

the Naledi3d Factory Basic hygiene principles - Nakaseke, Uganda (2001/2)

Purpose: To use interactive visual simulation as a means of demonstrating basic hygiene to rural communities and to focus primarily on sanitation, water and the prevention of associated disease (such as malaria, bilharzia and dysentery). The model was piloted at the Nakaseke Telecentre in Uganda. A secondary goal was to test the use of VR as a computerised interactive training tool in African telecentres and overcoming language and literacy barriers to learning.



Partner:
UNESCO



In a Nutshell:

A 3D world, set in a typical rural settlement which includes a kitchen, latrine, bathing area, house, river, animals and fruit trees. Together, they offer a world where the user can explore and trigger learning points - using audio visual technology.

Moving Around:

There are two ways of moving around Nakaseke village. The first is to use your mouse and move around Nakaseke - to explore and to hunt for locations of the various triggers. The second way of moving around is to simply click on the images on the left hand side of the screen. In this case, you are then taken to the outcome selected. Tool-tips on the images indicate what outcome the image refers to. The triggers are identifiable by the mouse cursor turning into a hand.



Interactivity:

When the user is taken (or finds) a particular learning point, audio and video messages are used to re-enforce messages such as weekly smoking of the latrine, washing hands, washing food, washing clothes in bathing areas, not rivers, covering water etc. Data logging also monitors where the user has been which enables the user to re-visit areas not yet explored.



Nakaseke: Population 36 000. The model was installed at the MCT in 2001. Staff use it in 24 primary and 4 secondary schools. Community, church leaders, and the local clinic also use it. The "community" has indicated that there has been a drop in dysentery and other disease in the community. *"It has been shown to community members and schoolchildren, with the special approach of having users run it on their own"* The MPC staff also use the VR model to entice locals into the Centre – *"This has also been one way of encouraging locals that were originally intimidated by the MCT to participate and use the equipment at the MCT..."* The model is now also used in Kampala (schools, universities and community centres), as well as in community medical centres in Kenya; and soon in Zambia.