

Virtual Reality (VR) & Augmented Reality (AR)-based Preventive Drug Project in Schools

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Introduction

This proposed project aims at enhancing prevention of anti-drug in secondary schools by using VR and AR based application.

The objectives of this 3-year project are :

- (a) to disseminate anti-drug messages in secondary schools
- (b) to enhance drug knowledge of secondary school students;
- (c) to raise awareness of secondary school students on drug harm; and
- (d) to promote attitudinal and behavioural change towards drugs among secondary school students.




Project period

- From 1 July 2019 to 31 August 2023
(50 months)



Project Content

- 20-minute animation video
- Pamphlet
- Mobile app with AR games
- VR games



Output Evaluation

- The output indicator is 102.5 % achieved.
- A total of 2050 secondary school students joined this project.



Outcome Evaluation

- Using paired t-test, 95.06% students show improvement in anti-drug attitude.
- Using paired t-test, 96.9% of students gain knowledge about the harm of drugs.



Experience Gained

- The project period had extended from 27 months to 50 months due to COVID-19 pandemic.
- The school suspension made a big challenge to us to implement the project activities.
- Luckily, secondary school teachers and students demonstrated their great interest to this project and some schools even arrange different forms of students to join this project.
- Good communication with schools & successful teamwork are key to achieve the goal.



Conclusion

- Innovative technology such as VR and AR is an effective education tool.
- Experiential learning enhances the learning interest of secondary school students and boosts students' engagement in the activities.



End