

I am writing about Central Banking's training course: **Good Practice in Banknote and Currency Management** which will be taking place online from the 14 – 17 March, 2022.

What are the long-term lessons from the Covid-19 pandemic around cash demand – and usage? How are currency managers responding to the challenge of digital money? How can central banks improve the environmental, ethical and inclusive proposition of banknotes?

These are some of the main challenges facing currency experts at a time of technology-driven change in banknotes and central banking broadly. In response to the fast-paced evolution in digital payments they are increasingly using technology to improve the product and services they provide.

They know that better technology – as has always been the case with currency management – is the key to staying ahead of the competition.

This course is designed to equip central bankers to meet these challenges.

Each day will feature three hours of expert-led Live Content to maximise the opportunity to share and learn. I will ensure participants have opportunities to network throughout the course, with time set aside for a workshop on implementing key learnings.

Expert speakers will be joining me to cover topics such as:

- Digital money: are CBDCs, stablecoins and crypto assets threats or opportunities?
- Good practice in planning and introducing a new banknote series
- Banknote analytics: building blocks and technology foundations
- Security features and counterfeit threats
- Environmental and sustainability practices: where can currency managers contribute?

To join the course, please register online or get in touch with the Central Banking Training team for guidance on the registration process, including help with your internal approval: +44 20 7316 9136 / training@centralbanking.com

I look forward to welcoming you and your colleagues to the course this March.

Best regards,

Antti Heinonen

Chairman, Banknote Ethics Initiative, and former director of banknotes, European Central Bank