



Would you like your students to contribute to leading edge research using video games to build better bones and joints?

ECU is offering your staff and students the chance to contribute to a world-first research project that will help finalise a new video game for teenagers about healthy bones and joints. If you would like your school to participate in this exciting project, click or scan the QR code to register your interest!

This research is ideally suited to **Year 7, Year 8 and Year 9** classes in;

- Digital Technologies;
- Science or Health; and
- Physical Education.

Why participate?

- Your school will be one of the first in Australia to trial this exciting video game to improve knowledge around bone and joint health.
- Your students educational experience will be strengthened by providing a hands-on real-life contribution to the video games final development.
- Participation is fun, engaging and easy, and done all within a single-session class time!

Please note: All research project team members hold current WWCC and are compliant with the National Principles for Child Safe Organisations. Parental, guardian and your consent is needed to participate.

To learn more about this research project please visit:
[**Bone Joint Health Project Website**](#)

[**ECU.EDU.AU/EDUCATION**](http://ECU.EDU.AU/EDUCATION)



[**REGISTER ONLINE**](#)

ECU Human Research Ethics Committee Reference Number 2022-03761-DEVINE Catholic Education Western Australia (CEWA) Ethics Reference number RP2023-08.

ECU is proud to be a member of the Athena SWAN in Australia. This initiative promotes gender equality and encourages opportunities for females in STEM careers.