



INSIGHTS TEMPLATE

Furthering public knowledge on Type 2 diabetes through education of children

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[Find the titles of the main possible future projects here!](#)

Send the final version to contactsdgchallenge@gmail.com and the other email in the Trello Board.

Insights Document:

1. If you would start this project right now, list **at least** 10 key questions that you would ask and provide some ideas to answer to them! [this is a good section for students who were just introduced to the subject]
 - a. How we can have the schools to apply the game with their students
 - b. Would it be better for us to create an app so the teachers can play it online?
 - c. Does the pictures from the board makes sense for the Brazilians?
 - d. Can we validate the game before thinking about developing an app?
 - e. Is it possible to create a site?
 - f. Are the teachers interested in making the board game by themselves?
2. How could **Computer Science** students contribute? What could they deliver?

- a. Develop an app version of the game
 - b. Develop a site (there we would have the educational videos, the board template and the virtual version of the game)
 - c. Integrate the diabetes app with mobile education app
3. How could **Product Engineering** students contribute? What could they deliver?
 - a. Translate the game
 - b. Validate the game with the children, specially the idea of creating an App or just having it like a board game
 - c. Finding schools that might be interested in having the game
 - d. Looking for marketing opportunities so the site/app can be popularized
4. How could **Design** students contribute? What could they deliver?
 - a. Creating a front end of the app version of the game
 - b. Designing the site
 - c. Create a template of the board game so the teachers could make it themselves
5. How could **Health** students contribute? What could they deliver?
 - a. Update the education material of the game
 - b. Create content
6. List at least 4 key factors that put the success of this project in risk?
 - a. Not being able to contact the public and private schools from Brazil due to Covid-19
 - b. Schools not being interested in the project
 - c. Not being able to popularize the site so it can reach as much schools as possible
 - d. (I am not a group member but so feel free to take this away: I think it is great learning about health and how to avoid diabetes. Diabetes is both a rich world problem and a developing country problem. The big problem is that people eating the wrong food, and it also connects to income.

People with marginal income needs to priorities heavy, and have problems with buying the healthy food. Vegetables, fruits, and other healthy food are expensive - too expensive for many people. Learning them about healthy food is a good thing, but if they can't afford it the project have difficulties to succeed. In my point of view there is need for involving several stakeholders. In Norway the government has lower taxes at vegetables and fruits, an idea is to try to involve the Brazilian government so they can try to find incentives so healthy food can be more affordable. Food waste also have a large international problem, what about include stakeholder as food producers as farmers, restaurants, and supermarket chains? Fruits and vegetables can still be good food even if it have some small damages and spots, maybe this can be sold for a lower price instead of being thrown away? Maybe a app (or include this in the game) where people can buy healthy food with short life for a very low price? If several stakeholder work together the impact will be larger; through learning about how to eat and workout to have healthy life, and the possibility to actually access healthy food. Sorry this become long and was a bit out of the focus question..)

7. Would you recommend any students to do this project?

Isabel Alves

Julia Brito

Gabriela Virladoo

8. Other key insights **(write at least 10):**

We could have a site with the option to download the game and the option to make the board game and play it, in the site we could also have the educational videos and more virtual games about the subject so the children can also learn about other matters inside personal health

Integrate the diabetes app with the financial education app

To popularize the site we could work with UnB mkt, publishing it in magazines, presenting the site in some Brasilia TV programs...

In the future we can add more matters about personal health for children in the platform

We can have a app and an online version of the game

9. If you had to bring students **from your university** to work on this project in the next semester, what would you tell them and what could you do (talking to professors and supervisors, for example, and presenting the project proposal to them) **(One answer for each country represented in the room)?**

Brazil: In this project you will have the opportunity to impact the health education of young Brazilian childrens about diabetes, participating on the creation of online features that can be used by all the schools from Brazil