

Vaccine Games for Teens

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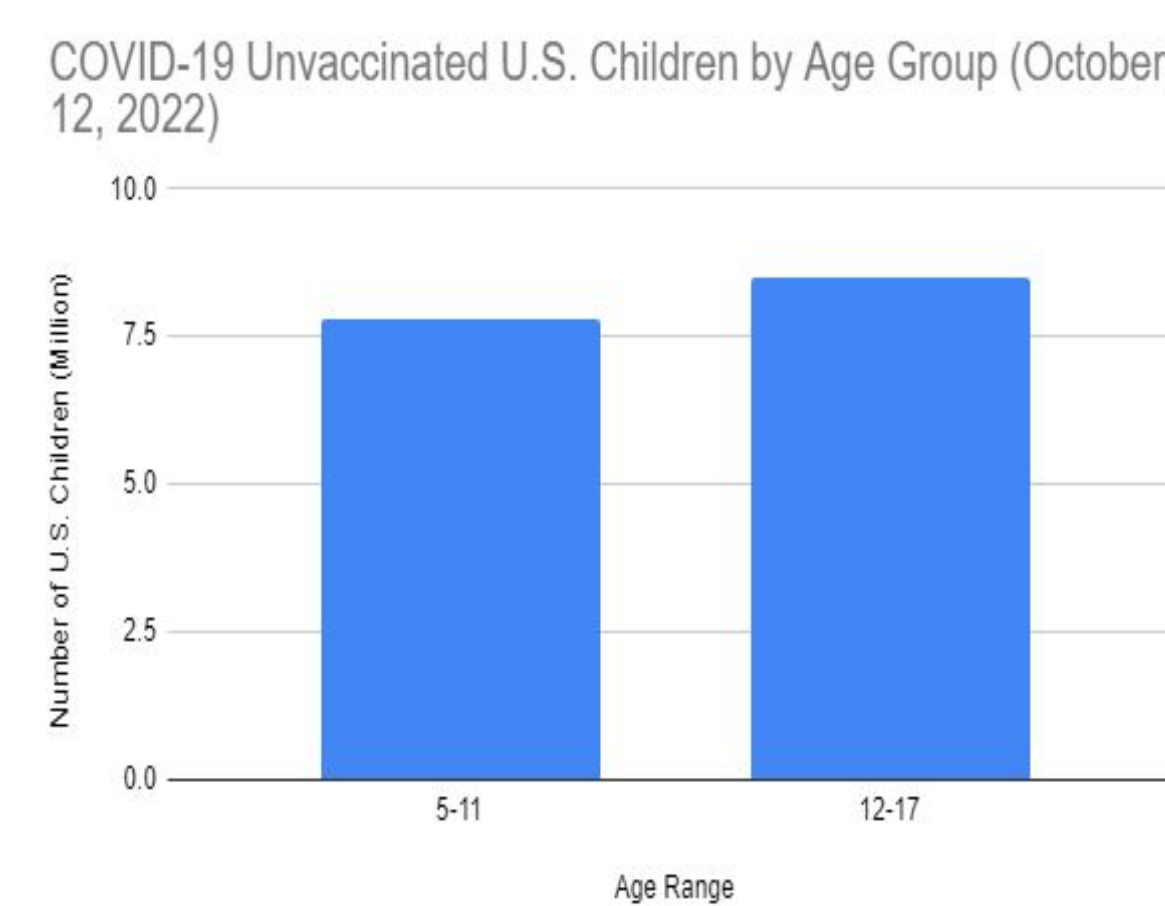
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Team Mentor: Tayyaba Shaheen

