

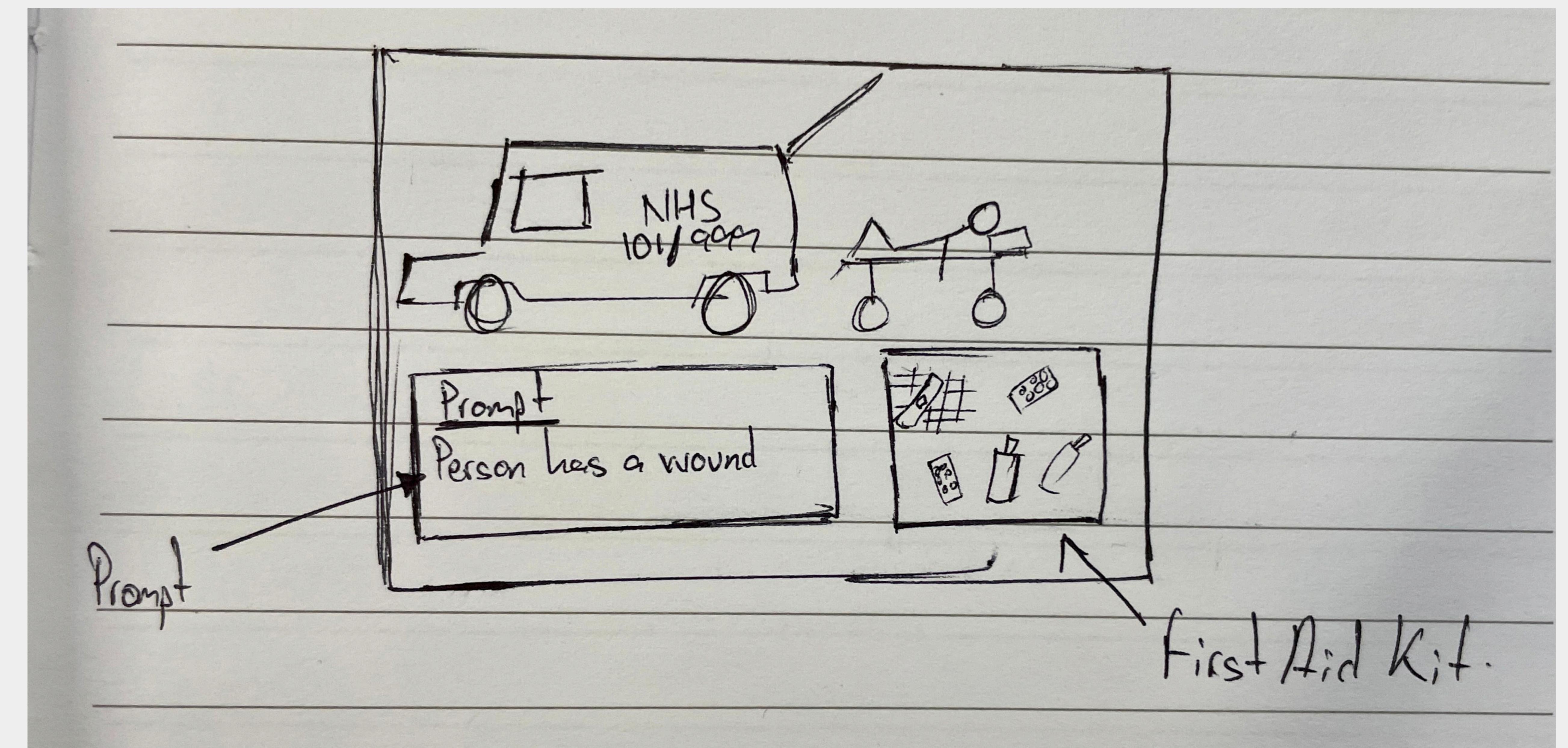
NHS Mini Game

Concept

To teach kids how to use a first aid kit

Mechanics

1. User gets a prompt to know what the emergency is (eg. "A man has a really bad wound")
2. User gets a prompt to let them know which tool they should use (feature can be disabled/enabled depending on age group)
3. User drags and drops the tool from the first aid kit that best suits the emergency to the injured person (eg. user selects disinfectant, and then dressing/bandages)
4. Game ends, user gains resilience points, city begins producing resources again.



Emergency Variations

Table 1

Prompt	Procedure	Type of emergency
“I’ve had a really bad allergic reaction”	Antihistamines	101
“I’ve had a bad fall”	Ibuprofen	101
“I got a really bad cut”	Disinfect, bandages	101
“I’ve burnt my finger”	Use an antiseptic, and then burn gel	101