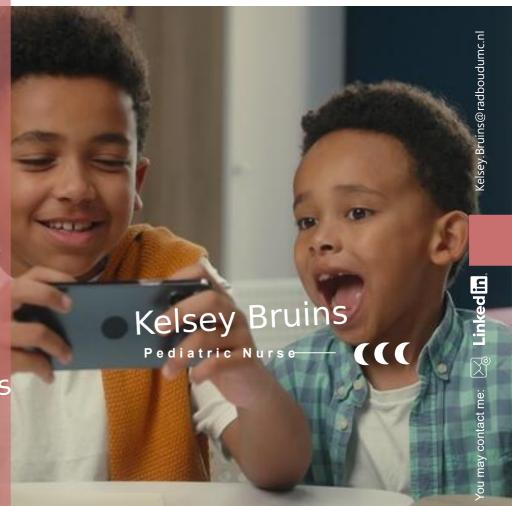


Selfmanagement
through play
for children
aged 4-12 years





Imagine you're 7 years old, playing with your friends.

# PROBLEM

Most neglected global health problem













Target audience

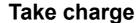
**7.400.000**People worldwide

500.00 500 Newborns each year NL: Children 4-12 years

50% Younger than 25 years 13,7% Growing

# SOLUTION

Sickle cell adventures



Of their own health in a fun and engaging way

#### **Improve**

Therapy adherence, healthy habits and recognizing crises early

### Self-management

Understand and manage their disease

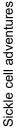
#### **Connecting peers**

To learn from and support each other





Interactive educative game











### Personalized content

Matches the child's developmental stage - growing with them

### **Buddy system**

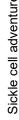
Learn from and support each other

# Missions & games

Receive unconscious education with rewards to motivate to play

### Parents section

Monitoring progress and receive tips to guide child's care



Reduced hospitalizations & healthcare costs

Higher quality of life

**Fewer** painful crises

**Better** support for parents



Helps children (4-12) develop selfmanagement skills step by step

# The Team

### **Co-creation** with children & parents









W E

A R E



### Kelsey Bruins

Initiator sickle cell adventures

### Jurriaan van Rijswijk

Developing sickle cell adventures

# Team pediatric hematologist

Input medical advise

## Patients' association Oscar

Input needs of children and parents

Sickle cell adventures

# Roadmap & Game development & testing non-stop Came development & testing non-stop The development of the stop The d











**PROTOTYPE** 

**MVP** 

FINAL PRODUCT & READY TO USE

SCALING (INTER)NATIONAL

300 hours

600 hours

1000 hours

Invested already: 400 hours

Need: €250.000



((( Invest now and make a lasting impact on the lives of millions of children!





Thank you for your attention!

Any questions?

## Kelsey Bruins

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