Motivation

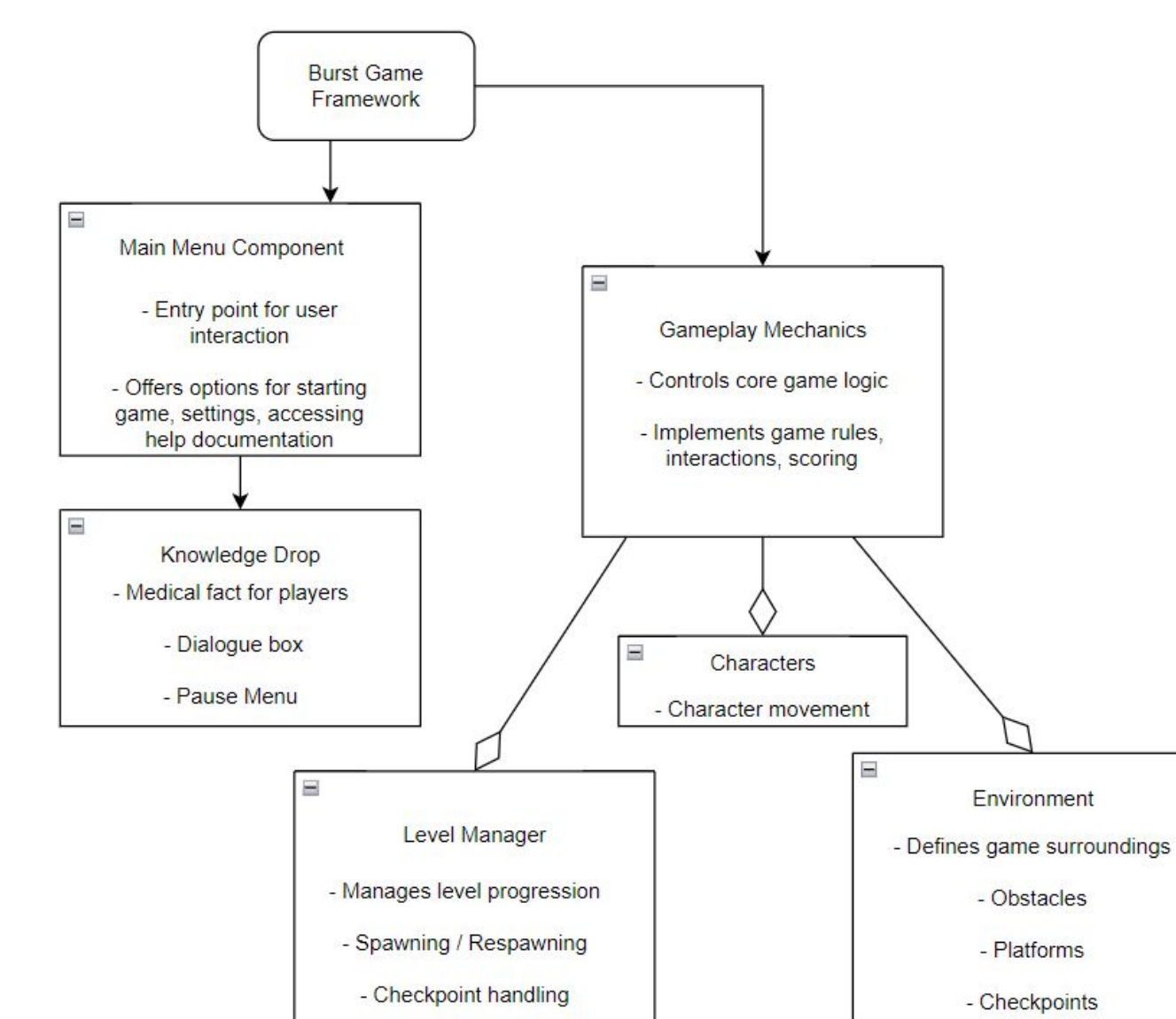
>60% of Arizonans under 20 years of age remain **unvaccinated** against COVID-19.

No ongoing studies that target adolescent **vaccination rate improvement** (COVID-19 and HPV).



