeting on the top floor of the building. As players make their way up in the lifts, they are asked a series of multiple-choice questions about the institutional framework, organisation and tasks of the ECB, Eurosystem and European System of Central Banks (ESCB). For each correct answer, they get one of the documents they need.

In this way, “*Top Floor – Make your way up!*” explains the complex work of the ECB, Eurosystem and ESCB through a fun but informative gaming experience. In particular, players gain insights into the data and analyses the Governing Council considers when taking its interest rate decisions for the euro area.

“*Top Floor – Make your way up!*” is the third such educational game produced by the ECB and the Eurosystem NCBs, after the 2010 launch of “*€conomia – The Monetary Policy Game*” and “*Inflation Island*”. As with the two previous games, the new game has been produced in 22 official EU languages and is available in the “Educational” section of the ECB’s website (<http://www.ecb.europa.eu/ecb/educational>) or the websites of the Eurosystem NCBs.

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