SURAR, Omar (Supervisor Dr PierLuigi Frisco)

Game to Learn How to Eat

Since Videogames are important factor in the child’s life which may lead to obesity. Therefore, the main purpose of this project is to develop a videogame used in classes, hospitals and home that may educate the players about the food pyramid in daily life, specially young users, coupled with the fact that physical activity is encouraged while they are playing in a fun and motivated manner.

The game starts having an image feed of the user captured by a webcam and different kinds of food falling from the sky. The user has to move in real world to catch the fallen food. The user wins when a complete set of daily food has been taken otherwise the user will lose the game.

Two interviews were conducted using a qualitative research methodology. Their positions are a PSHE (Personal, Social and Health Education) teacher at a primary school and a general practitioner (GP) at an Edinburgh doctor’s surgery respectively. The two interviews provide the personal beliefs of the participants using their professional knowledge of health and education, as well as their limited knowledge about video games.

For now, according the toe results the current Game is a very useful successful tool to be used in the modern classroom with the ability to attract children because of its simplistic yet engaging nature and the fact that it encourages the use of technology at its core.