



# the Naledi3d Factory HIV AIDS in Ethiopia (2004)



**Purpose:** UNESCO's International Institute for Capacity Building in Africa (IICBA), worked with us to create a visually interactive HIV/AIDS learning tool to be used by Ethiopian educators. This is the first time virtual reality has been used in Africa to teach educators about this terrible disease. The aim of the project is to empower educators - and in turn to better help them to help their students.



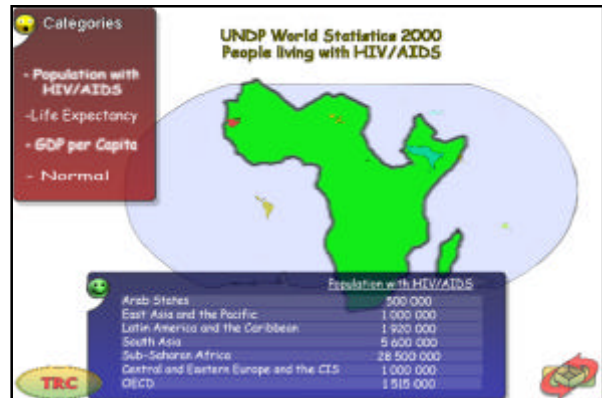
**Partner:**  
**UNESCO - IICBA**



**In a Nutshell:**  
VR simulations and other multimedia content are used to help dispel some of the myths around HIV/AIDS, explains how the disease is transmitted, how it can be treated, how to live with the disease and how to care for infected individuals. It also addresses a number of daily issues that confront Ethiopian children.

## Helping educators to teach children about HIV/AIDS:

Within each "familiar" environment, which include a library, classroom, clinic and home; a number of so-called "triggers" give the user access to individual key learning points. Virtual reality is blended with other conventional animations and audio that results in a rich and rewarding learning experience.



## Some of the areas addressed:

This system addresses a broad range of issues around the subject of HIV / AIDS in Ethiopia. These include some facts and statistics around HIV / AIDS; sex; values and myths; prevention; nutrition and care as well as a number of issues that face the Ethiopian youth. In a range of 3D simulations we address these issues and show what HIV/AIDS is, how it is transmitted and how to deal and live with the disease.

