Opportunity and Significance
We are creating tools to educate people on their health. We do this by creating simulations that can predict bad health outcomes based on behavioral input in a video game format. We also aim in educating people on medication through quiz style games.

Technical Objectives
Create a system or format that is engaging as a user but that simulates as close as it can to actual predictors of health. (If you smoke cigarettes the chance you will get lung cancer increases).

Related Work and State of Practice
This is based on research done by the start-up PopRX and this is their current prototype. The current project is available as a web app which means it is readily available to any browser.

Technical Approach, Accomplishments and Results
A person’s health is represented by the choices they make throughout their lives. Everyday we are offered choices in which we must decide what will affect our health later on.

In the game Med-Life, a user creates a Character and is given a set of questions and choices in which the Character will do. These questions either have significant health impact or none at all, like real life choices. These are based on statistics and research papers giving a rough estimate on what will harm their Characters lives. If a user picks too many bad health predictors, their digital character will die and will be offered to restart again.

In the game Brain Challenge, users are asked a set of medicinal based questions. In which they compete to get the highest points.

Next Steps for Development and Test
The statistical Data Base needs more data points to calculate more life threatening events,

Milestones:
Finish Beta 1 (August 2019)
Market Research (Rest of 2019)
Agile Development based on Research

Commercialization Plan & Partners
The PopRX team helped with all the Medical knowledge

AWS will be used to commercialize the product and run it live

The main hurdles are compiling scientific journals, creating engaging stories and marketing for the intended audience.

References
PopRX team