

\$ave \$teve is the Chesapeake Public Library's multi-faceted investor education and training project, supported by FINRA Foundation and the American Library Association. \$ave \$teve is developed through a partnership with the Creative Gaming and Simulation Lab at Norfolk State University. Programming partners include WCTV CH48, The Clipper @ The Virginian-Pilot, WNIS 790 AM, WFOS 88.7 FM, The Virginia Cooperative Extension, the Friends of the Chesapeake Public Library and the Chesapeake Public Library Foundation.

\$ave \$teve - Inception

Humankind has always struggled to grasp basic financial principles, from balancing a checkbook to playing the stock market...UNTIL NOW. Using the timeless strategy of bait and switch, as well as the universal appeal of giant robots, the Chesapeake Public Library invites you to \$ave \$teve.

Ostensibly an online game in which players rescue a young boy named Steve from financial ruin, \$ave \$teve is actually a cleverly disguised vehicle for communicating a variety of information ranging from basic financial definitions to investing principles. Players will become swept up in the story of robots from another dimension, breaking through to Steve's world in order to save him, all the while absorbing dry financial information woven into the activities encountered throughout the game.

For those who have avoided delving into financial learning out of apathy, procrastination, fear, and any other number of perfectly understandable reasons, finally there is a fun, engaging, and decidedly sneaky tool to help them overcome those self-imposed obstacles. Indeed, the arrival of \$ave \$teve will herald a pivotal victory in the war on fiscal phobia, as financial amateurs everywhere will unwittingly wield traditionally mind-numbing fiscal jargon to \$ave \$teve and unlock the mysterious secrets of the Krackle Botz!

\$ave \$teve games are intended to be a fun way to learn saving and investing vocabulary and concepts. For completeness and accuracy, please refer to the FINRA Foundation [Investor Education Modules](#) and ask your reference librarian about additional financial education resources. For investment advice, please consult a licensed and registered investment professional.

Funding Agencies

Smart investing@your library® is administered jointly by the Reference and User Services Association – a division of ALA – and the FINRA Investor Education Foundation. The program funds library efforts to provide patrons with effective, unbiased financial education resources. Participating libraries use a variety of technologies and outreach strategies to connect library users to the best financial education and information available. These strategies include gaming, online learning, classroom formats, one-on-one clinics, storytelling and staff training

FINRA Investor Education Foundation

The FINRA Investor Education Foundation is the largest foundation in the U.S. dedicated to investor education. Its mission is to provide investors with high quality, easily accessible information and tools to better understand the markets and the basic principles of saving and investing. For details about grant programs and other FINRA Foundation initiatives, visit www.finrafoundation.org.

American Library Association

Established in 1876, the American Library Association is the oldest and largest library association in the world. It strives to provide leadership for the development, promotion and improvement of library and information services and the profession of librarianship in order to enhance learning and ensure access to information for all. For more information, visit www.ala.org.

\$ave \$teve Design and Development Partners

Chesapeake Public Library – Project Lead

www.infopeake.org

Project Manager: Phyllis Schirle, B.S. in Business Management, Public Relations/Special Programs, Chesapeake Public Library

Concept Design: Jim Blanton, M.L.S. & M.P.A., Senior Librarian & Library Manager, Chesapeake Public Library

Digital Features: Ryan Claringbole, M.L.I.S. & Masters in History, Digital Branch Library Manager, Chesapeake Public Library

Team members:

Susan Campbell-Hobbs, M.L.S., Library Manager, Major Hillard Library

Jean Carideo, M.L.S., Library Manager, Russell Memorial Library

Elizabeth Griffing, M.L.S., Librarian, Major Hillard Library

Patricia Kendalls, Library Assistant, Dr. Clarence V. Cuffee Library

Olivia Osei-Sarfo, M.L.S., Library Manager, Dr. Clarence V. Cuffee Library

James Pearson, B.S. in Accounting, Information Systems Manager

Nancie Laing, B.A in Psychology, Graphic Artist, Chesapeake Public Library

Therese Bigelow, M.L.S., Assistant Director (retired as of July 2010), Chesapeake Public Library

Norfolk State University's Creative Gaming and Simulation (CGS) Lab – Project Partner

<http://cgs.nsu.edu>

rmorsi@nsu.edu

Technical Designer and Project Manager: Dr. Rasha Morsi, CGS Director, Associate Professor of Electronics Engineering and Graduate Program Coordinator

Programmer: Michael Chase, Sophomore DNIMAS Scholar, Computer Science Department

Programmer: Toria Duke, Graduate Student, Engineering Department

Programmer: Kalpana Kajuluri, Graduate Student, Computer Science Department

Team members:

Marcus Gilbert, Undergraduate student, Engineering Department

Sharrod Hines, Undergraduate student, Engineering Department

Bridgeforth Artists – Graphics Design

www.BridgeforthArtists.com

bridgeforth_artists@yahoo.com

Graphic Designer and Artist: Brian Bridgeforth

Graphic Designer and Animator: Marie Bridgeforth

.

Content Development

WordSearch, Crosswords, Hangman, and Dictionary Content: Ms. Kalpana Kajuluri, CGS-NSU

Game Multiple Choice and True/False Questions:

Adapted from the FINRA Foundation Investor Education Modules, available at <http://finrafoundation.org/resources/education/modules/index.htm>

Quality Measures, LLC.

Project Evaluator: Dr. Gwen Lee-Thomas, Owner

Credits:

All Crossword and Word Search games were developed using the SoftChalk Software (<http://www.softchalk.com/>). Mini-games were developed using Interactivity Creator (<http://www.sealund.com/interactivitycreator/>)