



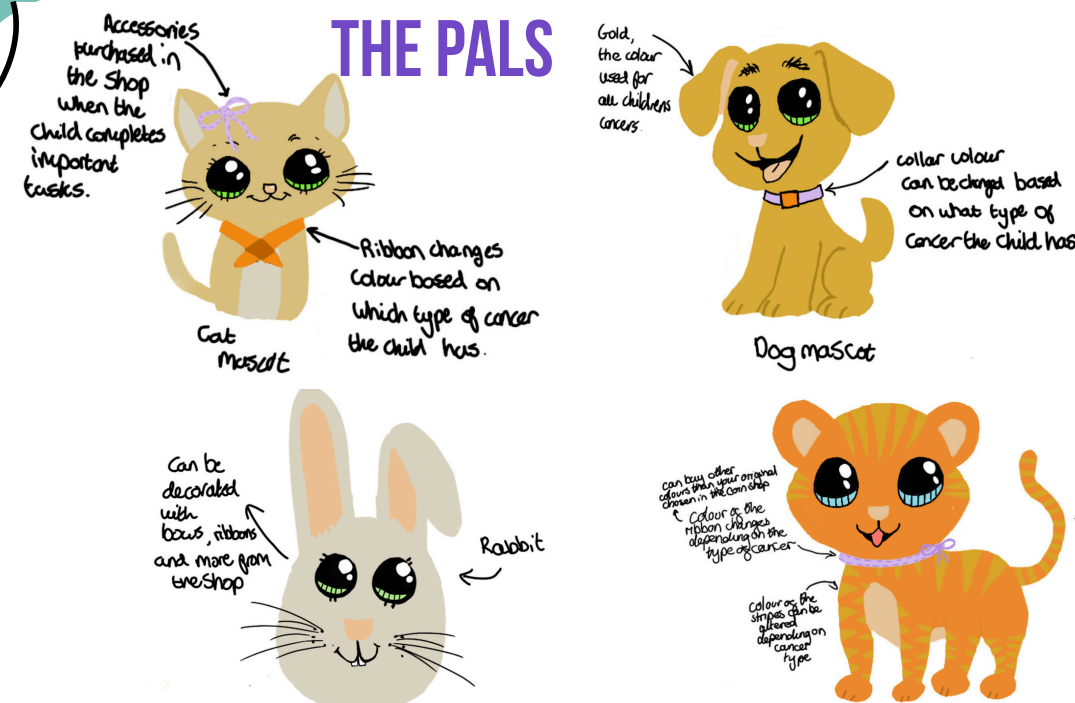
CHILDREN'S CANCER PALS



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RESEARCH AND ROLES

THE PALS



TREATMENT VIDEOS



CONTENT

Our app features educational videos that explain important Parts of cancer treatment in a way children can understand:

- Cancer – What it is and how it affects your body
- Treatments – What medicines you might need
- Feeling Sick – Why you might feel unwell
- Support – Where to find help when you're scared
- Talking About Cancer – Tips for conversations with friends and family

Our characters reflect real cancer experiences (like hair loss or amputations) to help kids feel seen, supported, and less alone.

IMPLEMENTATION, ACCESSIBILITY AND INCLUSIVITY

We chose to focus our Idea on Children with Cancer, as they are often overlooked in cancer research and support tools.

- Only 2% of UK cancer research funding goes toward childhood cancers
- Cancer is the leading cause of death in children aged 1–9, and the second in adolescents
- 84% survive beyond five years, but many face long-term mental, physical, and emotional challenges.

Our app supports:

- Children: Through interactive features, symptom tracking, activity suggestions, and simplified educational videos.
- Parents: With a dedicated mode offering insights into their child's symptoms, emotional state, and long-term impacts.
- Healthcare Teams: To maintain connection, education, and support.

With childhood cancer cases rising by 15%, this app aims to ease the burden of treatment and improve daily life for young patients and their families.

UNDERSTANDING THE NEEDS OF VARIOUS PAEDIATRIC CANCERS

Our research Highlighted the three most common types of childhood cancer – helping us tailor the app to support the needs of each cancer

1. Leukaemia (31%)

- Affects the blood and bone marrow, causing fatigue, infections, bruising, and bleeding.
- Most common type in children, especially forms like Acute Lymphoblastic Leukaemia.
- Treatment is mainly chemotherapy, with a high survival rate (up to 90%).
- Possible App features: Symptom tracking, calming tools for physical fatigue and emotional stress

2. Brain & Spinal Tumours (25%)

- Affects vision, balance, memory, and mood—symptoms are often neurological.
- Treated with surgery, chemotherapy or radiotherapy.
- App features: Custom activity suggestions to ease symptoms + symptom logs for doctors/parents

3. Lymphomas (10%)

- A cancer of the lymphatic system, causing fatigue, night sweats, and swollen lymph nodes.
- Includes Hodgkin and non-Hodgkin types, with high survival rates (up to 95%).
- App features: Mood tracker, daily check-ins, and safe anonymous chat to reduce isolation.

RECOMMENDED TO OPEN ON
COMPUTER OR FIGMA APP



APP PROTOTYPE - FIGMA

PRIMARY RESEARCH/ QUESTIONNAIRE:

In order to get Primary research for the App we surveyed the younger students at our school via a Questionnaire to tailor our app design as they are closer to the age demographic than we are.

Our Research concluded that the students most common:

- Favourite Colours: Pink (27%), Purple (21%), and Green (13%) were the top choices.
 - This shaped our pastel colour scheme, preferred by 62% of respondents, to create a calming and appealing visual experience.
- Comfort When Ill: Most common comfort activities: Sleeping (18%) and Eating (11%).
 - Led to features like calming music, relaxation tools, and a custom meal suggestion system to address appetite loss and provide emotional support.
- Emotional Support:
 - Some children said they talk to friends when upset.
 - Inspired our anonymous chat feature so children can connect with others going through similar experiences—combating loneliness and supporting mental health.
- Favourite Animals: Top picks: Cats (14%), Dogs (13%), Rabbits, and Tigers.
 - Helped us design customisable mascots to create a friendly, comforting app environment.

INVICTA GRAMMAR SCHOOL

APP FEATURES

Safe Chat & Community

- Monitored Chat with other children going through cancer
- Doctor referral code ensures safety

Mood & Symptom Tracker

- Mascot has Open AI API sourced Assistant based chatbot with empathy tended response analysing daily check in from child
- Weekly reports sent to doctors and parents

Interactive Mascot

- A fun, supportive pet that grows happier with activity and can be customised using coins earned throughout the app

Therapeutic Activities & Games

- Concentration & memory games to help with cognitive changes (BRAIN CANCER)
- Guided meditations (space, mermaid, bedtime themes)
- All activities reward engagement with mascot happiness points

Digital Scrapbook

- Log symptoms and receive activity suggestions tailored to energy levels
- Helps children look back on joyful moments during tough times
- Memories can be preserved for families in case of loss

Post-Cancer Recovery Stage

- Ongoing support after treatment ends
- Connect with other cancer survivors GIVING ADVICE