



#### MENTAL HEALTH



**AWARENESS** 



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## What?

#### Our Campaign:

- •Campaign focused on cyber safety and mindfulness online.
- •Addressing the rising trend of internet and media usage.
- •Aimed at young adolescents.
- •Goal: Promote online awareness and positive mindset through social networks.







# Launching a campaign to raise awareness about online safety and responsible behavior among young people. Our interactive game aims to:

Teach children to navigate online situations safely and independently.

Equip them with essential skills and knowledge for online protection.

# Why?







## Who?

- •Targets youth aged 12-16.
- •Addresses significant mental health risks in this age group.
- •Provides support and resources.
- •Aims to prevent depression and severe mental health issues.



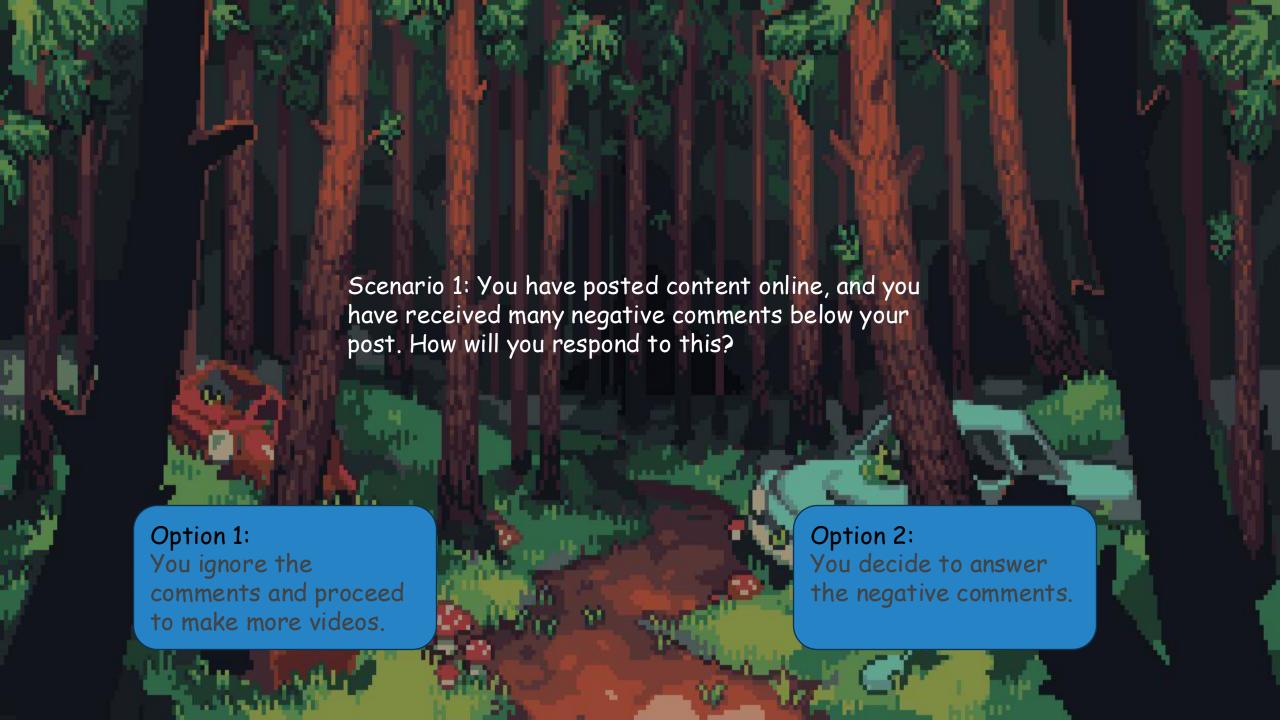


# **How**\$

Since social media took off as a popular phenomenon in the early 2000s, the rate of adolescent depression has significantly spiked. Between 2005 and 2017, depression among young people reportedly went up 52%.