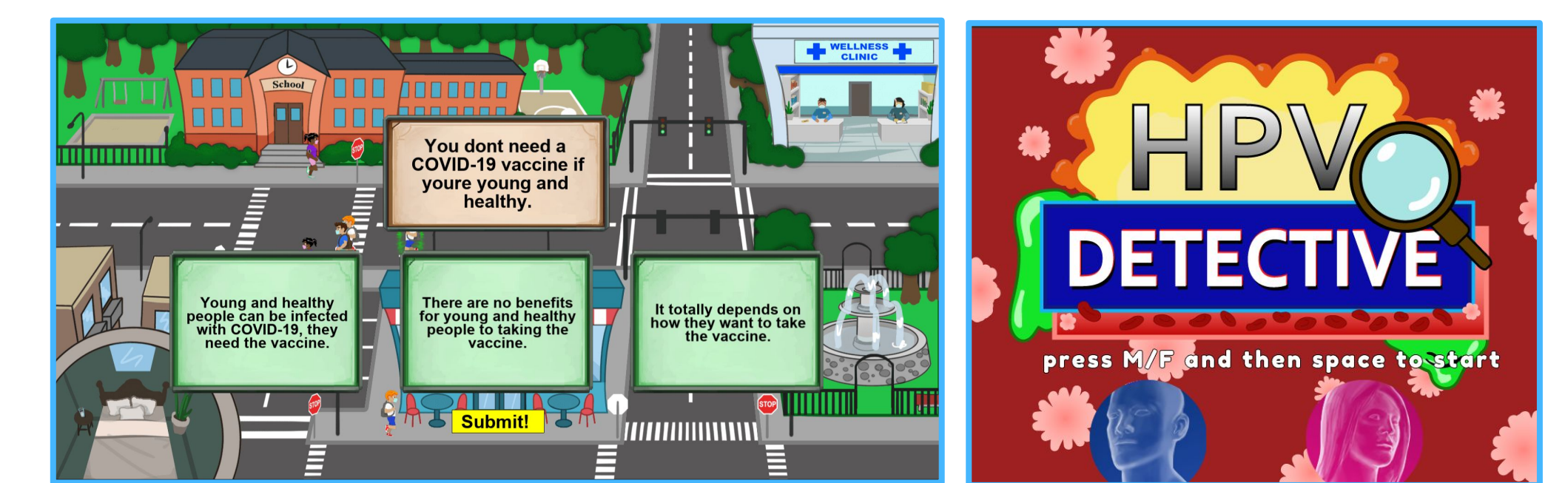
Our Solution

- **FRAMEWORK:** Efficient for rapid burst game development
- **CONTENT:** components within the framework can be modified
- **GOAL:** See an increase in vaccination rates among teens and young children within the U.S.



