

## Community Sharing

We planned a community sharing project targeted to educating younger children, 3rd-6th grades, in a local elementary school about Malaria. But the primary focus was to provide awareness and encouragement to them to participate in software and game development programs. We feel exposure to readily available tools like Game Maker will help get more kids to become interested in software and other fields of technology at an earlier age. In one day we taught about 40 kids. All were very excited with their newfound knowledge.



Community Sharing Video Game Development Showcase held at River Grove Elementary



Our Community Sharing Flyer that we handed out to our audience after demonstration

## Collaboration with Experts

### VA Malaria Drug Discovery Laboratory

We learned about how the Plasmodium Falciparum parasite is cultured, grown, and kept alive for testing and how new drugs are developed.



### Oregon Translational Research and Drug Development Institute (OTRADI)

We learned about how the bad living conditions in Africa contribute to the spread of Malaria and other diseases. We also learned more about current treatment, and recent advances in the study of Malaria. The robotics in the lab was pretty cool.



### Walter & Eliza Hall Institute of Medical Research

We collaborated with Drew Berry of the Walter and Eliza Hall Institute to use His informational video on the lifecycle of Malaria in our video game.



<http://www.wehi.edu.au/>



<http://savegamedev.com>



### Oregon Game Project Challenge Oregon's Third Annual Youth Game Programming Competition

ogpc 3.0 - a TechStart program affiliated with OUS and presented by Best Buy



TechStart is a 501(c)3 organization founded by the Software Association of Oregon.



Waluga Jr. High School  
Lake Oswego, OR

# About The Team

# Our Game

# Malaria Facts



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## S.A.V.E. Team

(Andrew Liu, Sean Kelly, Aaron Freyer, Nathan O'Neill, Vincent Chia, James Wells)

We are team S.A.V.E. (Super Awesome Video-game Engineers) from Waluga JH, Lake Oswego, Oregon. Since last year we have been participating in OGPC (Oregon Game Project Challenge). We are designing and developing a video game and community sharing project. We set up a showcase at an elementary school and showed kids what Game Maker™ and OGPC is all about. Malaria, is a global-wide leading killer, and we plan to raise awareness of this terrible, deadly disease with our video game.

## Team Brainstorming

Before ideas can take form, they usually require discussion to pool all the options. Before we ever build anything, we brainstorm as a team or as subgroups. We often use a "Brainstorming Board". This helps to efficiently clarify concepts and all team members can contribute.



Our Health & Wellness Theme game concept is centered on disease prevention of a parasite that has plagued mankind for ages, Malaria. Our goal is to develop a video game to help in the fight against this terrible disease. The game's protagonist, Zippy, a Red Cross Volunteer, enlightens players about disease prevention and disease treatment techniques and new drug therapies and how they work in infected people. Furthermore, Zippy instructs players about disease awareness, meaning how they can get involved in different organizations by donating or volunteering for the Malaria cause, while providing a fun, engaging, interesting, and challenging game play. We plan to donate this video game to MMV (a.k.a. Bill Gates and Belinda Foundation) so our game can encourage more people to help save more lives. To develop knowledge for this game we traveled to the VA Malaria Drug Discovery Laboratory, and Oregon Translational Research and Drug Development Institute (OTRADI), located within Portland State University (PSU).

## Screen Shots



Imagine Seven Jumbo Jets full of children crashing and killing all the passengers each day. People around the world would immediately react and take action. The same number of deaths occur each day due to Malaria. But it gets very little attention for a disease that has killed half the people who have ever lived on Earth.

- Around one to two million people die from malaria each year, most of them being children
- Analogous to the crashing 747 jets, one child dies every 30 seconds from Malaria
- Malaria is native to 106 nations around the world, putting half the world's population in danger
- In 1809, Napoleon used Malaria as a biological warfare agent, which killed 4,000 soldiers and made another 10,000 unable to continue in service
- There is some evidence that suggests Malaria was present in the time of the dinosaurs and could have even contributed to their extinction

## What you can do to help

The S.A.V.E team donated 10 bed nets. There are many organizations worldwide that are taking action in the fight against Malaria. But they can't do it alone. They need your help through donations and volunteer work. If you are interested and want more information please visit these websites:



<http://www.mmv.org/>  
<http://www.gatesfoundation.org/topics/Pages/malaria.aspx>



<http://www.globalenvision.org/tags/malaria>



<http://www.who.int/topics/malaria/en/>



<http://www.redcross.org/>