# Children's Perceptions on Cancer: Digital Storytelling as Means of Education

**New Perspectives in Science Education Firenze 2019** 

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# HEALTH LITERACY

61% of the population has a low or inadequate level of Health Literacy.



Scarce health specialization programs for journalists.



Excessive medical jargon in communication.



Doctors with little training in communication.





Strategic
Areas Worked
by the 8
Faculties and
Research
Centers







Psychology and Science Education







Technological Innovation

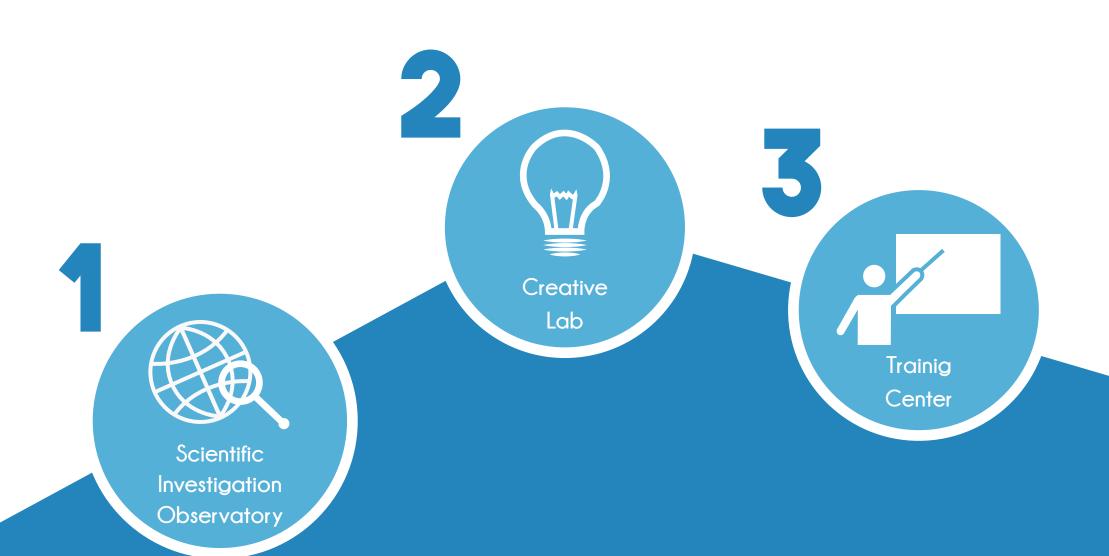


Physical Activity and Well-Being

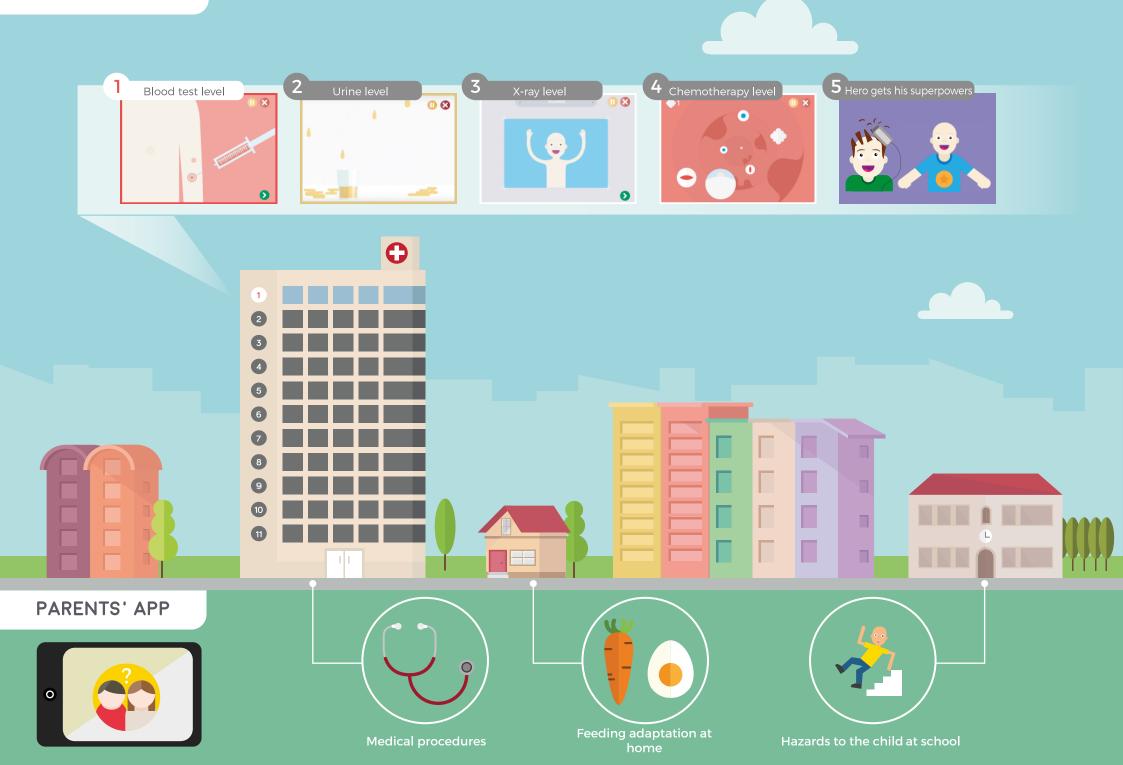


Collaborative Knowledge
Networks

# LITERACY CENTER WITH 3 MAIN FUNCTIONS









**SERIOUS GAME**: allows building a tool that goes beyond entertainment and has the goal to teach cancer subjects, increasing adherence to treatments

**EXERGAMING TECHNOLOGY**: seeks to encourage the practice of physical exercise, using the front camera of mobile devices

### Some examples:



# Radiography level

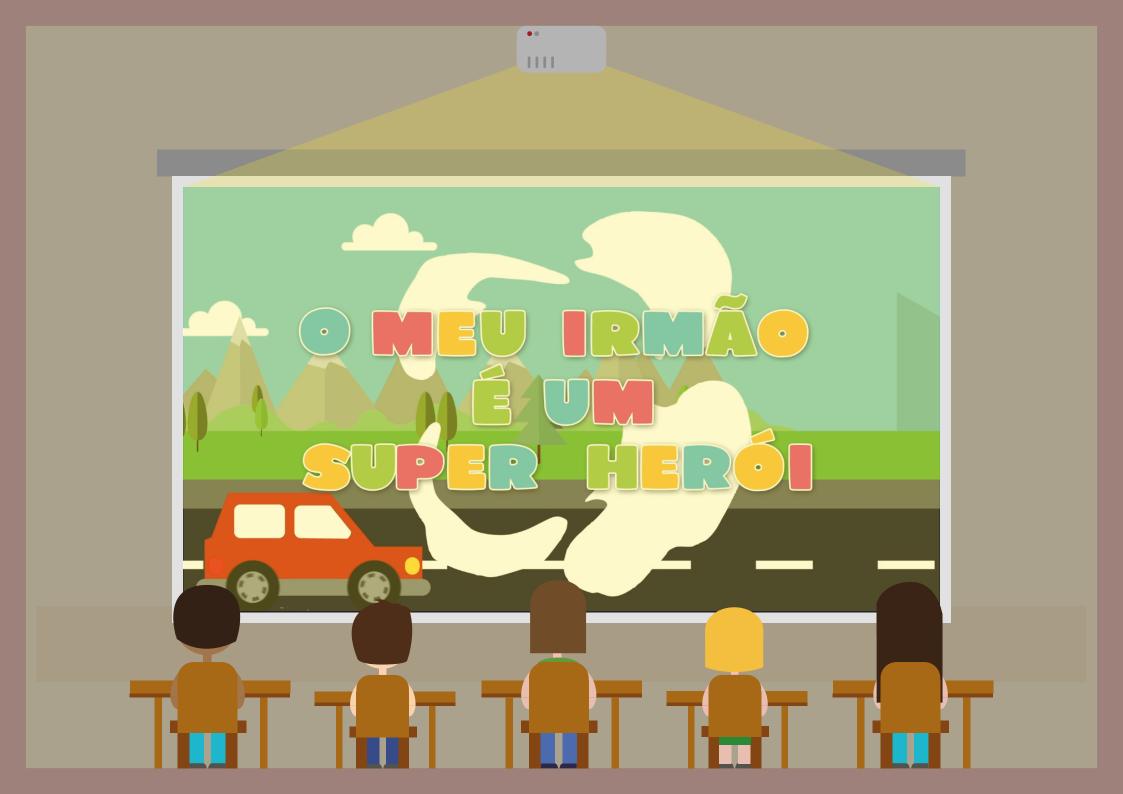
Teaches how child must proceed during a radiography

