

Health apps educate kids though games

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In line with the recent trend of gamification, many digital health companies are mushrooming to develop new apps that can help kids to learn and manage their health.

Recently, Sanofi diabetes in collaboration with a Canadian health games company Ayogo, launched an app called Mission T1D in the UK, for kids suffering from juvenile diabetes, their parents and caregivers.

The app is a virtual school setting that helps kids to gain knowledge about diabetes, as they clear new levels. The players have to earn points to unlock short easy-to-remember tips about living with type-1 diabetes. The game also includes educational videos and quizzes that cover basics of juvenile diabetes and hypoglycemia.

Another health app created by this partnership was Monster Manor, that was shortlisted in the Health Service Journal (HSJ) Value for Healthcare Awards.

Wellapets is yet another educational app that helps kids manage juvenile asthma. The game is a virtual pet and kids have to teach the pet better inhaling techniques and asthma triggers.

In all the games, kids take up the role of a doctor in order to gain a proactive perspective that can help them afford a sense of control over their health.