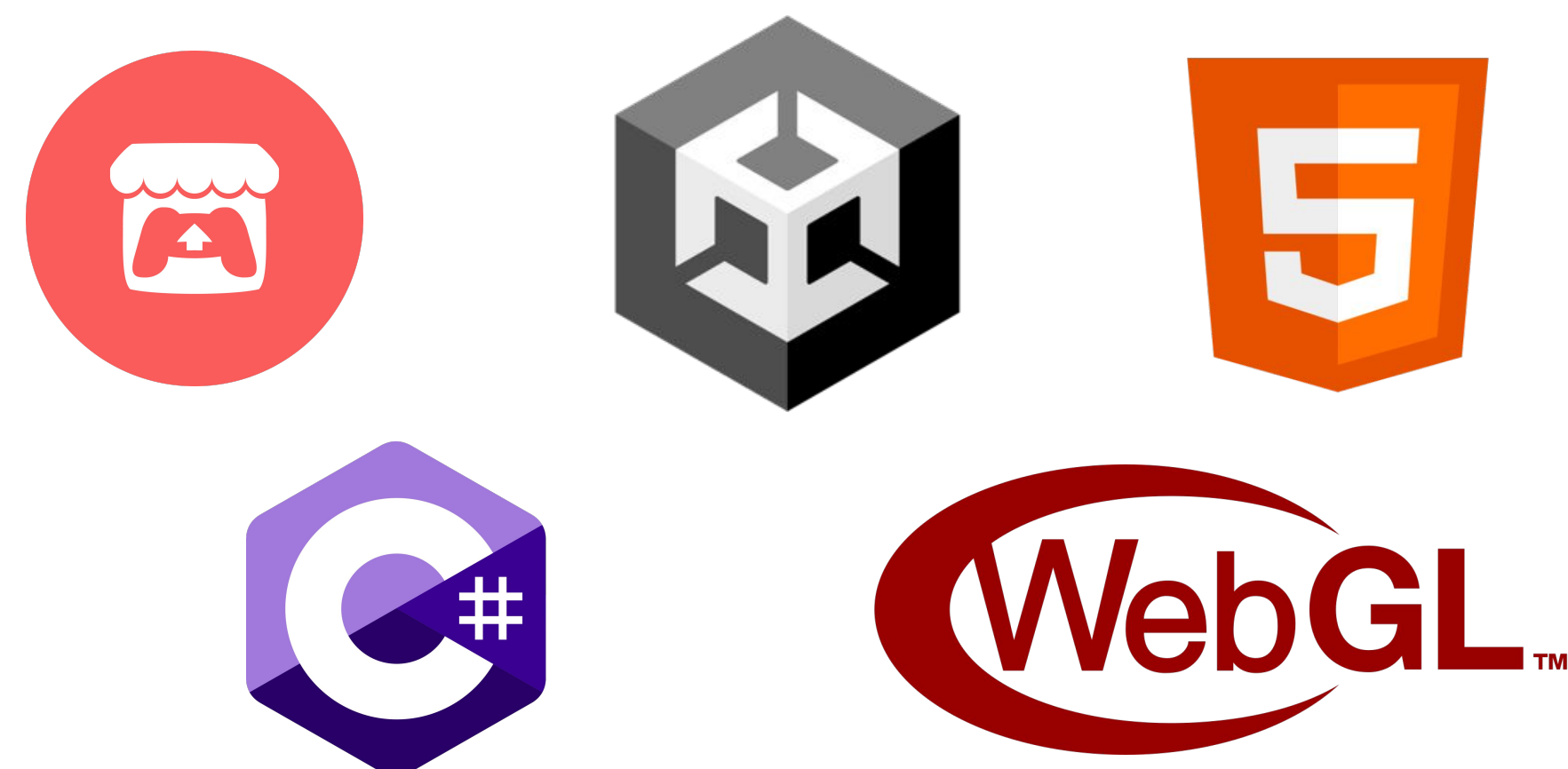
Challenges

- GitHub and Unity Compatibility
- Software Reusability



Results

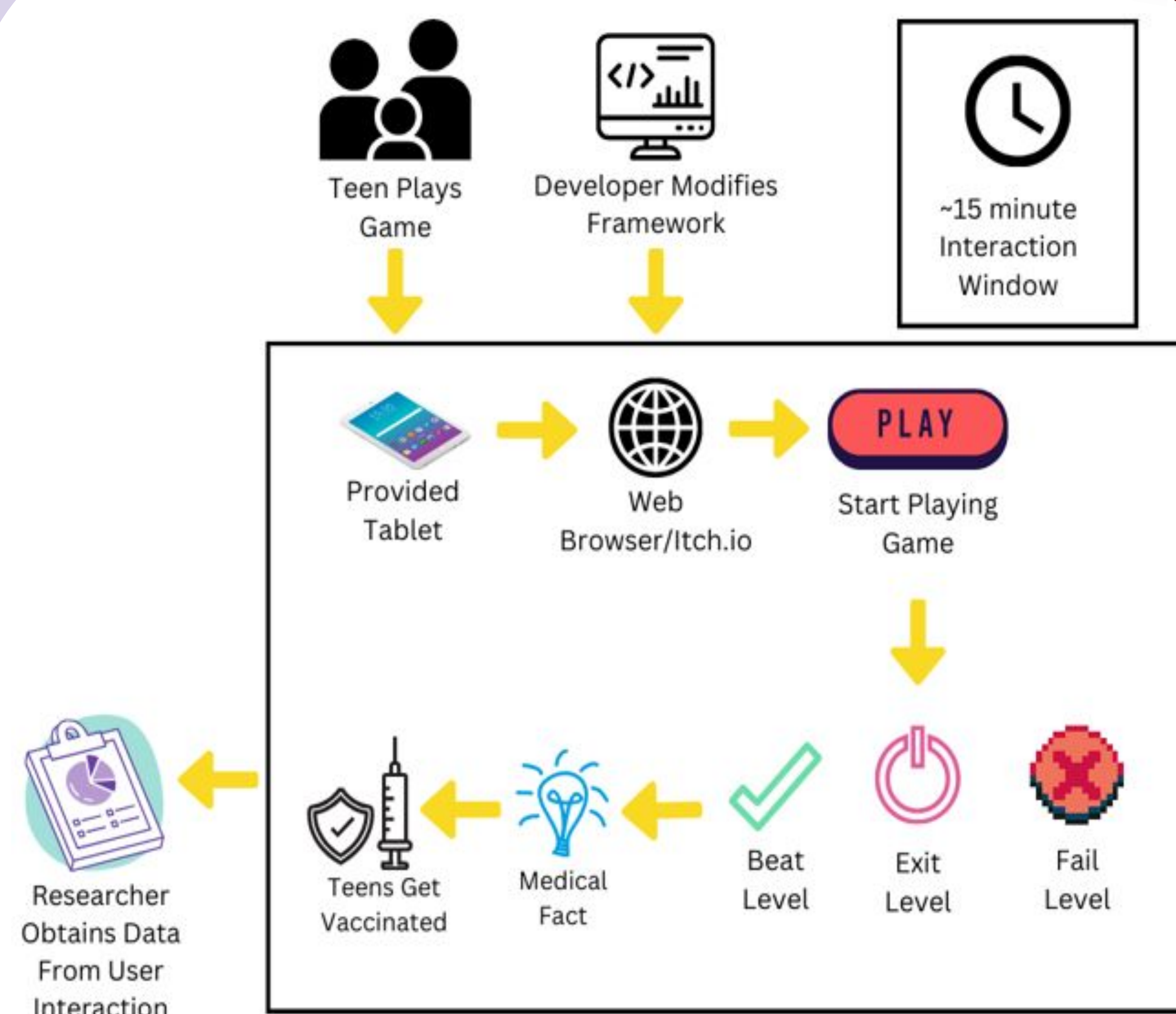
