

Animal Safety Game

SAFEPAWS



Outline

- **Introduction To UN Goal**
- **Community Orientation**
- **Why Animal Safety through game for childrens**
- **What is out there & Our Game**
- **Technology Configuration**
- **Demo**
- **Course Learnings**
- **Research Paper**
- **Future Work**



UN Sustainable Goals



SDG 4 – Quality Education: Promotes inclusive learning by offering interactive, scenario-driven pet safety education for Grades 1–5.



SDG 15 – Life on Land: Encourages humane interactions and pet safety, teaching children to care for and empathize with animals.



COMMUNITY ORIENTATION



**Regina
Humane
Society**



Why Animal Safety Through Game

- Kids often Interact with pets but lacks safety knowledge leading to injuries. Early education for children safety promotes empathy and prevents harm to both
- In 2019, RHS reported 1200 cases of dog bite mainly involving kids.
- Canadian pediatric Society shows that 20% of canadian children suffers for dog bite mainly between age 5–10
- Games are more interactive and enggaing to capture attention for kids compared to traditional learning approaches

What is out there ?



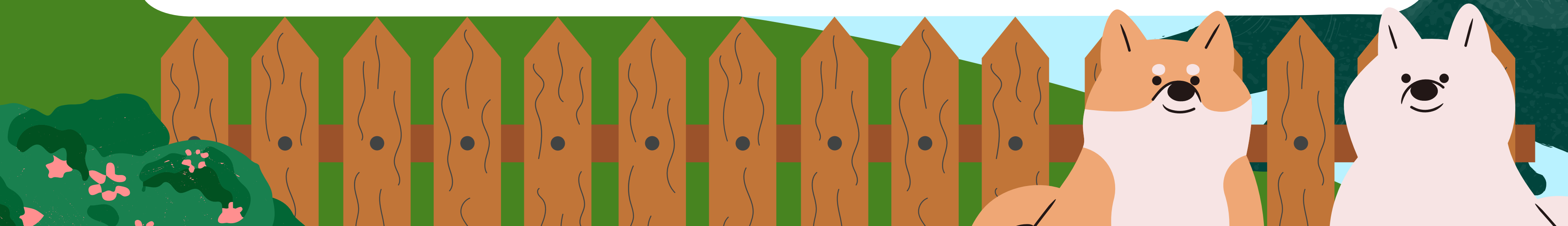
Animal Jam
Classic



Jumpstart Pet
Rescue



Safepaws



Game Engine



GODOT

Game engine



LET THE GAME BEGIN



RESEARCH PAPER



Course Learning

- Learning and Development Approach Plan, Do, Study, Act
- Gamification And progressive learning
- Technology Stewardship & Community Anchors
- Creativity, Media, and the Role of the Learner
- Community Orientation & Collaborative Design

Future Opportunities

- Learning and Development Approach Plan, Do, Study, Act
- Gamification And progressive learning
- Technology Stewardship & Community Anchors
- Creativity, Media, and the Role of the Learner
- Community Orientation & Collaborative Design

THANK YOU

