

CANCER AWARENESS USING GAMIFICATION

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Abstract

In today's world, cancer identified as a rapidly spreading, incurable, and non-communicable disease. Cancer is the world's second leading cause of death, with an estimated 9.6 million deaths in 2018. One out of every six deaths that happen around the world is due to cancer. Cancer is caused by mutations in the DNA molecules in the human body, resulting in an abnormal division of cells. There are several factors affecting cancer. Many of them are linked with the informal lifestyle of humans. Notably, unhealthy eating habits, smoking, using areca nut in betel quid, and the use of alcohol affects the rapid development of cancer.

Therefore, the apparent problem identified in this research is less awareness and neglect of cancer in today's society and the failure of current cancer awareness programs. Ignorance of cancer in society has led many people to informal lifestyles that cause cancer. This problem has arisen because there has not been a proper program to aware of the importance of preventing cancer among people.

The author implies that this game is intended to convey people the idea that fast food consumption, smoking and alcohol use, and non-active leading to cancer. The game also educates people on the latest cancer drugs and how they work. The game also focuses on awareness of early cancer symptoms that occur during cancer. All of this is taught to players by their experience and the decisions they make. No game currently has not been developed to give people the idea that their wrong decisions cause cancer. None of the games currently being developed teaches that factors like unhealthy eating habits, smoking, drug use, and lack of exercise cause cancer. Also, they do not educate people about the early signs of cancer, available treatments, and how treatments work.