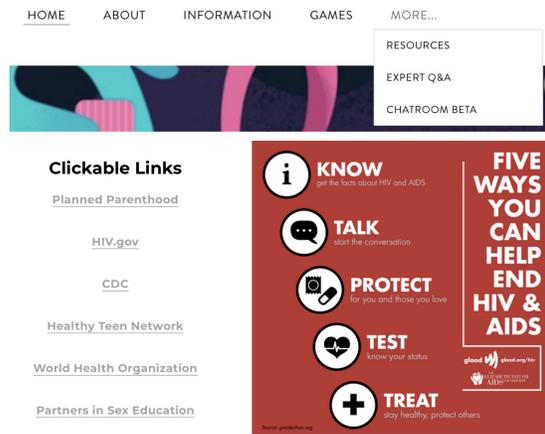


Human Immunodeficiency Virus: Eradicating the Stigma

Helena Gray, Claire Johnson, David Yang, Arisbeth Mancilla

Our Grand Challenge Initiative throughout the past three semesters has been to create ways to reduce transmission of HIV, as well as create ways in which adolescents are more drawn to learning about sexual health.



The Website

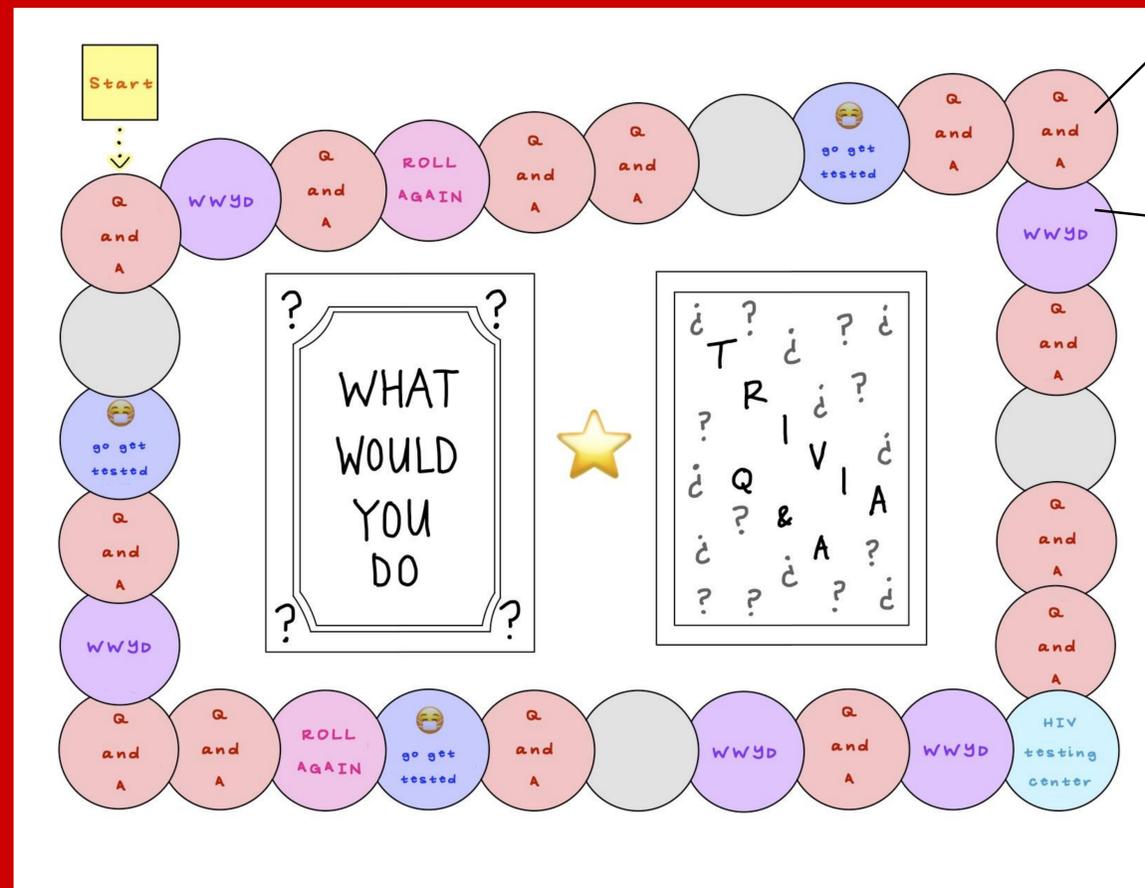
We created a website to educate teens on HIV and general sex education. Our site includes general information regarding HIV, links to our sources, and an interview with a public health worker for more credibility. Along with these features, a beta chat room was created. Teens would be able to communicate through the chat room with an expert anonymously, which a lot of them preferred (Selkie, Ellen M. et al., 2011). We also designed a board game to inform teenagers about HIV, as K-12 students can learn creatively through board games (Sardone and Devlin-Scherer 2016). The game board and game cards are printable but the cards can be downloaded as a PDF. This PDF can be interacted with, as the question marks on the cards lead to a random card, with a link on the bottom of the card to go back to the beginning page. <https://grandestchallenge.weebly.com/>

