

**Problem:** Develop a game to influence sanitation behaviour among children

Schools are almost a microcosm of society, facilitating interaction between students from diverse strata, backgrounds, genders and support the development of values, habits and skills which last a lifetime. Children spend long hours in schools. The school environment partly determines the health and well-being of these children. Keeping in mind that globally as well as in India, the sanitation situation is very grave, schools can act as catalysts to alter the sanitation situation.

**Description of the envisioned solution:**

This can be done through a mobile application for children educating them on the importance and need for safe sanitation. A student educated about the benefits of sanitation and good hygiene behaviour is a conduit for carrying those messages beyond the school premises, bringing lasting improvement not only to his or her health and well-being, but also to that of the family, the wider community and environment at large.

**Data needed to create the envisioned solution:**

Knowledge on safe sanitation should be activity-based and interesting for children. The methods used should not only give the children the opportunity to learn by doing and experiencing but also the opportunity to learn at their own pace and in their own style. Applications should give children the opportunity to personalise the information and develop positive attitudes and values as well as practise the new skills.

**Intended audience and the Device:**

The major intended audience is students.  
Smartphones, tablets and ipads are needed.

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