the Naledi3d Factory
Using VR to raise awareness of Malaria prevention (2006)

Purpose: The aim of this project was to develop a VR simulation that focuses on three key learning areas concerning malaria: (1) a basic overview of Malaria (understanding the disease & its life cycle); (2) methods of prevention (clothing, insect repellent, spraying, bed netting, preventative drugs, etc.) and (3) how to treat malaria (signs & symptoms, the importance of completing treatment & using medication).

Partner: UNESCO

In a Nutshell:
The simulation places the user in a rural village which allow him or her to explore and discover many aspects of Malaria. By moving through the environment and clicking on objects or characters, the user learns about Malaria and how it can be prevented and treated. The user also has the option to view specific topics directly via a menu driven system.

Background:
Malaria kills more than one million people every year. Ninety percent of the people infected by this terrible disease live in sub-Saharan Africa. In fact, there are more than 300 million clinical cases of malaria per annum, i.e. five times as many as the combined cases of TB, AIDS, Measles and Leprosy! We are determined to fight this scourge through the power of education. By simulating a real world environment, we can give people an interactive learning experience that highlights the dangers they face in respect of malaria in their everyday lives, in a medium they can easily relate to.

Some details:
Access to the simulation's key learning areas is not presented in any chronological order but users have free access to any area, depending on what interests them most at that time, i.e. "just in time" knowledge. This is facilitated by a 3D environment where the user can walk about freely and explore key knowledge areas. Throughout the simulation the user is faced with malaria-related health challenges and users can interact with objects in the model to achieve specific learning outcomes.