

AURENTA

Financial literacy, dealt as cards

A BRANDED CARDCLASH DECK

Money Moves

Eighteen ways to pay, played as a card game — the same deck delivered twice: on screen and on board.

AURENTACash & cards



Girocard

German debit card

 Cost per payment lower wins	0.09 €
 Speed	88/100
 Fraud protection	78/100
 Global reach	35/100
 Everyday use	90/100

DID YOU KNOW

A debit card takes the money from your account within days. It is cheap for the shop, which is why small businesses often prefer it.

aurenta.example

AURENTADigital & mobile



Mobile wallet

Phone at the terminal

 Cost per payment lower wins	0.35 €
 Speed	96/100
 Fraud protection	88/100
 Global reach	88/100
 Everyday use	58/100

DID YOU KNOW

The shop never sees your card number: the phone sends a one-off token instead.

aurenta.example



AURENTA

Money Moves

MONEY MOVES | PAYMENT CLASH

DIGITAL

PRINT

CARD BACK

THE IDEA

A bank teaching how payment actually works — by letting people play with the numbers.

CardClash turns a dataset into a top-trumps card game. Each card is one thing; each number on it is one attribute. Players compare a number they chose against a number they could not see, and after a dozen rounds they have a feel for the whole table of data — which is what a leaflet never achieves.

01 Pick a category

You hold a card. You choose the attribute you think wins.

02 Reveal

The opponent card turns over. Higher wins — unless the attribute is marked lower wins, like cost.

03 Take the trick

The winner takes both cards and chooses next.

04 Learn the shape

Play again and you start to know the deck: what is cheap, what is fast, what only looks safe.

WHY A BANK WOULD DO THIS

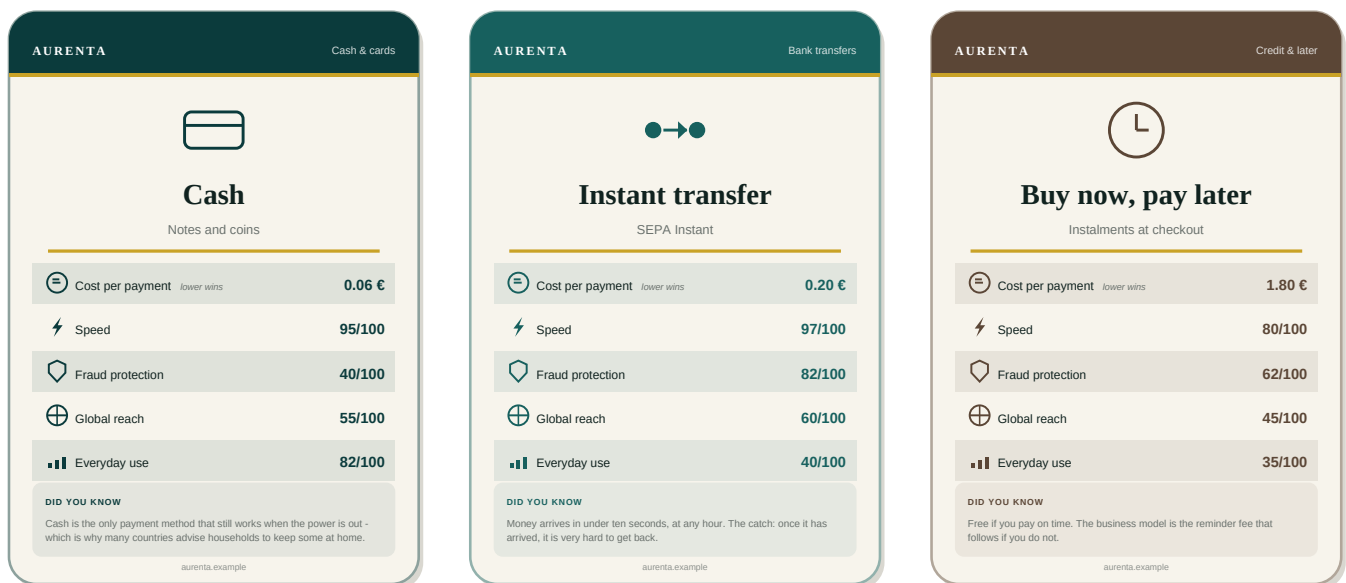
Financial education is an obligation for some institutions and a marketing channel for others. A deck works in both directions: it sits inside customer education online, it goes into schools as a printed classroom set, and it survives a compliance review because nothing on the card is a promise — only comparable, sourced figures.

ON SCREEN

Built to be tapped.

The digital card is a live interface. Every attribute row is a button with a proper touch target, the winning row is highlighted on reveal, and the whole card reflows on a phone. Colour does the work that ink cannot afford: tinted rows, a soft shadow, a fact panel.

ACTUAL RENDERING, SHOWN AT 86 %



Tap targets

Every attribute row is a real button, at least 7 mm high.

Reveal states

Win, loss and tie are shown by colour and by an outline, never by colour alone.

Announcements

Round outcomes are read out to screen readers through a live region.

Responsive

The card scales with the viewport; two cards sit side by side above 700 px and stack below it.