Technologies



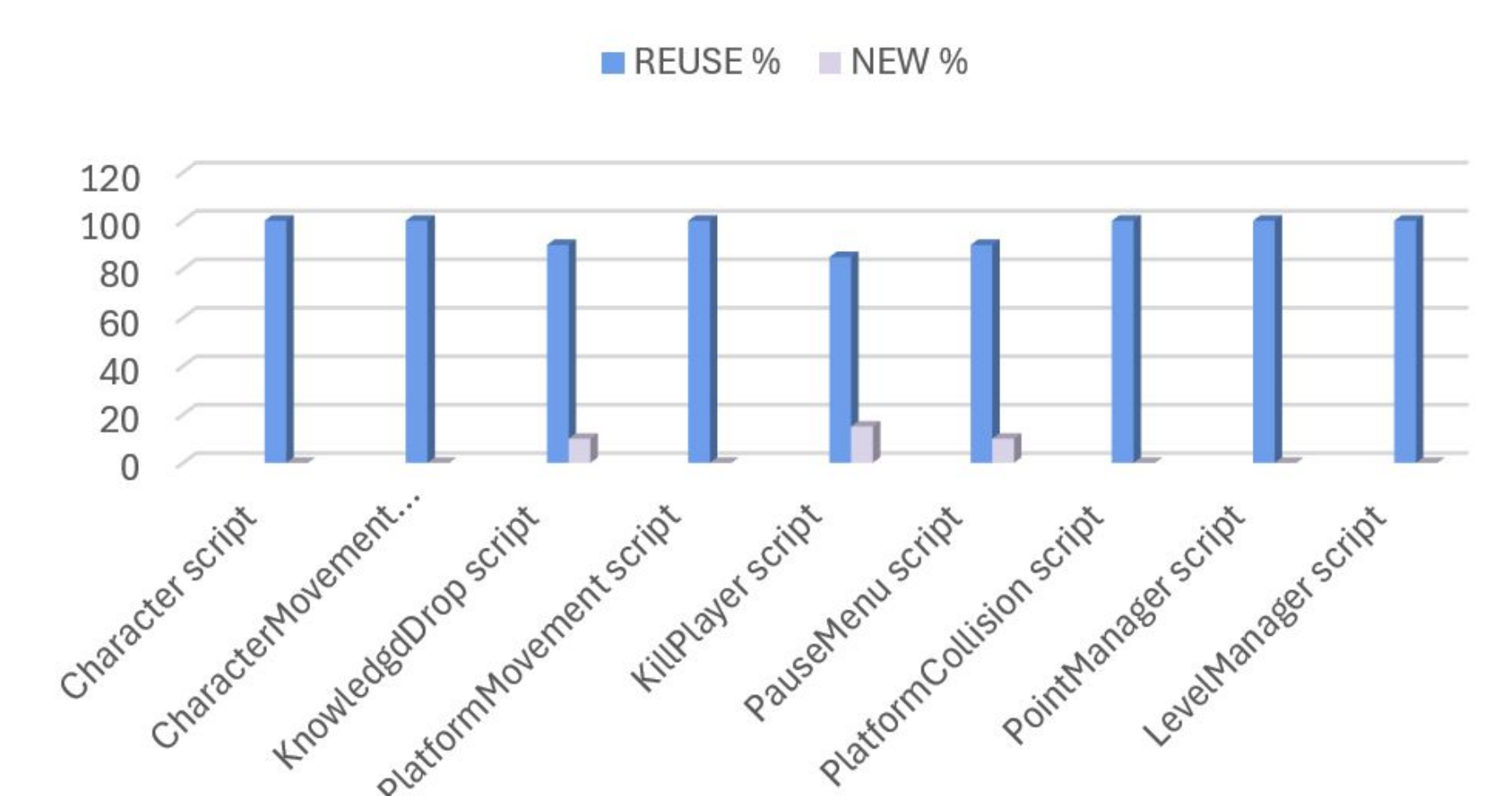
Key Features

- Level Manager
- Environment Module
- Character Components
- Knowledge Drops
- User Interface

