Workshop

- Introductions
- Research setup
- Play the games
- Questionnaire
- Organization / taskforce
- Next steps
Goals workshop

• Improved research setup malaria games
• Optimized questionnaires: baseline questionnaires.
• Forming Task force responsible for:
  – Procedure of game playing and testing, instructions, gathering data, process data, distribution.
  – Time plan/schedule
  – Identify schools, student groups.
  – Organization of this Workgroup: long term
GameOn!: A Student-Developed Game Initiative to Fight Malaria

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George Onyango, Help Heal, Community Based Organization, Kisumu, Kenya

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Rob Willems, School of Communication, Media & IT, Communication Systems, Hanze University of Applied Sciences, Groningen, the Netherlands
HelpHeal
(George Onyango, project leader)

NGO’s

Health
(Fred Opinya)

Education
(Peter Odongo)

Economic empowerment
(Francesca)

ICT
(Moses Osloo)

Government (e.g. Min. of Health)

Friends of HelpHeal (experts)

CBO’s

St. Anne

SEP

Francesca

.....
HelpHeal: 5 areas

• Health advocacy
• Income generating activity
• Home based care
• Orphanage & vulnerable children
• Primary Education
The goal of *GameOn!* is to develop a serious video game.

The object: to develop a serious game that aims to change behavior through awareness.

**The setup**
A multidisciplinary group which unites expertise from didactic and game production backgrounds produces an educational game for an international learning environment.
To develop a computer game in the battle against malaria, for children in primary schools (10 -15 years) in Kenya (Nyanza province).

The game(s) would be a success if children are:

- Able to tell signs of malaria clearly
- Identify malaria transmission methods
- Tell what times of the day mosquitoes bites occur
- State cheap and effective ways of preventing malaria
- The importance of going to the hospital and finishing drug doses
The result: three games
All the children have the disease named malaria. Let's go to the principal!
The mosquitoes steal all the prevention items from the people - everything that people need to protect themselves.

The village is lucky. There are two brave heroes who will try to fight against the mosquitoes to get the items back and to help the village.
JASIRI
I NEED TO FIND SOMETHING THAT HELPS ME GET IT OUT OF THE TREE.
Playtest at 3 schools
George Onyango Hi guys. Today I received the batch of CDs with the Malaria games. Trying them out now. Good work and well done team!
Current status

- Games shipped to HelpHeal
- Will be played at several schools
- Effectivity (in relation to the learning objectives) will be evaluated
Future plans

- New project with HelpHeal started in September 2013
- Subject is HIV/AIDS
Partnership: JOOUST in Bondo
GameOn!...it has been an exhilarating journey

(George Onyango)
### Baseline setup (15 min)

**Baseline questionnaire**, **Textbook logging time**, **Computerized textbook**, **Logging computer time**, **Game: Rukia**, **Game: Kuumwa**, **Game: Mosquitown**, **Logging playtime**, **Questionnaire**

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<th>Control school</th>
<th>Textbook</th>
<th>Logging time</th>
<th>Computerized</th>
<th>Logging computer time</th>
<th>Game: Rukia</th>
<th>Game: Kuumwa</th>
<th>Game: Mosquitown</th>
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### Conditions:
- balanced groups (age, class, gender)
- duration (# days)
- start and stop same moment
- secure logging
- logging special conditions
- number of subjects

To be completed
Discussion (20 min)

• Feedback on proposal and methodology
• What are your thoughts?
  – general impression
  – feasibility
  – set up
  – ..... 
• In two groups, 15 minutes
• Write down most important suggestions
Play the games, 30 min (‘look and feel’)

- rukia
- Mosqui Town
- KUUUMWA
• Short break (‘check the weather’)

Baseline questionnaire (20 min)

• Per group,
  – write down a list of malaria topics that children should know about, and
  – should be addressed in the questionnaire.
Existing questionnaire

• Max 12 questions
• Understandable for children # years old (grade 6)
• Time needed to fill in max 15 minutes

• Per group: write down suggestions for improvements
• All together, brainstorm on:
  – Roles
  – Organization
  – Members task force
  – Project leader
  – …
Next steps? (15 min)

• All together, brainstorm on what should be done next?
Foto’s van workshop in Kisumu (1/2)
Foto’s van workshop in Kisumu (2/2)