

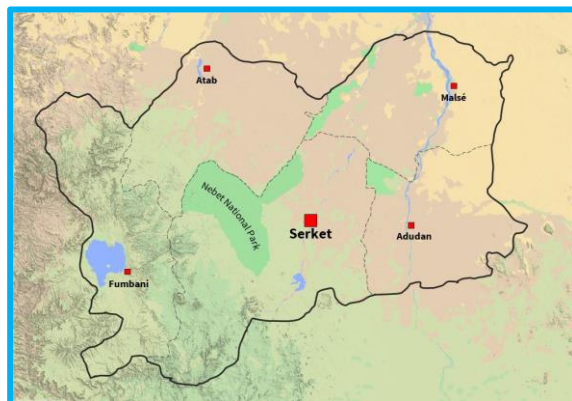
## Serketia: *Fighting NTDs with a Needs-based Action Plan*

### Background

Serketia is a simulation game which aims to shed light on the interplay of social, technical, medical, psychological, economic, and political factors in the fight against Neglected Tropical Diseases (NTDs). NTDs are a group of diseases which are medically very diverse. In practice, however, they all primarily affect the world's poorest populations and cause long-term societal and economic impairment. During the simulation game, the scenario highlights a number of questions regarding these diseases: Why are some mass drug administration campaigns falling short of their goals? Which local needs and specificities are hindering the effective fight against some of these illnesses? How can global health research agendas adequately address such needs and avoid doing harm? How to de-colonize global health?

### Scenario

The scenario is set in a fictional Central African country which is highly affected by a number of NTDs. During the first part of the simulation game, participants come together to discuss overarching issues caused by NTDs and potential large-scale solutions to them. In the second part of the simulation, participants are then tasked with formulating concrete actions to combat the five diseases afflicting the country.



### Learning Goals

- Holistic understanding of the wide-reaching effects of Neglected Tropical Diseases.
- Understanding of the interconnectedness of possible solutions to the problems caused by the diseases.

<b>Target Group:</b>	Professionals and students
<b>Participants:</b>	20 - 25
<b>Duration:</b>	1 Day
<b>Type:</b>	Fictional
<b>Language:</b>	English