

# Nergal - an epidemiology citizen science game for people with visual impairments



## Short Name

Nergal

## Formal Name

Nergal - an epidemiology citizen science game for people with visual impairments

## Contact Person

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## Institution/Organisation

Then Try This

## Website

[The Try This](#)  
[iSight Cornwall](#)

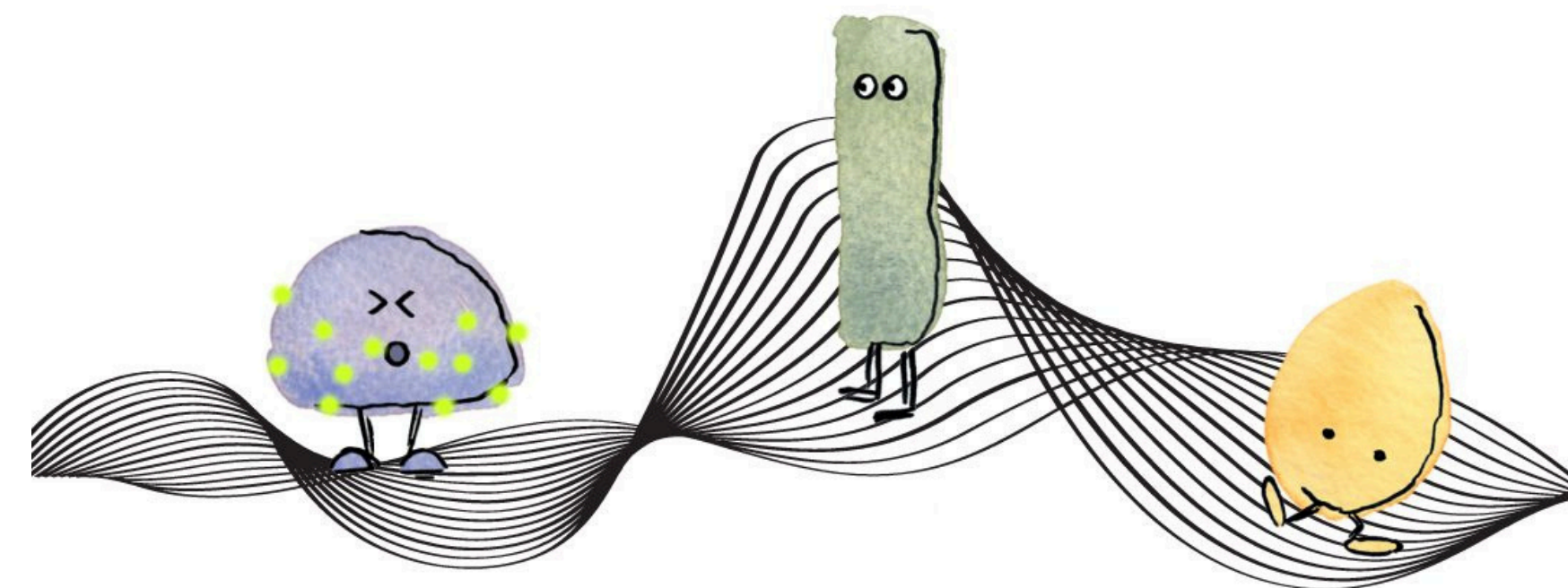
## Social Media

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If science is public funded, it is only ethical that people have the chance to inform and access the research.



## Summary

Improving our understanding of how diseases spread within our communities is crucial for public health. We know from the Covid pandemic that our social decisions change our risk of catching diseases and infecting others.

However, this can't easily be studied in real life because people's social interactions are so complex that they are hard to track. Because of this, we rely on computer models instead - however these typically assume that people make perfect, consistent decisions, which isn't realistic.

So, we are building an online game world called 'Nergal' where players can explore, chat with other characters, and catch diseases within the game. This is a safe way to get semi-realistic data on how social interactions affect the spread of disease. We are using Impetus funding to make a version of Nergal that is playable by people with visual impairments. This will generate important data for public health, and will act as an example of how citizen science games can be made more inclusive.