



Give It Your Best “Shot”

Paper Prototype for Helping Children with
Fears of Vaccines

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Needs Analysis/Motivation

- Educate kids on a doctor's purpose
- Educate kids on the benefit of the doctor's office
- Educate kids on what happens during a typical vaccination visit
- Teach behaviors that help reduce stress and anxiety during vaccinations



Task Analysis

- Teach definitions of a doctor's office
 - examples
 - teaching agent
- Provide resources for the player to interact with
- Procedural challenges of getting a vaccination
- Use positive reinforcement to encourage the retention and repetition of the challenge



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Gameflow and Gameplay

- The game takes place over the course of 3 “scenes” or areas:
 - Waiting Room
 - Doctor’s Office
 - Shot Mini-Game
- Player is allowed to explore waiting room and interact with objects
 - Magazines
 - Other patients
 - Posters

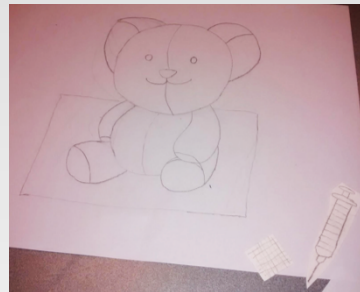


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Gameflow and Gameplay

- After 3 objects examined player is allowed to progress into the Doctor's Office, or finish examining all the options
- After 3 objects in the Doctor's Office, the player begins the Shot Mini-Game
- Shot Mini-Game walks the player through the process of getting a shot
 - Player follows procedure on a doll
 - Clean the area
 - Insert the needle
 - Place a Band-Aid



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Assessment/Evaluations

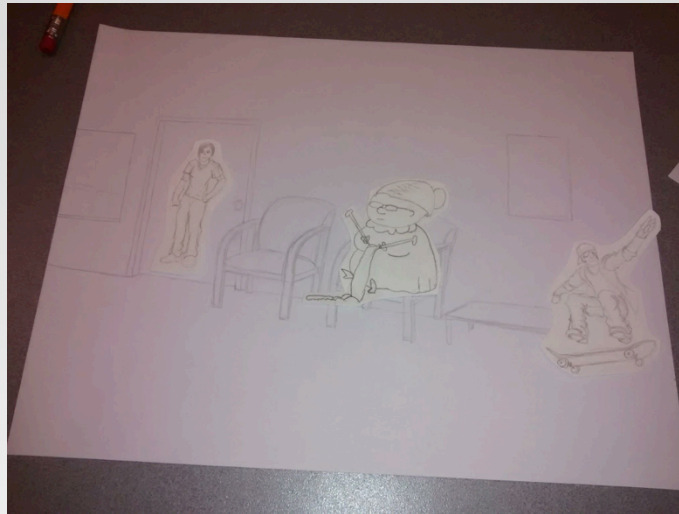
- Pre-test and Post-tests of knowledge and player opinions
- Compare using a control group
- Use observational data
- Test it on target age group



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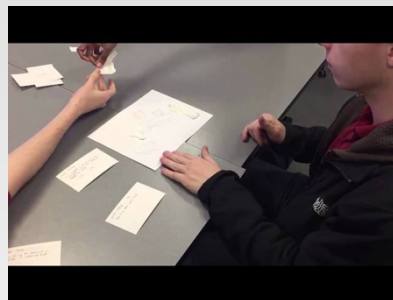
Prototype



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Playtesting Session Results

- Game wasn't perfect:
 - Winning or Losing wasn't clear
 - Could have been solved with an introduction
- Room for improvements:
 - Superhero
 - Address the pain of the shot directly
- Video:



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Discussion Questions

- Should the game be expanded to cover additional medical fears?
- Where would the game benefit from additional interactivity?
- Would additional characters be beneficial to the game?
- What types of characters would be beneficial to the game?

