

Build the game "Keep alive"

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Abstract: In the context of increasing digitalization, building the educational game 'Keep alive' to raise awareness about health and a healthy lifestyle in the community has become an essential issue. This project focuses on developing an intuitive and interactive user interface system with diverse educational features. The research method combines theory and experimentation through analyzing the needs of the target audience and implementing the game application. The expected outcome of this project is not only a unique digital product but also a contribution to the development of the education industry through a gaming solution.

Keywords: Educational games, Public health, Digital technology, Interactive games, Visual education