Prepares child's body to increase physical activity with stretching exercises

# Chemotherapy level

Delivers information about the benefits of chemoterapy

The child exercises arms, legs and trunk in levels with increasing difficulty



# **Cancer Awareness Session Development**

1. Assessment of students' perception about cancer through a questionnaire.

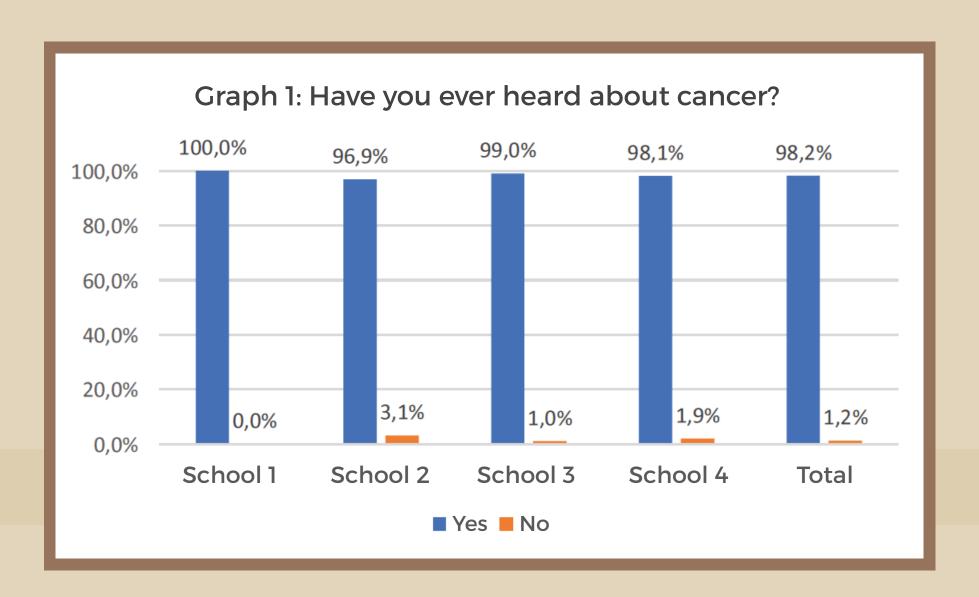
2. Development of an explanatory narrative with multimedia application.

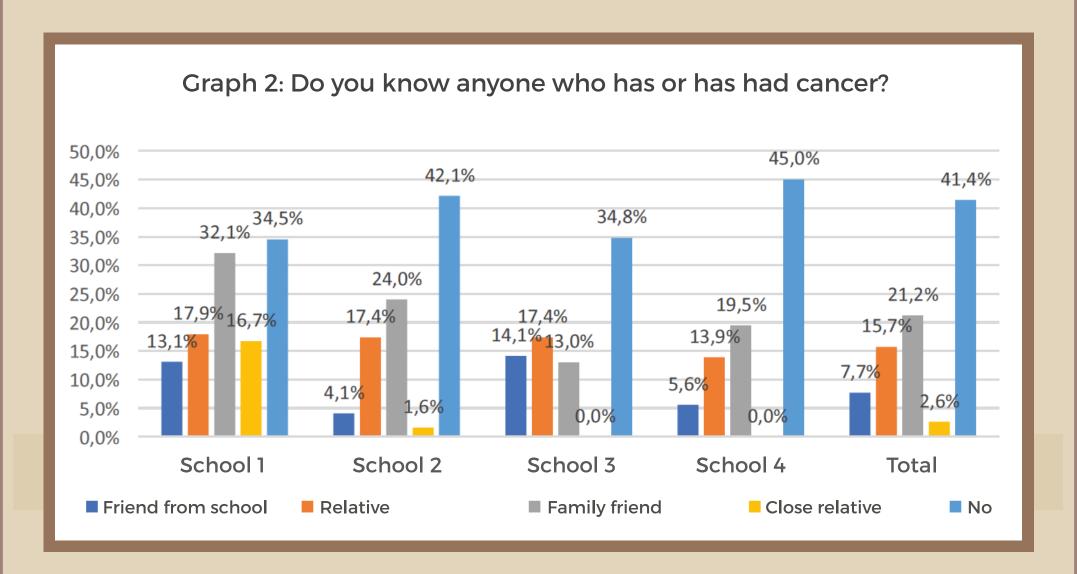
3. Promotion of awareness actions with the contents created.

