

CAT 4 RESOURCE DEVELOPMENT

PROJECT FORESIGHT

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ABSTRACT

Project Foresight is an interactive and educational resource package, consisting of talks, an entertaining and informative online game and a detailed website, with the aim of educating youths aged 13 to 14 on the implications of various common eye diseases and the methods of preventing them so as to prevent as many people as possible from contracting those diseases. The website, that also contains the online game, has a myriad of visually-appealing posters that each illustrates the key information of different eye diseases such as the early symptoms and methods of prevention. These posters are put on a slideshow so that the user can easily browse through them and learn about various common eye diseases. It is through various mediums, which can be used in tandem with one another or as stand-alone resources, that Project Foresight achieves its aim of educating more people on various common eye diseases and their methods of prevention.

1 INTRODUCTION

1.1 Rationale

The Singapore Burden of Disease Study 2010 reported vision-related disorders were the second highest causes of disability burden in Singapore, and the fourth highest causes of disease burden. This study proved that common eye diseases were a prevalent issue in Singapore and Project Foresight thus aimed to help alleviate this issue through educating the public. While there were existing resources provided by the government, such as talks in Primary Schools on preventing myopia, they mostly revolved around myopia and Project Foresight focused on common eye diseases such as cataract or glaucoma. Project Foresight was also a more detailed and informative package.

1.2 Objectives

The objectives of Project Foresight were to

- Educate its target audience on the implications and methods of prevention of various common eye diseases
- Prevent as many people as possible from contracting said diseases

1.3 Target Audience

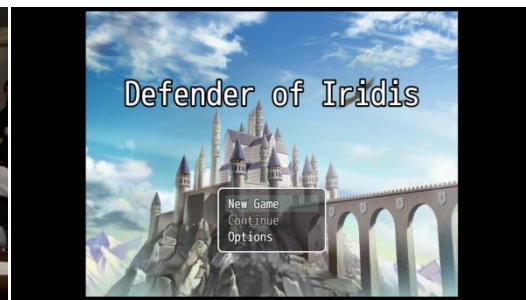
Project Foresight's target audience was Secondary One and Two students, who are 13-14 years old.

1.4 Resources

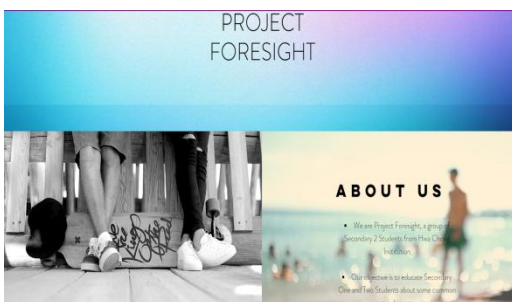
The resources created for this project were an educational talk, an interactive online game and an informative and detailed website.



Our group giving a talk about eye diseases



A screenshot of our educational game



Our website



Talk participants trying out our online game

2 REVIEW

According to a Strait Times article, a study done by Duke-NUS Medical School and the Singapore National Eye Centre suggested that cataract cases could increase by 81 per cent to 1.3 million within 20 years. This study showed that common eye diseases such as the common eye disease cataract would very likely become more prevalent an issue and there is thus a need to prevent this from happening.

3 METHODOLOGY

3.1 Needs Analysis

A needs analysis was conducted to ascertain the necessity and relevance of such a project. A survey was conducted to elucidate the respondents' current knowledge of common eye diseases. Majority of the respondents confirmed the relevance of such a project as many admitted not knowing much about the topic.

3.2 Survey Results

Figure 3.2.1 Needs Analysis Do you know of any common eye diseases? (196 responses)

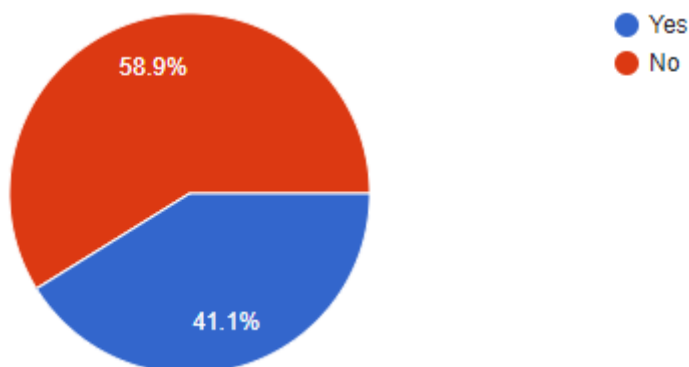


Figure 3.2.2 Needs Analysis Do you know anyone who has an eye disease/ eyed diseases?

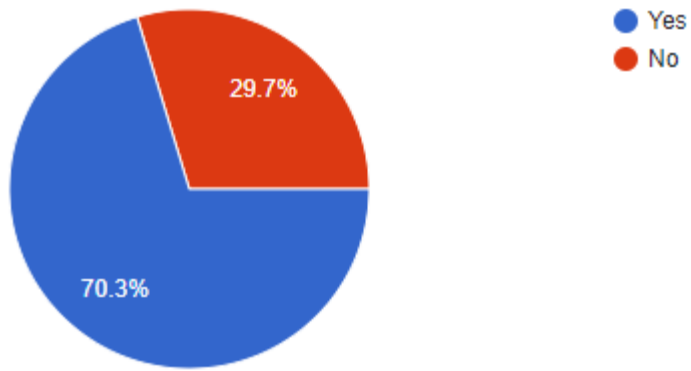


Figure 3.2.3 Needs Analysis Do you think that myopia is an important problem that our society is facing now?

