

BALHAK

“A Human is a Human No Matter How Small”

NUMBERS DON'T LIE

- The estimated total number of children in the age group of 6-13 years *is 20.41 Crores*, out of which, an *estimated 6.041 million* (2.97%) are out of school.
- A total of *10.1 million* children in the age group of 5-14 years are involved in some kind of labour.
- Over 90% of Indian children experience some form of abuse before they reach the age of 18.

WHY THIS HAPPENS?

- Lack of Awareness
- Societal Norms and Acceptance
- Poverty and Economic Exploitation
- Lack of Education Opportunities
- Stress and Negative Coping Mechanisms
- Discrimination and Social Inequality

1. WHAT BALHAK DOES..?

An Interactive 3D adventure game teaching child rights through real life scenarios
A game focused on teaching child rights through real-life scenarios is a commendable idea. Such a game can be a powerful tool to educate children about their rights, while also providing entertainment and valuable life lessons.



2. GAMEPLAY

MISSION 1- CHASE DOWN KIDNAPPERS

STORYLINE- An eye flutters open and seeing the Unfamiliar environment he realizes he has been kidnapped.

TASK 1- Locate Phone

- Inspect your environment and locate the phone to Contact Authorities
- To Unlock phone Hint- Child helpline no.-1098

TASK 2-Smart Landmark

- Scan your Environment to find a smart landmark and inform authorities, this will ensure increased awareness and vigilance.

TASK3-Pursuit

- After Successful rescue of child. An exciting game of Car chase with police and kidnappers.

RIGHTS COVERED IN MISSION

- ✓ Right to get protected from trafficking.
- ✓ Right to Life

POST MISSION QUIZ

- ✓ Aptitude & Math Problem based on child's age.
- ✓ Questions on right Learnt
- ✓ Feedback
- ✓ Child Safety Awareness



Fig:- Game Flow of Mission 1

MISSION 2- AN IGNORANT TALE

STORYLINE:- An notorious RTE candidate doesn't want to attend school as working in the cycle shop earns him money, he always causes trouble for his teachers and the Frustrated Teacher Corporally Punishes the boy.

TASK 1- Stop Corporal Punishment

- A stimulating gameplay with *TOUCH ME NOT PLANT* to make teacher realize Corporal Punishment is wrong for students.

STORYLINE:- After reflecting on his deeds, the teacher has a change of heart and decides to visit the boy's Parents where he gets to know about the hazardous working condition and willingness of the kid to work.

TASK 2-Fetch The Boy To School

Teacher convinces the boy that The Library has a "*FORTUNE BOOK*" which can Provide Ultimate Wisdom and the boy can earn a lot of money.

- A thrilling gameplay where the *KEY* to the Library is to be found using the *HINTS*
- Locate the *FORTUNE BOOK* in the *LIBRARY MAZE*

STORYLINE:- The boy realizes the fortune book has nothing but a 10 year Study Curriculum, Compelling him to go school and study. Teacher makes him realise that with NO EDUCATION he was SUPERTISIOUS and could be lured easily to the LIBRARY MAZE.

RIGHTS COVERED IN MISSION

- ✓ Right to Education
- ✓ Child Labour Laws
- ✓ Right to Life
- ✓ Corporal Punishment Law

POST MISSION QUIZ

- ✓ Geography & Math Problem based on child's age.
- ✓ Question on right Learnt
- ✓ Feedback
- ✓ Basic Moral Learnings

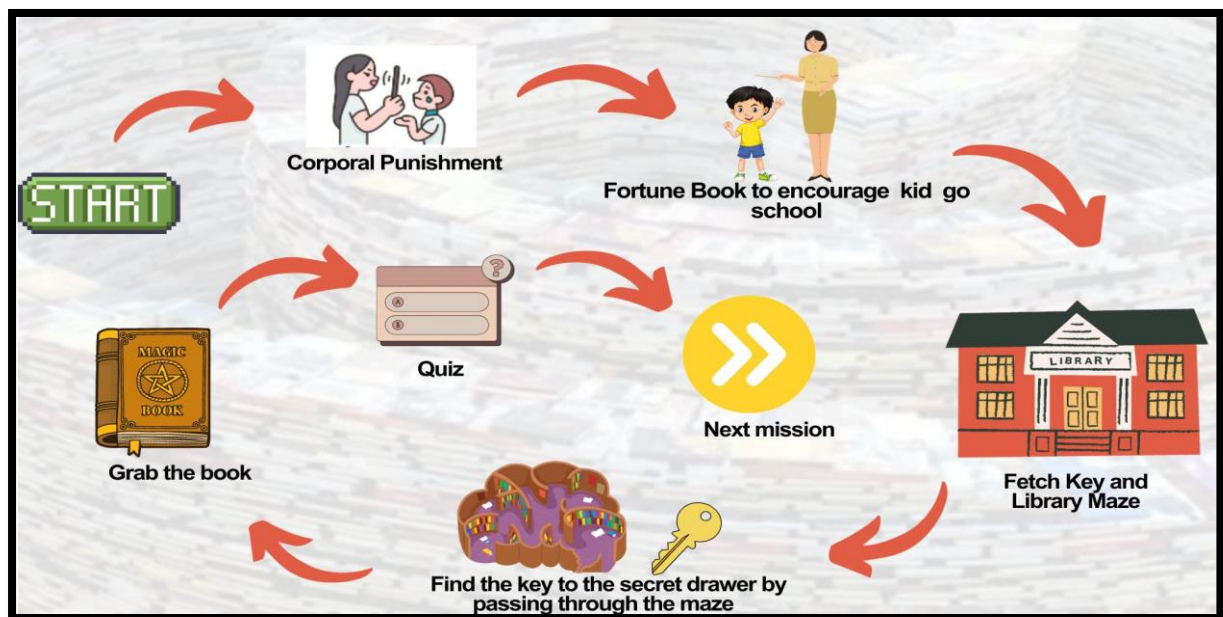


Fig:- Game Flow of Mission 2

MISSION 3- HEALTHFIRST

STORYLINE- An Overambitious Mother wants her girl to only study and maintain figure to win beauty pageants.

