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# Surviving Today

Educating on Suicide Prevention using Gamification

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Key Words: Gamified intervention, Suicide, NLP, Sentiment analysis

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## ABSTRACT

Suicide is a grave and pressing issue in modern society. It is a leading cause of death worldwide, with devastating consequence for individuals, families, and communities. Suicide is often the result of a complex, and interrelated factors, such as mental illness, social isolation, and economic hardship. It can affect people of all ages, genders, and backgrounds, and is particularly prevalent among young people.

To tackle the issue of suicide among the younger generation, the author developed a game that integrates modern artificial intelligence (AI) techniques. The game's primary objective is to increase awareness of mental health and educate players on how to recognize signs of distress or risk in others and effectively and carefully communicate with them. To achieve this goal, the game utilizes advanced AI algorithms that has the latest natural language processing (NLP) technologies. The game's immersive and engaging nature helps to break down stigma and create a safe space for players to discuss mental health. Through the innovative approach, the author hopes to make a significant impact on suicide prevention and improve the well-being of the young people.

The initial test results and feedback indicate that the game has the potential to be a powerful tool for raising awareness of mental health issues and promoting suicide prevention among the younger generation. The positive outcomes of the testing phase provide a strong foundation for further development and implementation of the game in real-world setting.

**Keywords:** Gamified intervention, suicide prevention, mental health, NLP, sentiment analysis, gamification

### Subject Descriptions:

- Human-centered computing → Collaborative and social computing → Collaborative and social computing design and evaluation methods → Social network analysis
- Information systems → Data management systems → Information integration → Data cleaning
- Computing methodologies → Computer graphics → Shape modeling → Mesh geometry models
- Computing methodologies → Computer graphics → Graphics systems and interfaces → Graphics processors