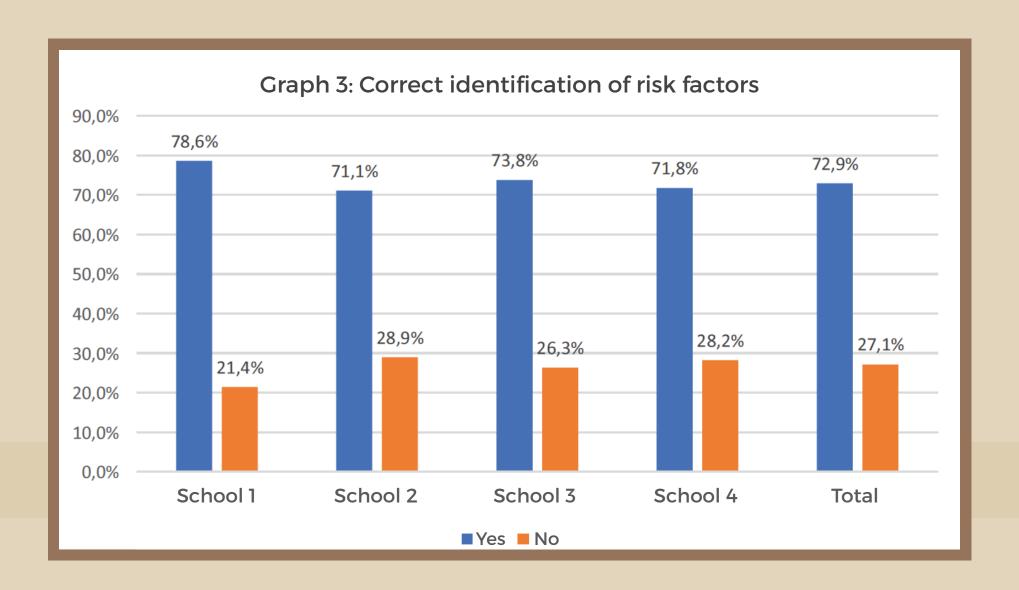


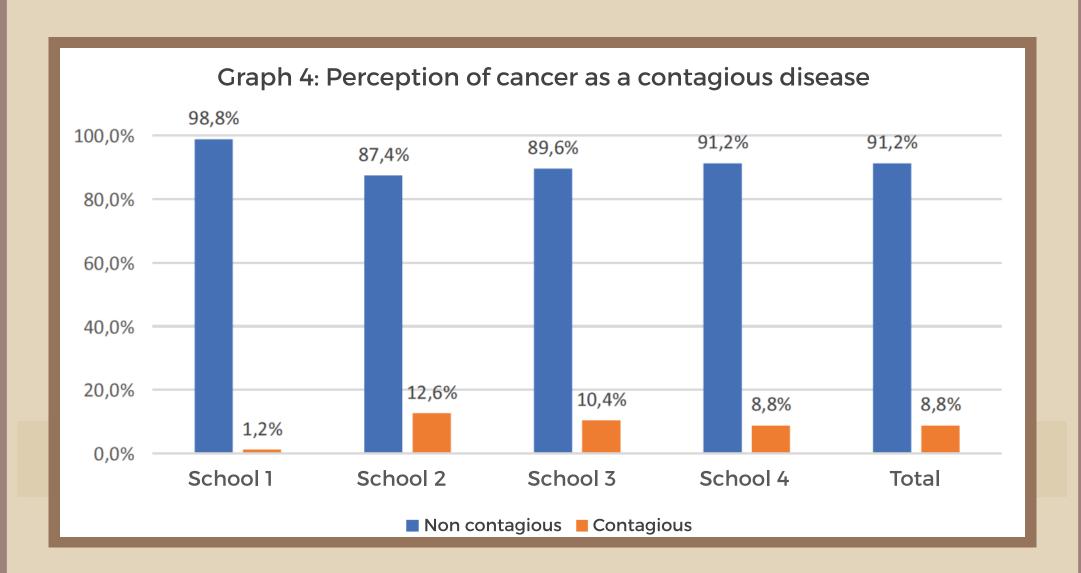
N total = 625; Female students = 49.8%; Male students = 50.2%; Average age = 10.92; Standard deviation = 3.61.