TASK 1- What to Eat?

- Choose to feed a baby with a different food options available, Only Healthy and nutritious food brings result.

TASK 2- Sneak Me Time

- Sneak time to Sleep and Play to achieve a Goal

- Attain a 8 hour Sleep and 1 hour of playtime to succeed the mission.

RIGHTS COVERED IN MISSION

- ✓ Right to Sleep and Play
- ✓ Right to Life

POST MISSION QUIZ

- ✓ Personal Hygiene test based on child's age.
- ✓ Questions on right Learnt
- ✓ Feedback
- ✓ Parental Involvement



Fig:- Healthy Choices and Sleep

MISSION 4- GOOD TOUCH AND BAD TOUCH

STORYLINE- Mother Teaches her kid about touch .

TASK 1- Raise Objection

- When a hand kept on you, raise objection within specified time period

- Failing to tap button on time, Results in 30 min GameLock before retry ensuring Digital Well Being

RIGHTS COVERED IN MISSION

- ✓ Right to Privacy
- ✓ Child Molestation Laws
- ✓ Right to Life

POST MISSION QUIZ

- ✓ Science problems based on child's age.
- ✓ Questions on right Learnt
- ✓ Feedback
- ✓ Parental Involvement

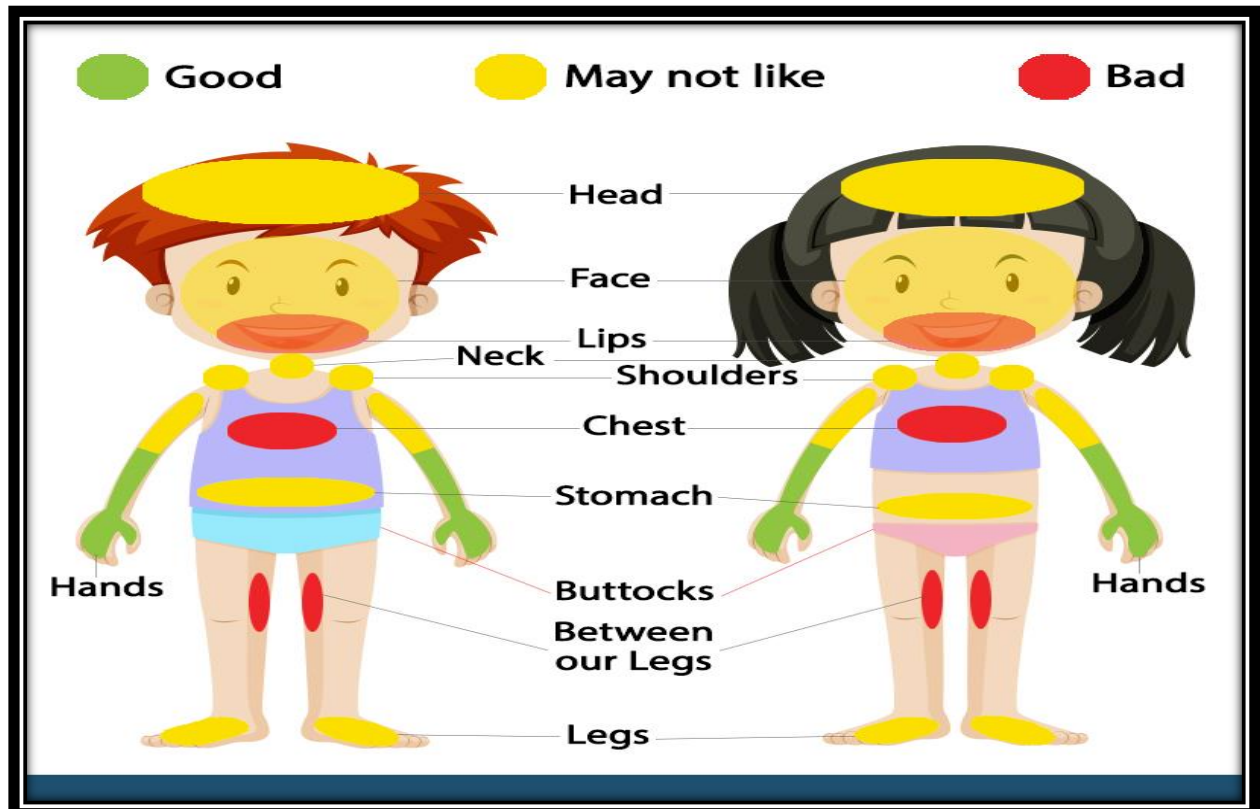


Fig:- Good Touch and Bad Touch

WHY ONLY BALHAK?

- Digital Wellbeing with real time feedback and guidance.
- Curriculum integrated quizzes.
- Tailored Indian Context.
- Real-time Feedback and Guidance.
- Engaging Gamification Elements.
- Parental Involvement and Monitoring.