From Play to Prevention

Building a Digital Developer Hub to Gamify Hygiene and Combat AMR

WHY IT MATTERS

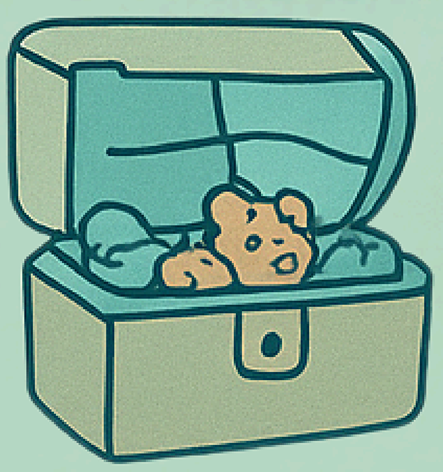
- AMR is a global health threat
- Hygiene and awareness are the most accessible prevention tools
- Youth engagement transforms games into action

1.DESIGN

Co-create culturally relevant educational games

2. PILOT

- Unpack and learn from locals



3. SCALE

- Build a sustainable pipeline of AMR education tools

OUR AIM

- To create an inter-regional digital developer hub linking African and European developers for youth education
- Gamify hygiene education to spark behaviour change

EXPECTED WINS

- 5+ new gamified hygiene tools co-developed and piloted in 2 years
- Boost digital skills for young developers and educators

WANT TO JOIN?

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