

A DIGITAL GAME AS A HEARING LOSS PREVENTION INSTRUMENT AND HEARING HEALTH PROMOTION.

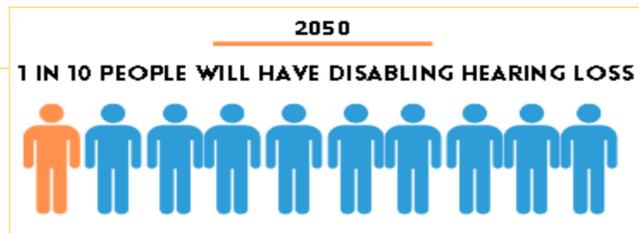
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INTRODUCTION

It is projected that by 2050, 1 in 10 people will have disabling hearing loss, which cannot be recovered. It can be said that 50% of people aged between 12 and 35 years are at risk of suffering hearing loss due to prolonged and excessive exposure to loud noises and sounds. Hearing plays a fundamental role in human communication, and it is through it that individuals hear the sounds of speech and learn the linguistic code to which they are exposed. Therefore, knowledge and understanding of auditory physiology are fundamental and become allies to promote the population's self-care, promoting health and preventing diseases.



OBJECTIVES

Develop an educational and informative digital game about the physiology of hearing and care for hearing health, being a beneficial tool for health promotion and disease prevention.

METHODS

To base the themes covered by the game, research was carried out on the physiology of hearing and the possible problems related to this function. A sketch was prepared to guide the development, with the collaboration of a designer and a programmer. The game was developed with visual pixel art, using Aseprite, Adobe Illustrator, Audacity and GDevelop 5 platforms, with Javascript programming language.

CONCLUSION

The game proved to be viable and executable, being an educational and informative tool, to offer benefits to the promotion of hearing health in the population.

RESULTS

The game was named “Soundway: Adventures of a Speech Therapist” thinking about the entire path taken by sound in the auditory system. The game has a main character, a speech therapist able to clarify doubts and teach about hearing. The phases were divided according to the anatomical regions of the ear, namely the outer, middle and inner ear. During the course, the player had information boards about hearing care, common diseases and the danger of exposure to loud noises and sounds. The playful design was developed with the aim of being attractive to players, while respecting the anatomy of the auditory system.

