

## **BACKGROUND**

IRC Digital projects: Serious games & applications

2014 - RELIVE CPR & Adventure Game A Breathtaking Picinic! Digital fairy tale 2018 - VR CPR Virtual Reality CPR











The videogame celebrates the 10th anniversary of the European Cardiac Arrest Awareness Week Declaration of the EU Parliament, promoted in Italy by the Italian Resuscitation Council as Settimana Viva! and highlights the importance of the Kids Save Lives campaign.



## **CODENAME: RESUS**

Codename: ResUs! Is a tribute to the popular Among Us videogame, starting from its simple style as well as the sci-fi yet funny and dynamic atmosphere and mood. Each player has only one opportunity per-day to play the game (in WORDLE-style) and resuscitate as many characters as possible in a pre- defined time, facing "mini games" and exploring the set through a map randomly generated on a daily basis, but identical for every player.





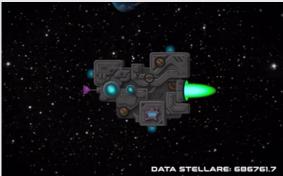






## **GAMEPLAY**









Launching the game, the player will find himself in the game set, with the mission to explore the spaceship, find and save all crewmates, using correctly the tools he will find on his way, before the time runs out.

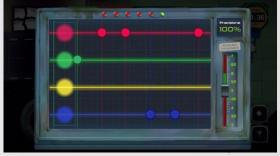






The aim of Codename: ResUs is to raise awareness among as many people as possible, since the young age, regarding the cardiac arrest and airway obstruction topics, immediate EMS alert, CPR and correct use of AED.

It is a "serious game" although its aim is not to teach (as the VR CPR) but to increase the awareness on a huge target of potential rescuers – mainly young people aged from 13 y.o. in a funny and easy-to-play way.







Codename: ResUs is addicting! Complete the game in the shortest time and with the highest score.

Codename: ResUs is viral! Play and challenge friends, schoolmates, siblings, parents, grandparents ...

Codename: ResUs is once a day! The game resets every day at midnight to allow a new challenge.