No emoji

The brand glyphs replace the emoji of the standard deck, so the cards look like Aurenta and not like a default.

One source

The same values feed the screen card, the print card and the gradebook.

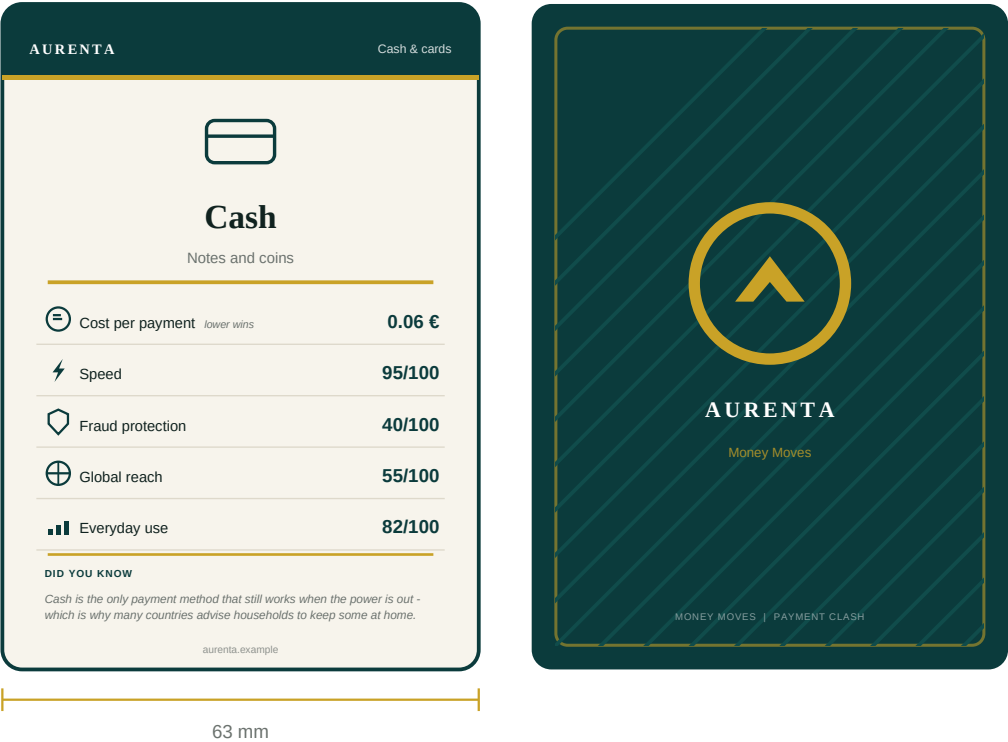
ON BOARD

Built to be dealt.

The printed card carries the same data and the same identity, laid out for paper: tighter corners, hairline rules instead of tinted bands, larger figures for arm's length, and no shadow — an effect that costs ink and means nothing on card stock.

FRONT — ACTUAL SIZE 63 × 88 MM

BACK



PRINT SPECIFICATION

Trim size	63 × 88 mm (poker / bridge sizes also available)
Bleed	3 mm on all four sides, artwork extended into it
Corner radius	2.6 mm, matching standard playing-card dies
Colour	CMYK, brand petrol and gold supplied as spot equivalents
Stock	300 g/m ² card, matt lamination both sides
Deck	18 cards plus one rules card, shrink-wrapped or boxed
Run	From 100 decks; artwork and die-line supplied as print-ready PDF

THE PROCESS

From your spreadsheet to a deck in a hand.

1

Scope

One call. Who is learning, what they should be able to estimate afterwards, and which data you already hold.

2

Deck design

We choose the entities and the four to six attributes that make the comparisons interesting, and balance them so no card wins everything.

3

Data & sources

Values are collected, rounded for playability and documented with a source per attribute — the part that survives review.

4

Branding

Your colours, your glyphs, your typography, your card back. Applied to both the screen card and the print card.

5

Delivery

The digital deck goes live in Moodle, on cardclash.io or inside your own product. The print file goes to your printer.

WHAT WE NEED FROM YOU

- A list of the things to compare
- The numbers, in any spreadsheet
- Your brand colours and logo
- Who the learners are

WHAT YOU GET BACK

- A balanced, sourced deck
- The digital deck, branded and live
- A print-ready PDF with die-line
- The deck as CSV, yours to keep

FIVE ROUTES

Pick the one that matches what you already have.

CardClash for Moodle

SUBSCRIPTION

You run Moodle. Install the plugin: grades, completion and reports where your teachers already look.

Courses on cardclash.io

PER COURSE

No LMS. Buy a course, share one link and a password, everybody plays.

CardClash Embedded

PROJECT

A standalone build inside your own portal, product or campaign site.

Deck & didactics support

WORKSHOP

We find the deck in your data, balance it and tie it to the outcome you need.

Printed card decks

PER RUN

Your deck, your branding, professionally produced for the classroom or the training room.

Talk to us

cardclash@bdecent.depoc.bdecent.io/cardclash

bdecent GmbH

Aurenta is a fictional brand invented for this demonstration. It is not a real bank and has no connection to any existing institution. The figures are illustrative teaching values, not financial advice.

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