

FOSET-12th ACADEMIC MEET 2022

PANDEMIC SURVIVAL

EDUCATING ABOUT COVID-19 PANDEMIC

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TABLE OF CONTENTS

01 INTRODUCTION

02 IMPACTS OF COVID-19

03 WHY AWARENESS IS IMPORTANT?

04 RELATED WORKS

05 PROPOSED SYSTEM

06 ADVANTAGES OF THE GAME

07 CONCLUSION

08 FUTURE SCOPE



INTRODUCTION

People right now are thinking that the entire COVID-19 situation is under control. Everyone feels that the threat is gone, which is not true in reality (World Health Organization, 2022). People use platforms like Facebook and Instagram extensively and so by getting all the users of the platform to play the game developed by our team, we will be able to channelize and streamline the awareness drive and use the platform of entertainment consummately.

IMPACTS OF COVID-19

1.ECONOMY

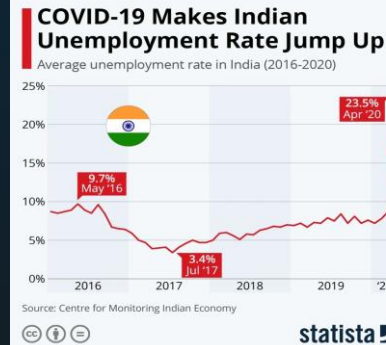
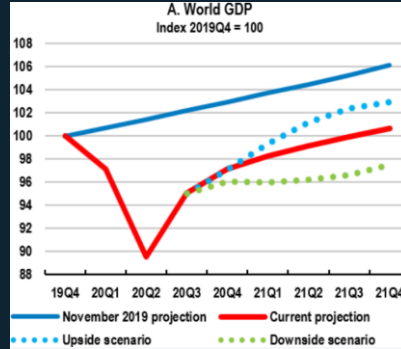
2.HEALTH

3.EDUCATION

4.SOCIAL

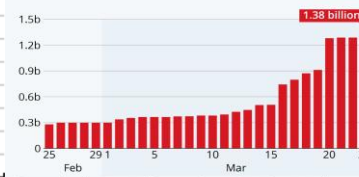
5.EMPLOYMENT

6.TOURISM



COVID-19's Staggering Impact On Global Education

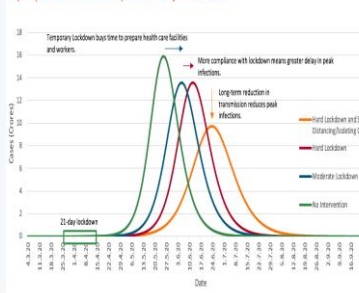
Number of learners impacted by national school closures worldwide