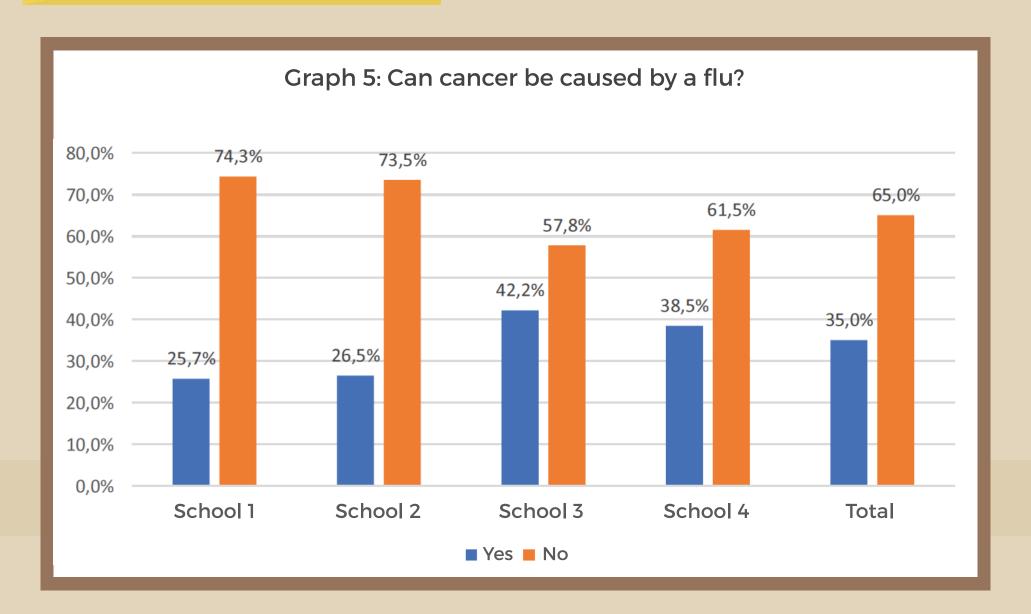


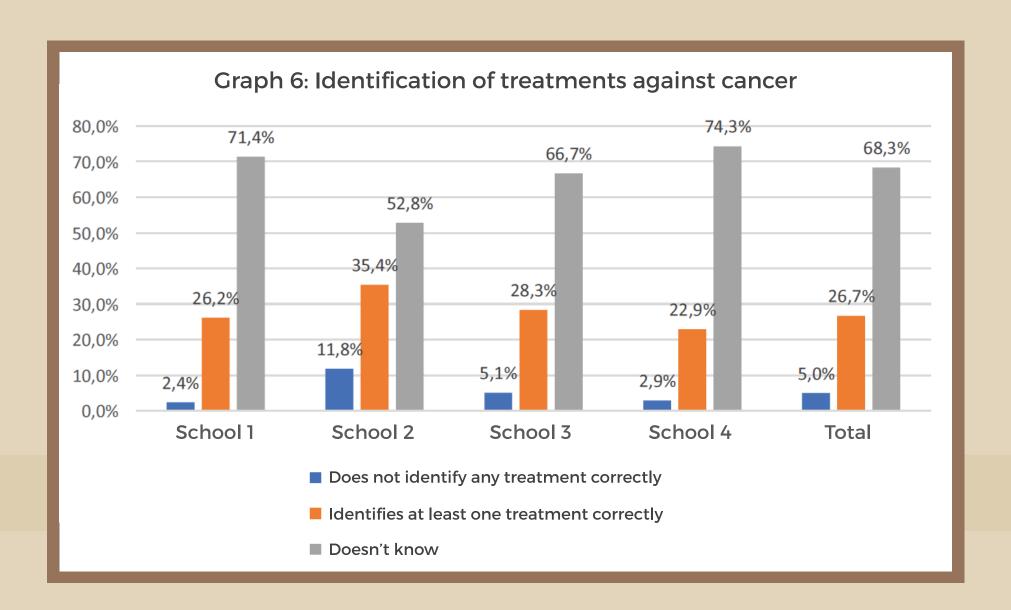






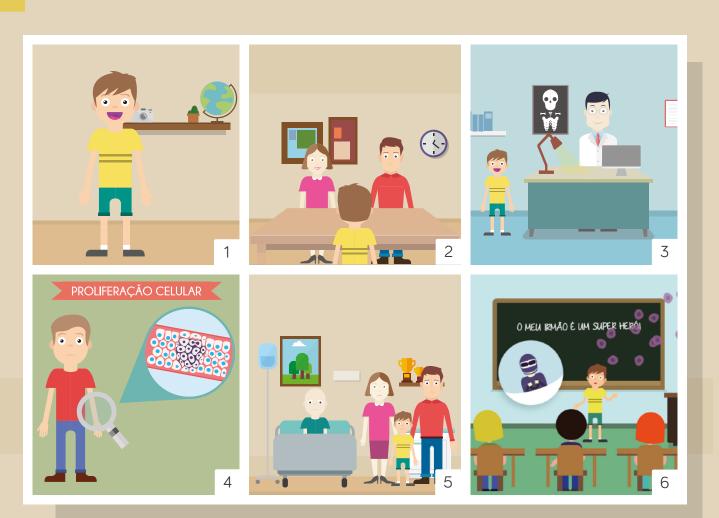






2. Development of an explanatory narrative with multimedia application, based on the 5th and 6th grades curricula.

2.1 The animated short movie tells a story of an 11-year-old boy trying to help his brother returning to school after being diagnosed with leukemia. "My Brother is a Superhero" was developed based on the explanation of scientific concepts and the identification of the most common miscoceptions about cancer.

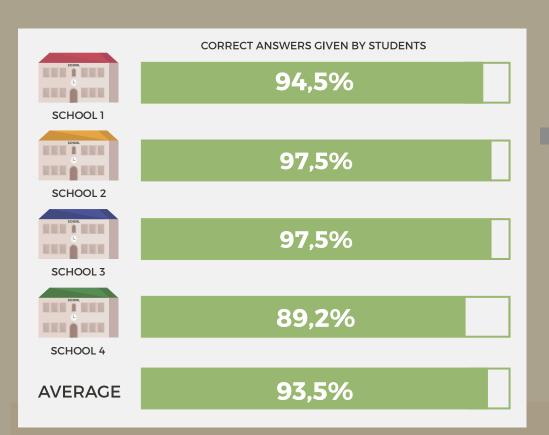


2. Development of an explanatory narrative with multimedia application, based on the 5th and 6th grades curricula.

2.2 The storyboard created uses metaphors that embraces a positive view of fighting cancer. "My Brother is a Superhero" is narrated by a leukemia survivor, to increase students' emotional attachment to the awareness campaign.

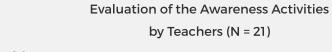


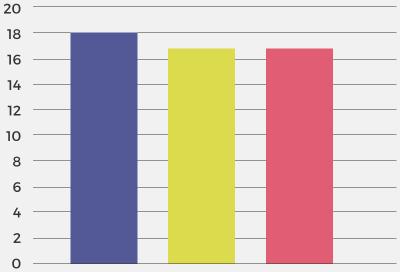
3. Promotion of awareness actions with the contents created and evaluation of impact on students





3. Promotion of awareness actions with the contents created and evaluation of impact on teachers





- Agrees that the thematic "Cancer" should be discussed in Schools
- Considers that the contents were adequate to the student's age
- Afirms that the awareness strategy was in general well achieved



# We are always ready to talk!

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