

COVID RUN GAME

SERIOUS GAME FOR HEALTH: COVID-19 PREVENTIVE CARE

INVENTOR
FACULTY

: Ts. Dr. Mohd Azrul Hisham Mohd Adib
: Medical Engineering & Health Intervention Team (MedEHIT),
Department of Mechanical Engineering, College of Engineering,
Universiti Malaysia Pahang.

EMAIL
CO-INVENTORS

: azrul@ump.edu.my, nhakim.f1@gmail.com
: Muhammad Nor Hakim Hassan



Copyright

• APPLIED (01/03/2021)

INTRODUCTION

- Since 12th December 2019, COVID-19 has increasingly spread throughout the world rapidly and the situation is very worrying.
- They are less aware about the dangerous of COVID-19.
- Malaysian community fewer preventive information and knowledge, which educate and give awareness about the dangerous of COVID-19



OBJECTIVE

This game aims to alleviate COVID-19 preventive care among Malaysian community by creating awareness towards the coronavirus, and to promote the Malaysian e-healthcare service by using edutainment gaming known as "Covid Run Game".

NOVELTY

- Free Mobile Games
- 1st COVID-19 mobile games in Malaysia
- Cost effective
- User friendly

USEFULNESS

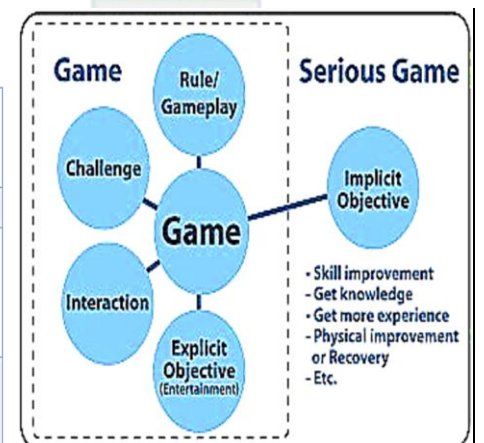
- Providing educational platform in e-healthcare
- Inexpensive technology
- Spreading awareness
- Source of attraction to the youngsters

ENVIRONMENTAL IMPACT

- Awareness about the prevention of COVID-19 are spread throughout the society in Malaysia
- Health education is applied outside of school which is through gamification
- Give impact to the biomedical software industry by overcome long term e-healthcare which is in line with IR4.0 framework

COMMERCIALIZATION

1. Who are the potential users/players	<ul style="list-style-type: none"> • Teenagers among 12-26 years old • Secondary school • University Students
2. Does similar games exist in the market	• No similar games in market
3. What is the industrial project that your technology/product is to solve	<ul style="list-style-type: none"> • To transfer the COVID-19 knowledge to the society in Malaysia • To reduce the spread of COVID-19 • Making e-healthcare affordable
4. Which community will benefit from your technology/product	<ul style="list-style-type: none"> • Medical healthcare • Front liners • Government



PUBLICATIONS

- NHM Hasni, MAHM Adib, TAA Kadir, MNH Hassan, Avoid Virus Game: Development of 2D Covid-19 game for preventive purpose; Serious Game for Health, 9th International Conference on Serious Games and Applications for Health, IEEE SeGAH 2021. [Scopus Indexed – Accepted]
- MAHM Adib, NHM Hasni, MNH Hassan, Covid Run Game: Awareness on Covid-19 issues among University Student in Pahang, International Journal of Serious Games (IJSG). [Scopus Indexed – Accepted]

ACHIEVEMENT / AWARDS

- International University Carnival on E-Learning (IUCEL 2020), UNIMAS, Sarawak [Gold Medal Award]
- Sintok International Games & Gamification (SIGG 2020), UUM, Perlis [Gold Medal Award]
- Sintok International Games & Gamification (SIGG 2020), UUM, Perlis [The Best Innovation Award; Health Game Category]

For more detail please contact :



Dr. Mohd Azrul Hisham
Mohd Adib
azrul@ump.edu.my



Mr. Muhammad Noor
Hakim Hassan
nhakim.f1@gmail.com

COLLABORATION (LOI)