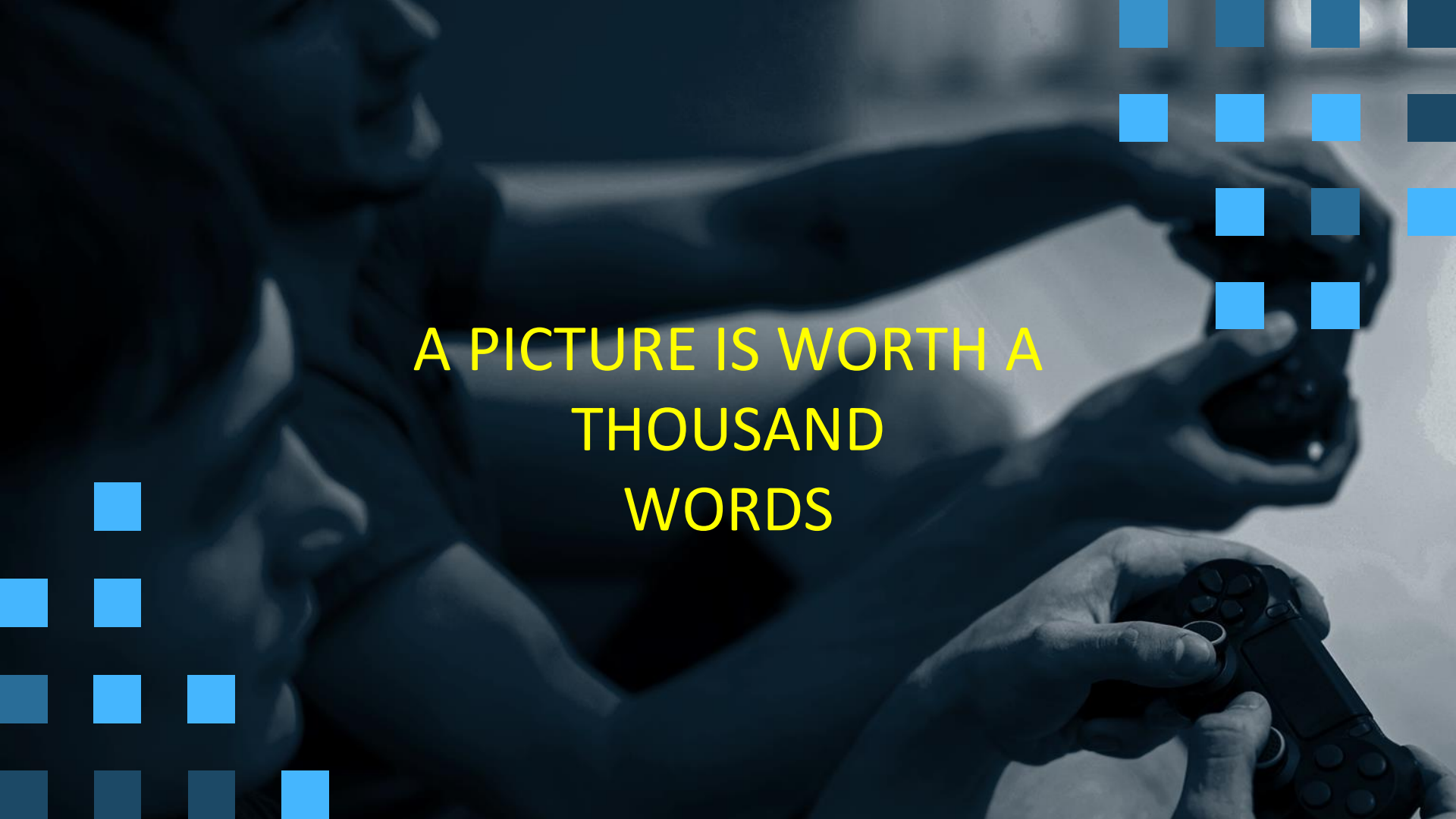


Figures refer to learners enrolled at pre-primary, primary, lower-secondary, and upper-secondary levels of education, as well as at tertiary education levels.
Source: UNESCO

statista

Projected Total COVID-19 Infections (Asymptomatic, Symptomatic, Hospitalized) in India





A PICTURE IS WORTH A
THOUSAND
WORDS





WHY AWARENESS IS IMPORTANT?

1. Most people haven't heard of the novel Coronavirus.
2. Most doctors haven't seen such a havoc previously.
3. Traditional therapies don't treat such a deadly unknown disease.

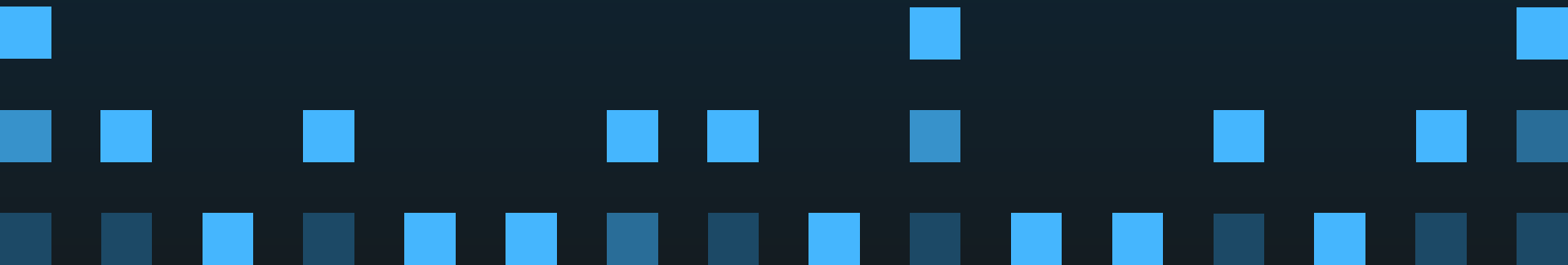
RELATED WORKS

WHO and Psyon Games have joined forces to launch a new tower defence game called the Antidote .

