Mosquito Madness

The fun and educational game preventing zika

The Problem:

Hack Zika is a Hillsborough county initiative focused on creating solutions to prevent the potential threats of a widespread epidemic of the mosquito-transmitted Zika virus. The problem we identified was a need to educate children on what they can do to prevent mosquitos by reducing conducive conditions for insect breeding. Communicating health practices to children can be challenging in it's own and requires an abstract platform for creating valid comparisons that are effectively interpreted.

The Solution:

After extensive mosquito behavioral research, our team utilized a deep understanding of object-oriented programming language concept and robust, modern design to create a fun and immersive educational game geared towards children ages 8-16. The game experience includes advanced game movement mechanics, collectable items with a positive and negative relationship to mosquito habits, and built in quizzes.

The Result:

Our team won 1st place for our creativity, implementation of complex game mechanics, effective educational experience, and ease of county-wide deployment. Hillsborough county has contracted with us to continue the build of our game and will use it as an educational tool in public schools.