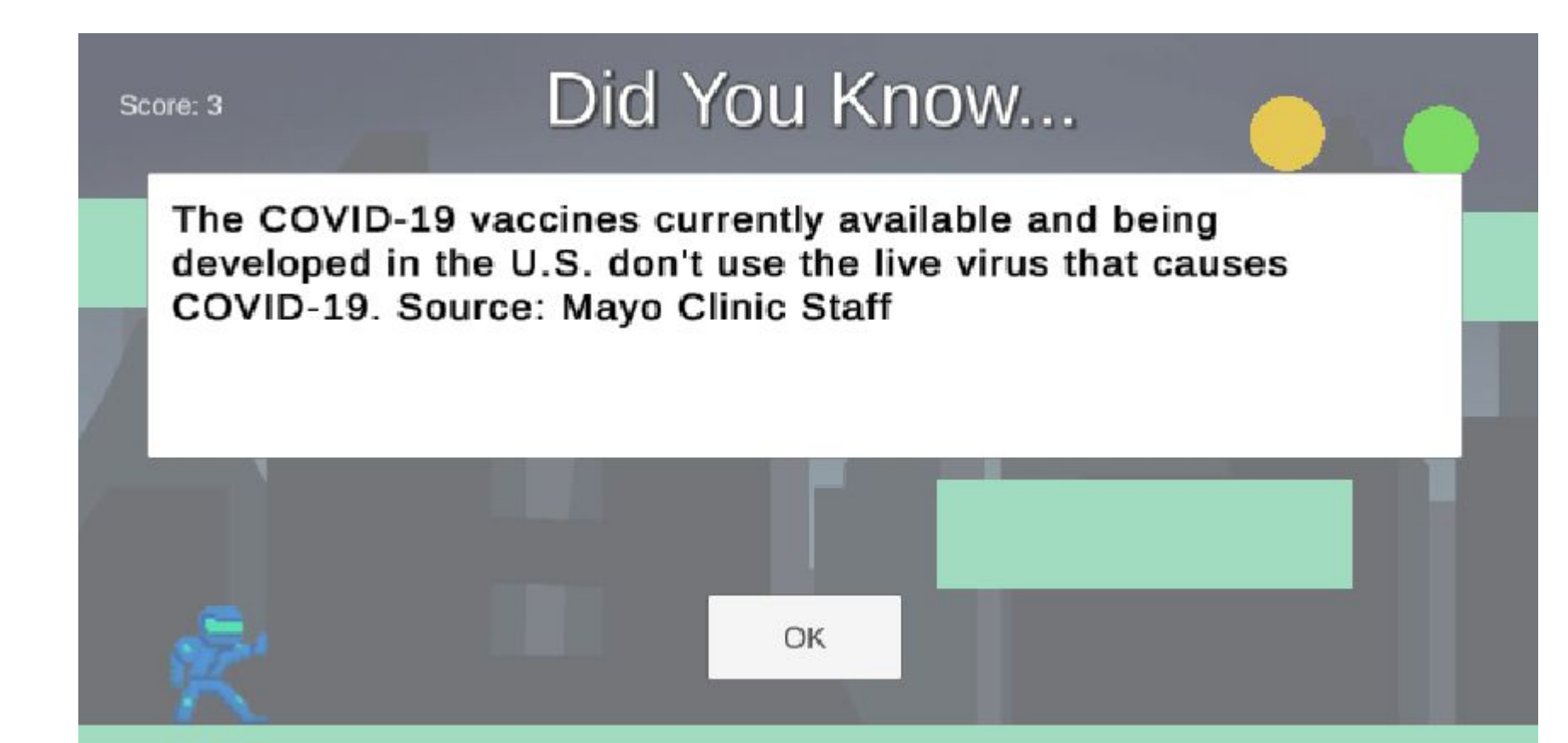
User Interaction



Code Reusability Analysis (in %)



The graph represents how much was reused in our components, as well as how much was added to make a functional use case



Example prototype of our framework utilized for a COVID-19 medical subject.