(<https://www.who.int/news/item/19-10-2021-who-and-psyon-games-teach-players-how-to-stay-safe-from-COVID-19-in-the-antidote-game>)

Students at the Indian Institute of Technology Madras have developed a digital game “IITM COVID Game”

(<https://www.thehindu.com/news/cities/chennai/iit-madras-students-develop-game-to-create-awareness-about-cCOVID-19/article33003367.ece>)

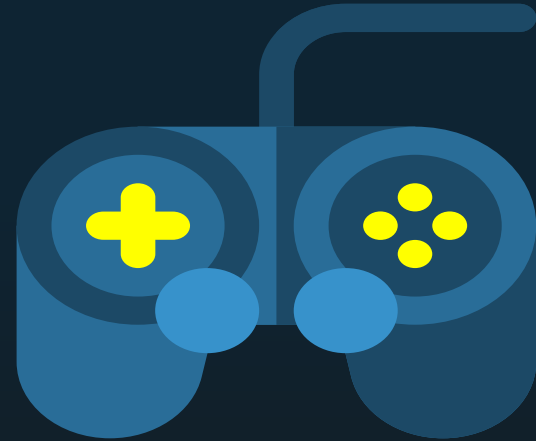


PROPOSED SYSTEM

➔ The proposed work is in the form of a two-dimensional (2D) Augmented Reality (AR) COVID-19 game named “Pandemic Survival”.

➔ Target Platform :
WINDOWS
ANDROID

➔ Development Tools : Unity Game Engine
C#
Adobe Photoshop
Blender 3.2.2 software



Flow Diagram of the Story

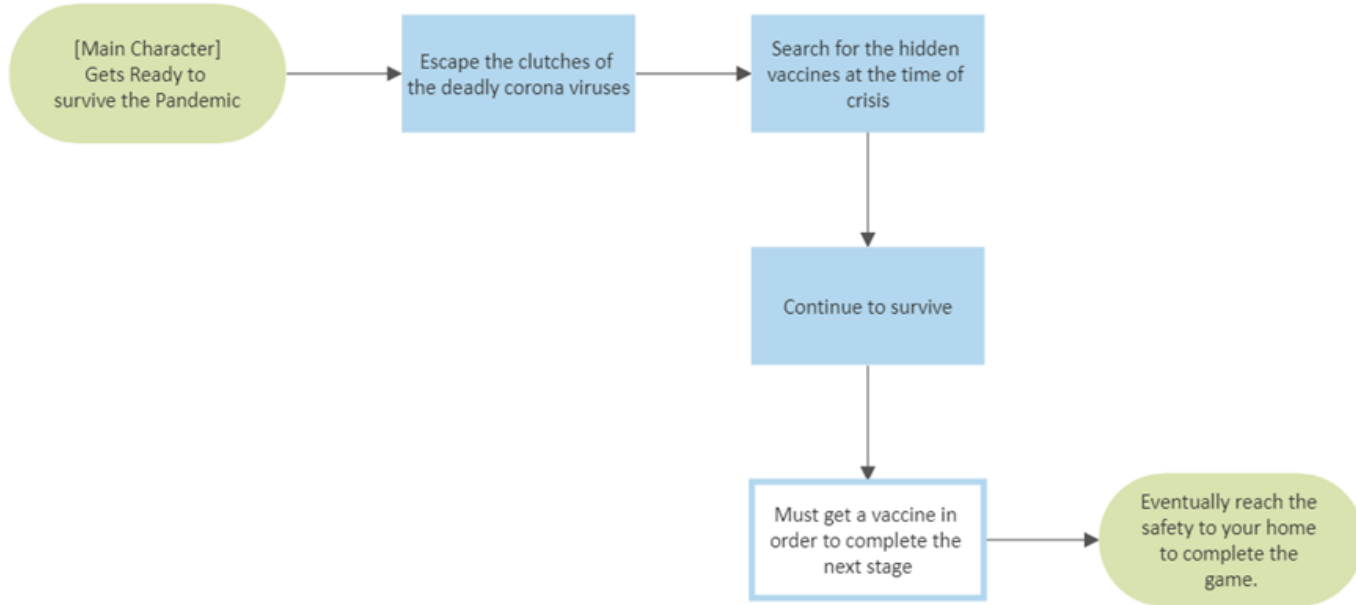


Fig. 1 Workflow of the Proposed Game titled "Pandemic Survival"

SNAPSHOTS OF THE GAME



Fig. 2 Screenshot showing the Title Screen of the Proposed Game



Fig. 3 Screenshot showing Level 1 Screen of the Proposed Game



Fig. 4 Screenshot showing a Moment in the Proposed Game



Fig. 5 Screenshot showing the Victory scene in the Proposed Game

ADVANTAGES OF THE GAME

- 1) Now since the world of gaming is ever evolving and thus this growing attractive platform is essentially a best target for spreading awareness.
- 2) Children will learn about importance of vaccines and everything necessary for staying healthy and fit in a world where the Coronavirus does not seem to be gone from our lives.
- 3) Games are addictive to humans of the present period. It provides a form of refreshment after a person's daily toil of work.

