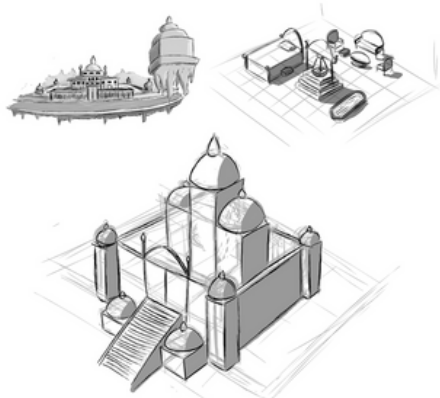
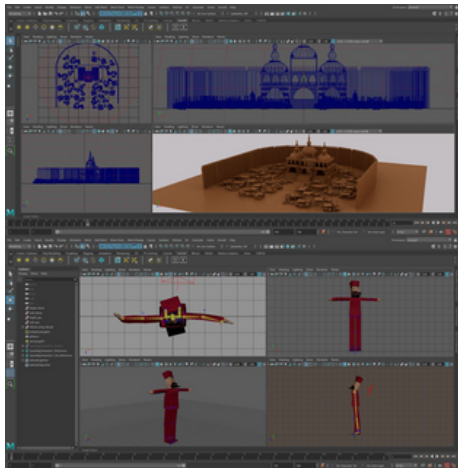


Tee - Hee

by
Department of Design (DoD)

KID: 20230106

The pandemic era has resulted in several challenges for humankind. The effectiveness of hygiene practice is significant in controlling the spread of viruses and other diseases. This situation is more prominent in rural India, where there is limited technology and knowledge about hygiene. The initiative of IIT Hyderabad to execute the project on “Personal Health and Hygiene practice for rural school children” is intended to bring changes to the hygiene practices of school children in the rural areas of Telangana, specifically in the vicinity of IIT Hyderabad. This study investigates the teaching and learning of oral hygiene among rural children. To achieve this, rural children were interviewed to understand their problems through semi-structured interviews. The interviews resulted in a need to address oral hygiene practices.



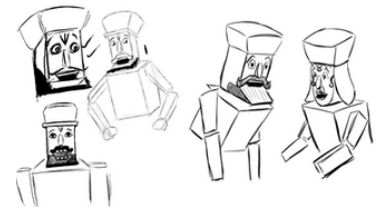
Gamification has been recognized as one of the effective methods to educate children. Puppeteering techniques were studied from different regions of India, and the Kathputli aesthetic was chosen. An interactive game (TeeHee) was developed to interactively learn and develop insights about oral hygiene. A story was developed using this style as an inspiration. The kids will start learning and practicing oral hygiene practices digitally in a game where fight food particles are going to attack the energized teeth of their respective avatars.

3D Animation was used as a medium to narrate the story and make the game, where multiple assets, characters and environments were developed. Assets like toothbrushes, tongue cleaners and flossing equipment were modelled to create an interaction on a multi touch monitor for kids to practice gestures needed for proper oral care. Characters and a story involving design, script development, storyboarding, modeling, texturing, rigging and animation were developed.



The gestures were incorporated into the game using Unity™3D Game engine software. The game, after the first stage of development, was deployed at the Zilla Parishad High School in Mamidipally village of Kandi Mandal, Sangareddy district, for heuristic evaluation, and insights from the deployment would be used to modify/add features to the game and the story.

The development of TeeHee is an example of how the culmination of technology and animation can be used to improve public health in rural India. By using games, we can make health education more accessible, especially in areas where healthcare awareness is limited.



[1] Dr Prasad Onkar
Associate Professor and
Head - Department of Design

[2] Mr Delwyn Jude Remedios
Assistant Professor
Department of Design

**[3] Mr Maharshi Gautam
Peesapati**
MDes (Visual Design)
Department of Design