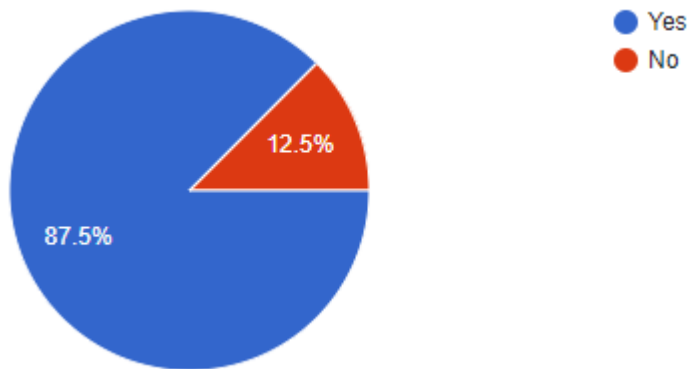
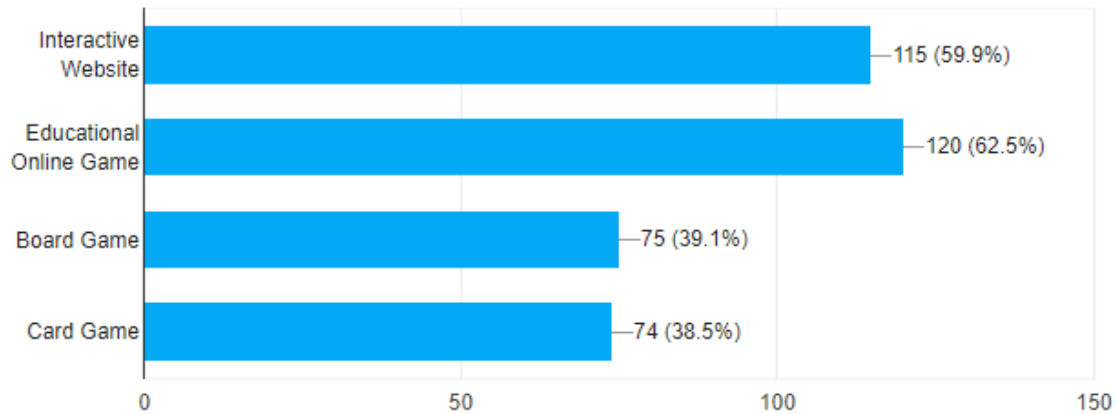


Figure 3.2.4 Final Product Decision What would you like to be included in our final product? (Please select 2)8



3.3 Development of Resources

Firstly, the Project Foresight team discussed and agreed upon a concept and plot for the game and prepared the materials for the talks (slides, scripts, etc). Next, the team completed the website, by collating information from various online sources, and designed it with Wix, a website-designing platform, and finished programming about half of the game using the programming language Ruby. They then finished the game and conducted rehearsals for the talks to ensure that they would be fully prepared during the talks.

3.4 Pilot Test

Talks were conducted by the team which allowed the team to reach out to their target audience, Secondary One and Two students, and teach them about various common eye diseases and their methods of prevention. Pre and post-talk surveys have illustrated the effectiveness of the talk as a large majority of the respondents responded that they have learnt a lot from the talks.

Question	Before Talk		After Talk	
	Yes	No	Yes	No
Do you know what is glaucoma?	67.67%	32.3%	96.8%	3.2%
Do you know how to prevent glaucoma?	9.7%	90.3%	83.9%	16.1%
Do you know what is cataract?	48.4	51.6%	93.5%	6.5%

Do you know how to prevent cataract?	12.9%	87.1%	83.9%	16.1%
Do you know what is dry eyes?	71%	29%	93.5%	6.5%
Do you know how to prevent dry eyes?	74.2%	25.8%	83.9%	16.1%

The target audience also commented that the game was engaging, interactive and very informative; and was a very effective medium in helping them retain the information that they have learnt regarding the various common eye diseases and especially the methods of prevention of such diseases.

4 OUTCOMES & DECISIONS

After mid-term evaluation, our group created more posters to help promote and create awareness about our project. We improved on our website based on reviews given by our target audience. We also added more pictures to the website to allow our target audience to better understand about more eye diseases. We further continued to seek feedback from our target audiences in order to keep improving our resource package and the feedback we received this time round was more positive. Our website now has more information about various eye diseases that affects youths and is also better equipped to allow our target audience to absorb more information from our website.

5 CONCLUSION

Project Foresight had been an onerous project to undertake as it required many hours of research to ensure we had reliable information, it also required us to spend a lot of time on things such as designing and programming our online game and developing our website. The whole project journey had been an educational one. Our group has learnt a lot of things, such as perseverance, creativity and critical thinking. Tasks like creating our online game taught us the values of perseverance and creativity as we had a lot of mistakes we had to troubleshoot yet we persevered through them and it took a lot of creativity to come up with a plot for our game. In the end, it was team spirit and perseverance that led us to completing our project.

6 ACKNOWLEDGEMENTS

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