CONCLUSION

This video game will help the youth to-

1. Know and get awareness about the Covid-19 pandemic.
2. Understand the importance of getting vaccinated and maintaining proper SOPs to deal with the virus spread.

FUTURE SCOPE

- 1. We have developed a 2D game and have initiated plans of creating a 3D game in future.
2. Currently we have a web-based version of “Pandemic Survival” game. Building a mobile version is the next milestone.
3. For Revenue generation as an entrepreneurial setup, the proposed game needs to be made popular via Game parlour, Volunteers, NGO & Gaming startups collaborations.

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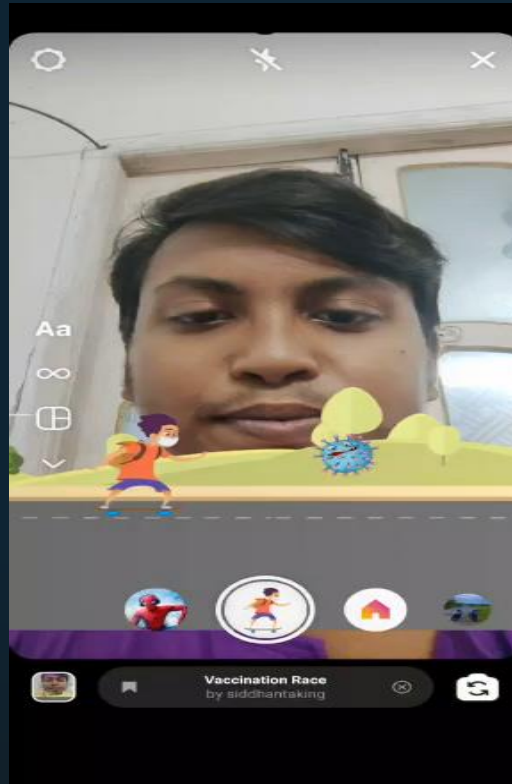
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DEMO VIDEOS



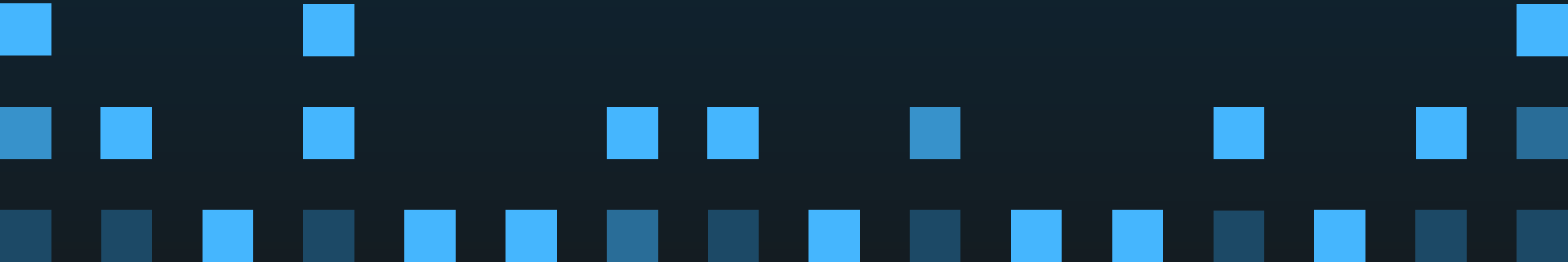
Developed in Unity Game Engine



Developed in Spark AR Studio

“Scientists study the world as it is;
engineers create the world that has never
been.”

Theodore von Karman



The top corners of the slide are decorated with a grid of squares in two shades of blue: a dark navy blue and a lighter sky blue. In the top-left corner, there is a 3x4 grid of squares. In the top-right corner, there is a 3x4 grid of squares. The central text 'THANK YOU' is positioned in the middle of the slide.

THANK YOU