



Interactive Video Games in Adolescent Reproductive Health Education: A Case Study in Nigerian Cities

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Abstract

Adolescent reproductive health education in Nigeria has been a focus of public health initiatives aimed at reducing teenage pregnancies and sexually transmitted diseases (STDs). Interactive video games have emerged as innovative tools to engage adolescents in learning about sexual health. The study employed a mixed-methods approach including surveys, focus groups, and observational data collection. A total of 500 adolescents aged 14-18 from six urban centers were recruited for the intervention group, while a control group of 250 received traditional educational materials. Data analysis revealed that the interactive video game intervention led to a statistically significant reduction in risky sexual behaviour ($p < .05$) and an increase in STD awareness by over 80% among participants compared to controls. Participants also reported higher engagement with the gaming content. The findings suggest that interactive video games can be effective in enhancing adolescent reproductive health education, particularly for engaging younger audiences in urban settings. Future research should explore scalability and sustainability of such interventions across different socio-economic backgrounds and geographical regions. Implementation needs to consider cultural appropriateness and parental involvement. Adolescent Reproductive Health, Interactive Video Games, Sexual Behaviour Education, STD Awareness, Nigeria Treatment effect was estimated with $\text{text}\{logit\}(\pi) = \beta_0 + \beta_1 X_1$, and uncertainty reported using confidence-interval based inference.

Keywords: *African Geography, Adolescent Behaviour Change, Interactive Technology, Sexual Health Education, Video Games, Epidemiology, Community Engagement*

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