

FINALIST SHOWDOWN BEST INNOVATORS AND RESEARCHERS

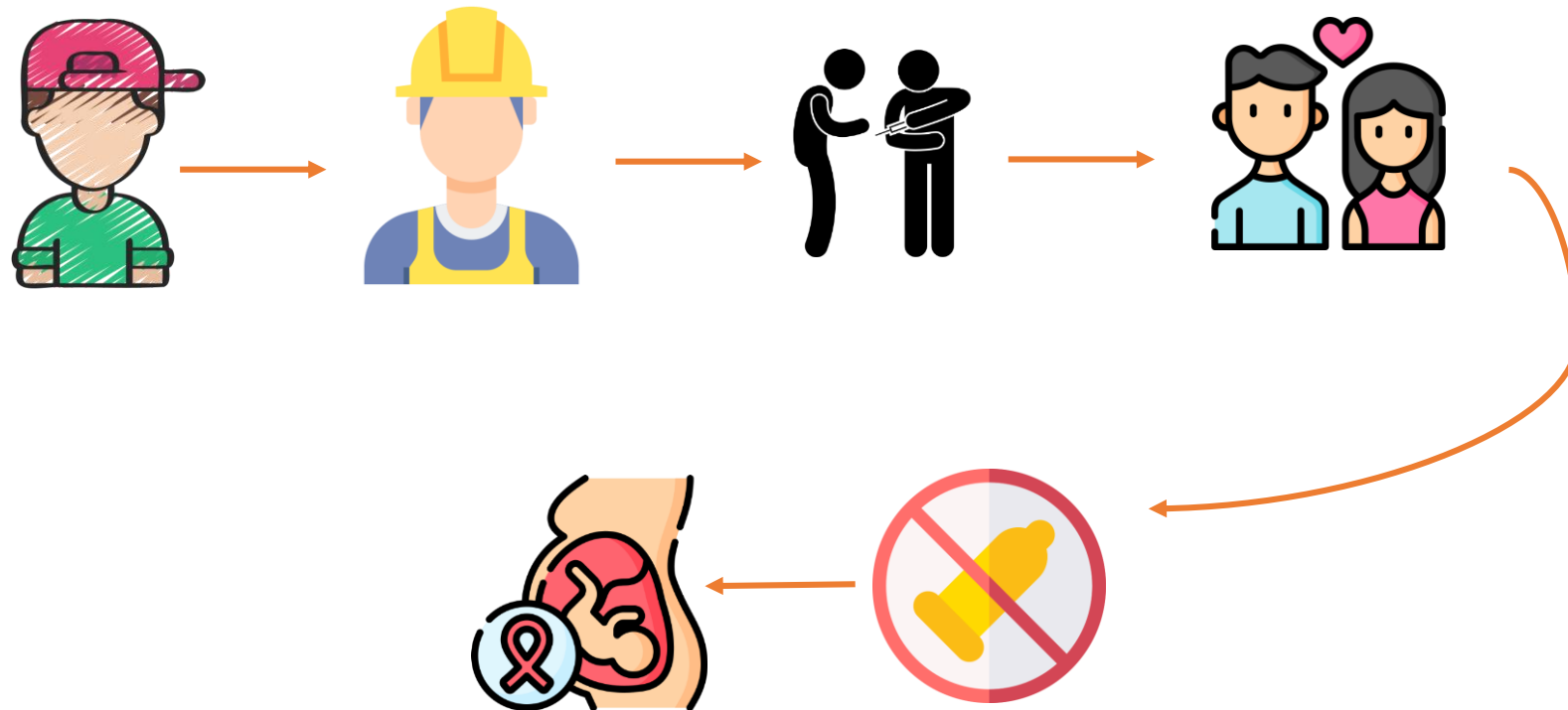
National
Conference 2023
**SEXUAL AND REPRODUCTIVE
HEALTH AND RIGHTS IN
BANGLADESH**
SHOWCASING RESEARCH THROUGH
IDEAS, INGENUITY AND INNOVATIONS

SafeMe: A Board-Game to Build Awareness regarding Sexual Health and Wellbeing amongst Vulnerable Adolescents in Bangladesh

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Organisation; icddr,b



Rakib, Nisha and their experiences...



For girls

**Restricted
Knowledge
Access and
Social Isolation**



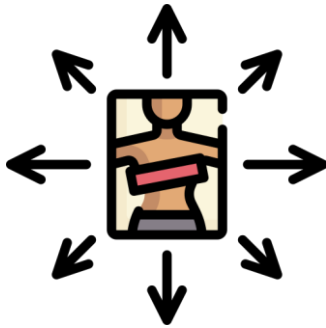
For boys

**Unhealthy and Violent
Masculinity**



Violence

**Domestic, GBV and
IPV**



Cyber sexual Abuse



**Low Regard of
Respect,
Consent and
Dignity**



**Discriminatory
Attitude**

Worldwide



153 Million
Orphan

150 Million
Street Children

160 Million
Child Laborers

79 Million
involved in
hazardous labor

Bangladesh



500,000
Orphan

600,000
Street children

66,705
Child Laborers

92,926
not living with a
parent or with one
dead parent



Approximately
50
Adolescent
Focused
Programs

Not Exclusive To

Sick

Orphan

Children out of family

Children of Sex
Workers

Street Children

Children Born to HIV Positive
Parents

Sexual Health and
Wellbeing is rarely the
Primary Component
and
Boys are hardly targeted

SafeMe



Decode SHW
Stigma

Promote Co-Operation

Strategy-based

Peer to Peer Learning

Character-based

Sexual Health

STI, STD, RTI
and HIV/AIDS

Wellbeing

Sexual Bullying

Sexual Exploitation, IPV, GBV

Cyber Sexual Abuse

Why SafeMe?

Age and Context Specific

Teaching, Learning and
Knowledge Retention

Non-Verbal Communication
and Social Interaction

Positive Attitude

Agency

Awareness and Values

Accurate Knowledge



Methodology

Outcome of Interest: Improved Holistic and Gender-diverse Sexual Health Awareness and Attitude Shifting amongst Vulnerable Adolescents in Bangladesh.

1st Phase

Development of SafeMe

Formative Research & Qualitative Exploration

2nd Phase

Implementation of SafeMe

Pre and Post Study Design

Adolescents of all genders, attending JAAGO/TFB schools in Dhaka and Gaibandha.

Distribution of SafeMe

15 Months

3rd Phase

Advocacy for SafeMe

Dissemination

Dialogues with Government and development partners

3 Months

8 Months

4 Months



Impact and Sustainability



Organizations supporting vulnerable children



Government Programme



Vulnerable Adolescents



Game Design



Epidemiology



Health System



Implementation Research



Gender



Adolescence Health



Innovation



Programme Implementation

Team Composition

Budget

Description	Amount	Percentage
Salary Support	18,347	48%
SafeMe Design and Development	8,000	20%
Training and Meetings	2,000	5%
Travel	3,000	8%
Photocopy, Printing and IRB	2200	6%
Overhead	4800	13%
Total	\$38,347	100%

Thank you!