

# Development of Digital HIV/AIDS Learning material based on Tanzanian students real life stories

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# Objectives

- Develop an interactive and entertaining digital platform for HIV/AIDS education and counseling in Tanzanian Secondary Schools.
- A platform that would be:
  - Making sense for students in a Tanzanian context
  - Different and Make a difference
  - Educative
  - Interactive
  - Entertaining
  - Fun
  - Accessible
  - in Swahili

# Strategy - Finding out from students what is relevant

- Talking to students I soon realized that they all have a story to tell
- Everyone knows someone
- Every story is a lesson learned
- Why not share this stories so others can learn from them as well?
- Stories were collected from 4 different schools

# Story collection

- Took help from friend with good knowledge of school counseling to help with language, culture and sensitivity
- Tried different group constellations
  - mixed and gender separate groups
  - A-level, O-level, mixed
- Groups of 6-12 students
- Banned teachers from attending
- Students did not need to tell us their real names

# Story collection

- Discussions around how students are affected by HIV/AIDS
- Asking them to share their stories of people they know with HIV or died from AIDS
- What did they learn and what did other group members learn from the stories
- Asked students to also submit their stories in written format to be used for the digital platform
- More than 80% did

# Platform

- Flash was chosen to be the main platform
  - + Material should be available online
  - + powerful in graphics and animation
  - + Flash enabled phones become more common...
  - Not shareware limiting students possibilities to take part in parts of the development

# Creating digital content

- Two multimedia clubs were started at two Secondary schools with Computer labs
- Students have been working with creating drawings to tell the stories
- Drawings have been made on paper, in Paint and in Flash (on facilitators 2 laptops)
- Scheduling the clubs has been a problem...

# Scheduling problems

- Students free time very limited
- “Unexpected” interference often occur
  - Where is the man with the key?
  - Sorry important football game today?
  - Students sent home due to shortage of money!



# Sound and Music

- Sound and music is made by a local drama group focusing on HIV/AIDS awareness
- Music and especially Bongo flava (Swahili Rap) is something that potentially really can catch the attention of youth



# The Graphics

- Vector graphics are being used in platform to reduce size of the files
- First drawings are made on paper
- Scanned or photoed
- Then converted by drawing on top of scanned image
  - reason is improved quality as students have limited experience of drawing directly with mouse.

# Locating young talents

- While schools are closed or facilitator traveling 3 young talents are working with making digital and paper drawings to tell some of the stories
- Two of them have been trained in how to use Flash
- Platform is still taking shape and lot of more work is needed...

# Sample

<http://cs.joensuu.fi/~duveskog/EEPDP/index.html>

Mina  
Story



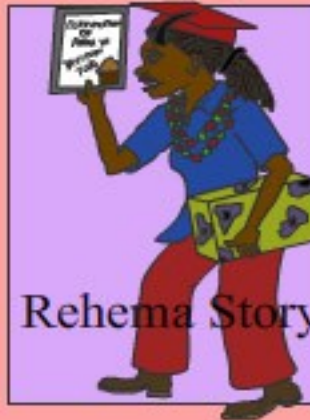
Mark  
Ruenzo  
Story



Random Samples



Kisamvu Story



Rehema Story

Transmission

Prevention

Treatment

Rape

Counselling

Statistics

Stigma

START

# Conclusion

- HIV/AIDS material based on students real stories
- Having students involved in most of the development to generate relevant material and to make students feel a strong ownership over the material

# Whats next and how to go about it?

- How to go mobile?
- How to make it simple for students to share their stories online!?
- Make material more interactive?