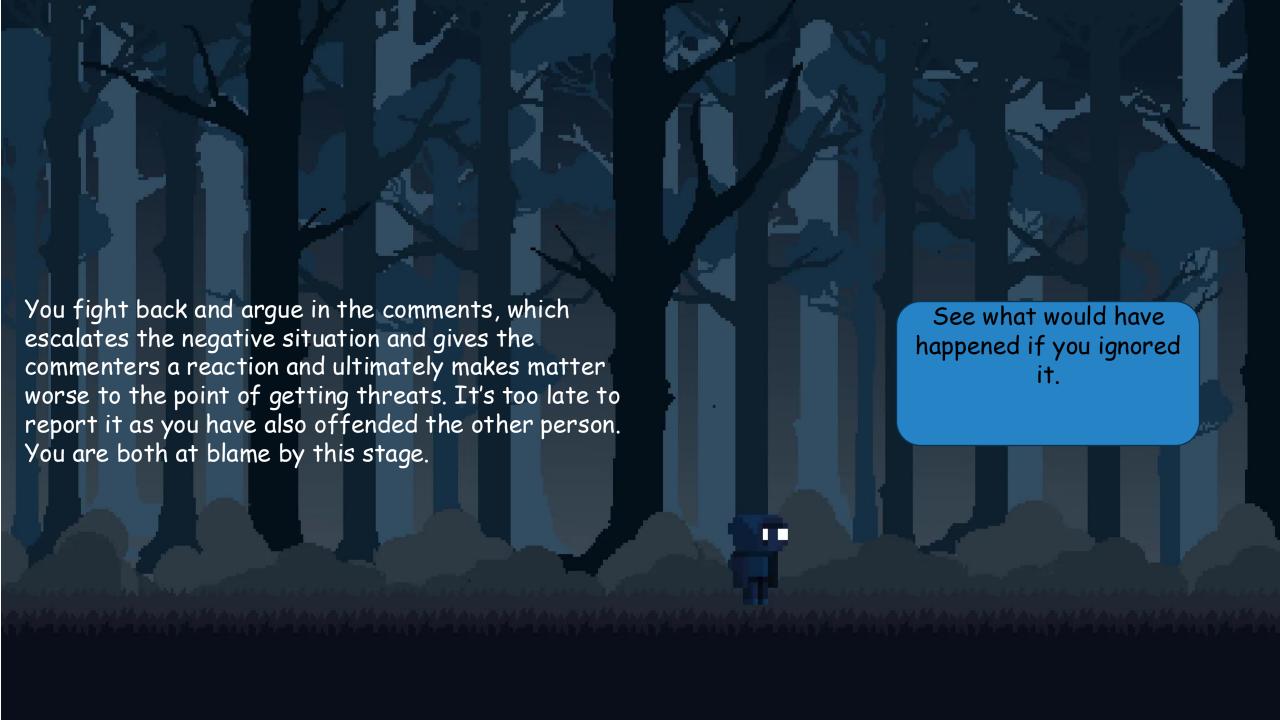
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# LOADING



Now that you have chosen to ignore the comments, you continue to post content as you enjoy it, even if you receive little positive feedback, in this situation you are the winner as you have not given the commenters the satisfaction of a reaction to their remarks. Nobody is never bothered by negative comments, but you choose to focus on the positive side and not escalate the situation.





Scenario 2: You have received a friend request on Instagram from someone you don't know but have mutual friends with. What do you choose to do?

### Option 1:

You decide to ask your mutuals about the user.

Option 2: Accept the request.



You decide to accept the friend request without asking anyone about it. They start to talk to you and make you feel uncomfortable by asking a lot of personal questions, and when you stop responding they send you threats. Even if you solve the situation this incident will always linger in your mind. Go back to to choose alternative option.

# Conclusion

Ultimately, we believe that this multiple choice game will assist young teens by bringing attention and knowledge of online behaviour and helping them navigate the complex online world of social media and the internet.