The Grand Challenge of HIV

- HIV is a virus that once transmitted into your body, attacks the infection fighting white blood cells (CD4 cells), leaving your body more vulnerable and at-risk to other diseases and infections.
- We as a group discovered and learned about the current state of knowledge about this virus. HIV is known to have high transmission rates, mostly due to the fact that people are not educated on the subject.
- HIV is transmitted in multiple types of ways, with the most common transmission method being sexual activity (Hiv.gov. 2017) It can also spread through the mixing of blood commonly with unsterilized needles, through childbirth, or with breastfeeding.
- There are different therapies, such as ART, which helps to slow down the decrease of infection-fighting cells.
- Known to have no effective cure, and the treatments can only help you increase your lifespan with HIV.
- Main issue centers around the current stigma with HIV. There is a major lack of understanding over what HIV actually is.
- We have decided to create a website and a game, easily accessible and playable to help middle school and high school students get educated about HIV and sexual education in an entertaining and engaging way.

Literature cited:

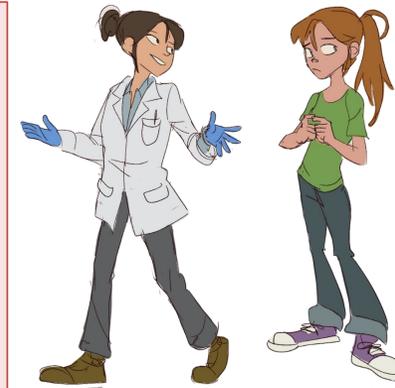
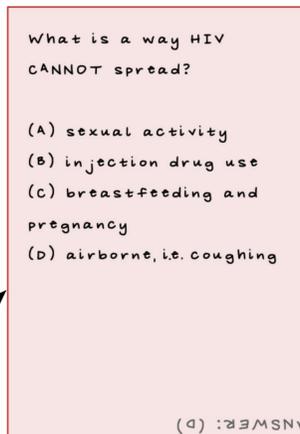
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HIV: What would you do?

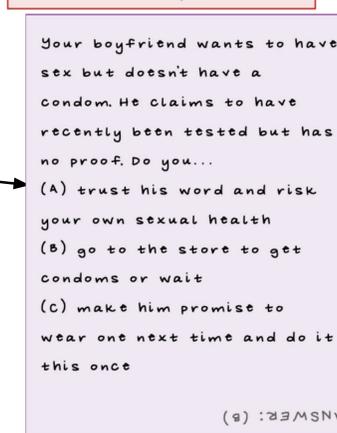
Accomplishments

- During our first semester of Grand Challenges, our original plan was to create an establishment, similar to Planned Parenthood, which would act as a source for all things HIV and adolescent sexual education.
- The following semester, we discovered it would be more feasible to create a website, rather than attempt a full business plan for an establishment, especially given the unexpected pandemic.
- This semester, we set out with the goal of making our website more attractive to adolescents. During our brainstorm, we decided the best way to do this would be through the creation of an interactive game, also available on our website, ultimately combining all of our accomplishments in one area.



Rachel Stone

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GAME CARDS (PRINTABLE)

GAME BOARD (PRINTABLE)

GAME CARDS (CLICKABLE)

Game Instructions

1. Each player should choose a character and assign the order in which they roll the dice.
 2. Each player should begin at the designated "start" site.
 3. Roll the dice and move your character the designated number of spaces. If the space you landed on is marked "Q & A", pick a card from the Trivia Q & A stack. If the space you landed on is marked "WYD", pick a card from the What Would You Do stack. If a player lands on "go get tested" then they must move to the HIV testing center and wait until it is their turn once more. If you landed on a blank space, you must wait for your turn to roll again.
 4. If a question is answered correctly from either stack of cards, that player receives one star.
 5. Move around the board until someone has earned 5 stars. The player who is the first to receive 5 stars wins the game.
- Note: Please be mindful of other people's opinions and refrain from making inappropriate comments in order to create a safe space for other players.