



# Indiana Vax

Increasing pneumococcus immunization awareness trough a serious game





Every year since 2005, the European Commission with one of the Marie Skłodowska Curie action funds the European Researchers' Night. In particular, the SHARPER (SHARing Researchers' Passion for Engaging Responsiveness) Night (<https://www.sharper-night.it/>) is aimed at involving citizens in the discovery of the role that researchers play in building the future of society through fact-based world research, observations and the ability to adapt and interpret increasingly complex and evolving social and cultural contexts.

In 2021, the night was celebrated on September 24. On this occasion, a group of nurses of the University of Torino, led by Dr. Marco Clari (research fellow in nursing) obtained a grant from the European Lung Foundation (<https://europeanlung.org/it>) as part of the Healthy Lungs For Life campaign for the development of a serious game to demonstrate and visualize the impact of the pneumococcus and the power of the vaccine.

Thanks to the grant the following activities were conducted:

- The creation of a board game (500€ for the design and print of the board, cards, pieces). While playing people attending to our activity are helped to understand how to protect the population and themselves from pneumococcus by navigating between lies and misinformation. Players can try and fail in a safe space, receiving feedback on their choices. Thus, they can sharpen their critical thinking skills and increase understanding and acceptance of public health choices.



- The game includes elements that can increase knowledge of the epidemiology of pneumococcal infections, the consequences of infection and the importance of vaccination. Information will be also provided on the composition of the vaccines and on the false myths to dispel.
- A small booklet in which information on pneumococcus immunization were summarized and that people can take home to continue learning more about this topic (300€ layout and printed booklets).
- Pins and stickers with the project logo to confirm their attendance to the event (100€).

About 20,000 people attended the event. Moreover, our activities was also included in the Rally of Science a team treasure hunt that involved girls and boys, from 8 to 13 years, accompanied by their families in a journey to discover the world of research. 92 boys and girls participated to this activity. Particularly, more than 150 people were directly involved to our activity playing to the serious game

Our project was also selected to represent the University of Torino during the press release of the event.

We interviewed three participants to evaluate the usability and interest in the serious game (two female and one male). All the respondents thought that the game was interesting and that they learnt new evidence on the importance of the pneumococcus vaccine. One of the respondents reported that it will be useful also for other vaccines. Generally they were satisfied with the graphic, comprehensibility and relevance of the serious game. Two of the



respondents evaluate as too long the game but all of the respondents said that it was a funny way to learn new concepts. In particular, they said that after they played they were more interested to the topic and will read the booklet to understand more about pneumococcus.

Lastly, they reported that they will recommend to others to play the game and that they will share the information gained with their family and friends, especially with those at higher risk.

We aim to continue to spread the game in different setting (outpatients clinics, family nurses ...) and to create new stories on different vaccine!

For any further information, please contact us:

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