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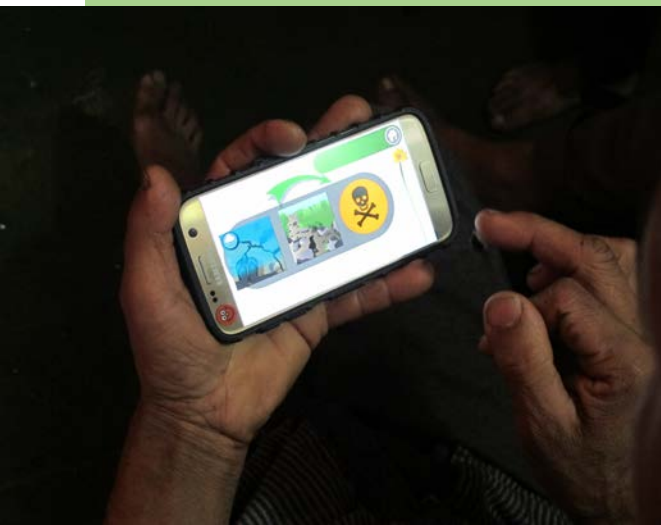
MANTRA

Increasing maternal and child health resilience before, during and after geo-hazards using mobile technology in Nepal

Perinatal women and their newborns are amongst the most vulnerable in geo-hazards when access to healthcare advice and services may be reduced or non-existent. This project investigates hazard and risk perception, and building women's resilience by improving access to information and communications before, during and after geo-hazards. It aims to do this by developing mobile technology to support and expand existing public health interventions and social protection mechanisms, especially in rural areas of Nepal.

The serious game was designed and built with a particular target audience in mind: users that have low or no education, are not regular smartphone users and are not gamers.

The scoring system is based on pictograms and sounds to give users both audio and visual feedback upon dragging and dropping an answer. This not only helps with retention, it also provides a goal for the end user: completing all modules with minimal error. Testing with users in geo-hazard prone areas and having them complete the game will offer insight into how efficient game based learning is for the target audience.



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